

DC UNIVERSE

ROLEPLAYING GAME

TM

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INTRODUCTION...





Welcome to the *DC Universe Roleplaying Game*. If you picked this up just because it has the DC logo on it, you might be saying to yourself right now, "Okay, this looks cool, but what's a roleplaying game?"

A roleplaying game is a way of telling a story. You know what it's like to have someone tell you about an event that happened to him or somebody he knows. You may even have thought, "If I were him, I'd have done things differently." With a roleplaying game, you don't just listen to the story—you take part in it. You get that chance to do things differently.

The story you build with a roleplaying game is usually called an adventure. To create it, you get together with at least two people. One takes the part of the Narrator. She directs the flow of the story, plays the role of any opponents you and the other players may come across, and determines the results of any actions taken. The Narrator determines the story's main goal, the obstacles that come up along the way, and how difficult those obstacles are.

The rest of the people in the group are other participants, or players, in the story. Each player has a character (called a hero) that represents a person in the story. They influence the story line by deciding how to work toward overcoming the obstacles the Narrator places before them. With the Narrator, they create the story.

You can think of an adventure as a movie or television show. Each of the players has a character they pretend to be, while the Narrator acts as the writer and director of the show.

But if this is a game, how do you win? The object of roleplaying games is to have fun, interact with the people around you, and overcome challenges set by the Narrator. If you reach those goals successfully, then you've won.

The mechanics of the *DC Universe Roleplaying Game* are simple enough: The Narrator picks a difficulty number, and if your roll of the dice is equal to or higher than that number,

your hero succeeds. Here's how that works: Your hero has a value for each of his attributes (such as *Reflexes*, *Knowledge*, and *Perception*) and skills (such as *martial arts*, *scholar*, and *search*) that represents a number of six-sided dice. You roll that many dice to see how well you do when you want to perform an action with that attribute or skill. You can use either standard six-sided dice (like those that come in most board games) or the custom *DC Universe Hero Dice* sold separately. In either case, you'll need several dice of any color, which are the regular dice, and one die of a different color, which is the Wild Die.

To accomplish an action, you need to know how to read the dice. Here's how: On regular standard dice, each 1 or 2 counts as a failure and each 3, 4, 5, or 6 counts as a success. On the standard Wild Die, the 1 counts as a critical failure (which is worse than a failure); the 2 counts as a failure; a 3, 4, or 5 counts as a success; and the 6 counts as a critical success (which is better than a success). On regular Hero Dice, each Darkseid face counts as a failure and each Superman symbol counts as a success. On the Wild Hero Die, the Joker face represents a critical failure, the Darkseid face represents a failure, a Superman symbol represents a success, and the Batman symbol represents a critical success (see sidebar).

To use the dice to figure out how well you did at a task, roll a number of them equal to the number listed in front of the "D" for the attribute or skill that you want to use. (You'll have this number listed on your hero sheet.) One of these must always be the Wild Die, while the rest are the regular dice.

For example, Robin, the hero used in the introductory adventure in this chapter, has 4D in *Knowledge*. If you were playing him, you would roll three regular dice and one Wild Die, count up the number of successes, and compare that to the difficulty. On the Wild Die, if you get a 6 (or Batman symbol on the custom Hero Die), it's a critical success, which means

THE RULES...

There are only two rules you need to remember to play this game:

1. Have fun! (This includes everyone in your group.)
2. If some other rule contradicts Rule 1, the Narrator may change or ignore it.

This book doesn't include every possible application of this rules system, nor does it explicitly state all of the manifestations for powers and skills. There's plenty of room for Narrators and players to design super heroes (and villains!) with unique powers, skills, and other characteristics—in other words, to use their imaginations. Future supplements will expand on game mechanics, Advantages, Disadvantages, skills, powers, special maneuvers, and so on, but this book contains everything you need to get started on your adventures in the exciting DC Universe.

HERO DICE...

to represent success and failures, and make it easier to count up your successes and failures.

Result	Regular standard die	Regular Hero Die
Failure	1, 2	
Success	3, 4, 5, 6	
Result	Wild standard die	Wild Hero Die
Critical failure	1	
Failure	2	
Success	3, 4, 5	
Critical success	6	

you count it as a success and then you get to roll that die again. On the second roll of the Wild Die, everything but the 1 (Joker face) counts as a success, and if you get another 6 (Batman symbol), you get to roll again! As long as the 6 (Batman symbol) keeps coming up, you can keep rolling. However, if you get the 1 (Joker face) the first time you roll the Wild Die, it's a critical failure; it counts as a failure *and* takes one of your other successes away. The Narrator may also decide that something terrible also happened to the hero. No matter how bad your rolls, though, you can never have fewer than zero successes.

Example One: The player of Robin rolls his 4D in *Knowledge*. The first time he rolls, he gets a 1 (Darkseid head) and two 3s (Superman symbols) on the regular dice and a 6 (Batman symbol) on the Wild Die. The player counts the two 3s (Superman symbols) and the 6 (Batman symbol) up to get three successes, but he gets to roll the Wild Die again. This time he gets a 4 (Superman symbol). That counts as a success too, so he has a final total of four successes.

Example Two: The player rolls Robin's 4D in *Knowledge*. This time he gets two 1s (Darkseid faces) and a 6 (Superman symbol) on the regular dice and a 1 (Joker face) on the Wild Die. He counts the one 6 (Superman symbol) for his only success, but because he rolled the 1 (Joker face) on the Wild Die, he has to take

away this success. He ends up with no successes.

To figure out how well the hero did at a task, compare the number of successes you rolled to a value called the **difficulty number**. The difficulty number represents how hard it is to accomplish a task. This number is assigned by the Narrator, who uses the game mechanics in Chapter 12 to determine the value.

When you roll the dice, you try to roll equal to or higher than the difficulty number. As in real life, you often won't know how well you do something until after you try it. The Difficulty Chart shows the difficulty levels and the number of successes needed for each. Chapter 12 gives more details on each difficulty level.

If someone or something is rolling against you, you'll need to make an **opposed roll** instead of having to beat a difficulty number. For example, if you try to hit someone, that person can dodge out of the way. She would roll her *dodge* skill and you would roll your *brawling* or *martial arts* skill. Her roll opposes yours, which means the number of successes she rolls becomes the new difficulty number.

Now that you know the basic principles of the game's system, we can apply them to the DC Universe. In this game, you can play new heroes just starting out in the DC Universe. You may come up against villains like the Cheetah or the Joker, and you may get help from legend-



DIFFICULTY CHART...

Difficulty Level	Successes Needed
Very Easy	1
Easy	2
Moderate	3
Difficult	4
Very Difficult	5
Extremely Difficult	6
Heroic	7
Very Heroic	8
Super-Heroic	9
Legendary	10

ary heroes like Batman or Superman. Operating as a hero in Gotham City, for example, will undoubtedly attract the attention of Batman. It will also attract the attention of the Gotham Police Department and, if you're not careful, Batman's foes.

To get you started, we have included a solo introductory adventure for you to play through as Robin. Set before the cataclysmic earthquake that leveled Gotham City, Two-Face is up to his usual tricks, and Robin must bring him to justice. After you finish playing, you can move on to Chapter 1, "Hero Creation."

Chapter 1 has all the rules you need to make your new hero. Chapters 2 and 3 explain the skills and powers in greater detail. Chapter 4 contains a list of equipment, vehicles, and other items you may want to have for your character. Chapter 5 gives you all the basic game mechanics you need to play, and Chapter 6 offers a quick tour of the major attractions of the DC Universe.

For some examples of heroes created with this system, take a look at the five new ones included in Chapter 7. If you want to play one of them, photocopy the page, and you're ready to start. Just remember the number one rule—have fun!

To play the game, you can stop reading after the sample characters in Chapter 7. However, if you want to be the Narrator or learn more about the game, check out the next section of the book. The *Narrator's Guide* kicks off with more material on the DC Universe: Chapter 8 contains a comprehensive timeline of the past 10 years. Chapter 9 presents some of its great

est heroes and vilest villains. In Chapter 10, we expand on Chapter 6's tour of the DC Universe and introduce you to some of its nonpowered denizens.

Chapter 11 discusses what goes into being a Narrator, while Chapter 12 offers new optional mechanics for the game. Chapter 13 not only presents several unique pieces of equipment, it also has an equipment creation system. "The Bride of Metallo," an adventure set in Metropolis, tops off this book.

Now on to the introductory adventure! Read the entries in the adventure, and follow their directions. Play the adventure a couple of times until you get the hang of the game mechanics. Once you're ready, move on to Chapter 1 to begin your career as a super hero.

EVEN CHANCES

1

Tonight is a night like many nights in the suburbs of Gotham City. Still, quiet, and beautiful. It's also boring. Luckily for you, you're Tim Drake, better known as Robin. There are so many things you can do that other kids can't. You get to cruise around in the Redbird. You get to beat up the bad guys when you fight alongside Batman. But tonight looks like the perfect chance to take a night off. There are three options that come to mind: You can call up Ariana Dzerchenko, your sort-of girlfriend, and do something, you could suit up and hit the mean streets as Robin, scouring them for any would-be criminals, or you could just sit here, watch TV, and relax. Hmm....

- If you call Ari, go to 2.
- If you hit the streets as Robin, go to 3.
- If you decide to sit around and watch TV, go to 4.

2

The phone rings, and Ari answers it. "Hi, Ari. What's up?" Oh, that sounded so lame. She probably doesn't even want to talk to you. This was a horrible idea.

"Tim! I'm so glad you called. It's such a nice night out. We should go do something."

Yes! This was a great idea! "Sure, what do you want to do?" That was original.

"Well, we could catch a movie or go to dinner. It's already a little too late to do both. Or we could just go for a walk."

"Are you sure it's okay with your uncle?"

DC UNIVERSE ROLEPLAYING GAME™

HERO NAME: ROBIN

REAL NAME: TIMOTHY DRAKE

OCCUPATION: HIGH SCHOOL STUDENT

BASE OF OPERATIONS: GOTHAM CITY

GENDER: MALE

MARITAL STATUS: SINGLE

HEIGHT: 5'1"

WEIGHT: 115 POUNDS

EYE COLOR: BLUE

HAIR COLOR: BLACK

RACE: HUMAN

TECH LEVEL: MODERN (1)

ADVANTAGES:

Charismatic -3D, Contact (Batman, Nightwing, Oracle) -2D each, Mechanical Aptitude -2D, Patron (Batman) -4D, Wealth -6D

DISADVANTAGES:

Dependent (Tim's father, his father's housekeeper) +2D each, Enemy (Two-Face) +1D, Secret Identity +3D

SPEED: 30

PDV: 4

UNARMED BDV:

3D (brawling),

1D (martial arts)

PIL BONUS: +2

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 24

BODY POINTS: 35



REFLEXES 2D

Acrobatics 7D, brawling 5D, boating 4D, climbing 5D, dodge 6D, driving 4D (Redbird +1D), martial arts 8D (all maneuvers +1D each), melee weapons 6D (bo staff +1D), piloting 4D, riding 5D, sneak 6D

COORDINATION 2D

Catch 5D, lockpicking 5D, marksmanship 5D, missile weapons 4D, sleight of hand 5D, thievery 5D, thrown weapons 5D (insignia shuriken +1D, Batarang +1D)

PHYSIQUE 3D

Leap 4D, lifting 4D, resistance 5D, running 5D

KNOWLEDGE 4D

Arcane lore 5D, computer ops 7D (computer programming +1D), criminology 8D, demolitions 5D, forgery 5D, languages 5D, medicine 5D, navigation 5D, research 5D, scholar 5D, science 5D, security 6D

PERCEPTION 3D

Artist 5D, conceal 5D, engineering 5D, hide 5D, invent 5D, repair 4D, search 4D, shadowing 5D, streetwise 4D, surveillance 4D, survival 4D (urban +1D), tracking 5D

PRESENCE 2D

Animal handling 5D, bluff 3D, charm 3D, command 5D, disguise 3D, interrogation 3D, intimidation 3D, persuasion 3D, willpower 7D

EQUIPMENT:

Costume (Armor Value 20 against projectiles, 12 against heat and fire), nightvision lenses (immune to darkness penalties), decel monofilament cord jumplines and grapnels (max range: 200 feet of cable, +1 success to any climbing roll), gas capsules (break upon contact and release a knockout gas; the target must make a Difficult stay up roll or fall unconscious for six hours), rebreather (provides oxygen for up to two hours), Batarang (BDV 2D, max range: *Physique/lifting* + 4 in feet), bo staff (BDV 3D, telescopes from one foot in length to six feet at the push of a button), "R" insignia shuriken (BDV 1D, max range: *Physique/lifting* in feet), sling shot (maximum range: *Physique/lifting* + 10 in feet), Bat compounds and various other items concealed in costume and utility belt.

BACKGROUND:

Studying for years under the tutelage of Batman, Nightwing, Lady Shiva, and others, Tim Drake has studiously acquired and maintained the skills necessary to fight alongside the Dark Knight and live up to the title of Robin. In his two years as Robin, Tim has faced many serious threats from villains such as Two-Face (a personal foe of Robin), the loss and subsequent return of Bruce Wayne as Batman.



"Yes, as long as I'm back early, it's okay." Sweet. Well Tim, what'll you say?

- If you suggest catching a flick, go to 5.
- If you offer to take her out to eat, go to 41.
- If you propose going for a walk, go to 6.

3

All right! Time to go get into the mix. There is still one decision left to make. Do you cruise the 'burbs looking for trouble close to home, or do you punch it up a notch and patrol Gotham? The suburbs have less crime, so there is less of a chance of bumping into anyone who truly needs a beating. But the suburban crimes are usually better planned, so any crime you do find is a little more challenging. The city offers tons of crime, but it's all straightforward. You know, a crook pulls a gun and says, "Your money or your life!" type of crime. A guy actually said that once when you were on patrol with Batman. You laughed out loud, and he gave you the glare. You hate it when he glares. Anyway, the age-old question beckons. Do you want quality or quantity?

- If you want to stick to the suburbs, go to 9.
- If you want to patrol Gotham, go to 42.

4

What a life. Days as Tim Drake, nights as Robin. This double life of yours takes its toll after a while. This is actually the first chance you have had to just sit and watch some TV in a long time. You watch the TV with a dull gleam in your eye. The boredom and inactivity are taking their toll. Growing weaker...eyes closing...strength fading...must resist...

To stay awake, you'll need to roll Robin's *willpower*. Look for *willpower* on his hero sheet (it's under *Presence*): it's 4D. Grab three regular dice and one Wild Die and roll them. Count up the number of successes, adding one and rerolling the Wild Die if it comes up a critical success, or subtracting one success if a critical failure turns up. (Use the accompanying dice charts to figure out your results based on the dice you're using.)

- If you got two or fewer successes, go to 10.
- If you got three or more successes, go to 7.

5

The name of the movie doesn't matter that much. Just being with Ari always makes you

feel better. The movie is a sappy romance—just Ari's speed. You notice that Ari reaches out to hold your hand during a particularly romantic scene. You heave a mighty sigh. You are in love big time. You'd like to tell her someday about your double life...but how can you? Bruce's secret wouldn't stay very secret if the world knew Tim Drake was Robin. People would put it together. You'll have to keep the secret. It's more than just your happiness at stake. Oh, great. Ari noticed how you tensed up when you thought about your little dilemma. She's not holding your hand anymore. Your life just rots sometimes.

Just then, your personal problems get eclipsed by a much bigger problem. A National Guardsman enters the theater, and the lights come up. "All right, everyone. We have a small safety problem in the city. We would like you to come with us to a safer location. Please do as we say, and everything will be fine. Remain calm." The guards are herding people out like cattle. You can bail and find out what's going on, or you can stick with Ari and make sure she gets through whatever the problem is okay.

- You try to slip past the guards: go to 11.
- You stay with Ari: go to 12.

6

Well, it's a nice night for a walk. Walking hand in hand with Ari, it's as if you don't have a care in the world. Then, a stranger jogging by starts screaming. He jabbers on about how "we're all going to die." You would normally dismiss the guy as a psycho, but he was listening to a headset radio when he went off. He might have heard some piece of news on the radio that caused his reaction. You could run down the jogger and question him to find out what's going on. You could also just ignore the freak and continue your date. The world can go on without you for one night.

- To interrogate the jogger, go to 14.
- To continue your date, go to 16.

7

The screen fades to static for a second. Then two all-too-familiar faces pop up on the screen...both on the same man. It's Two-Face! Just as he begins his rant, you leap off the couch, put a tape in the VCR, and begin recording the villain's speech.

- Go to 8.

**8**

"Hello-hello, Gotham City. Behind me, you see two missiles I have just for you. By the end of tonight, everyone will understand the power of chance. Everyone will understand the duality of all things. Good and evil. Black and white. Up and down. Life and death. Every coin has its flip side, and the side you end up on is a quirk of fate. Allow me to demonstrate. These two missiles are Good and Evil, Life and Death. One is a dud. The other is filled with a nerve gas that will wipe out Gotham. I had the boys mix 'em up so even I don't know which is which. At midnight, I'll flip this coin. Heads means I launch the right missile. Tails, I fire off the left one. Totally random. One or the other. There is no ransom, no extortion. Not this time. This time, I just want everyone to understand."

Wow, he's nuts (even for Two-Face). Well, using the tools you have available in the Redbird, you can do a few things. You can visually scan the broadcast for small details, you can listen with sound filters for any tell-tale background noise, or you could also try and figure out where the heck he got two missiles.

- *You take a closer look: go to 46.*
- *You listen up: go to 30.*
- *You investigate the missiles' origins: go to 29.*

9

You're cruising around in the Redbird. The suburbs are nice. The police scanner picks up a broadcast from Shotgun, tough-





est officer on the local force, "Miserable city wackos! Now the former district attorney wants to fry the whole city. I wouldn't mind, but if that guy has nerve gas, it could hurt my county! Get as many people out of town as possible. The National Guard is coming in to help. Shotgun out." Well, that sounds interesting. Time to call in and find out what's going on.

• *Go to 27.*

10

Zzzzzzz.....sleep is good. School all day, Robin all night. Tim never sleeps. Except tonight. Zzzzzzz.

When you wake up, Bruce tells you all about the wild time you missed. Try the adventure again, and this time drink something with caffeine in it before you start.

• *Go back to the beginning and try again.*

11

Time to pull the old lost-in-the-crowd bit. You feel like a heel leaving Ari at a time like this, but the National Guard will protect her. You've got to find out what's going on and make things right.

To slip away unnoticed, you'll need to roll Robin's *sneak*. Look for *sneak* on his hero sheet (it's under *Reflexes*): it's 6D. Grab five regular dice and one Wild Die and roll them. Count up the number of successes, adding one and rerolling the Wild Die if it comes up a critical success, or subtracting one success if a critical failure turns up. (If you need to, use the dice charts on page 5 to figure out your results based on the dice you're using.)

• *If you got three or fewer successes, go to 12.*

• *If you got four or more successes, go to 13.*

12

Ari holds your hand tightly so you don't get separated. You're carried along in a wave of people, who are piled onto a truck like so much cattle and driven away to a military base. Once there, a lieutenant informs the crowd that a terrorist is threatening Gotham City with two missiles. Ari never leaves your side, so you have no chance of getting away and helping. You hope Batman can save the city without your help. At least Ari is okay.

• *Go to 49.*

13

You slip out amid the confusion. You hear Ari calling your name. She sounds so scared, maybe you should...No! You can't turn back now. You have to find out what's going on. You run outside to your car and hit a button on your key chain, transforming it into the awesome Redbird. You undergo a similar transformation, from average teenager Tim Drake to Robin, the Teen Wonder! Now to go and...hey, what's this? You see a goon trying to rob a TV store while the place is evacuated. Looters are so uncool. Well, the way you see it, there are three things you can do: You could take this guy down, you can call the cops and have them do it, or you can just blow off this small-timer and call in to see what's really going on.

• *To confront the looter, go to 18.*

• *To call the cops, go to 36.*

• *To call Bruce, go to 15.*

14

You easily catch the jogger. "Hey mister! What are you shouting about?"

The man looks at you and begins to explain. "Two-Face has missiles with nerve gas in them pointed right at Gotham! We've got to get to the National Guard so they can evacuate us! Come on kids, you should come with me." With Ari right there, you have no choice but to go along. Soon you are milling about in a sea of people all waiting to be evacuated. This might be a good time to disappear. But then you'd be leaving Ari alone. Well, she would actually be under the protection of the National Guard, and maybe you could slip away later. Decisions, decisions.

• *You try to slip away now: go to 11.*

• *You stay with Ari: go to 12.*

15

You make a quick call to Bruce. Instead, you get Alfred. "Ah, young sir. Master Bruce is on a...business trip tonight, so I was just about to call you. It seems your skills are in urgent need."

"Why, what the heck is going on?"

"Watch your dashboard viewer and I'll patch through a tape of tonight's news. I'm sure you'll find it quite enlightening."

• *Go to 48.*

16

This has nothing to do with you. Let Batman take of whatever it is. Tim Drake earned one night off. Ari turns to you and says, "Tim, I'm so glad we could have just one normal night together."

"Me too, Ari. Me too."

(Funny, it doesn't feel like you lost. Congratulations for reaching a happy ending, but to be a super hero, you have to worry a little more about others.)

• *Go back to the beginning and try again.*

17

"This is Helena. Or if you're a student, Ms. Bertinelli. I'm not in right now. If you need help with an assignment or just called to say 'hi,'

leave it at the beep."

Figures: nobody home. Guess you'll be getting no help from the Huntress tonight. Well, you can still call Bruce.

• *Go to 15.*

18

So, how are you going to take down this looter? He's a big, tough-looking guy. One hit from that monster would probably knock you right out. A couple of battle plans quickly form in your mind. You could just go over to him and duke it out. After all, you have a bo staff. He's carrying a TV, a rather unwieldy hand-to-hand weapon. You also have a can of pepper spray. Less risk to you, and it lets you take him down easier. Or you could clock him one with a trusty Batarang.

• *To use your bo staff, go to 20.*

• *To use your pepper spray, go to 21.*

• *To use a Batarang, go to 22.*

19

As you perch in the rafters of the warehouse, a brilliant plan comes upon you. For it to work, you need to move Two-Face under that crate suspended by a rope from the ceiling. You find a small pebble and throw it at the right spot. Two-Face whips out his tommy gun and charges toward the sound. When he gets there, he sees the pebble. He also notices that he is standing in the shadow of the suspended crate. He has just enough time to mutter, "Oh no," before you unleash your trap on him. Springing from your hiding place, you chuck your insignia dart right through the support rope.

Robin's skill at throwing the shuriken





is 6D (5D, plus 1D for his special training using the weapon). Make a *thrown weapons* (*insignia shuriken*) roll of 6D.

- If you have three or fewer successes, go to 47.
- If you have four or more successes, go to 28.

20

You sneak up behind the looter and get your bo staff ready. Wow, he's much bigger up close. Time to see just how hard you can hit someone with this thing.

Robin's *melee weapons* skill is 6D, plus 1D for his *bo staff* specialization. Roll a total of 7D, making sure one of them is the Wild Die.

- If you get three or fewer successes, go to 24.
- If you get four or more successes, go to 23.

21

You put your gas mask on, and ready your canister of pepper spray. Catching him by surprise, you spray it in his face. Blinded and confused, it's a simple matter to take him down. Well, he won't be going anywhere for awhile. Just then, you see a police car pull up and Bullock and Montoya step out. Montoya cuffs the perp and puts him in the back of the car. "Okay, Bullock. Let's roll." That takes care of that. Time to find out what this is all about.

- Go to 27.

22

You ready the Batarang and take careful aim. A little tap on the back of his head should knock him out without causing any permanent damage.

Okay, Robin, make a *thrown weapons* (*Batarang*) roll. The Teen Wonder's skill for *thrown weapons* is 5D, plus 1D for using the Batarang. Roll 6D, making sure one of those is the Wild Die.



- If you get three or fewer successes, go to 26.
- If you get four or more successes, go to 25.

23

You swing your bo staff as hard as you can. You hear and feel the *thwack* as the staff slams into the back of his head. For a moment, all is silent. Then the titan wobbles just a little bit, and falls flat on his face. Whew! If that didn't hurt him, you would've been in trouble. You can hear sirens getting louder. The police can handle him now. Time for you to find out what's going on.

- Go to 27.

24

You swing your bo staff as hard as you can. He puts his enormous arm up to block with

incredible speed. You can hear and feel the *thwack* as your staff slams into his arm. He doesn't even flinch! You hit him hard enough to put a dent in the Batmobile, and he barely notices! Now the big man glares at you. Time to leave. "Sorry, I thought you were someone else. Good-bye." You spin and beat feet. It takes you a second to realize you aren't moving. You look back. He's grabbing your cape! No problem—you can cut the cape with the sharp edge of your insignia dart. You just need a second...but that's one second more than you have, Teen Wonder. You wonder why you thought this was a good idea as the titan's gargantuan fist smashes into your face. Fade to black.

When you wake up, you see and smell Detective Harvey Bullock standing at the end of the alley you are lying in. Looking in your direction as you emerge from the alley, Bullock pulls the cigar he had been chewing on out of his mouth and says, "Kid, you sure know how to pick 'em. That guy who put your lights out was Bruiser Brozowski, the former prison boxing champ. You delayed him just long enough for us to catch him. That was pretty stupid of you, kid, but it worked out for me. Hey are you all right?"

"I'm fine, detective. I gotta go."

"Hey wait, kid—I got questions, paperwork..."

"Sorry, detective, but I don't have the time for paperwork; you'll have to handle this one on your own."

Bullock just stands and shake his fist as you throw a rope, and then swing away. You collapse into the front seat of the Redbird. You have a major concussion. Your vision is getting blurry and you feel sick. Just one thing to do. You get out of costume and change the car to "incognito" mode. Then you call Alfred to come pick you up. Back at the Batcave, he looks you over and orders you to bed. Batman will have to do this job—whatever it is—alone. You're no good to anyone like this. You can only hope everything works out.

• Go to 49.

25

You take careful aim and chuck the Batarang at him like a Pedro Martinez fastball—high and hard. You swear you hear a dull, hollow echo as the Batarang smacks the looter right in the back of the head. He crumples to the ground instantly. Out like a light, and here come the cops to pick him up right on cue. That couldn't have gone better. Time to find out what's going on.

• Go to 27.

26

You fling the Batarang right at the back of his noggin. You almost feel guilty about this, but he's the one who decided to loot that store. Just as the Batarang is about to knock him clear into next week, he bends down to get a better grip on the TV. The Batarang screams over his head and bounces off the brick wall behind him. Wow! Maybe you put a little too much mustard on that one! The crook looks down and sees the Batarang. All the color drains from his face. He slowly puts the TV he stole back into the store. His voice quakes with fear, "Please don't hurt me, Mr. Batman, I didn't mean nothin'. Honest!" Then the big crook turns and runs right into the cop who was sneaking up behind him the whole time. It's Bullock. The big guy screams, "Arrest me! Arrest me!" Bullock happily complies, "Sure, pal, anything you say. We got the back seat all cleared out for you, big fella." Well, that worked out better than you had any right to expect. Time to find out what's going on.

• Go to 27.

27

There are a few people you can turn for the lowdown on the situation. You can always call Bruce. He knows everything, but he tends to send you to where the least danger is. Then there's the Huntress, who has pretty good information and doesn't mind you being around when things get hazardous.

• You call Bruce: go to 15.

• You call the Huntress: go to 17.

28

Your insignia shuriken slices neatly through the rope. The crate comes crashing down on the bad guy! The force of the blow knocks the missile controller out of his hand. You run over, grab the control, and take off at top speed! Without the control, Dent can't launch the missiles, and Gotham is saved. The police follow in soon after your heroics to capture Dent and confiscate the stolen weapons. Good job, Tim. For one night at least, Gotham didn't need Batman—they had Robin!

• Go to 49.

29

You feed all the data you have into your computer to find out the story on the missiles.





Your search is successful almost immediately. LexCorp reported two missiles were stolen, but they were empty shells—dummy rockets used for tests. No big deal, but when coupled with yesterday's robbery of a canister of toxic gas, it spells disaster for Gotham. At least you know Two-Face was serious when he said only one of the missiles was armed. He only has one canister of the gas. Time to investigate a little more.

- If you look closer, go to 46.
- If you listen more closely, go to 30.

30

You turn the sound filters up all the way. Now you can hear the background noise—water. So...probably the docks. Wait, that was a foghorn sounding off! The lighthouse has a horn, but so do many of the ships in the docks.

- If you go to the docks, go to 31.
- If you go to the lighthouse, go to 32.

31

The docks are very dark. Luckily, you've got your starlight lenses in. Now it's dark for everyone except you. Look over there—some of Two-Face's hired muscle coming out of that warehouse, instantly recognizable in their two-tone ski masks. Pay dirt! Now you can take action while old gruesome is hanging out without his tough guys to protect him. How are you going to go about this?

- To sneak in to get a better look, go to 33.
- To bust in with fists flying, go to 34.
- To call the cops, go to 35.

32

The lighthouse isn't even on. Makes sense, since the place is supposed to be evacuated. A flash of light down the street near the docks catches your attention. Well, well, apparently there is still someone around. Time to move in for a better look.

- Go to 31.

33

You sneak in through the skylight. There's Two-Face, standing beside his little missiles. There's no one else here—what a stroke of luck! What do you do now?

- You take him down man to man: go to 34.

- You try to beat him by using your head: go to 19.
- You call the cops: go to 35.

34

Time to take out the garbage. You rush at Two-Face. You catch him by surprise and slam right into him! The missile control device goes careening out of his hand. As you get back to your feet, Two-Face opens fire with a tommy gun! No time for fooling around! You decide to get out of the way and try to take him out.

Roll Robin's *acrobatics* skill of 6D and his *martial arts* skill of 8D. Because Robin has such a high *martial arts* skill, he doesn't have to figure in penalties for taking more than one action in a turn. Don't forget the Wild Die!

- If you get three or fewer successes on one or both rolls, go to 38.
- If you get four or more successes on both rolls, go to 37.

35

"Gotham City Police Department—please state the nature of the emergency."

"I'm just a concerned citizen. Two-Face has the missiles at 3405 Waterfront Road, an old abandoned warehouse."

"Can I get your name, sir?"

"Just send some men to that address," you say and hang up quickly.

You hope she believed you enough to send a few units this way. Just then, the unthinkable happens. A missile streaks out of the warehouse, taking half the roof with it! You have a split second to act! Without thinking, you throw a Batarang at the missile.

Make a *thrown weapons (Batarang)* roll. Robin's skill in this is 6D (5D, plus 1D for his special training using the Batarang). Roll 6D, making sure one is the Wild Die.

- If you have five or fewer successes, go to 40.
- If you have six or more successes, go to 39.

36

Time to call in the boys in blue. "Gotham City Police Department—please state the nature of the emergency."

"I have a looter robbing a store at the corner 17th and 8th. Hurry!"

"We have patrol cars in the area, sir. Just stay where you are."

"Uh, sorry, I'm evacuating with everyone else. It's up to you."

You quickly hang up. With any luck, they



won't treat it as a prank call. Suddenly, you hear sirens. Wow, they really did have a patrol car in the area. The looter starts to run when a familiar voice bellows, "Put your hands on your head and assume the position, scuzzball!" Good. Bullock and Montoya can handle this loser. You wait just long enough to make sure they capture him, and then you make your way back to the Redbird. Time to find out what's going on.

• Go to 27.

37

You plant your collapsed bo staff into the floor and hit the activation stud. The force of the impact propels you up and away from the bullets. You do a full flip in mid-air, finishing off the maneuver with a vicious kick right at Two-Face's left temple. Your foot connects with impressive force, and the villain collapses in a heap. He picked on the wrong teenager tonight!

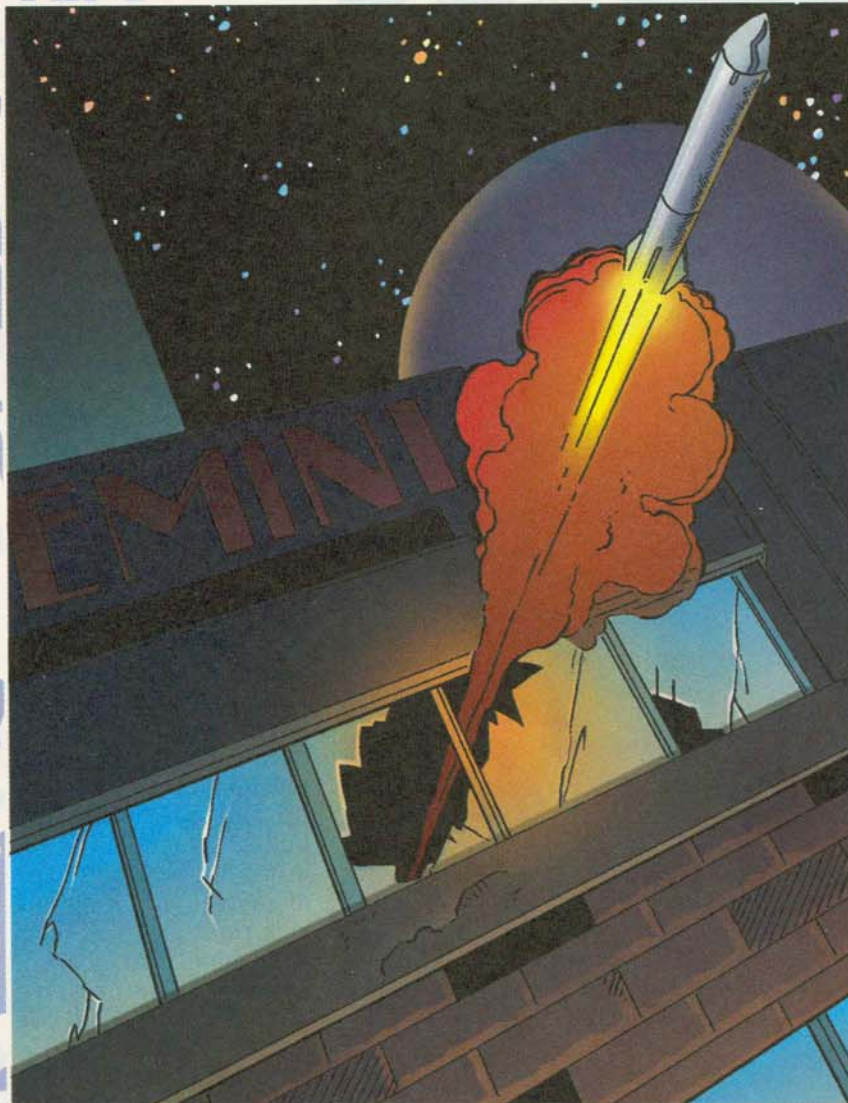
When the cops arrive to find Two-Face all tied up, they find one of your insignia darts stuck in the pole above his head. It might be showing off, but it's time everyone realized that Batman isn't the only guy who cares about Gotham City. You did real good, Tim.

• Go to 49.

38

The hail of bullets hits you low in the chest and you fall at Two-Face's feet, knocked unconscious by the force of the impact. (Kevlar stops





bullets from killing you, but it doesn't stop them from hurting you!)

"Kid, stay awake for this. Time to see what fate has in store for Gotham City."

Two-Face presses one of the buttons and launches a missile! But which one?

Flip a coin. I'm serious: go get a coin and flip it.

- If it comes up heads, go to 44.
- If tails, go to 45.

39

Your Batarang catches the control fin on the back of the missile. The projectile veers wildly and slams into the water, no longer a danger.

The cops arrive quickly. They drag Two-Face into custody and confiscate the remaining weapons. A job well done, Tim. The citizens

of Gotham will never know how close they were to losing their city tonight, but you do. Quite a story for Batman next time you see him. He'll be pleased. He just loves it when you get the job done *and* maintain a low profile doing it. Time to home and sleep (for a change).

- Go to 49.

40

Your Batarang misses. Oh no. Hopefully that wasn't the live one.

The blast-off of the projectile made it pretty clear where Two-Face was hiding out. The cops arrive quickly. They drag Two-Face into custody, and confiscate the remaining weapons. Meanwhile, you put on your gas mask, just in case.

Flip a coin!

- If it comes up heads, go to 44.
- If tails, go to 45.

41

Dinner with Ari is pleasant. You eat and talk. It really doesn't matter what she says; as long as you're with her, you're happy. Suddenly, a National Guardsman runs into the restaurant!

"Please stay calm. We require all people to evacuate Gotham immediately. There's no time to answer questions right now. Once we get to a safe distance, all your questions will be answered. Your loved ones are also being evacuated, so don't worry. Just come with us and everything will be fine."

You're being herded into trucks like cattle. You can try to slip away in the confusion to deal with this mystery threat, or you can stay with Ari and make sure she escapes all right.

- You slip away: go to 11.
- You stay with Ari: go to 12.

**42**

You can't even get near Gotham tonight. The National Guard appears to be evacuating the city. You'd better call in and find out what's going on.

• Go to 27.

43

The *Nancy-Ann* is just a normal boat, but it's currently listed at being docked on Pier 58. The building on that pier is where Two-Face must be holed up. Time to take a closer look.

• Go to 31.

44

Heads, you win! The missile slams right into an abandoned building and does no harm. You meant to do that. Looks like Lady Luck has a better opinion of Gotham than Two-Face does. You've learned some valuable lessons and nobody had to get hurt because of your mistakes. Chalk this one up as a victory, and you'll do better next time. Despite what Two-Face says, you can't always count on luck to pull you through.

• Go to 49.

45

Tails, everyone loses! The missile lands in the center of Gotham City and explodes. The National Guard are the real heroes, because almost nobody gets hurt thanks to their evacuation effort. The SWAT team members all have gas masks, and so do you. The residue from the gas will make Gotham unlivable for weeks. You are going to have a

real hard time explaining this one to Bruce...

• Go to 49.

46

Using the Redbird's computer, you pause the tape and zoom in close so you can get a good look at the scene. After careful examination, you notice two things. First, the missiles have the LexCorp logo on them. You also notice that there is a ship within sight of a window behind Two-Face. The ship's name is the *Nancy-Ann*.

• To check on the missiles, go to 29.

• To search for info on the *Nancy-Ann*, go to 43.

47

You hurl your insignia shuriken at the rope but miss! You've failed to spring the trap! After





he sees that the crate didn't fall, Two-Face notices you and opens fire with his tommy gun. No time for fooling around! You decide to get out of the way *and* try to take out Two-Face.

Roll Robin's *acrobatics* skill of 6D and his *martial arts* skill of 8D. Because Robin has such a high *martial arts* skill, he doesn't have to figure in penalties for taking more than one action in a turn. Don't forget the Wild Die!

- If you get three or fewer successes on one or both rolls, go to 38.

- If you get four or more successes on both rolls, go to 37.

48

The screen fades to static for a second. Then two all-too-familiar faces pop up on the screen...both on the same man. It's Two-Face!

- Go to 8.

49

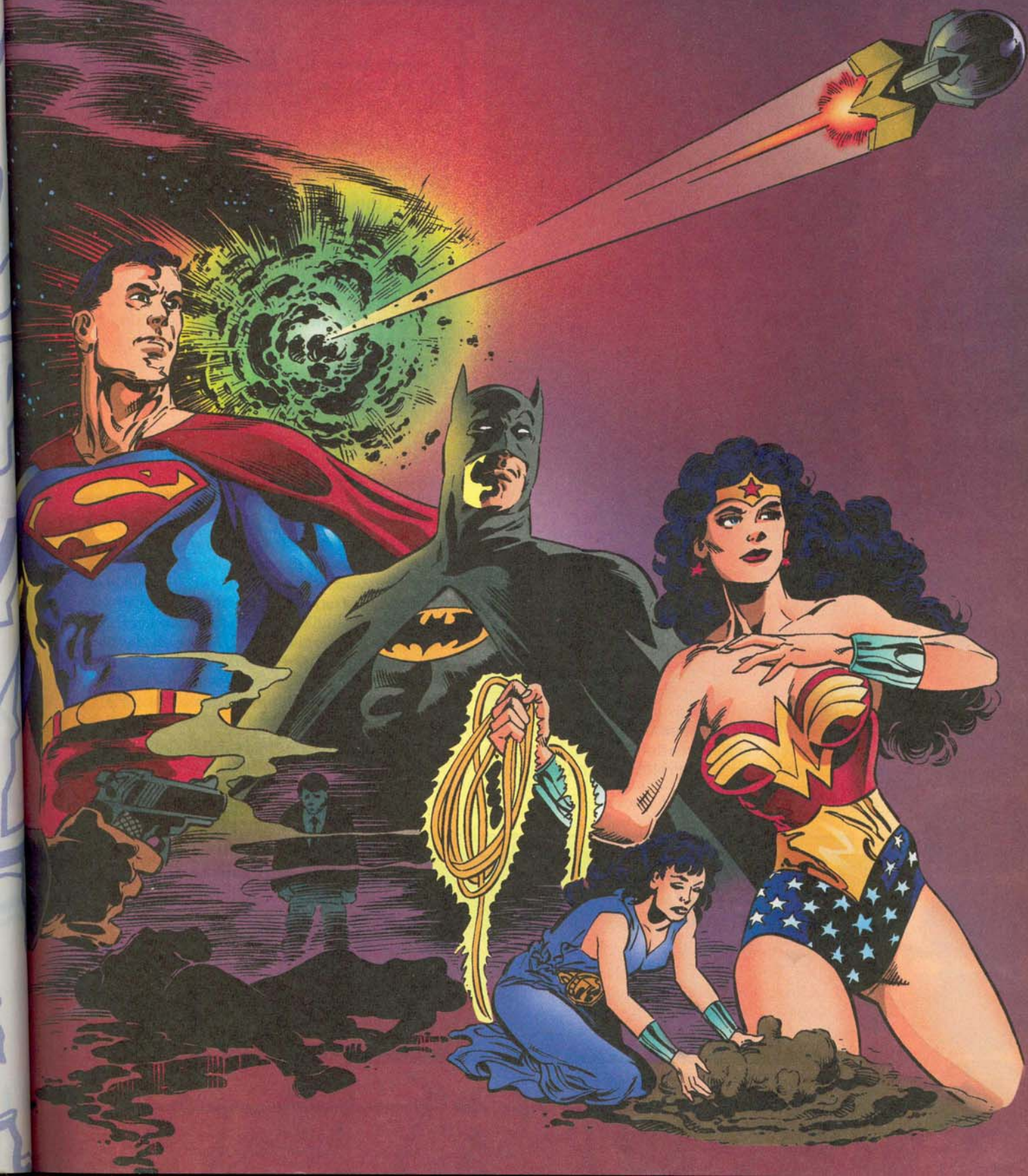
Now that you've tried this brief solitaire adventure, you should have a better idea how to do things in the game. Every time you try something where success isn't guaranteed, you find the appropriate skill, roll that number of dice (don't forget the Wild Die!), and add up your successes. The more successes you roll, the better you've done.

If you'd like to introduce some friends to this game, having them play through "Even Chances" is a good way for them to learn the rules while roleplaying Robin. You might want to play through this adventure again yourself for practice, and to make some different choices to see what happens. In a roleplaying game, you have many more choices than are offered here. You're only limited by your hero's abilities and your imagination.

You don't have to play only super heroes from the DC Universe. To learn how to create your *own* heroes, keep reading.



CHAPTER ONE...



...HERO CREATION

You can create heroes one of two ways: (1) Pick one of the five heroes that have already been created (these are in the "Sample Heroes" chapter), or (2) Use the blank hero sheet at the back of the "Sample Heroes" chapter to design one that is totally unique.

DICE POOLS & POWER LEVELS

A new hero starts with a certain number of dice to purchase attributes, skills, powers, and so on. Called a Dice Pool, this number is determined by Power Levels picked by the Narrator, who bases his decision on the type of powers and maximum number of starting dice he wants to allow in the adventure. The Narrator chooses one of the listed Power Levels for all heroes created for the adventure. (Narrators should feel free to adjust the Power Levels to the specifications of their adventures and players.)

Power Level 1: 65D Dice Pool; maximum of 5D in Disadvantages; all powers maximum of 2D.

This level is ideal for beginning roleplayers and younger, low-powered heroes. Batman and his allies and enemies are experienced members of this Power Level.

Power Level 2: 70D Dice Pool; maximum of 5D in Disadvantages; maximum of 10D in Physical powers, all others maximum of 2D.

This level feeds players' need for high-powered characters while allowing the Narrator a significant amount of control over the powers used in character creation. Plastic Man is an incredibly powerful version of a character created at this level.

Power Level 3: 75D Dice Pool; maximum of 10D in Disadvantages; maximum of 10D in Physical and Mental powers, all others maximum of 2D.

This level offers several more power choices for characters while still giving the Narrator a lot of control. Superboy is an experienced character of this level.

Power Level 4: 80D Dice Pool; maximum of 10D in Disadvantages; maximum of 10D in Physical, Mental, Transportation, and Protection powers, all others maximum of 2D.

This level allows for a wide variety of powerful characters, while severely restricting the more unbalancing powers. Starman represents an experienced character of this level.

Power Level 5: 85D Dice Pool; maximum of 15D in Disadvantages; all powers maximum of 10D.

This level offers the most options, though it's also the one for which it's most difficult to create suitably challenging adventures. Superman and the Flash are two experienced representatives of this level.

These dice are distributed among the hero's attributes, powers, and skills. They are also used to gain certain characteristics, like Advantages or other aspects that will be developed in future supplements (such as a membership in a group or non-human race). Furthermore, players can expand their Dice Pools by taking Disadvantages. (Advantages and Disadvantages are discussed later in this chapter.)

To create a hero, follow these steps:

1. Calculate Advantages and Disadvantages.
2. Distribute dice for attributes.
3. Distribute dice for skills.

ROBIN...

If you add up the dice for Robin, the character used in the solitaire adventure in the introduction, you'll notice that total is about three times that of a typical Power Level 1 starting character. For a typical starting character, that would be too high. However, Tim Drake has been Robin in the DC Universe for a few years. In that time, he's had plenty of opportunities to rack up Character Points, which, in addition to helping with rolls, aid in acquiring and improving skills. (Later chapters in this book talk about both of these traits of Character Points.) Playing adventures will give you the chance to gain Character Points and develop your hero into a true legend.

4. Distribute dice for powers.
5. Determine hero's Tech Level, Speed, and other details.
6. Name the hero and create his or her background.

ADVANTAGES & DISADVANTAGES

Advantages and Disadvantages are the benefits or quirks that your character has developed. Some affect the hero's attributes, and others affect their skills. But they all help give your hero depth and assist you in roleplaying.

The die code following each entry represents the number of dice you add or subtract from your current Dice Pool. Advantages help your character. Because of this, they subtract from the total amount of dice in your pool. Disadvantages add to the total number of dice in your Dice Pool to offset the negative aspects they represent.

The Power Level of the game set by the Narrator determines the maximum number of dice you can gain through Disadvantages. Advantages are bound only by the maximum number of dice you want to spend on them and the number of dice you have in your Dice Pool.

Both Advantages and Disadvantages may be taken more than once, each time representing a variation on the same theme. For example, Robin has several significant contacts, so he has the Contact Advantage several times. Likewise, he has two dependents (his father and his housekeeper), each of whom counts as a separate Dependent Disadvantage. Furthermore, all modifiers are cumulative. Thus, Advantages can be combined for greater benefit, while Disadvantages may affect those benefits.

Whenever an Advantage or Disadvantage calls for a roll of dice and doesn't specify what kind of dice, roll the dice as normal, counting up successes to determine a total. Make sure to include the Wild Die with your roll.

ADVANTAGES

Acting Ability (-3D): The hero is adept at acting and receives +1 success bonus to any *Presence* or related skill other than *animal handling* or *willpower*.

Acute Balance (-2D): The hero has an innate sense of balance and rarely falls. The hero receives a +1 success bonus to all *acrobatics* and *climbing* rolls.

Acute Sense of Direction (-2D): The hero has an incredible memory for landmarks and general orienteering. On a successful Easy *navi-*



gation roll, the hero can deduce his general location. On a successful Difficult *navigation* roll, the hero knows his location exactly and can return to that place again if needed.

Acute Senses (-2D each): The hero has an exceptionally well-developed sense. She receives a +1 success bonus to all *Perception*-related rolls for this sense. If the acute sense is touch, the hero also gets a +1 bonus to *lockpicking* rolls. This advantage must be taken multiple times to affect multiple senses.

Attractive Appearance (-2D): The hero is good looking. He gets a +1 success bonus to any *Presence* or related skill roll except *animal handling*, *disguise*, *interrogation*, and *willpower*.





Charismatic (-3D): The hero is incredibly friendly and upbeat. She receives a +1 success bonus to any *Presence* or related skill roll.

Contact (-1D to -6D): The hero has connections. The cost of this Advantage depends on the level of influence of the contact and the level of commitment the contact has toward the hero. The influence levels are: Local (-1D), State (-2D), National (-3D), and World (-4D). The commitment levels are: Low (0), Moderate (-1D), and High (-2D). Contacts of Low commitment levels will occasionally do small favors for the hero, though they will never risk their jobs for them. Contacts of Moderate commitment levels will perform favors that don't place them in physical harm, though they may bend a few rules to help. Contacts of High commitment levels frequently will risk their jobs and break laws for the hero.

Choose the level you want for the contact. Then decide on the commitment level. Add these values; this total is the cost of the contact. Finally, decide who the contact is, explaining the influence and commitment levels. For example, a reporter for a local paper who regularly provides information that could cost her job has a value of -3D.

Courage (-2D): She is difficult to intimidate or bully. The hero gains a +1 success bonus when making opposed rolls versus *intimidation* or *interrogation*.

Double-Jointed (-2D): The hero has a natural suppleness to his joints that allows him to bend them to extraordinary degrees. This ability gives him a +1 success bonus to all applicable skill rolls (such as *acrobatics* and *thievery*).

Intimidating Grin (-2D): He has a smile that is incredibly unnerving. The hero gains a +1 success bonus to all *intimidation* and *willpower* rolls while smiling.

Leadership Ability (-2D): The hero is a natural leader. She receives a +1 success bonus to all *command* and *persuasion* rolls.

Mechanical Aptitude (-2D): The hero is adept at creating or repairing machinery. He receives a +1 success bonus to *engineering* and *repair*.

Obscure Knowledge (-2D): The hero has a great deal of trivia and "useless" knowledge in his head. He may add +1 to

any generic (non-skill-specific) *Knowledge* roll.

Observant (-2D): The hero is extremely observant. She gets a +1 success bonus to *search*, *surveillance*, or *tracking* rolls.

Patron (-1D to -6D): Someone looks after the hero and possibly funds his exploits. In exchange, the hero performs certain tasks for the patron. The cost is determined by the resources of the patron and the frequency with which she shows up. The resource levels are: Moderate (-1D), Extensive (-2D), Exceptional (-3D), and Prodigious (-4D). The frequency levels are: Once Every Few Adventures (0), Once an Adventure (-1D), Two or Three Times in an Adventure (-2D).

A patron of Moderate resources can, for example, offer the hero several hundred dollars or access to her well-stocked personal library or small laboratory. A patron of Extensive resources can offer the hero several thousand dollars or unlimited access to a university-quality library or laboratory. A patron with Exceptional resources can provide the hero with a few tens of thousands of dollars or unlimited access to a manufacturing plant. A patron with Prodigious resources can give the hero a few hundred thousand dollars or access to a choice of laboratories or manufacturing facilities.

Choose the level you want for the patron. Then decide on the frequency level. Total these values; this is the cost of the contact. Finally, decide who the patron is, explaining the resources, frequency levels, and the patron's expectations. For example, Tim Drake (Robin) has a -4D patron, Bruce Wayne.

Preparedness (-4D): The hero is ready for almost any contingency. If the player announces a plan to the Narrator before performing a complicated task, she receives +1 to all actions she performs related to the plan.

Speed Draw (-1D): The hero may rapidly draw a specific type of weapon (pistol, knife, tactical baton). Using this Advantage with the quick-draw combat option, the hero may add +1 to his initiative.

This factor applies only to a single weapon type. If you want your hero to be able to speed draw a sword and a knife, he must have this advantage twice (for a cumulative -2D Dice Pool cost).





Technologically Advanced (-10D per Tech Level increased): The hero is more technologically knowledgeable than most people of his race. This makes it easier to build items. It also adds +1 to all *computer ops* and *security* rolls for each Tech Level increased. The Tech Levels are: Primitive (0), Modern (1), Postmodern (2), Advanced (3), and Superior (4). Humans start with a Tech Level of Modern. Specific rules for using Tech Levels and building items are included in the *Narrator's Guide*.

Wealth (-2D, -4D, -6D, -8D): The character has assets, such as investments or a trust fund, that provide her with an income. (The Narrator, however, decides on the cost of items and services the character wants to acquire.)

At -2D, the character has a modest wealth, \$1,000 per week. At -4D, the hero income of \$1,400 per week. At -6D, the hero has an income of at least \$10,000 per week. To deter-

mine the exact amount, roll 4D, add one success to the total, and multiply the final number of successes by \$10,000. A critical failure counts as a regular failure for this roll. At -8D, the hero has an income of at least \$100,000 per week. To determine the amount, roll as described for the -6D level, except multiply by \$100,000.

DISADVANTAGES

Blackout (+3D): During high-pressure or stressful situations, this character has a tendency to black out for several minutes. She has no recollection of this lost time. In game terms, the character might black out whenever she rolls a critical failure on the Wild Die. She must then make a Moderate *willpower* roll. Failure means she falls unconscious for 3 or more minutes (roll 3D and count up the number of successes [1 success = 1 minute]).





Center of Conversation (+1D): The hero feels the need to always be in the middle of every conversation, whether or not he knows what he's talking about. The player should try to make their hero the center of any conversation his character hears during the game.

Cowardice (+2D): The hero is easy to intimidate or bully. The hero receives a -1 success penalty when making opposed rolls versus intimidation or interrogation.

Dark Secret (+1D to +3D): At +1D, the hero possesses a secret that could cause him embarrassment or discomfort if revealed. An extramarital affair, questionable political affiliation, or criminal relatives are examples of this type of secret. At +2D, the hero hides information that could cost him his job. The existence of compromising photographs of the hero or involvement with some type of illegal activity are examples of this type of Dark Secret. At +3D, the hero hides information that could cost him his job, his freedom, or his life, if revealed. For example, the hero is actually a double agent for a foreign power, and must constantly make reports to his superiors.

The player needs to work out the specifics of the secret with the Narrator before play and should expect to cover up the secret at least once per adventure.

Delusions of Grandeur (+3D): The hero is convinced that he is the best there is at what he does. As a result, he is typically officious, overbearing, callous, and generally infuriating. All Presence-related skill and attribute rolls receive a -1 success penalty.

Dependent (+1D to +3D): At +1D, the dependent can take care of himself but is in serious danger if threatened by a foe of the hero. A butler or housekeeper would be a good example of this disadvantage. At +2D, the hero has someone he must look after and/or care for. Such a dependent—a teenager for example—is physically able to care for himself and is virtually independent. The hero still feels the need to look after him, though. At +3D, the dependent must be constantly taken care of and may be in serious danger if left alone for extended periods of time. A sickly, elderly aunt is a great example of this level.

Enemy (+1D to +6D): The hero has an enemy who will attack her any chance he can get. The bonus of this Disadvantage depends on the number of enemies, as well as the enemy's power. The numbers are: Single (+1D), Multiple (+2D), Group (+3D), and Large Group (+4D). The power levels are: Low (0), Moderate (+1D), and Great (+2D). An enemy of Low power would have very few if any powers or have influence



over a few henchmen. An enemy of Moderate power would have several powers or a moderate influence over others, like a mob boss or mid-level executive. An enemy of Great power would have several high-level powers or an incredible amount of influence over others; a CEO of a large company would have this type of influence.

Choose the number of enemies you want. Then decide on the power level. Total the values; this is the bonus of the Disadvantage. Finally, the player explains who the enemy is and the significance of the enemy's power level.

Extremely Competitive (+2D): The hero always wants to race the other characters to the battle, put herself in more danger than anyone else, and slosh down the most drinks. She must make a successful Moderate *willpower* roll to resist any challenge presented to her. Failure means the hero must take up the challenge unless it involves risking her life (then she may opt not to do it).

Fanatic (+3D): This hero is incredibly dedicated to a philosophical ideal, the source of which may be a group, a city, or an ethical code. The hero will always defend this, even trading his life for its preservation. In any situation where the hero is asked to compromise this ideal, he must make a Difficult *willpower* roll. Failure indicates that he refuses to participate.

Fugitive (+1D to +3D): The hero is wanted for a crime that she may or may not have committed. The specifics of the crime should be determined with the Narrator. The level of the Disadvantage indicates how wanted the hero is. Whenever the hero encounters law-enforcement agents, the Narrator rolls a Wild Die. At +1D, if the Narrator rolls critical failure, the hero is recognized by the agents. At +2D, if a critical failure or a failure appears, the hero is recognized. At +3D, if a success is rolled, the hero is recognized.

Hides Emotions (+1D): This hero never allows himself to express his true feelings. No one ever knows how he feels about anything, so he has a difficult time gaining the trust of others.

Impulsiveness (+1D to +3D): The hero has little thought for the consequences of his actions. When faced with any challenge, no matter how perilous, the hero must make a *willpower* roll. Failing this means he rushes into the situation. To dodge or retreat, the hero must make another *willpower* roll. At +1D, the difficulty for both *willpower* rolls is Moderate. At +2D, the difficulty is Difficult. At +3D, the difficulty is Very Difficult.

Low Self-Esteem (+2D, +3D): The hero has a low opinion of herself. She constantly berates herself and has no confidence in her actions. At +2D, whenever the hero has to perform an important task (making an accurate shot, negotiating in a hostage situation, etc.), the Narrator rolls 1D. If a success appears, the hero loses her confidence and the difficulty of the current task is raised by +1; otherwise the hero remains calm. At +3D, the hero suffers a +1 to the difficulty of all *Presence* and *Presence*-based skill rolls.

Medical Problem (+6D): The hero suffers from a serious ailment. The player and Narrator should work together to develop the specifics of the problem, the appropriate medicine, and the ramifications of failing to take it.

The medication must be taken several times a day. If the hero fails to take it, he suffers a cumulative -1D penalty to *every* attribute per hour. When two or more attributes reach zero, the hero lapses into a coma and starts taking one point of damage every half hour until he receives treatment or dies.

After the hero takes the medicine, he adds 1D to the affected attributes each hour until they reach their starting values (unless he stops taking the medicine again). For example, a hero must take insulin regularly for his diabetes. If he fails to take the proper amount, at the proper times, he goes into shock and could slip into a coma or die.

Narcissistic (+3D): The hero is completely self-absorbed. All *Presence* and *Presence*-based skill rolls suffer a -1 success penalty.

Nightmares (+4D): Almost every night, the hero suffers from horrible nightmares, usually related to an unsatisfied issue in her life, though not necessarily. As a result, the hero needs 10 hours or more of sleep per day. Whenever the hero goes to sleep, she makes a Moderate *willpower* roll. Failure means she didn't get the required amount of rest and thus receives a -1

success penalty to all skill and attribute rolls for that day.

Obsessive Tendencies (+2D): Whenever the hero decides on a course of action, she becomes totally focused on that action, ignoring all other issues in her life. In cases where the hero is asked to perform actions that do not further her goal, she becomes distracted; all *Perception*-related rolls are at a -1 success penalty until the hero can once again focus on her goal.

Paranoia (+3D): The hero believes that there is a massive plot against her. Whenever the hero enters an unfamiliar room, space, or environment, she must make a Moderate *willpower* roll. If she fails, she must search the space for traps and bugs, and question everyone about their motives. After the first round, she may try to overcome this compulsion by making further Moderate *willpower* rolls. Failure means she continues in her paranoia. These subsequent rolls count as actions, and the hero must always declare one other action related to her paranoid tendencies whenever she makes the roll. Once she succeeds at the roll, she doesn't need to make another one until she enters a new environment, room, or space.

Phobia (+3D to +7D): Whenever the hero is in the presence of the object of his fear, all attribute and skill difficulties are increased, depending on how common the fear is and how debilitating the fear is. Commonality levels are Very Easy (0), Moderately Difficult (+1D), and Very Difficult (+2D). Debilitating levels are Low (+3D), Medium (+4D), and High (+5D).

Choose the levels you want for avoidance and debilitation. Add the values for each of these together; this is the value of the Disadvantage. Finally, specify the fear and its origins. The value of this Disadvantage minus 2 is the difficulty modifier for all attribute and skill rolls when in the presence of the source of the fear. Thus at +7D, the difficulty modifier is +5.

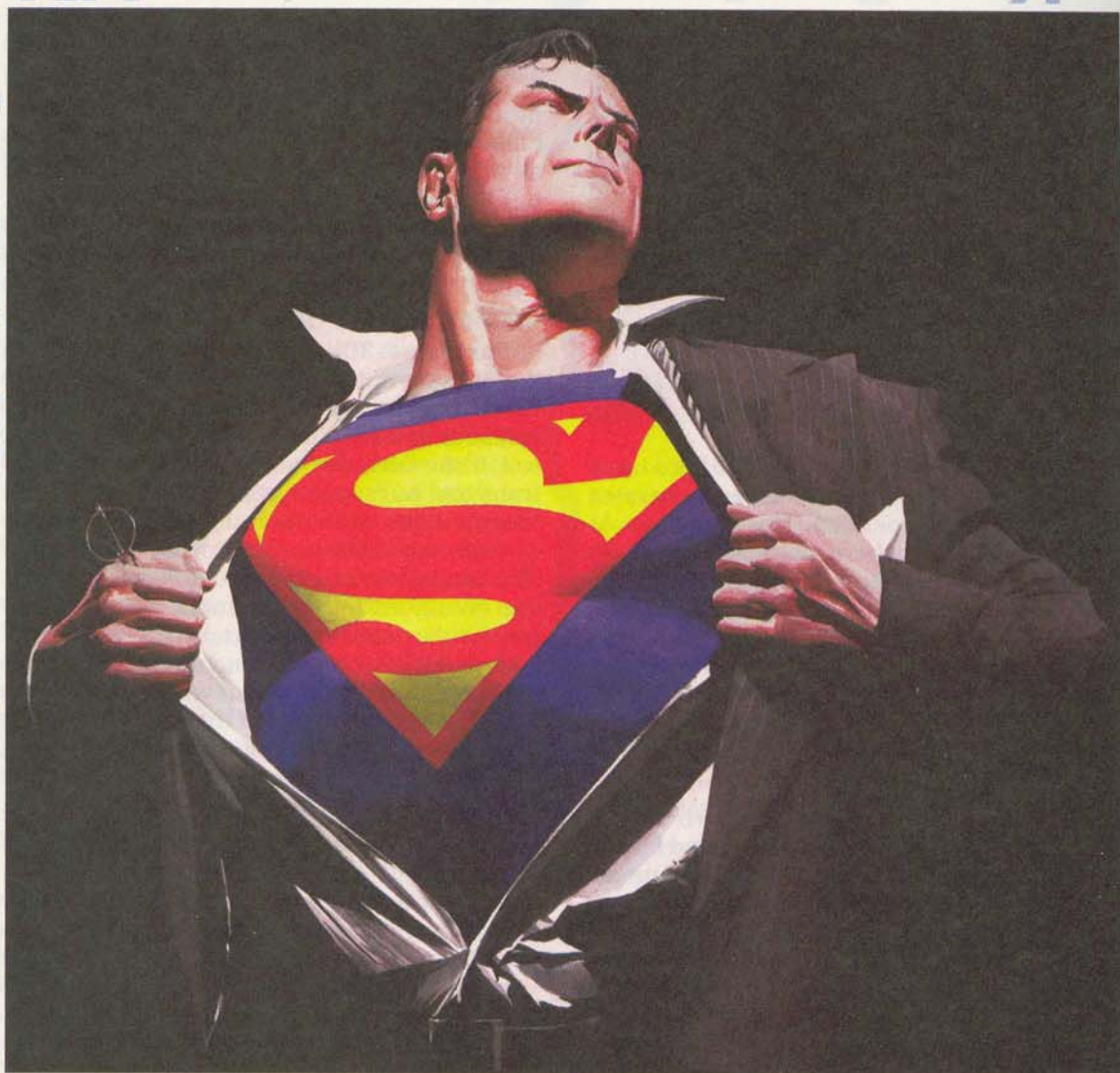
This effect lasts until the object of his fear is removed. Fears include heights, water, certain creatures, darkness, open spaces, cramped spaces, magic, thunder, lightning, and so on.

Physically Limited (+3D to +7D): The hero doesn't have the same range of movement and senses as everyone else. He may be blind, deaf, mute, or hindered in any other way the player and Narrator decide. The hero's attribute and skill difficulties are increased, depending on the severity of the limitation and how easy it is to overcome. Severity levels are Low (+3D), Medium (+4D), and High (+5D). Ability to overcome levels are Very Easy (0), Moderately Difficult (+1D), and Very Difficult (+2D).



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Choose the levels you want for severity and ability to overcome. Total the values; this is the value of the Disadvantage. Finally, specify the limitation and its origins. The value of this Disadvantage minus 1 is the difficulty modifier for all attribute and skill rolls when applicable to the limitation. Thus at +7D, the success penalty is -6.

At +3D, a character with a severe limp would receive a -2 success penalty to all *running*, *acrobatics*, or *dodging* rolls. At +4D, a character a hero with only one working eye would receive a -3 success penalty to all sight-based skill and attribute rolls. At +6D, a character who doesn't have any legs would receive a -5 success penalty to all *Reflexes*-related rolls.

Poor (+3D): The hero is incredibly poor. He may not take the Wealth Advantage, and has no starting money, job, or home. The hero must rely on others for support.

Procrastination (+1D): This hero puts everything off. Whenever the hero has a time constraint, he must make an Easy *willpower* roll or find other tasks to do rather than meet the deadline.

Secret Identity (+3D): The hero's civilian identity is unknown to others. If it were to be discovered, the hero's friends, family, and even his very life would be at risk.

Shady Background (+2D): The hero has a criminal record; as a result, his identity, face, and fingerprints are on file with at least one law-enforcement agency. This doesn't mean that the hero hasn't tried to reform; rather, his past is still following him closely. Unlike the Fugitive Disadvantage, however, the hero is not being *actively* pursued by the law. The hero is unable to acquire a firearm legally without the intervention of a government agency.

Sworn Enemy (+1D to +6D): The hero has for some reason targeted a specific person or a group as an adversary. Whenever he comes in contact with his enemy, he immediately attacks if he doesn't make a Very Difficult *willpower* roll. The Disadvantage level is calculated the same as the Enemy Disadvantage. See Enemy for the different levels.

Targeted for Assassination (+1D to +3D): Someone has put out a contract on this hero. At +1D, a moderately skilled attacker may have orders to capture or physically assault (and cripple) the hero. At +2D, a moderately skilled assassin intends to kill the hero. At +3D, the assassin is a supremely skilled combatant or part of a team of killers tracking the hero for his death. The assassin could be anyone and could strike at any time (at the Narrator's discretion).

Technologically Challenged (+5D per Tech Level lowered): The hero is less technologically inclined than most people. He has a more difficult time building and using items his race considers commonplace. He has a -1 penalty to all *piloting*, *security*, and *computer ops* rolls.

The Tech Levels are: Primitive (0), Modern (1), Postmodern (2), Advanced (3), and Superior (4). Humans start with a Tech Level of Modern. The *Narrator's Guide* includes specific rules for building items and using Tech Levels.

Unattractive Appearance (+2D): The hero is ugly. She receives a -1 success penalty to any *Presence* or related skill roll except *animal handling*, *disguise*, *interrogation*, and *willpower*.



ATTRIBUTES

A hero's attributes determine his natural physical and mental abilities before any training. Every attribute is rated on a scale of 1D to 5D, with 2D being the average for a normal adult human. For each 1D you want to put in an attribute, subtract 2D from your Dice Pool. Each hero must have at least 1D in every attribute. For example, a player wants her hero to have 3D in *Physique*. This would cost her 6D from her Dice Pool.

Reflexes: This attribute represents the character's balance, limberness, gross motor abilities, and reaction time. Characters who can climb well or walk a tightrope have high *Reflexes*. Additionally, *Reflexes* is used to determine initiative and Passive Defense Values, though training in *dodge* and *acrobatics* can increase the Passive Defense Value.

Coordination: This attribute is a measure of fine motor skills, manual dexterity, and hand-eye coordination. A character who is a great shot or can pick a lock easily has a high *Coordination*.

Physique: Raw physical strength and endurance are covered by this attribute. Heroes receive a +1 bonus to their Base Damage Value for every 2D they have in *Physique*, rounded down. Thus, a hero with 1D in *Physique* receives no bonus, while a hero with 5D has a +2 bonus.

Knowledge: This attribute deals with the acquisition of knowledge, including the capacity to learn. Skills that primarily involve information-gathering and recollection (with secondary emphasis on application) are governed by this attribute.

Perception: This attribute measures mental quickness, attention to detail, and creativity.

CLOSE COMBAT SKILLS EXCEPTIONS...

The close combat skills *brawling* and *martial arts* are the exceptions to the cost for skills. These skills cost twice as much to obtain as others because of the significant bonuses heroes receive for having them (see Chapter 2 for more details). Thus, one additional die in *martial arts* costs 2D from the Dice Pool.

Obtaining specializations in *brawling* and *martial arts* is the same as for any other skill.



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Skills under this attribute essentially relate to imaginative application of information and awareness of surroundings.

Presence: This attribute describes emotional strength, personality, and physical attractiveness. Skills needed in interpersonal communication are governed by this attribute.

SKILLS

Skills are the aptitudes that the hero has acquired through study, his career as a crime fighter, or constant practice. The "Skill List" chart shows the skills with their default attributes. Descriptions of the skills are included in Chapter 2 of this guide.

Skills have a base value equal to that of the attribute they fall under (this is called the default attribute). From this base value, most skills can be increased by spending 1D from your hero's Dice Pool to improve the skill by +1D. If no dice are spent on a specific skill and the Narrator asks for a roll for that skill, the attribute the skill falls under is rolled instead at a +1 penalty to the difficulty (known as defaulting to an attribute).

Many skills also offer specializations. A specialization is a dedicated field of study. For example, *biology* is a specialization of *science*; *bow and arrow* is a specialization of *missile weapons*; *Batmobile* is a specialization of *driving*. Any number of applicable specializations can be purchased for each skill (*scholar* or *science* can have a lot), though it's not necessary to have the governing skill before obtaining the specialization.

For any specializations, every 1D spent from the Dice Pool can purchase two specializations at +1D each. For example, 1D can get specializations in *biology* and *bow and arrow* at +1D each or just *biology* at +2D. No more than +2D can be purchased in any specialization at the time of hero creation.

The specialization bonus is generally added to the overall skill or attribute die code. For example, a hero may have *streetwise* at 5D and a specialization in *Gotham City* at +2D. Whenever she uses her *streetwise* (*Gotham City*) skill, she rolls 7D, but if she goes to another city, she only uses her general *streetwise* and rolls 5D.

At hero creation, the maximum total one skill plus each of its specializations can be is 8D. This maximum promotes more well-rounded, realistic heroes. Narrators should feel free to adjust this based on what they know they can handle, as well as on their groups' preferences.

Each specialization is added separately to the skill. Thus, a hero could have 7D in *science* with +1D each in *biology* and *chemistry* (each equals 8D total) but not a *physics* specialization of +2D (which equals 9D total). Powers that provide bonuses to skills do not count toward this maximum. After creation, a hero can raise all skills and specializations as high as she'd like.

The following chart offers some comparative values of different die codes for skills. Although the chart reflects skills up to 15D only, this is not the highest a hero can attain in skills or powers; it's merely the maximum used here.

Die Code	Description
1D	Below Average: untrained human average
2D	Novice: below average human level
3D	Average: average level of training for a human
4D	Competent: above average level of expertise
5D	Skilled: professional level of training for a human
6D	Professional: considered among the best in a city or geographic area
7D	Exceptional: considered among the best in a state, region, or province
8D	Brilliant: considered among the best on a continent
9D	Nationally Renowned: among the best in the world
10D	World Renowned: among the top few individuals possessing this skill in the world
11D	Master: the world's best seek advice from this individual
12D	Sector Renowned: among the best in a star system
13D	Galactically Renowned: among the best in several star systems
14D	Legendary: stories of the individual's skill will be passed down for generations
15D	Mythical: the individual will be known for all time as one of the greatest in this skill

SKILL LIST...

REFLEXES

Acrobatics
Boating
Brawling
Climbing
Dodge
Driving
Martial arts
Melee weapons
Piloting
Riding
Sneak

COORDINATION

Catch
Lockpicking
Marksmanship
Missile weapons
Sleight of hand
Thievery
Thrown weapons

PHYSIQUE

Flying
Leap
Lifting
Resistance
Running
Swimming

KNOWLEDGE

Arcane lore
Computer ops
Criminology
Demolitions
Forgery
Languages
Medicine
Navigation
Research
Scholar
Science
Security

PERCEPTION

Artist
Engineering
Hide
Invent
Know-how
Repair
Search
Shadowing
Streetwise
Surveillance
Survival
Tracking

PRESENCE

Animal handling
Bluff
Charm
Command
Disguise
Interrogation
Intimidation
Persuasion
Willpower

POWERS

Powers can give a hero incredible abilities that seemingly defy science and logic. After distributing your hero's Dice Pool among his attributes, Advantages, Disadvantages, and skills, the remaining dice can be used to purchase powers.

The powers are more fully described in Chapter 3, but here is an overview of what you'll find there: Each power has listed with it a base cost, increase cost, duration, managing skill, and specializations. The **base cost** is the amount of dice or Character Points that must be spent to purchase the power at 1D. The base cost can be reduced through specializing the power or limiting it, but can never go below half the original number rounded up. **Increase cost** is the amount of Character Points that must be spent to increase the power by 1D. This is covered in greater detail in the "Increasing Powers" section of Chapter 3. **Duration** is the length of time the power is in effect.

Most powers also have one or more **managing skills** listed with them. Think of the power as the source of the effect, while the skill is its guiding force. **Specializations** are ways to nar-

row the effect of powers. Details on this feature are presented later in this section.

A list of powers, divided by class, is also included in this section. See Chapter 3 for descriptions, including suggested specializations.

POWER COST

To purchase a power for your hero, decide if you want the full power or specializations of it. Once you've decided, find the base cost of the full power or the specialization. Subtract the total from your hero's remaining Dice Pool. The hero now has the power at 1D. During hero creation only, you can increase the power by 1D by subtracting 1D from the Dice Pool, up to a maximum of 2D or 8D, depending on the class of the power and the Power Level of the game. After hero creation, you must use the increase cost to improve the power.

The base cost for powers and their specializations is determined by the class into which they fall. Certain powers are exceptions to their class and have different base costs. The following charts illustrate the base costs for the powers and the exceptions.



POWER LIST...

Power Base Cost
Full Power Specialization

Physical Powers

Clinging	5D	1D
Disintegration	12D	4D
Elasticity	5D	1D
Immunity	5D	1D
Infravision	5D	N/A
Jump	5D	N/A
Longevity	5D	N/A
Microwave Projection	12D	4D
Mimicry	10D	3D
Multiplicity	20D	N/A
Natural Weapons*	5D	N/A
Projectiles*	5D	N/A
Shapechanging	10D	3D
Sonar Sense	5D	N/A
Superattributes*	10D	8D
Superbreath	5D	N/A
Supersenses	5D	1D
Sustenance	5D	1D
Vampirism*	10D	1D
X-ray Vision	5D	N/A

Mental Powers

Animation	8D	2D
Astral Form	8D	N/A
Empathy	8D	2D
ESP	8D	2D
Explosion	15D	5D
Illusion	8D	2D
Language		
Comprehension	8D	2D
Mental Blast	10D	3D
Mind Control	10D	3D
Possession	10D	3D
Precognition	8D	2D
Psychic Blast	8D	2D
Psychic Manifestation	8D	2D
Speak with Animals	8D	2D
Speak with Plants	8D	2D
Telekinesis	8D	2D
Telepathy	8D	2D

Transportation Powers

Dimensional Travel	10D	3D
Flight	10D	N/A
Teleportation*	10D	3D

Power Base Cost
Full Power Specialization

Protection Powers

Energy Absorption	10D	3D
Forcefield	20D	6D
Healing	15D	5D
Invulnerability	20D	6D
Mental Shield	10D	3D
Natural Armor*	10D	3D
Resurrection	15D	5D

Manipulation Powers

Physical Manipulation

Density Manipulation	15D	5D
Size Manipulation	15D	5D

Elemental Manipulation

Air Manipulation	15D	5D
Darkness		
Manipulation	15D	5D
Earth Manipulation	15D	5D
Fire Manipulation	15D	5D
Ice Manipulation	15D	5D
Light Manipulation	15D	5D
Plant Manipulation	15D	5D
Water Manipulation	15D	5D

Force Manipulation

Electricity		
Manipulation	15D	5D
Gravity Manipulation	15D	5D
Magnetic Manipulation	15D	5D
Sonic Manipulation	15D	5D
Speed Manipulation	25D	8D
Weather Manipulation	15D	5D

Universe Manipulation

Energy Manipulation	30D	9D
Magic Manipulation	25D	8D
Matter Manipulation	30D	9D
Mechanical		
Manipulation	25D	8D
Reality Manipulation	30D	9D

Note: Starred powers require the hero to choose a specific manifestation of the power. See the power's description in Chapter 3 for more information. Powers in which no specializations may be taken are indicated by N/A in the specialization base cost column.

Additionally, some powers require the hero to specify the power's particular manifestation. These include: Natural Weapons, Projectiles, Superattributes, Vampirism, and Natural Armor. These powers may be taken more than once—and must be if the hero wants multiple

manifestations of the power. (See the individual power descriptions for more details.)

For example, Craig wants his hero to have Clinging. This has a base cost of 5D. Craig has already passed on the idea of specializations in the power, so he subtracts the 5D from his



hero's Dice Pool. Now his hero has Clinging at 1D. Craig then decides to increase the Clinging power to 6D. He spends 5D from the remaining Dice Pool to add 5D to the 1D the power already has, bringing it to 6D. Once the hero is created, however, Craig would have to use the increase cost listed in the power's description to improve his hero's Clinging power.

Limitations and enhancements adjust the base cost of powers. These are described in a later section.

Power Specializations

Powers, like skills, can be specialized. Unlike specializations for skills, however, specializations for powers limit what your hero can do with the power to the chosen aspect (specific use of the power). Some powers list suggested specializations, while for others, particularly the Manipulation powers, the specializations are specific **aspects** of the power (such as taking at 1D what a character with the full power would have to wait until 5D to get). For example, common-cold resistance is a specialization of Immunity, while invisibility is a specialization of Light Manipulation. The Narrator and the player need to decide exactly what each specialization covers. (See the sample hero Catalyst in the "Sample Heroes" chapter for one example.)

Heroes may have any number of specializations for any number of powers, but they may only have a maximum of three specializations in one power. To use more than three aspects of a power, heroes must buy the whole power. Furthermore, heroes can never gain the full power if they already have a specialization in it.

Use the "Power List" to determine the base cost per specialization. Once this base cost is paid, then each specialization can be increased

on a 1D-for-1D rate at initial hero creation, up to 2D or 8D, depending on the class of the specialization (which is the same as the full power) and the Power Level of the game. After hero creation, the increase cost rate per die is the specialization base cost times four.

For example, a hero wants to purchase invisibility, which is a specialization of Light Manipulation. The base cost of a specialization of Light Manipulation is 5D. The hero must spend 5D from her Dice Pool to purchase Invisibility at 1D. Increasing the specialization is the same rate as a full power—1D from the Dice Pool for 1D in the power.

POWER LIMITATIONS & ENHANCEMENTS

Full powers and their specializations can have limitations or enhancements. Limitations restrict the availability of the power, define items the power is unable to affect, or render the power useless against something. Enhancements give the hero invulnerability to his own powers, increase the timespan of a power's effect, or extend the range of the hero's powers.

The descriptions of the limitations and enhancements are quite general, and not all limitations or enhancements are suitable for all powers. After picking a limitation or enhancement, the player must also determine its effects on the power, with the Narrator approving (or modifying) the player's decisions.

The number following the limitation or enhancement name represents the maximum amount of dice that is added or subtracted from the base cost of one power. For example, Kelly chooses the Short Circuit limitation for her hero's Microwave Projection power. The normal base cost for this power is 12D, but with





the Short Circuit limitation, the cost is reduced by $-2D$. The new base cost for this power is $10D$. She also decides to be invulnerable to her own power, so she opts for the Self-Invulnerability enhancement. This adds $+3D$ to the new base cost of $10D$. The modified base cost is now $13D$. Including more limitations or enhancements with the power would add or subtract from the $13D$ modified base cost.

One power may have several limitations and enhancements, but the modified base cost for the full power or specialization may **never** be lowered below half of its original price, rounded up. Thus, if Craig, for example, took the Uncontrollable limitation (which has a value of $-3D$) for his Clinging power, the new base cost would be $3D$, not $2D$. This is because one-half of the original base cost of $5D$ is 2.5 , which rounds up to $3D$. Since the modified base cost cannot be less than half of the original cost, the Uncontrollable limitation may only subtract $-2D$.

Similarly, one limitation may restrict several powers. In this case, the cost of the limitation is subtracted from the base cost of each power it affects. The Vulnerability limitation always affects all of the hero's powers, while the Singu-

larity limitation affects two or more powers.

Although power limitations subtract from and enhancements add to the base cost of a power or specialization, they do not affect the amount it costs to increase the power. That remains at $1D$ for $1D$ at hero creation, and at the increase cost, which is listed with the power description, after hero creation.

The Narrator may devise additional limitations and enhancements as the need arises. New heroes appear in the DC Universe on a regular basis, often with powers that work for them in peculiar ways.

Limitation Descriptions

Duration Change ($-2D$): The hero's power does not have the same duration as the one listed in the description. Instead, it has one of the other duration types, that is, Permanent, Activated, or Concentration. (See Chapter 4 for more details on these.) Some powers are restricted in the duration types they may have; this information is included in the power's description. No power may ever be changed to Semipermanent.

Ineffectiveness (-1D to -3D): The hero's powers are ineffective against one thing, for example: the color yellow, magic, lead, animate objects. The level of the limitation is determined by the commonness of the material against which the power is ineffective. A material that could be found nearly everywhere is -3D. A material that the hero can generally avoid but may find concentrated areas of is -2D. A material that the hero would come across only once in a while is -1D. The player chooses the material, but it cannot be so rare that the hero would never have the chance of running across it.

Linked Powers (see description): One power is linked to another. Though the governing power costs full price (less any limitation modifiers), each additional secondary power costs half its base cost (either of the full power or of the specialization). The secondary power automatically has the same duration of the governing power. All limitations and enhancements of the governing power affect its secondary powers, though they don't increase or further reduce the cost for the secondary power. Likewise, all of the secondary power's inherent restrictions apply. The hero cannot control the secondary power directly. Instead, her use of the governing power dictates how and when the secondary power works, though use of the secondary power doesn't count as an action. For example, a hero has Size Manipulation linked to Shapechanging. Because Shapechanging is the governing power, the hero could change into a dragon twice her size and mass.

The secondary power has its own die code; it does not automatically receive the same die code as the governing power. Furthermore, the secondary power's die code is increased in the same way as a full power: 1D for 1D after the first die during hero creation, and 1D for the increase cost thereafter.

Where the secondary power is the governing power's source, the die code of the secondary power is used to specify the Base Damage Value and/or the amount of energy or material the governing power can affect. However, all other characteristics of the primary power, such as range or aspects, are determined by the primary power's die code. In any case, the player must describe how the powers are linked. For example, a hero has the Microwave Projection power linked to the source specialization of Magic Manipulation. If the die code of Microwave Projection is 5D and the die code of Magic Manipulation (source) is 2D, then the Base Damage Value is figured out using 2D, because that's the maximum amount of magic resources the hero has available, but range of the microwave beams is based on 5D.

Limited Range (-1D to -3D): Any power that is not already limited in range (such as Clinging) may take this limitation. The severity of the limitation determines its base cost modifier: touch, -3D; Short range or less, -2D; Medium range or less or three feet (minimum Short range) or greater, -1D.

Others-Only (-4D): The hero may not use the power on herself. Instead, she can use it on other characters only.

Rechargeable (-1D to -6D): The hero's power comes from a specific source. He must recharge his powers after a certain amount of time or they stop working. The source can be anything from a yellow sun to a special battery the hero uses to charge his ring. The level is based on the amount of time needed between recharges and on the availability of the power source. The time levels are: Once a Week (or greater, upon Narrator's approval) (0), Once a Day (-1D), Once an Hour (-2D), and After Every Use of the power (-3D). The availability levels are: Common (-1D), Rare in Some Locations and Common in Others (-2D), and Rarely Ever Found (-3D). Decide which values you want for time and availability. Add these values together; this total is the cost of the limitation. The power takes the value of the limitation in rounds to recharge. For example, a -6D Rechargeable limitation would take 6 rounds to recharge the power. Finally, the Narrator and player should determine what the source is and how the hero recharges his power.

One power can serve as a source for another power; in this case, the limitation is actually Linked Powers and not Rechargeable.

Removable (-1D to -2D): The hero's power comes from a specific item that can be removed from him. If the item is taken away from the hero, he loses all powers within the item until he regains it. At -1D no one except the hero may use the item; therefore if the item is removed, the hero may not have it used against him (for example, Green Lantern's ring). At -2D anyone may use the item; if the item is taken from the hero, it can be used against him.

The item cannot have been made by the hero at hero creation. It was either given to him or found by him. To make an item, refer to Chapter 13.

Note that this limitation can be combined with the Rechargeable limitation to have the item be not only the source of the hero's powers but also limited in the usage as well. For example, Green Lantern's ring would have both the Removable and Rechargeable limitations.

Self-Damaging (-4D): The use of his power weakens (and could possibly kill) the hero.



Every use of this power costs the hero one Body Point. The Body Points are regained at a rate of one for every round the hero doesn't use the power. For example, if the power has an Activated or Concentration duration, when the hero turns on the power, he starts taking damage. He continues taking damage for as long as the power is on. He may only begin to regain Body Points when he turns the power off.

Self-Only (-2D): The hero's powers only affect herself. This limitation cannot be applied to any powers that indicate in their descriptions that they affect the self only (such as most Physical, Mental, and Protection powers.)

Short Circuit (-2D): The hero's powers are faulty. Before each time the hero uses her power, the player must roll one regular die (this roll does *not* count as an extra action); a success means the hero can use her power, a failure means the power won't work. If the hero decides to use the power more than once in a round, she must roll for each attempt. Regardless of whether the power works or not, she takes the full multi-action penalty to her actions that round.

Side Effects (-1D to -3D): The hero's power has a side effect. The side effect can range from harmless at -1D (for example, making an obvious but harmless change to his appearance, such as glowing eyes) to annoying at -2D (every use of his power creates a foul stench, lowering the hero's *Presence* rolls by -1D for the next 2 rounds) to potentially dangerous at -3D (the hero falls unconscious after each use of his powers for one to three [2D+1] rounds). The player can choose the exact side effect, but should follow these guidelines and have the Narrator approve the choice.

Singularity (-2D): The hero can only use one of the powers with this limitation at a time. If a hero has Flight, Energy Absorption, and Telepathy, and he is flying, he cannot use either of the other two powers or his Flight shuts down and he falls. This limitation may only be taken on two or more powers. It may be taken more than once for different groups of powers. Examples: a Forcefield that doesn't work at the same time as Projectiles, or Telepathy that doesn't work at the same time as Clinging.

Super Hero Form (-3D): The hero must change into his super hero form before he may use his power. This process takes one round. (Changing back takes another round.) A hero may only have one super hero form into which he transforms, regardless of the number of powers this limitation affects.

Uncontrollable (-3D): The hero has no control over her powers. If the power has an Activated or Concentration duration, then the power might not work. Before using the power, the player must roll one regular die. A success means that the power works, while a failure means that it doesn't work correctly (the Narrator decides what happens). For a power that does damage, the hero rolls the die code in the power to determine the amount of damage done. If the hero can manifest more than one aspect of the power, the Narrator randomly decides which aspect is manifested when the hero attempts to use the power. None of these aspects count as actions, but more than one aspect can affect the power.

This limitation cannot be taken with the Mastery enhancement.

Vulnerability (-3D to -10D): The hero is vulnerable to some substance. The substance weakens his powers and his health—it may even kill him. The level of the disadvantage is dependent on three things: the rarity of the material, the amount of time the hero can tolerate exposure to it before being affected by it, and its effect upon the character. The rarity levels are: Rarely Ever Found (-1D), Rare in Some Locations and Common in Others (-2D), and Common (-3D). The exposure levels are: Several Days (-1D), Several Hours (-2D), Several Minutes (-3D), and Instantly (-4D). The effect levels are: hero is at -1D to all skill rolls until leaves material's presence (-1D), hero takes one point of damage for every round exposed to the material after it begins to affect him (-2D), and hero falls unconscious and takes one point of damage for every round exposed to the material after it begins to affect him (-3D). Decide on which values you want for rarity, exposure, and effect. Add the values together; this is the cost of the limitation. Finally, decide what the material is, the exact length of exposure, and its precise effects. All of this is subject to the Narrator's approval.

Regardless of the effect level, the hero may not use any of her powers while in the presence of the material after the exposure time. Narrators can use these guidelines to come up with other types of Vulnerabilities.

Note: Being able to be killed by a wooden spear *does not* mean the hero is vulnerable to wood. However, if the mere presence of wood harms him, then he has a vulnerability to it.

Weakness (-2D to -8D): The hero's power is weakened by a certain substance. Unlike Vulnerability, the hero himself is not affected by this substance; only his powers are. The value of the limitation is calculated the same way as Vulnerability, with the exception of the effect.



The effect levels are: hero is at -1D to all managing skill rolls for the power until he leaves the material's presence (0) and hero temporarily loses 1D in the power for every round exposed to the material after it begins to affect him (-1D).

Enhancement Descriptions

Extended Range (+5D or greater): The factor used to determine the range of the hero's power is increased. Every +5D increases the range factor by 1. For example, if the range equals the die code, then to increase to 2 times the die code is +5D. If the range is 10 times the die code, to increase it to 15 times adds +25D to the base cost.

Extended Timespan (see description): The effects of some powers are not permanent. This enhancement allows the hero to extend the length of time of the effect after the hero stops concentrating or is knocked unconscious. The cost is +1D for every 5 additional rounds the effect exists. This value is added to the new timespan as the die code in the power increases.

Linked Invulnerability (+2D): Two or more heroes are invulnerable to each other's power, although not to their own. The cost is added to each hero's power separately. For example, Michee's hero has Microwave Projection, and Matt's hero has Light Manipulation. They want their heroes to be invulnerable to each others' power, so they both add +2D to their respective power's base cost.

Mastery (+6D): The hero has an innate amount of control over his power and its different aspects. Whenever a Difficult or lower *know-how* (specific power) roll is called for, the hero with this enhancement automatically succeeds without making a roll. The enhancement also allows the hero to lower the amount of damage done with a damage-causing power (such as Microwave Projection) without incurring a modifier to the difficulty. For example, a hero with the Fire Manipulation power at 13D could retract his sheath of fire enough to be able to pick up an object without doing damage to it.

This enhancement cannot be taken with the Uncontrollable limitation.

Self-Invulnerability (+3D): The hero is immune to the effects of her own power. She cannot hurt herself with it, nor will it hurt her if it is reflected back at her. She can, however, be hurt by others who have similar powers. This enhancement is for one power only; to take it for more than

one power adds the increase to the base cost each time.

OTHER DETAILS

If you have any dice left over at this point, go back and use them up. Pick another skill or two, or add more to one of your powers. Regardless of how you do it, be sure to use all of the dice in your Dice Pool.

There are a few details left to be figured out for your hero. These include Tech Level, Speed, Passive Defense Level, Hero Points, Villain Points, Character Points, and Body Points. (Character Points and Hero Points are further discussed in Chapter 5.)

Tech Level: The Tech Level indicates the maximum level of technology most members of this race know how to use. It's primarily used in creating equipment (the details of which are in Chapter 13). The Tech Level for humans is Modern (1). This can be raised or lowered with Advantages and Disadvantages. The Tech Levels for other races will be detailed in later supplements.

Speed: Speed specifies the rate of walking (in feet per round) for a hero. For most characters, this value is 30. Non-human races (described in later sourcebooks) and powers can raise the base rate permanently, while the *running* skill can increase it temporarily.

Passive Defense Value: The Passive Defense Value (PDV) describes the hero's natural ability to instinctively get out of the way of an attack. Training in *dodge* or *acrobatics* can hone these instincts. To determine the value, check the amount of dice the hero has in *Reflexes*,





acrobatics, or *dodge*. Take the highest score. Add any modifiers received from Advantages, Disadvantages, skills, or powers. Divide the total by 2 and round up.

This becomes the base difficulty another character needs to hit the hero. For example, Timmy's hero has a *Reflexes* score of 3D and no additional dice in *acrobatics* or *dodge* (or any other modifiers from Advantages, Disadvantages, other skills, or powers). His Passive Defense Value is 2. Tom's hero has 5D in *acrobatics* and 2D in *Reflexes* (with no other modifiers). Because the 5D is the higher score, the Passive Defense Value for Tom's hero is 3.

Unarmed Base Damage Value: The hero's unarmed Base Damage Value (unarmed BDV) depends on the skill she fights with. For *brawling*, the unarmed damage is 2D. For *martial arts* or no skill, it's 1D.

Physique/Lifting Bonus: The *Physique*/*lifting* bonus (P/l bonus) represents the amount of additional damage a hero can do because of his strength. This bonus modifies the Base Damage Value of unarmed attacks, melee weapons, natural weaponry, thrown weapons, and most missile weapons. Determine this value by dividing the hero's *Physique* or *lifting* value (whichever is higher) by 2 and round down. Be sure that you've included any modifiers because of Advantages, Disadvantages, or powers to the *Physique* or *lifting* score before dividing by 2.

For example, a hero with 1D in *Physique* receives no bonus, while a hero with 5D in *lifting* has a +2 bonus.

Hero Points: Hero Points represent the exceptional potential that it takes to be a super hero. Hero Points are used to affect rolls, as discussed in the "Basic Rules" chapter. Your hero starts with one Hero Point.

Villain Points: Heroes gain Villain Points for performing acts that go against the heroic code of honor and justice. Character begin with no Villain Points.

Character Points: Character Points are also used to affect rolls, including those in combat (see Chapter 5). They can also be spent to improve and acquire skills and powers after the hero has been created (see Chapters 2 and 3). Your hero starts with 15 Character Points. (These cannot be used to increase your hero's skills or powers until after her first adventure.)

Body Points: Body Points represent the amount of physical and mental damage a character can take before falling unconscious (and

possibly dying). Roll your hero's *Physique* (including a Wild Die), adding to this die code the Superattributes: *Physique* power, if you have it. Now compare the result to the chart below to determine the number of Body Points gained from the roll. Remember, a critical success (a 6 or Batman symbol) on the Wild Die means you can add to the number of successes and roll again until you get something other than that symbol.

Once you've determined the total number of Body Points, add 20 to it. This is the maximum amount of Body Points your character can have. It's rare to have them go above the initial amount after the hero has been created (due to a new power, magical spell, or other effect).

Result	Number of Body Points
Critical failure	3
Failure	4
Success	5
Critical success	6 (and another roll)

NAME & BACKGROUND

Once you have decided on all the game statistics, you need to figure out a name and background for your hero. If your hero tries to keep his crime-fighting life separate from his private life, he probably goes by two names. (Batman is also known as Bruce Wayne, and Superman is Clark Kent.) Even a hero without a secret identity might have multiple names, like Aquaman, who is also known as Orin, or Arthur Curry.

Your hero's everyday name can be just about anything. You can use a baby name book or a phone book to help you decide. Pick out a name for your hero at random or choose one that sounds cool. Your character's hero name can be something that reflects the hero's powers or his attitude, something to strike fear into criminals, or something that has meaning only to the character.

Finally, decide on a background, the details that provide a context for the hero's behavior. Figure out what motivated the character to become a super hero. What are some of his goals? Decide where the hero gained training and experience—was it formal, informal, or a little of both? Describe his costume and preferred method of operation. What sort of image does the hero present to the world? All of these details will help you in roleplaying your hero better, making him or her a more interesting character for others to interact with.

CHAPTER TWO...



...SKILLS

Skills are specific uses of the attribute under which they fall. They represent training and experience in particular activities. This chapter defines those skills available to characters in the DC Universe. (Additional difficulties and modifiers are included in Chapter 12.)

USING SKILLS

When a player wants her hero to do something, she describes the hero's actions to the Narrator in detail. The Narrator then decides which skill or skills are most suitable for successfully completing the task. He calculates the number of actions required (which he tells the player about) and any other penalties or bonuses (which he may or may not mention).

Next he picks a difficulty number and asks the player to roll the appropriate number of skill dice in the relevant skill. If the total successes meets or exceeds the difficulty number, the hero succeeds. If the skill total is too small, the hero fails.

Keep in mind that vivid descriptions of style are the essence of roleplaying. These kinds of descriptions help the player feel more a part of the game, which means everyone has more fun. Even if the task seems too challenging, remember that great heroes are made through great deeds.

If a hero doesn't have dice in the skill required to attempt an action, the player uses the die code of the attribute under which that skill falls with a +1 modifier to the difficulty. This modifier takes into account that those without training or experience in certain tasks usually have a harder time accomplishing them.

LEARNING & IMPROVING SKILLS

Heroes can use Character Points, accumulated from completing adventures, to learn new skills and improve old ones. Spending Character Points this way may be done only between adventures.

In addition to Character Points, the hero needs experience with the skill, either through

training or by attempting to use the skill (through rolling its or its governing attribute's die code, regardless of the outcome) during an adventure. If there is a significant amount of training involved, or the hero needs to find a suitable teacher, that might become an adventure's focus. The details of training are discussed in the next section.

In most cases, the cost of getting a new skill after initial hero creation equals three times the number of dice in the governing attribute's die code. For example, if a hero wants to learn *arcane lore* after an adventure and he has a *Knowledge* die code of 3D, the first die in *arcane lore* costs him nine Character Points. The hero then has a 4D in his *arcane lore* skill.

The cost of improving most existing skills is determined in the same way, except that the number of dice in the skill (instead of in the attribute) is used to determine the cost. For example: a hero has an *acrobatics* of 4D and wants to increase it. To raise the skill to 5D, the hero must spend 12 Character Points. To increase the skill to 6D after the next scenario, the hero must spend 15 Character Points.

The cost to get a new specialization in any skill is two times the number of dice in the governing attribute or skill's die code. (A character does not need the governing skill to get a specialization in it.) For a hero with 6D in *missile weapons* to gain a *bow and arrow* specialization, he needs to spend 12 Character Points to get a +1D in the specialization.

To improve any specialization (including those for close combat skills), the cost equals the number of dice in the governing skill plus the current specialization level. Thus, for a hero with 3D in *medicine* to improve a *first aid* specialization from +1D to +2D, she must spend four Character Points. After the next adventure, she may improve the first aid specialization from +2D to +3D for five Character Points.

A hero may improve a skill or any of its specializations but not both. In other words, a hero may improve as many specializations as he desires at the same time, though he cannot improve them at the same time as he's improving the governing skill. Skills and specializations may only be improved by 1D per completed adventure.



CLOSE COMBAT SKILLS EXCEPTIONS...

The exceptions to these rules are the close combat skills of *brawling* and *martial arts*. Considering the number of bonuses received by purchasing these skills, it takes four times the *Reflexes* value to gain the first die. A hero with a *Reflexes* of 2D who wants to have the *martial arts* skill must spend eight Character Points to receive the skill at 3D.

Improving the skill is figured in the same manner as other skills, though the price is now four times the current skill value. So, for the same hero to improve her *martial arts* to 4D, she must pay 12 Character Points.

To gain or improve a specialization in these skills, the expenditure is the same as for any other skill's specializations. See the end of this chapter for more information on the particular benefits of close combat skill specializations.

TRAINING

Remember: to improve skills or specializations the hero must have either spent time training or used them in a recent scenario. Only after taking that time and effort may the hero shell out Character Points to receive additional dice.

If the hero can't or won't find a teacher, he must spend one day in training for each Character Point spent to improve the skill or specialization. However, if the hero has a teacher, the training time drops to half a day for each Character Point spent.

READING THE SKILL DESCRIPTION

A skill description briefly relates what type of activities the skill covers. The "Specializations" section, below the skill name, covers ways in which the skill may be honed. The Narrator may add to this list as the game requires.

The description also often mentions ways in which the skill can enhance a hero's activities, as well as some of the other skills, if any, that oppose it. However, most difficulties and modifiers are included in Chapter 12. This is to help players worry about what they need to roleplay them better, rather than concern themselves with game mechanics.

DESCRIPTIONS

REFLEXES

Acrobatics

Specializations: trapeze artist, tightrope walking, breaking falls, running obstacle courses

Acrobatics covers tumbling, running along a narrow surface, flips, and other actions involving the precise movement of the character's body. Additionally, heroes may employ *acrobatics* to reduce damage from falls.

This skill can be used in place of the Passive Defense Value for combat, as well as to determine the PDV.

Boating

Specializations: speedboat, tugboat, yacht

This skill measures the hero's ability to perform special maneuvers or stunts in a water-based vehicle.

Brawling

Specializations: particular special maneuver (see the end of this chapter for details)

This skill covers all forms of unarmed combat not dealt with by the *martial arts* skill, as well as the use of natural weapons. Damage equals 2D plus the hero's *Physique/lifting* bonus for fists and other such body parts. This Base Damage Value (BDV) increases by +1D for every 3D in the skill, rounded down. So, a hero with 2D in *brawling* has a BDV with this skill of 2D, while a hero with 7D has a skill bonus of +2D, giving him a BDV of 4D. Natural weaponry does its listed damage plus +1D, the character's skill bonus, the character's *Physique/lifting* bonus, and any specialization modifiers.

Climbing

Specializations: rock climbing, indoor wall climbing, rope climbing

The hero knows how to scale a vertical surface. She can move up the surface at her normal movement rate (barring environmental factors) with this skill; otherwise she moves at half her normal rate.

Dodge

Specializations: type of attacks (marksman-



ship, missile weapons, melee weapons, hand-to-hand combat), type of weapons

The character uses this skill to anticipate the path of an oncoming object and get out of its way. This skill can be used in place of the Passive Defense Value (PDV) for combat, as well as to determine the PDV.

Driving

Specializations: car, semi-trailer and truck, bus, Batmobile, bicycle

This skill measures the hero's ability to perform special maneuvers or stunts in a land-based vehicle.

Martial Arts

Specializations: particular special maneuver (see the end of this chapter for details)

The *martial arts* skill covers the use of certain fighting technique-philosophies designed to focus the mind, deflect blows, intensify attacks, and quicken reaction time.

For every 2D (rounded down), heroes with this skill receive an extra combat action in addition to their normal action. This action could be used for attacking again with this skill

Riding

Specializations: horse, camel, elephant

This skill covers the character's ability to ride any living creature. All rideable mounts have an Orneriness rating that opposes the *riding* skill when the rider attempts to mount the animal or perform any complex maneuvers.

Sneak

Specializations: urban, plains, forest, jungle

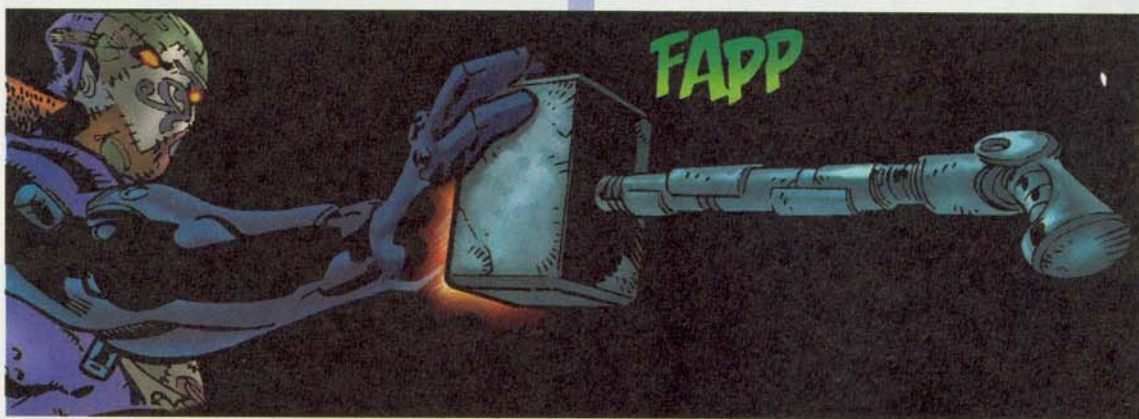
A hero who wants to move silently, leave false trails, and slip past surveillance devices undetected uses this skill. *Sneak* only covers the ability to be stealthy and quiet; its results affect all sense. *Sneak* is opposed by *Perception*, *search*, or *tracking*.

COORDINATION

Catch

Specializations: type of items caught (arrows, daggers, baseballs, automobiles, manhole covers, torches)

A character's ability to grab projectiles out of the air is enhanced by this skill.



or actively defending with *acrobatics* or *dodge*. Thus, a hero with 3D in *martial arts* may take two combat actions when using this skill.

Melee Weapons

Specializations: sword, club, street light, telephone pole

This skill covers all handheld weapons, including improvised ones (such as gun butts and street lights). It represents the ability to both attack and defend with such weapons.

Piloting

Specializations: single-prop plane, 747, Batplane, space shuttle

Piloting covers the operation of air and space vehicles. Planes, helicopters, space shuttles, and interstellar warships are all examples of craft that are covered by this skill.

Lockpicking

Specializations: combination locks, key locks

The character has the ability to open mechanical locks without a key or combination, though some basic tools may be needed. The *lockpicking* skill does not cover electronic or computerized locking systems; that is covered under the *security* skill.

Marksmanship

Specializations: rifle, pistol, submachine gun

The skill is used when firing any energy or projectile weapons.

Missile Weapons

Specializations: bow, slingshot, sling

This skill is used when firing any simple

mechanical weapon that requires strength to operate.

Sleight of Hand

Specializations: palming items, stage magic
Sleight of hand covers misdirection, nimble fingers, and a good sense of timing. This skill is opposed by *Perception*.

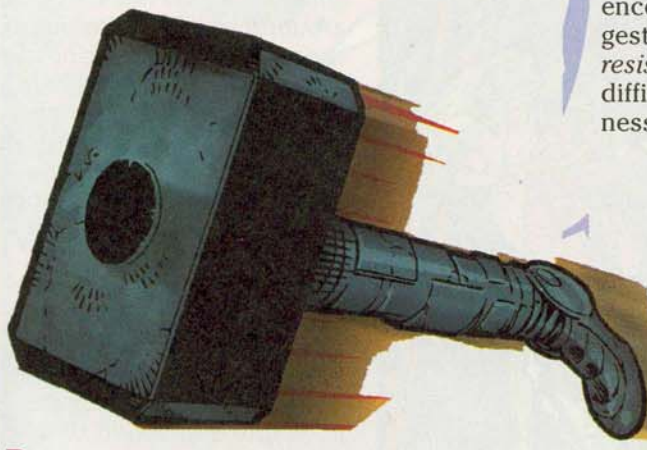
Thievery

Specializations: pickpocketing, car theft, breaking and entering

This skill covers the various nefarious activities relating to thieves and their kind, including picking pockets, hot-wiring vehicles, and the complex actions of stealthily breaking into a house (without picking a lock). It does not cover reconnaissance (*surveillance*), opening locks (*lockpicking*), circumventing security systems (*security*), or sneaking (*sneak*).

Thrown Weapons

Specializations: boomerang, spear, Batarang
This skill covers the throwing of any object as a weapon (rocks, clubs, park benches, daggers).



PHYSIQUE

Flying

Flying enables heroes with powers that give them flight to move faster. A hero's Flying Speed equals his normal Speed. See "Movement" in Chapter 5 for information on increasing Flying Speed with this skill.

Leap

Specializations: long jump, high jump
This skill governs leaping over pits, chasms, or other obstacle gaps, as well as jumping up and grabbing an outcropping. A hero's total leaping distance (vertically and horizontally) from a standing position is one-quarter of his Speed.

Lifting

Specializations: power lifting, bench press, specific type of blows

This skill expresses how much weight the hero can lift and how long he can carry it. A hero must make a *lifting* check when he first lifts an object. For each round the object is being carried, the hero must make another check to see if he can continue to carry the object or if he is too exhausted and must put it down. If the hero is doing anything else at the time (other than talking or slow walking), continuing to carry the object counts as a multiple action. If the character fails a roll, he must immediately put the object down.

Additionally, *lifting* represents a hero's time spent increasing the amount of *Physique* damage he can do. *Lifting* thus takes the place of *Physique* when determining the *Physique/lifting* bonus. When used in this respect, no roll is necessary to determine if the hero is successful at using the skill to increase the damage.

Resistance

Specializations: specific disease, specific poison

To avoid the effects of a toxin a hero has encountered (through inhalation, contact, ingestion, or any other method), he makes a *resistance* roll. Several factors figure in to the difficulty of the attempt, including the deadliness and dosage of the poison or disease in



question. See the "Poison" section of Chapter 12 for difficulties and results.

Running

Specializations: sprints, long distances

The hero can move at an increased rate with this skill, though not as easily as someone with Speed Manipulation. See "Movement" in Chapter 5 for details on increasing Speed.

Swimming

Specialization: long distance, short distance, cold water

This skill helps the hero float as well as move quickly through water. For every round the hero wants to float or cover some distance, she



must make a *swimming* roll. A hero's swimming Speed equals half of her normal Speed. See "Movement" in Chapter 5 for information on increasing swimming Speed.

KNOWLEDGE

Arcane Lore

Specializations: Atlantean, Druidic, Egyptian

Those heroes possessing this skill know the rumors, legends, tales and possibly spells of a mystical nature. This knowledge does not allow them to cast spells, however—they need the Magic Manipulation power to do that.

Computer Ops

Specializations: specific computer system (LexCorp-9000, Kryptonian intelligence systems, IBM-compatible)

The hero has the ability to operate computers and computer programs, including computerized security systems. This skill does not allow the hero to repair any of the computer's hardware. The *repair* skill is needed for that.

Criminology

Specializations: serial killers, arsons, bank robbers

The criminology skill covers the hero's ability to make deductions from the clues at hand, as well as his general knowledge of criminals and their natures.

Demolitions

Specializations: bridges, buildings, vehicles

The hero knows how to blow stuff up. This skill covers detonating devices, the proper placement of explosives to get the desired effect, and the amount of explosives needed. When a hero sets charges, she can decide to spend extra time trying to either set the explosive to cause extra damage or to create some special effects. If she's in a hurry, she may opt for the normal amount of damage the explosive is capable of.

Forgery

Specializations: type of document (birth certificates, death certificates, identification,

money), specific signature, counterfeiting

The forgery skill is used to recreate documents or signatures, as well as to distinguish a forgery.

Languages

Specializations: Spanish, Martian, Interlac

This skill measures the hero's ability to communicate in human and alien languages other than her native one.

Medicine

Specializations: first aid, pediatrics, neurosurgery, Atlantean physiology

Medicine is a measure of the hero's ability to render aid to someone in need. Additionally, it can be used for diagnosing physical problems or performing autopsies.

In a first aid capacity, a successful skill roll restores a number of Body Points to the patient by comparing the roll to the "Healing Rate" chart (located under *medicine* in Chapter 12). A critical failure on the Wild Die means the procedure was unsuccessful (no matter the remainder of the roll).

If someone has been reduced to zero Body Points, a *medicine* skill roll must be used to stabilize them within five minutes or the patient goes into shock and dies in one hour, unless hospitalized. A Very Difficult *medicine* skill roll made within five minutes and with the aid of a medical kit, stabilizes the

patient long enough to get her to a medical facility, but she still needs more attention.

The *medicine* skill may restore Body Points only once per patient per day. However, *medicine* may be used to stabilize her any number of times.

Navigation

Specializations: orienteering, star mapping

The hero has the ability to find his way through the use of external reference points (stars, map, landmarks).





Research

Specializations: library, historical, Internet, public records

This *research* skill measures the hero's ability to gather information from a source. Several sources may be checked for the same information, but a separate *research* skill roll must be made for each.

Scholar

Specializations: archaeology, anthropology, Kryptonian history, cooking, critiquing fine art, other skills

This skill represents advanced knowledge and/or education in areas not covered under any other skill. This may be restricted to a specific field (represented by the specializations) or a general knowledge of a wide range of subjects. It is used to remember details, rumors, tales, legends, theories, and the like, as appropriate for the subject in question. This skill covers only what the hero himself can recall, not what he can find through research (which is dealt with in the *research* skill).

A hero can have another skill as a specialization of the *scholar* skill. This means that he knows the theories behind the skill but can't actually use it. For example, a character has *scholar (riding)*. He knows the techniques behind riding various animals and could probably judge a contest. However, he would have difficulty mounting an animal and getting it to do what he wants. Critics often have these sorts of specializations.

Science

Specializations: genetics, Martian technology, physics, geology, mathematics

This skill covers knowledge and education related to hard science and theoretical technology. As with *scholar*, this skill does not deal with what a character can find through research (which is under the *research* skill) or how well he can apply it (which is under the *inventing* and *engineering* skills).

Security

Specializations: type or model of security device, system design, electronic safe cracking

The *security* skill represents the hero's knowledge of electronic or optical security systems, alarms, and other detection devices, allowing her to set up or bypass such measures. She can also recognize and circumvent simple mechanical traps (such as tripwires or hidden darts). It does not govern computer security procedures (the *computer ops* skill covers that).

PERCEPTION

Artist

Specializations: drawing, painting, photography, singing, playing a musical instrument, journalism, creating forgeries

The *artist* skill involves all aspects of creating a work of art, from paintings to sonatas.

Engineering

Specializations: genetic, nuclear, chemical, robotics

This skill relates to the hero's ability to build new items and alter existing ones. Combined with *invent* and *science*, *scholar*, or *medicine* skills, the *engineering* skill allows the hero to create entirely new items, from buildings to spaceships to new life forms.

Hide

Specializations: self, small objects, large objects, buildings

Hide measures how well the hero can blend into her environment so others do not sense her presence. It also indicates a hero's ability to conceal an object on her person or within or around another object. Note that this skill can apply to all aspects of perception, not just sight. It is opposed by *Perception* or *search*.

Invent

Specializations: genetics, robotics, computer programs

The hero has the ability to design new and innovative items. This skill covers only the intuitive leaps toward that creation; the hero must combine this skill with *engineering* to build his creation. Additionally, with some tasks (such as genetics or chemical creation), the hero may need *science* or *scholar* skills to have the applicable background knowledge when designing the new item.

Know-How

Specializations: specific power, specific area of study (archeology, meteorology, anthropology), specific domestic duty (such as cooking, sewing, gardening), other areas not covered by existing skills

This catch-all skill deals with the hero's *capacity* for applying information. As such, this skill may be used only in conjunction with its specializations. It cannot be used alone.

Characters with this skill do not necessarily know what they are doing or how they produce results (that is covered by *scholar*), but they can get the job done.

Repair

Specializations: televisions, robots, interstellar cruisers



This skill covers the hero's general ability to fix things. The difficulty is based upon the hero's familiarity with the object he's trying to repair.

Search

Specializations: small objects, large objects, people

This skill is used to locate concealed objects or hidden individuals.

Shadowing

Specializations: urban, forest, jungle

The *shadowing* skill represents a hero's ability to follow a target without being noticed. The skill is opposed by *sneak* (to evade the following character) or *Perception* (to notice the pursuit).

Streetwise

Specializations: specific city (Gotham, Blüdhaven), specific criminal organization



This skill is used to find information, goods, and contacts in an urban environment. Typically, *streetwise* is used in large cities where a shadowy underworld element exists. Using *streetwise*, a hero can gain information not accessible through more conventional means of research.

Surveillance

Specializations: visual, audio, without equipment, lip-reading

A hero uses the *surveillance* skill to eavesdrop on or watch other characters.

Survival

Specializations: arctic, desert, jungle, space

A successful *survival* roll allows the hero to learn about his surroundings and its inherent dangers. In a situation where the danger is coming from a local source, the hero can roll to see if he knows how to handle the situation.

Tracking

Specializations: urban, jungle, forest, desert

A hero uses *tracking* to follow the trail of any person, animal, or alien being.

PRESENCE

Animal Handling

Specializations: horse, lion, Korbalian lightning beast

This skill measures the hero's ability to control common animals, though not to ride them. It is generally used to make animals perform tricks and follow commands.

Bluff

Specializations: evasion, bluster, storytelling, verbal misdirection

Bluff is used by a hero to convince someone that a lie is the truth. It is opposed by *willpower*.

Charm

Specializations: seduction, flirting, general friendliness

This skill represents the hero's ability to use flattery, innuendo, and other flirtatious behavior. *Charm* is opposed by *willpower*.

Command

Specializations: leader's group

The *command* skill governs the act of convincing individuals to comply to specific directions, as well as maintaining morale during group undertakings (such as combat or constructing large pieces of equipment). This is typically used only with the Narrator's characters, and not with players' heroes (which should be roleplayed).

Disguise

Specializations: stage costuming, theatrical makeup usage, impromptu disguises

Using *disguise* allows a hero to alter her features so that she is unrecognizable—or recognizable as someone else. Heroes can use makeup, wigs, costumes, or whatever they have at hand to make the disguise. This skill is opposed by *Perception* to attempt to see through the disguise.

Interrogation

Specializations: torture, browbeating

Heroes can use *interrogation* to force someone into divulging information. *Interrogation* is opposed by *willpower* (if the target resists the questioning).

Intimidation

Specializations: specific intimidation method

Intimidation represents a hero's ability to scare or frighten others into obeying commands or otherwise do the bidding of the in-



timidating character. *Intimidation* normally depends upon a character's physical presence, body language, force of will, or even threats of pain and suffering. *Intimidation* is opposed by *willpower*.

Persuasion

Specializations: debate, oratory, storytelling, bribery, business negotiations, bargaining, diplomacy

The hero uses this skill to alter his audience's beliefs through the use of logical or emotional arguments to support his position. *Persuasion* is opposed by *willpower*.

Willpower

Specializations: kind of coercion to be resisted (*bluff, charm, persuasion, intimidation, interrogation*), torture, mental attacks, pain tolerance

This skill measures the hero's strength of will and determination. It is used to oppose mental attacks and coercion attempts (that is, *Presence*-based skills and powers related to *Presence*).

A hero may also use this skill to continue to stand and fight, even after her Body Points have dropped to zero. (Note: Body Points cannot fall below zero; all extra damage is disregarded.) The hero makes a *willpower* skill roll

during each round following the one in which she dropped to zero Body Points. This roll counts as an extra action for determining multi-action penalties. If the hero fails her *willpower* roll, she falls unconscious.

CLOSE COMBAT SPECIALIZATIONS

For the close combat skills *martial arts* and *brawling*, specializations are not purchased as a specific type of the general skill. Instead the hero specializes in a certain maneuver, which represents an aspect of his training in producing devastating effects.

There are 24 different maneuvers in which a hero can specialize. Narrators are encouraged to create their own styles to suit the desires of their players. Later supplements will expand this list with even more special maneuvers.

Listed under each special move is a brief definition. The definition explains what each maneuver does and how it is used in combat.

Unlike other specializations, *brawling* and *martial arts* specializations do not always give a bonus to the general skill. Instead, the advantage is in what the hero can now do. For example, a *blindfighting* specialization at +2D does not add +2D to the *brawling* or *martial arts* skill; it does allow the hero, however, to attack his opponent in darkness with more accuracy than he could have otherwise.

Some special maneuvers specify a Base Damage Value for that maneuver. Other maneuvers offer bonuses to damage, which are added to the Base Damage Value for the skill or power, Effect Value, skill bonus (for *brawling*), and *Physique/lifting* bonus for the attack, unless otherwise stated.

On his turn, the player decides which special maneuver, if any, he wants to use. He then describes his action to the Narrator before he makes his skill roll.

Arm Pin: The hero grabs his target's arm and forces it around behind her, pinning it there. There is no called-shot modifier for this maneuver. After the first round, the hero does 1D damage (plus any bonuses) for each round he has the arm pinned for every level of this specialization beyond the first (+1D damage bonus at +2D in the specialization; +2D damage bonus at +3D, and so on). He also can break the arm with a successful opposed *Physique* or *lifting* roll versus the target's *Physique*.

CLOSE COMBAT MANEUVERS...

Arm Pin	Headbutt
Backhand	Instant Stand
Bear Hug	Instant Stun
Blindfighting	Knockout
Choke	Leg Sweep
Clothesline	Lunge
Disarm	Pin
Double Kick	Slam
Elbow	Spin Attack
Flip	Throw
Flying Kick	Uppercut
Haymaker	Weapon Parry



sique or *lifting*. Alternately, the hero may attempt an opposed roll of his *brawling* or *martial arts* versus the target's *Reflexes* to attempt to force the target to the ground while maintaining his hold on the arm. Breaking the arm and forcing the target down each count as separate actions (each requiring their own opposed rolls).

Backhand: The hero strikes her opponent with the back of her hand. For every level of this specialization, the hero receives a +1D bonus to her skill roll when attempting this maneuver.

Bear Hug: The hero grabs her opponent in a massive hug and squeezes him tightly. With a successful tackle combat option (see Chapter 12 for more details), the hero may squeeze her opponent for 1D in damage for every level of specialization past the first, plus her *Physique/lifting* bonus only.

Blindfighting: The hero with this move functions in near total darkness or under the effects of blindness as if he could see clearly. He reduces the blindness penalty by -1 for every die he has in the specialization, up to a maximum of -4 (for a blindness penalty of zero).

Choke: With a successful attack, the hero squeezes the target's windpipe, stopping him from breathing. For every level of this specialization, the hero receives a +1D bonus to her skill roll when attempting this move. See the choke combat option in Chapter 12 for the effects of this maneuver.

Clothesline: The hero stretches out his arm suddenly, knocking his opponent to the ground. For every level of this specialization past the first, the hero receives a +1D bonus to his skill roll when attempting this maneuver.

Disarm: The hero strikes at her opponent's wrist, forcing his hand to open and his weapon to drop, or she quickly and violently removes the weapon from his hand. For every level of this specialization, the hero receives a +1D bonus to her skill roll when attempting this move. If the attack is successful, the target suffers 1D in damage (regardless of whether the hero is using a skill or a power), plus any bonuses, and must spend the next round picking up his weapon if he can still reach it (and if he wants to use it). This maneuver constitutes a called shot and, as such, adds +3 to the difficulty of the attack.

Double Kick: The hero jumps into the air, and he kicks twice. This may be at one opponent or two, but both must be at Point Blank range. The hero must make a skill roll for each kick, but may add +1D to the skill rolls for each

level of this specialization. Note that this maneuver counts as two actions.

Elbow: With a successful attack, the hero slams her elbow into her opponent. For every level of this specialization, the hero receives a +1D bonus to her skill roll when attempting this move.

Flip: The hero reaches out, grabs his opponent's wrist, arm, leg, or other body part, and jerks violently, causing the opponent to fall to the ground. Every level of this specialization causes an extra +1D damage, and the opponent must spend the next round getting to her feet (if she can). Note that this maneuver constitutes a called shot and adds +3 to the difficulty of the attack.

Flying Kick: The hero leaps at his target, thrusting his leg out before him. This move not only covers a lot of ground (the hero may strike from Short range if attacking on the same level, or Medium range if attacking from above), but it also adds +1D to the skill roll for every level of the specialization past the first. (Thus, at +1D in the specialization, the hero can only cover more ground, but at +2D, the hero can strike at a greater distance *and* add a +1D to his roll.)

Haymaker: The hero swings a roundhouse blow at her opponent. For every level of specialization, the hero receives a +1D bonus to her skill roll when using this maneuver.

Headbutt: The hero rams his head into his opponent, causing extra harm. For every level of this specialization past the first, the hero receives a +1D bonus to his damage. With a successful called shot to the head, the opponent must make a successful Difficult *Physique* roll or be stunned for 3D rounds. (This *Physique* roll does not count as an action.)

Instant Stand: If the hero is on the ground (due to a fall, throw, or other reason), she may get to her feet without it counting as an action.

Instant Stun: The hero attacks his opponent with a decisive blow, leaving the opponent stunned. With a successful attack, instead of doing damage, the hero delivers a stunning blow (-2D for all actions) that lasts one round for every level of this specialization past the first. Thus, at +1D in the specialization, this maneuver has no effect, but at +2D or greater, it can be devastating.

Knockout: The hero attempts to render his opponent unconscious with a single blow. For every level of this specialization, the hero receives a +1D bonus to her skill roll up to a maximum of +4D when attempting this move. See the knockout combat option in Chapter 12 for its effects.



Leg Sweep: The hero crouches down and spins around, whipping his leg into his target's leg, causing his target to fall to the ground. This maneuver gives a bonus +1D to the skill roll for every level of specialization. If the attack is successful, the target takes 1D in damage (regardless of whether the hero is using a skill or a power), plus any bonuses, and the target must spend the next action getting to her feet.

Lunge: The hero makes a large step forward to attack his opponent at a greater range. The hero using this maneuver may attack opponents at Short range as if they were at Point Blank, and receives a +1D bonus to his skill roll for every level of specialization past the first when using this move. (Thus, at +1D in the specialization, the hero can attack at a greater distance, but at +2D, the hero can close gaps more easily and add a +1D to his roll.)

Pin: The hero grabs a part of her target (usually his collar), rams him into a nearby surface (wall, ground, door, or the like), and immobilizes him by putting weight on him or lifting him slightly off the ground (a *Physique* or *lifting* check, which does not count as an action, may be required for this). The target remains pinned until he's released or succeeds at an opposed *Physique* or *lifting* roll, which counts as an action. Each round the hero attempts to maintain the pin counts as an action. This maneuver does no damage after the first round, unless the hero is putting a *lot* of weight on the target. For every level of specialization, the hero receives a +1D bonus to his skill roll when attempting to pin her opponent.

Slam: The hero picks up his opponent and slams him into the ground, a wall, a bus, or

another obstacle. For every level of specialization, the hero receives a +1D to his skill roll when using this maneuver. The hero must be strong enough to pick his opponent up to use this maneuver.

Spin Attack: The hero whirls himself around and swings out one or more of his limbs, connecting for massive amounts of damage. The hero receives a +1D bonus to damage for every level of this specialization, but each target counts as a separate action. Note: If the hero attempts to use this move more than twice in a single round, he must make a successful Difficult *Physique* roll (which doesn't count as an action) or fall to the floor dizzy, and spend the next round getting to his feet.

Throw: The hero grabs her target and throws him to the ground, through a wall, into a reservoir, or something similar. The hero receives a +1D bonus to her skill roll for every level of the specialization. See the "throwing a person" combat option in Chapter 12 for more details.

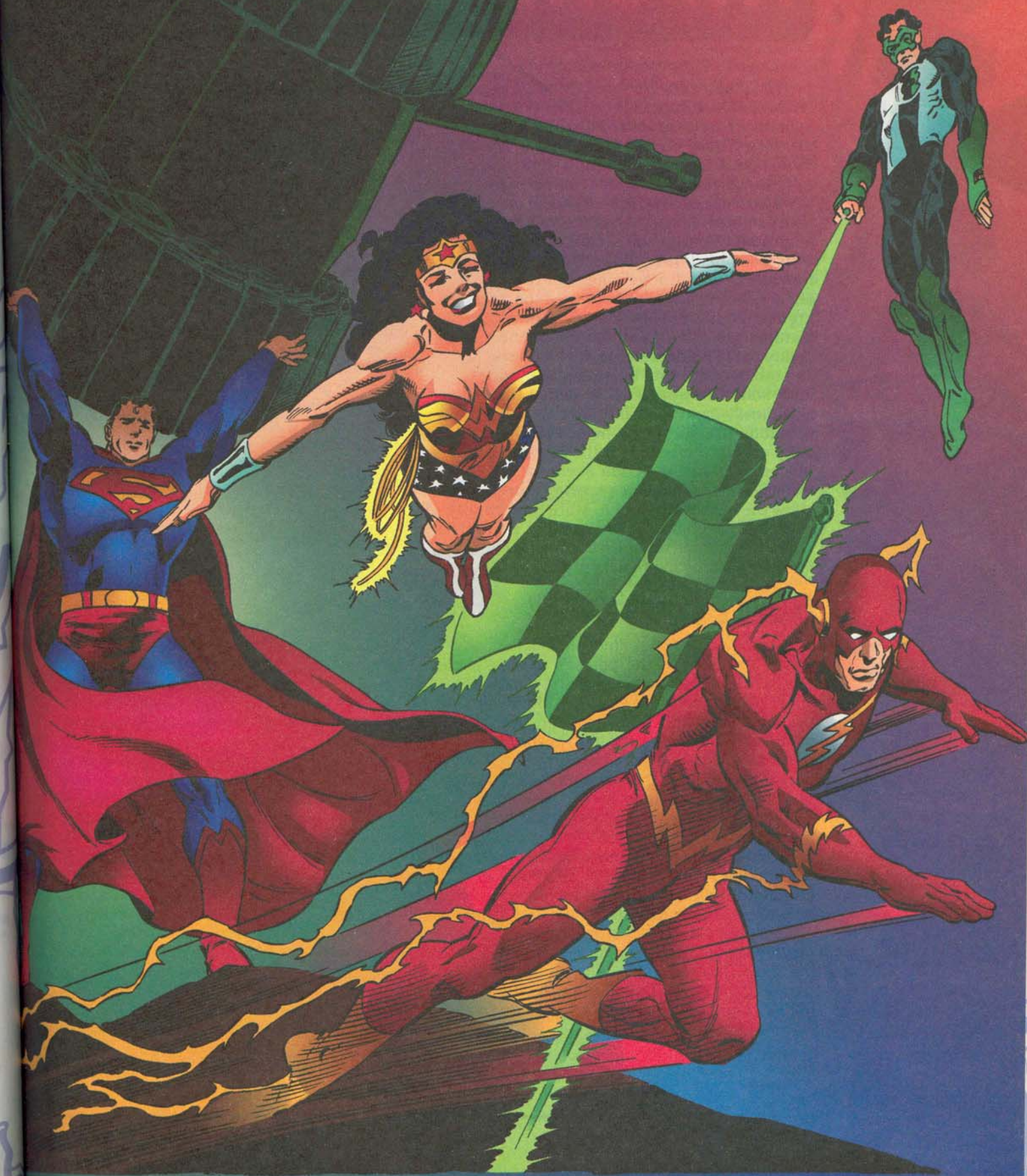
Uppercut: The hero connects with a massive upswinging blow. For every level of specialization, he receives a +1D bonus to his skill roll.

Weapon Parry: This maneuver allows the hero to safely use her *brawling* or *martial arts* skill to deflect edged at-

tacks. With a successful parry to handheld bladed weapons (swords, knives, daggers, spears, and so on) with her bare hands, the hero can reduce the damage done by -1D for every level of specialization beyond the first. Therefore, at +1D in the specialization, there is no bonus, but at +2D and beyond, the hero can do some amazing things.



CHAPTER THREE...



...POWERS

This chapter covers the wide range of powers available to super heroes. The powers are split into five classes based on the effects they produce. These classes are Physical, Mental, Transportation, Protection, and Manipulation.

Although the descriptions contain examples of ways to use each power, they deal primarily with game mechanics and guidelines for determining how a power functions. Each hero manifests his or her powers differently. Players and Narrators should determine the "real world" effects of each power at hero creation, including a general idea of how the power grows in its features. As a hero gathers experience, her ability to manipulate the power increases, and she can do more with it. If the player convincingly and vividly presents an action that isn't specifically expressed in these few pages, she shouldn't necessarily be penalized. The difficulty may be increased for the first few times, but as long as the action seems a sensible extension of the guidelines, the Narrator should allow the hero to attempt it. More than following game mechanics, it's essential that the Narrator maintain the spirit of super hero comics in describing the results of powers.

USING POWERS

Each power has one or more managing skills, which are listed in the power's description. The hero uses the necessary skill to control the effect of his power. For example, Flight allows the hero to move through the air, but to do maneuvers and dodge, the hero needs *piloting*, preferably with the *self* specialization. If the hero does not have the managing skill, he can use the default attribute +1 to the difficulty.

As with skills, powers have static and opposed difficulties. Some difficulties are listed here, but most are determined by the Narrator, who modifies them depending on the situation. Chapter 12 offers guidelines for determining difficulties.

There are two other features of powers that players should keep in mind as they use them: the Base Damage Value and the range. See "Reading the Power Description" section later in this chapter for more information on these features.

COMBINING POWERS

Powers can be used in conjunction with each other to produce effects greater than each can generate separately. To use combined powers, the hero must have dice in both powers. If the durations of the powers are Concentration, each use of the powers is its own action. The hero thus takes a multi-action penalty, unless some other power, such as Speed Manipulation, allows for several actions to be taken without penalty.

For example, a hero wants to help a severely injured friend. She employs her *medicine* to figure out that the person is bleeding internally. Then she uses her X-ray Vision to find the source of the bleeding and her Telekinesis to reduce the flow of blood until the friend can get to a hospital. If the hero didn't have X-ray Vision, she couldn't be as confident with her Telekinesis for fear of worsening her friend's injuries.

ACQUIRING & IMPROVING POWERS

After adventuring has begun, heroes can spend Character Points to acquire new powers and improve old ones. Acquiring and improving powers usually happens between adventures, although significant amounts of training, seeking a suitable teacher, or designing a ritual or experiment might become an adventure's focus.

To figure out the cost of a new power or specialization, first determine the base cost of the specialization or full power. Add to this the cost of enhancements or subtract the cost of limitations. Then multiply the total by 10. This is the final cost, in Character Points, of the new power.

More important than spending Character Points, the player must have a convincing explanation for why the hero has a new power—and the Narrator must approve it. For example, a player wants her hero to have Longevity. She decides that her hero experiments with radiation in attempt to increase the length of her life. The initial base cost of Longevity is 5D. Be-

cause the player doesn't want any limitations or enhancements, the base cost becomes 50. Assuming the Narrator accepts the explanation and the experiment is successful, the player must spend 50 Character Points for the hero to gain Longevity at 1D.

To improve a full power or specialization, the hero must spend Character Points and have experience with the power, either through training or by attempting to use the power during an adventure. A discussion of training is in the next section.

The cost of improving existing full powers is three times the base cost of the power. To increase Jump, for example, by 1D, the hero must spend 15 Character Points.

To improve specializations, the cost is five times the base cost of the specialization. Thus, if a hero wanted to increase his Animation (animate statues) specialization from 1D to 2D, he needs to spend 10 Character Points.

After initial hero creation, new powers may start only at a maximum of 1D. Powers may be improved only by 1D after each completed adventure.

Although 15D is the maximum die code listed here, it is hardly the upper limit of the powers. Players and Narrators are encouraged to determine what lies beyond the limit, based on their individual and group preferences.

TRAINING

To advance powers, heroes must either spend time training or have used their powers in a recent scenario. Only by putting in time and effort may the hero put forth Character Points and see improvement.

Heroes who can't or won't find a teacher must train themselves. This takes one hour per Character Point spent to improve the full power or specialization. However, a hero with a teacher spends 30 minutes of training time for each Character Point spent.

READING THE POWER DESCRIPTION

The powers are listed alphabetically within the classes. Their descriptions include:

Base Cost: The number of dice the hero must spend to purchase the power at 1D. This amount is subtracted from the Dice Pool at hero creation. For an existing hero to gain the power, multiply this cost by 10 to



figure out the number of Character Points the player needs to spend.

Specialization Base Cost: The amount of Character Points needed to gain a specialization of the power at 1D.

Duration: The amount of time the power is in effect. There are four durations:

Concentration: The hero must spend one action each round keeping the power active; doing anything else than this incurs a multi-action penalty for each other action. If the hero is knocked unconscious, the power stops.

Activated: The hero must spend one action to activate the power. She may use it on the next round or as another action. The power remains on until the hero spends an action to deactivate it (or is knocked unconscious).

Semipermanent: The hero subconsciously activates and deactivates the power. Thus, it does not count as an action to activate, deactivate, or use the power, but the player must announce when she is using it if it does damage or has an effect on other things or people. The power shuts off when the hero reaches the time limit for the power or is knocked out. The duration of a power may never change to this one.

Permanent: The power is always on. The hero has no control over whether or not he

wants to use it unless great steps are taken (some sort of barrier for a contact power, for example). This power remains in effect even if the hero is knocked unconscious.

Range: Generally, the range limits for how far a power can be projected are determined in same manner for every power. There are some exceptions: the Illusion power, any Transportation powers, transportation aspects of powers, where a different range is given in the description, and where using the power at a distance does not apply (such as Clinging or Longevity).

For powers that have "normal" listed in their range entries: The maximum Short range of most powers is four times the die code in that power in feet. The maximum Medium range is seven times the die code in feet. The maximum Long range is 10 times the die code in feet. Thus, a power with a die code of 10D has a Short range of 40 feet, a Medium range of 70 feet, and a Long range of 100 feet.

The range of the Illusion power depends on the number of people the illusion affects, while Transportation powers and aspects depend on other factors (listed in the description), not necessarily the distance.

Furthermore, the target must be in sight for all powers except Empathy, ESP, Illusion, Pre-



cognition, Telepathy, and other powers for which range is irrelevant. Supersenses and binoculars can increase accuracy but not the power's effective range. For powers used in combination with ESP and X-ray Vision, a hero doesn't need to see the target, but the distance restriction still applies.

Base Damage Value: The amount of damage done by certain powers depends on how the hero uses the power. The more the hero must focus the power through an item, such as a fist or a weapon, the fewer resources are left to fuel the power.

For powers that have "normal" listed in their Base Damage Value entries:

For powers that can be combined with a weapon, add a value equal to the die code of the power to the Base Damage Value rolled for the weapon.

For powers that can sheathe a body part to do damage, add a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

Natural Weapons, Projectiles, and powers that are projected do straight damage—you don't need to make a roll; this amount is three times the die code of the power.

For example, a hero has Electricity Manipulation at 3D. If he decides to send an electrical charge through a sword, he can do 4D+3 of damage to his target (4D for the sword plus 3 automatic successes for the power). He can also sheathe his foot in electricity and use his brawling skill of 3D for 3D+6 of damage (2D for brawling plus 1D for the skill bonus plus 6 [that is, 2 x 3] automatic successes for the power). If he wanted to shoot a bolt of electricity at a target, he would do 9 points of damage.

The player may decide to do less than the full amount of possible damage. This option is a pulled punch, which is discussed in Chapter 5. If the player does not announce that he's pulling his punch, the hero does full damage with the power for the method of attack that he's using.

Managing Skill: The skill (or skills) that are most often used to generate the desired effect. Skill specializations may also be listed. These skill specializations are not necessary for using the power except for specializations of the *know-how* skill.

The Narrator may call for other skill rolls in special situations—especially when the hero wants to use the power in an uncommon manner. Specializations of powers have the same managing skills as the full power, though the Narrator may deem other skills to be more appropriate. The Narrator must inform the player of any adjustments.

Specializations: The specific ways in which the power may be focused. (See "Power Specializations" in Chapter 1.) Some powers may not have specializations.

Description: A brief definition of how the power works. Some difficulties for its use are included, though most can be found in Chapter 12. The Narrator may further expand the definition and modify difficulties to suit situations that arise and the needs of the players.

DESCRIPTIONS

PHYSICAL POWERS

Physical powers either alter or affect the hero's physical form in some way. This class also includes specific types of low-level energy projection. No Physical power may have the Self-Only or Others-Only limitations.

Clinging

Base Cost: 5

Specialization Base Cost: 1

Duration: Semipermanent

Range: not applicable

Base Damage Value: none

Managing Skill: *know-how (Clinging), climbing, acrobatics*

Specializations: particular type of material (stone, glass, metal)

Description: The hero can stick to surfaces and move along them. The hero adds his die code to the applicable managing skill when attempting to climb or maneuver along a surface.

Disintegration

Base Cost: 12

Specialization Base Cost: 4

Duration: Semipermanent

Range: normal

Base Damage Value: normal; also see description

Managing Skill: *know-how (Disintegration), marksmanship, brawling, martial arts*

Specializations: projection from specific body part (eyes, hands, chest), sheathe specific body part

Description: The hero can project from or sheathe a body part in an energy that completely annihilates a target. The die code of the power represents its Base Damage Value, but with this power, when the target is reduced to zero Body Points, it is vaporized. Characters are allowed a Heroic *Physique* roll to be reduced to 1 Body Point and rendered unconscious.

Because this is an energy-based power, the Natural Armor power does not protect against it.





Elasticity

Base Cost: 5

Specialization Base Cost: 1

Duration: Semipermanent

Range: not applicable

Base Damage Value: none

Managing Skill: *know-how (Elasticity)*

Specializations: specific body part (legs, arms, fingers)

Description: With the Elasticity power, the hero can extend his body to incredible proportions and manipulate it into different shapes. The hero can stretch part of his body up to 100 times the die code of the power in feet. With a successful *know-how (Elasticity)* roll, he can form shapes with areas of up to 10 times the die code in square feet. The difficulty depends on the complexity and size of the desired shape. The shape or stretch can be held for up to the die code in hours. At the end of the time limit, exhausted from the strain, the hero automatically returns to his natural shape.

The hero also receives +1D to his *dodge* or *acrobatics* skill rolls and 1 point of armor for every 5D he has in the power, rounded down. For example, a hero with 3D in Elasticity would have no bonus, but at 5D would gain +1D to his *dodge* or *acrobatics* and 1 point of armor. This bonus does not apply to specializations in this power.

Immunity

Base Cost: 5

Specialization Base Cost: 1

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: *resistance*

Specializations: specific disease or toxin

Description: The hero is less susceptible to diseases or toxins than most people. She adds the die code to her *resistance* skill when battling a foreign substance within her body. See Chapter 12 for examples of toxins.

Additionally, the hero's body fights infection rapidly. She naturally heals 1 extra Body Point per day for every 3D she has in this power, rounded down, regardless of the amount of rest she's had. Thus, if she has 7D in this power, she may heal an extra 2 Body Points.

Infravision

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Semipermanent

Range: normal

Base Damage Value: none

Managing Skill: *know-how (Infravision), search, tracking*

Specializations: none

Description: The hero is immune to darkness penalties for any nonmagical darkness. He can discern among things in his line of sight by their heat signatures. The die code of the power is added to the managing skill when looking for anything that gives off heat.

Jump

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Semipermanent

Range: not applicable

Base Damage Value: none

Managing Skill: *know-how (Jump), leap, acrobatics*

Specializations: none

Description: The hero can leap incredible distances. He can jump up to 100 times the die code in yards. The die code is added to the managing skill when he's attempting a jump. This power cannot have the Limited Range limitation.

Longevity

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Permanent (cannot have the Duration Change limitation)

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: none

Description: The hero's aging process is greatly slowed and may halt completely (although she may still be killed by damage inflicted on her). The hero's life span equals 1,000 times the die code of the power in years. This power also bestows upon the hero a +1D bonus to all *willpower* rolls at every 5D in the power (5D–9D = +1D, 10D–14D = +2D, 15D = +3D).

Microwave Projection

Base Cost: 12

Specialization Base Cost: 4

Duration: Semipermanent

Range: normal

Base Damage Value: normal; also see description

Managing Skill: *know-how (Microwave Projection), marksmanship, brawling, martial arts*

Specializations: projection from specific body part (eyes, hands, chest), sheathe specific body part

Description: The hero can project microwave energy from her body or sheathe a body part in it. She excites the molecules in her target, damaging it and eventually causing it to melt or explode. The die code of the power is the Base Damage Value for the power. To make an object explode, the power must reduce the target's Body Points to zero in a single blast; otherwise it is merely melted or lit on fire.

Because this is an energy-based power, the Natural Armor power does not protect against it.

Mimicry

Base Cost: 10

Specialization Base Cost: 3

Duration: Activated

Range: (x die code in feet) 20

Base Damage Value: none

Managing Skill: same as the managing skill for the copied power

Specializations: specific class of powers (Mental, Transportation, Protection)

Description: The hero can copy the powers of those around him. The hero does not gain any managing skills, though, but he does mimic the power's limitations and enhancements. The power mimicked is at the same die code of the Mimicry power. The hero can copy one power per die in Mimicry. He must be within 20 times the die code in feet to copy the power. He can retain each power for a number of hours equal to the die code of the power.

Multiplicity

Base Cost: 20

Specialization Base Cost: not applicable

Duration: Activated

Range: not applicable

Base Damage Value: none

Managing Skill: *command*

Specializations: none

Description: The hero can split himself into a number of exact duplicates equal to his die code in the Multiplicity power. He creates one duplicate per round; this is his only action. Each duplicate can act on its own, but any knowledge a duplicate gains is not transmitted

to the original unless the duplicate is reabsorbed, that is, until the power is deactivated. Unlike other Activated powers, duplicates do not disappear if the hero is unconscious.

For every hour that a duplicate exists, it gains a small amount of independence. Duplicates start with a *command* of zero, but for every hour they are independent, they gain +1D, up to a maximum of +6D. When the hero attempts to reabsorb a duplicate, he makes an opposed roll of his *Presence* or *command* against the duplicate's *command* if it has a *command* skill above zero. If the original fails the roll, the duplicate continues to exist. Once a duplicate is reabsorbed, the original's personality dominates, though the original gains all the new memories of the duplicate.

The hero may try to reabsorb each duplicate once per turn. Duplicates can make and reabsorb other duplicates (up to a number equal to the die code of the power of the original; this includes the duplicates made by the original). Duplicates cannot reabsorb the original. When reabsorbing a duplicate, if the duplicate is hurt, the absorbing original or duplicate takes 1 point of damage for each injured duplicate.

If a duplicate dies, the hero loses 1D from his Multiplicity power. If the hero dies, the duplicate with the highest *command* skill becomes the new "original." The hero's *command* skill increases or decreases to this new level. Regardless of the skill level, the hero remains unchanged except that the power's die code drops by -1D. If the hero dies with no duplicates in existence, he remains dead, unless some other means are used to revive him.

Natural Weapons

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Permanent

Range: Point Blank

Base Damage Value: 3 x die code; also see description

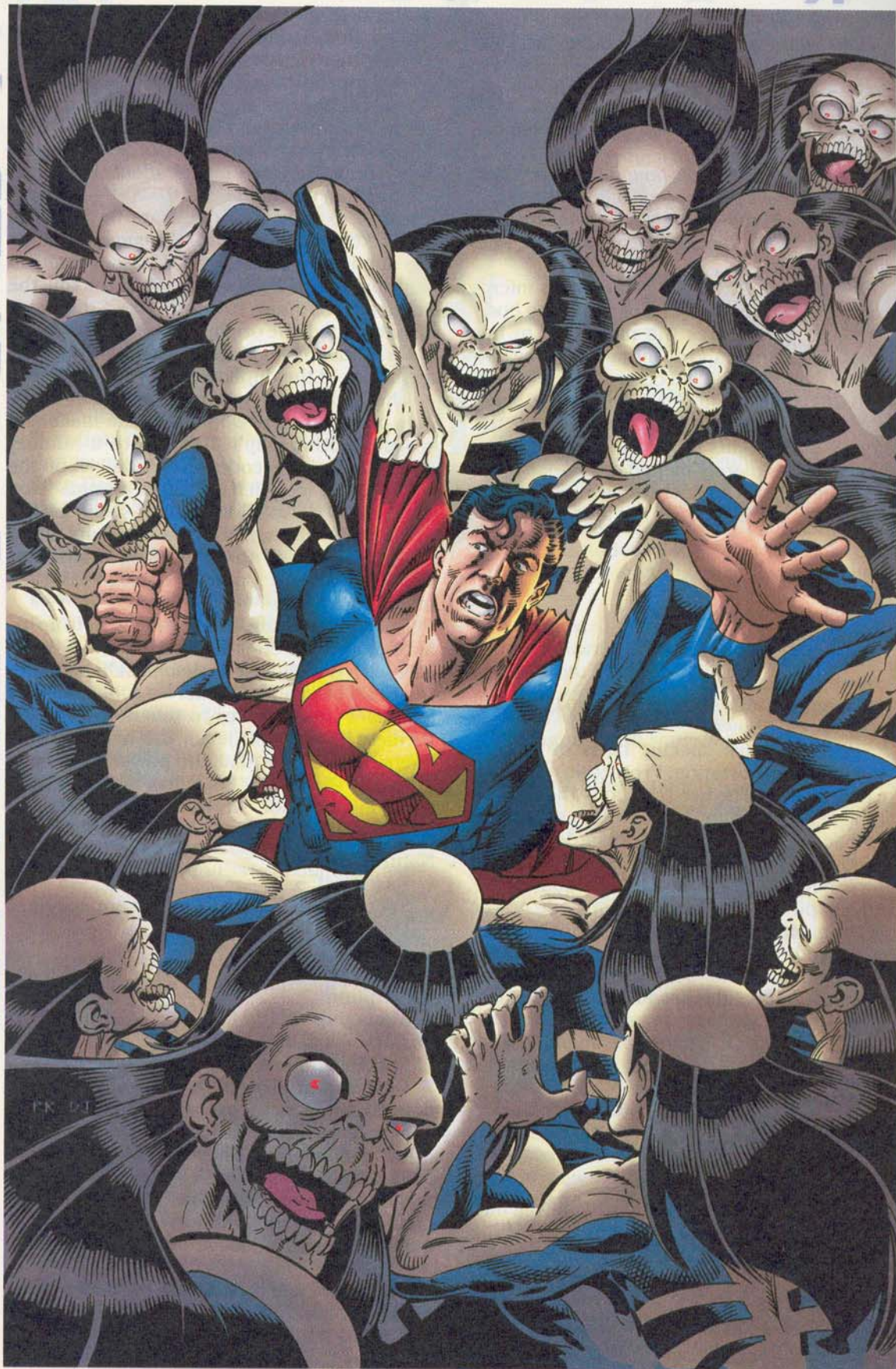
Managing Skill: *know-how (Natural Weapons), brawling, martial arts*

Specializations: none

Description: The hero has some form of natural weaponry—prehensile tail, hooves, spines, claws, horns, bone swords, or some other manifestation. The die code of this power is its Base Damage Value. It replaces the normal Base Damage Value for *brawling* or *martial arts*, although damage bonuses for using *brawling* and special maneuvers are added to this power.

The player must specify the particular manifestation of this power, including the composition of the weapon.





Projectiles

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Semipermanent

Range: normal

Base Damage Value: 3 x die code

Managing Skill: *know-how (Projectiles), marksmanship, missile weapons*

Specializations: none

Description: The hero can shoot specific types of projectiles from his body or from his body to shoot projectiles. The Base Damage Value equals three times the die code in this power.

The *marksmanship* managing skill is used if the power creates a slugthrower weapon. For example, the hero can make his arm into a gun that shoots bits of extra bone. Otherwise, the character uses *missile weapons* as the managing skill.

The player must describe the particular manifestation of this power, including what the weapon shoots. If the weapon shoots energy, the player must first link it to an energy-based power (such as Energy Manipulation or Microwave Projection) or Energy Absorption, and then specify the kind of energy (such as plasma, lasers, gamma radiation, and so on).

Shapechanging

Base Cost: 10

Specialization Base Cost: 3

Duration: Activated

Range: not applicable

Base Damage Value: none

Managing Skill: *know-how (Shapechanging), disguise*

Specializations: specific body part, specific likeness

Description: The hero can manipulate the shape, color, and overall appearance of her body, though mass and body composition remain the same. Body Points and the *Knowledge* attribute remain unaffected by this power, but the dice in the *Reflexes*, *Coordination*, *Physique*, *Perception*, and *Presence* are redistributed to match the new form. Additional dice in skills remain the same, though the total dice in each skill changes to reflect the adjustments in the base attribute. Likewise, not all skills will be usable in the new form.

Furthermore, the powers of the new form are not acquired. (For example, a hero cannot change into a Kryptonian, though she could look like one.) However, certain natural abilities of the new form are adopted (such as a hawk's ability to fly and see incredible distances or a bear's claws and immense strength). The corresponding skills (such as *piloting* when in a hawk's form) are not gained.

The new form must be approximately the same size as the original form (within six inches). The Size Manipulation power can be combined or linked with Shapechanging to overcome this barrier. To change her physical substance, the hero must possess (combined or linked) the Matter or specific Elemental Manipulation power (or the transmutation specialization of them).

Regardless of the shape and substance of the hero's form, the basic life processes (for example, breathing) remain constant. If the hero changes her form into a completely new one, the process takes one round and no other actions may be taken. If the hero changes only a portion of her existing form, however, the process counts as one action, and she may take other actions as well.

The difficulty of the change depends upon the new form, familiarity with the new form, and how much of her existing form is being changed. The difficulty numbers are the same as for the *disguise* skill, with the additional modifiers in the "Shapechanging Modifiers" chart (both of which can be found in Chapter 12). Additionally, the die code in this power is added to the *disguise* skill when determining the success of the change.

Sonar Sense

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Semipermanent

Range: see description

Base Damage Value: none

Managing Skill: *know-how (Sonar Sense), search, track*

Specializations: none

Description: The hero's auditory canals are modified in such a way as to pick up minute noises and interpret them as signals for the brain to orientate (or see) by. The hero is immune to darkness penalties when using this power. The die code of the power is added to the managing skill whenever it is used instead of sight. If the area is noisy, the difficulty may be increased. The hero suffers twice the normal damage from any sound-based attacks when the power is activated.

The range for this power depends on the ambient noise level and the intensity of sounds on which the hero is focusing.

Superattributes

Base Cost: 10

Specialization Base Cost: 8

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: none



Specializations: particular skill (*invent* under *Knowledge* or *martial arts* under *Reflexes*)

Description: The hero has one or more attributes above the norm for his race. The die code of this power is added to the attribute die code the hero chose initially (1D to 5D) and to all the skills under it. This power affects only one attribute and its related skills, but it may be taken more than once to affect more than one attribute. Thus, to affect all six attributes, it must be taken six times.

The die code in a specialization of this power is added to the skill on which it focuses. Up to three specializations may be taken for each attribute.

During hero creation, Body Points are calculated after powers are purchased. If this power is used to increase *Physique*, the total *Physique*, including the power, is used to calculate Body Points.

Superbreath

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Concentration (cannot be Permanent)

Range: normal

Base Damage Value: see description

Managing Skill: *know-how* (*Superbreath*), *marksmanship* (when blowing)

Specializations: none

Description: The hero can hold his breath for an extended period of time and can exhale at an increased rate. The hero can hold his breath for up to the die code in hours, after which the hero must expel the air or faint.

If someone or something has a Passive Defense Value equal to or less than the die code of the power, the hero can blow them back, using his *marksmanship* to aim the breath. He can then send that person or item backwards up to 50 times the die code in feet. The power itself does no damage, but if the target strikes something as it is being blown backward, see the charging section in Chapter 12 for determining damage.

Supersenses

Base Cost: 5

Specialization Base Cost: 1

Duration: Semipermanent

Range: die code in miles; also see description

Base Damage Value: none

Managing Skill: *know-how* (*Supersenses*), *search*, *surveillance*, *tracking*

Specializations: specific sense

SUSTENANCE TIME SPANS...

Die Code	Amount of Time
1D	12 hours
2D	1 day
3D	1 week
4D	1 month
5D	6 months
6D	1 year
7D	5 years
8D	1 decade
9D	50 years
10D	1 century
11D	500 years
12D	1 millennium
13D	50,000 years
14D	100,000 years
15D	500,000 years

Description: The hero has heightened senses. For example:

Eyesight: The hero can see over incredible distances, including telescopically and microscopically.

Hearing: The hero can hear the minute sounds, including ultrasonic and subsonic.

Smell: The hero can discern scents and their origins at a distance, and smell residues for hours.

Taste: The hero can distinguish materials that make up a substance, and possibly their amounts.

Touch: The hero can feel amazing detail. For example, he can read newsprint with his fingertips and sense minute vibrations and temperature variations through his skin.

Except for the taste, touch, and microscopic sight aspects, the range of this skill is the die code in miles. The touch and taste aspects are limited to no greater than a few inches from the hero. Furthermore, the hero can see microscopically at a factor equal to double the die code.

The hero adds his die code in this power to relevant *Perception*, *search*, *surveillance*, or *tracking* rolls. The hero receives a +1D bonus at every 5D in the power when using it with *marksmanship*, *missile weapons*, or *thrown weapons*. The power also gives a +1D bonus to initiative at every 5D in it. Furthermore, the hero suffers twice normal damage from any sense-affecting

attack while the particular aspect of the power is in use. For example, a hero attempts to listen at a great distance. Because his ears are sensitive to sound, sonic attacks do more damage. His tolerance to scents, however, would not be lowered unless he was also trying to smell a minute odor.

Sustenance

Base Cost: 5

Specialization Base Cost: 1

Duration: Semipermanent (cannot be Permanent)

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: eating, sleeping, drinking, breathing

Description: The hero's body draws nourishment (including sleep) from a source other than foodstuffs and rest. The die code of the power determines the amount of time the hero may rely on this source of nourishment. The time in the chart represents when the hero uses the power. If he gains nourishment from another source, then there is no need to use this power.

After the hero can no longer rely on the power, he must replenish his resources. He needs to consume a normal amount of sustenance (such as eight hours of sleep and three hearty meals each day) for a number of days equal to the die code of the power. For example, a hero has 2D in the power and goes for one day without eating or sleeping. He must

spend the next two days eating and sleeping regularly before he can rely on the power again.

This power can be linked to other powers. For example, the Flash's Sustenance is linked to his Speed Manipulation power because the Speed Force provides his nourishment.

Vampirism

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (cannot be Activated)

Range: normal

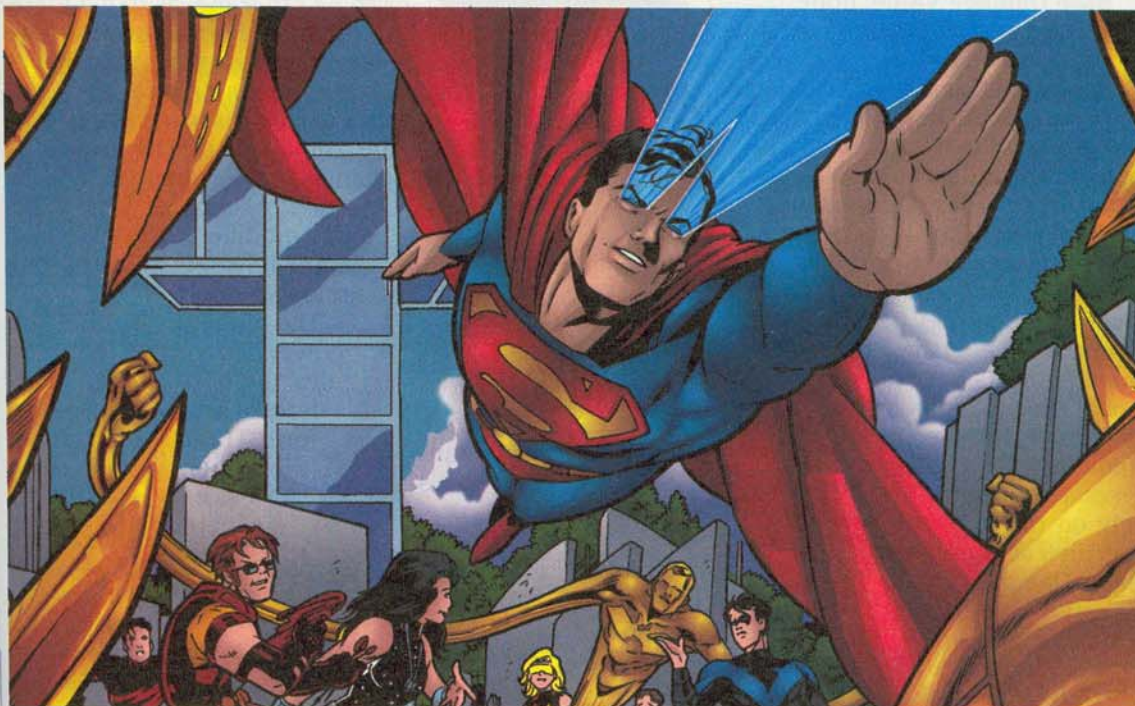
Base Damage Value: see description

Managing Skill: *know-how (Vampirism), brawling, martial arts*

Specializations: specific class of the Animal kingdom (humans, mammals, birds, insects)

Description: The hero can drain the life force out of a person, bird, or other living creature and use it for nourishment and the restoration of lost Body Points (not to exceed the hero's maximum Body Points). This power is opposed by the target's *Physique*. The Effect Value generated by the roll (with a minimum of 1) is the number of Body Points gained by the hero and the number of Body Points lost by the target. The hero may drain up to two times the die code of the power in Body Points in one round. He cannot take more Body Points than the target has remaining, however.

The player must determine how the hero uses the power, which may be through the draining of blood, psychic energy, life force, or another such substance.



X-ray Vision

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Semipermanent

Range: see description

Base Damage Value: none

Managing Skill: *know-how (X-ray Vision), search, surveillance, tracking*

Specializations: none

Description: The hero can see through solid material up to 10 times the die code of the power in feet. For example, the hero wants to look into an area a few rooms away. Since there are three walls each one foot thick in his way, he would need X-ray Vision at 1D or greater to see all the way through. To see through objects at extreme distances with great detail requires the Supersenses power, binoculars, or some other such device that can be used with this power.

MENTAL POWERS

This class of powers revolves around the use of mental energy for several devastating effects. No Mental power, except Telekinesis, may have the Self-Only or Others-Only limitations.

Animation

Base Cost: 8

Specialization Base Cost: 2

Duration: Activated

Range: normal

Base Damage Value: none

Managing Skill: *know-how (Animation), command*

Specializations: specific objects

Description: The hero can "bring to life" inanimate objects. The objects are under the hero's control and follow his commands until they are destroyed, the hero shuts off the power, or the hero is rendered unconscious. In the last two cases, they become inanimate once again. The animated objects have no additional dice in skills nor do they have any dice in the *Knowledge, Perception, or Presence* attributes. They rely on the hero to direct their actions. Their Base Damage Value, Passive Defense Value, and Body Points depend on

the type of materials from which they were created.

The amount, in pounds, that the hero can animate depends on the die code of the power. At 1D-5D, he can animate up to 1,000 times the die code; 6D-10D, up to 3,000 times the die code; 11D-15D, 5,000 times the die code. Furthermore, the hero may animate one object per die in the power, up to a total weight equal to the maximum amount for that die code.

Astral Form

Base Cost: 8

Specialization Base Cost: not applicable

Duration: Activated

Range: 10 x die code in miles

Base Damage Value: none

Managing Skill: *know-how (Astral Form), willpower*

Specializations: none

Description: The hero can separate his astral form from his body. The astral form is an invisible, immaterial wraith-like presence that resembles the hero's physical form. The hero's body remains unconscious and vulnerable while the hero is in his astral form. The maximum range of this power is 10 times the die code of the power in miles. The number of hours the hero can remain in his astral form and can spend in the Astral Plane equals the die code.

This power cannot transport the hero to the Astral Plane; the hero would need the Dimension Travel power or some other means to get there. Rather, Astral Form allows the hero to survive entering the Astral Plane.

If the hero's physical body perishes while he is in his astral form, the duration of the power is changed to Permanent, and he essentially becomes a ghost. Difficulty modifiers related to traveling or staying in the astral form no longer apply.

The difficulty to use this power depends on the activities the hero wishes to undertake while in his astral form. The base difficulty for any action while in astral form is Easy, with modifiers determined by the Narrator.

Empathy

Base Cost: 8

Specialization

Base Cost: 2



Duration: Semipermanent

Range: normal

Base Damage Value: none

Managing Skill: *know-how (Empathy), willpower*

Specializations: particular people or animals

Description: The hero can sense and affect the emotions of those around her. She can magnify an already present emotion or insert a new one. The base difficulty is the target's *willpower* or Mental Shield if the target is unwilling, which is modified depending on the situation. If there is more than one target, each mind requires a separate roll and counts as an action. The die code of the power is added to the hero's *willpower* when using this power.

ESP

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: 100 x die code in miles

Base Damage Value: none

Managing Skill: *know-how (ESP), search, surveillance, tracking*

Specializations: specific sense

Description: ESP allows a character to sense at a range not physically possible (even with the Supersenses power). The range limit is 100 times the die code in miles.

A roll is required each time the hero wishes to perform any activity with his power, such as looking around a room, hearing a conversation, or move to a new room. While using this ability, a character does not notice events happening at his body's location (his mind is elsewhere).

The base difficulty to use various aspects of ESP is Easy, modified based on the circumstances.

Explosion

Base Cost: 15

Specialization Base Cost: 5

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal

Base Damage Value: see description

Managing Skill: *willpower*

Specializations: type of materials (glass, lead, gold, wood)

Description: The hero can cause almost anything he concentrates on to explode. To target the power, the hero makes a *willpower* roll versus a living being's *Physique* or an inanimate object's Passive Defense Value. The Narrator can modify the difficulty based on the precision desired by the hero. If the hero ties or beats the difficulty, he makes another roll, this time with the die code of the power against the

target's *Physique* or Passive Defense Value, as appropriate. If this second roll succeeds, the object explodes, losing all its Body Points. Otherwise, the power does damage equal to its die code.

Armor, unless specifically designed as a defense against mental attacks, does not protect against this, though Invulnerability and Mental Shield do. With protection that can defend against mental attacks, add the die code of the power or the Armor Value of the armor to the target's *Physique* roll or Passive Defense Value before comparing it to the hero's roll. For example, a hero with Explosion at 4D attempts to destroy a street sign that's been thrown at him. The hero rolls his *willpower* of 5D against the street sign's PDV of 3. Because the roll was successful, the player rolls the die code in the hero's power. If the hero rolls less than or equal to the PDV of the sign, it takes 4 points of damage. If the hero rolls more success than the sign's PDV, the sign loses all its Body Points, and it explodes.

Any character who uses this power to kill a living being automatically gains five Villain Points each time.

Illusion

Base Cost: 8

Specialization Base Cost: 2

Duration: Activated

Range: depends on the number of people the illusion affects

Base Damage Value: none

Managing Skill: none

Specializations: specific kind of illusions (people, animals, interiors of rooms)

Description: The hero can create images in the minds of others. The difficulty is based upon the level of complexity of the image and the number of people it affects. The hero rolls the die code in this power to determine if the image was created. If the hero succeeds at constructing the image, the target must make a *willpower* or Mental Shield roll versus the hero's Illusion roll to notice if anything seems odd or out of place, or to disbelieve the illusion. The Narrator allows this roll depending on the situation—the more out of place the illusion, the more reason for the roll.

Language Comprehension

Base Cost: 8

Specialization Base Cost: 2

Duration: Permanent

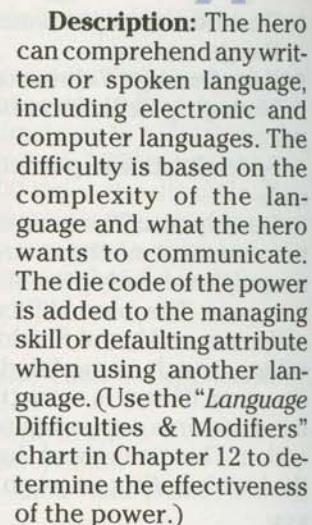
Range: language must be in range of sight (for nonverbal languages) or hearing

Base Damage Value: none

Managing Skill: *languages, computer ops*

Specializations: specific language (Mandarin Chinese, French, Kryptonian, Visual Basic)





Mental Blast

Base Cost: 10

Specialization Base
Cost: 3

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal

Base Damage Value:
see description

Managing Skill: *will-power*

Specializations: specific type of mind (humans, elephants, Martians)

Description: The hero can inflict damage directly on another's mind. The user makes a *willpower* roll against the target's *willpower*. If the user succeeds, then the target suffers injury. First, the target takes damage equal to two times the die code of the power. Next, the target makes a *willpower* roll against a roll of the power's die code. If the hero succeeds, all of the target's *Knowledge* and *Perception* rolls are at -1D for the next two rounds. Armor, unless specifically designed for defenses against mental attacks, does not affect the amount of damage done by this power. Invulnerability, however, provides protec-

tion against the damage only and Mental Shield guards against both aspects.

Mind Control

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of minds (humans, animals, Martians)

Description: The hero can control the thoughts, and thus the bodies, of others. The hero makes an opposed roll of his Mind Control versus the target's *willpower* or Mental Shield each time he wishes to make the target follow a new command. The hero may attempt to control one mind for each die he has in the power.

Possession

Base Cost: 10

Specialization Base Cost: 3

Duration: Activated (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: particular type of living being

Description: The hero can project his consciousness into the mind of another and take over that being's form. The hero's body is left in an unconscious state, making it vulnerable. To take over a body, the hero rolls his die code of the power versus the target's *willpower* or Mental Shield. If the hero succeeds at this roll, the target's mind has been successfully shoved in a corner and may never try to regain control. The only way the target may get her body back is if the possessor chooses to leave.

If the hero fails the first roll, he cohabits the body with the target's mind. Because the target has not been subdued, she may attempt to reacquire control of her body once every few hours by rolling her *willpower* or Mental Shield against a roll of the possessor's power. (The exact time between attempts equals the die code of the Possession power in hours.) If the target fails an attempt, the possessor has complete control over the body until the target makes another attempt. If the target succeeds at an attempt to regain control, she forces the possessor out.

The range is for the initial distance from the hero's body to the host's body. There is no limit to how far the hero may be from her original body once she occupies another's form.

Should the hero's form be killed while he's in another being, he remains in the possessed

being until he takes over another. If the hero's original form is dead and the body he is possessing forces him out, the hero becomes a disembodied psychic entity until he takes over another person.

On the chance that the possessor freely leaves his host, the host has no recollection of the event. However, if the host forces out the possessor, the host remembers all of the details.

Precognition

Base Cost: 8

Specialization Base Cost: 2

Duration: Concentration (cannot be Activated)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific person, specific object, specific location

Description: The hero can see into the future. The difficulty is based on the distance into the future the hero attempts to see. The Effect Value determines how much detail the hero sees (the higher the Effect Value, the greater the detail). However, the hero sees only one possible future, a future that actions taken can now change.

Psychic Blast

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: normal

Base Damage Value: 3 x die code

Managing Skill: *know-how* (Psychic Blast), *marksmanship*

Specializations: effective only against specific type of armor (no armor, Invulnerability, Kevlar), effective only against specific type of material (humans, walls, trees)

Description: The hero can focus his mental energy into a concussive force. Three times the die code of the power is the Base Damage Value for the blast. The Mental Shield power does not protect against this power, though armor (including the Natural Armor power), Invulnerability, and Forcefield do.

Psychic Manifestation

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: Point Blank

Base Damage Value: 3 x die code

Managing Skill: *know-how* (Psychic Manifestation), *willpower*, *melee weapons*

Specializations: specific manifestation, effective only against specific type of armor (no armor, Invulnerability, Kevlar), effective only against specific type of material (humans, walls, trees)



Description: The hero can manifest her mental energy in a physical form for hand-to-hand combat. The manifestation takes on the appearance that the hero wishes (such as a flaming sword or a spear). Three times the die code for the power is the weapon's Base Damage Value. To manifest any object, a hero must make a successful Easy *willpower* roll, modified based on the complexity of the construct. If the item manifested is a weapon, the hero uses the *melee weapons* skill to attack with it. Ranged weapons can be manifested only in conjunction with Mental Blast or Psychic Blast.

The Mental Shield power does not protect against this power, though armor (including the Natural Armor power), Invulnerability, and Forcefield do.

Speak with Animals

Base Cost: 8

Specialization Base Cost: 2

Duration: Permanent

Range: hero must be within 10 feet of animal

Base Damage Value: none

Managing Skill: *languages*

Specializations: specific animal type (dolphins, cats, hawks), specific animal class (sea creatures, birds)

Description: The hero can easily interpret the sounds and body languages of animals, and make them understand her. This power does not affect humans or other sentient alien races. The die code of the power is added to the hero's *languages* skill when using this power. Particularly high rolls can provide some benefit to the *animal handling* and *riding* skills. (Use the "Language Difficulties & Modifiers" chart in Chapter 12 to determine the effectiveness of the power.)

Speak with Plants

Base Cost: 8

Specialization Base Cost: 2

Duration: Permanent

Range: hero must be within 10 feet of plant

Base Damage Value: none

Managing Skill: *languages*

Specializations: specific plant type (vines, roses, ferns)

Description: The hero can communicate with vegetation. Plants respond coherently to the hero with "voices" no one else can hear. They can feel pain when deprived of a necessary substance or when injured and contentment at all other times, and they can relate whatever has happened to them or around them since they were first seeds, spores, or something similar. The die code of the power is added to the *languages* skill when using this power. (Use the "Language Difficulties & Modifiers Chart" in Chapter 12.)

Telekinesis

Base Cost: 8

Specialization Base Cost:

Duration: Semipermanent

Range: normal

Base Damage Value: see description

Managing Skill: *know-how (Telekinesis), thrown weapons, lifting, brawling, martial arts, flying, piloting (self)*

Specializations: specific type of object (humans, silverware, airplanes)

Description: The hero can move objects through the power of his mind. The difficulty to lift something is based on the "Lifting Difficulties" chart (in Chapter 12). Use the die code of the power to determine which column to use.



The modifiers for time do not apply. When lifting or manipulating an object at a distance, the player rolls the die code of the power to determine the success of the action. If the hero touches what he wants to lift or manipulate, add the die code of the power to the hero's *Physique* or *lifting* die code to determine the success.

Telekinesis can enhance a hero's punch and other physical tasks. When using this power with *brawling* or *martial arts*, add the die code in Telekinesis to the hero's *Physique* or *lifting* to determine the *Physique/lifting* bonus. For example, a hero with 2D in *Physique* and 5D in Telekinesis uses his total—7D—to determine the bonus, +3, when using the power.

The hero may also levitate himself. When the hero decides to do this, he must first make a *know-how* (*Telekinesis*) roll with a difficulty of 4 to activate this aspect of the power. If this roll is successful, then the hero may stay aloft for a number of hours equal to the die code of the power. The maximum altitude a hero can attain is 1,000 feet times the die code, though he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time. For complex aerial maneuvers, the hero uses the *piloting* (*self*) skill. To increase his flying Speed (which equals his base Speed), he uses the *flying* skill. (Suggested difficulties and modifiers can be found in Chapter 12.)

For other uses of the Telekinesis power, the hero relies on his *know-how* (*Telekinesis*) skill. The base difficulty is Easy, modified based on the situation.

Telepathy

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: see description

Base Damage Value: none

Managing Skill: *know-how* (*Telepathy*), *willpower*

Specializations: particular people

Description: The hero can read the thoughts of others and to speak with them directly from mind to mind. The die code of the power is added to the hero's *willpower* when using this power. The base is the target's *willpower* if she's unwilling to have the hero enter her mind, modified depending on the circumstances. If there is more than one target, each mind requires a separate roll and counts as an action.

For Telepathy, the range depends on the die code of the power: for 1D–5D, it's 10 times the die code in feet; for 6D–10D, 100 times the die code in feet; 11D–15D, it's the die code in miles; for 16D–20D, it's 10 times the die code in miles.

TRANSPORTATION POWERS

Transportation powers work by controlling the forces that move a person or item from one place to another.

Dimensional Travel

Base Cost: 10

Specialization Base Cost: 3

Range: not applicable

Base Damage Value: none

Duration: Concentration (cannot have the Duration Change limitation)

Managing Skill: *arcane lore* (*specific dimension*), *scholar* (*specific dimension*)

Specializations: specific dimension

Description: The hero can travel instantly between dimensions. This ability is inherently dangerous. Unless the hero has specialized in a particular dimension, he must make a successful Difficult *arcane lore* (*specific dimension*) or *scholar* (*specific dimension*) roll, whichever is more appropriate for the destination, to first locate the dimension. If the hero finds it, he must make a successful Very Difficult roll with the power to travel there. This roll is modified depending on how much material the hero wants to transport. When the roll to travel includes a critical failure on the Wild Die, the hero may have traveled into the wrong dimension. The Narrator rolls two regular dice (no Wild Die). If both are failures, the hero has stepped into the wrong dimension. The Narrator chooses which dimension or dimensions the object the hero was transporting ends up in. If only one die is a failure, then the hero or the transported items or creatures didn't go anywhere.

The hero may attempt to transport other living creatures. If the creature is unwilling, it may make a *willpower* roll against the hero's *willpower*.

Flight

Base Cost: 10

Specialization Base Cost: not applicable

Duration: Activated

Range: see description

Base Damage Value: none

Managing Skill: *piloting* (*self*), *flying*

Specializations: none

Description: The hero can fly through the air without any external help (such as a jetpack, hang glider, or anti-gravity ring). The die code of the power is the number of hours the hero can stay aloft. Flying speed equals the hero's base Speed. To increase his Speed or length of time in the air, the hero uses his *flying* skill. The maximum altitude a hero can attain is 1,000 feet times the die code, though he needs protection and a breathing apparatus if he tries to go higher





than 30,000 feet for any length of time. For complex aerial maneuvers, the hero must make a *piloting (self)* skill roll. (Suggested difficulties and modifiers can be found in Chapter 12.)

If the duration is changed to Permanent, the hero cannot quite reach the ground. The closest he can come to the floor, ground, or sea level, whichever is closer, depends on the die code of the power: 1D-4D, 5 feet; 5D-9D, 2 feet; 10D-14D, 1 foot; 15D, 6 inches. There is no restriction on how long the hero can stay aloft.

To carry anything while flying, the hero must also make a *lifting* roll. This counts as an additional action when the hero attempts any special maneuvers, including flying faster or longer.

This power may not have the Self-Only or Others-Only limitations.

Teleportation

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal range to target; to destination depends on type of Teleportation (see description)

Base Damage Value: none

Managing Skill: none

Specializations: specific items or creatures (humans, crates, plants)

Description: The hero can move between two places instantly. When first choosing this power, the hero must decide whether it's long or short range. For Teleportation: Short Range, the distance to the destination depends on the die code of the power: for 1D-5D, it's 10 times the die code in feet; for 6D-10D, 100 times the die code in feet; 11D-15D, 1,000 times the die code in feet. For Teleportation: Long Range, the distance to the destination depends also on the die code of the power: for 1D-5D, it's 10 times the die code in miles; for 6D-10D, 100 times the die code in miles; 11D-15D, 1,000 times the die code in miles.

The difficulty of this power is based on the distance traveled, the amount of material that is to be carried, and the familiarity the hero has with the target location. The difficulty begins at 2, with a base range of 100 times the die code in miles. If the Teleportation roll fails with a critical failure on the Wild Die, the teleportation went wrong. Roll a Wild Die to find the result: If a success or failure show up, the teleportation

failed. If a critical success shows up, the hero or what he was teleporting appears 10 feet above the destination—and falls. If a critical failure shows up, the hero or whatever he was teleporting appeared in something solid. The teleported being or object must make an Extremely Difficult *Physique* roll or lose a number of Body Points each round equal to the Base Damage Value of the item teleported into. To remove himself or whatever he teleported from the object, the hero must make a successful Teleportation roll.

If the hero teleports a living creature and that creature is unwilling to go, the creature may make a *willpower* roll against the teleporter's *willpower* roll. If the teleporter fails, the creature doesn't move.

PROTECTION POWERS

The Protection powers prevent damage from being done or heal damage already inflicted. Unless otherwise limited, no Protection power interferes with the use of any other power.

Energy Absorption

Base Cost: 10

Specialization Base Cost: 3

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: specific type of energy (light, gamma radiation, microwaves)

Description: The hero can absorb almost any form of energy that strikes him, including light and electricity, though not kinetic energy. This energy dissipates throughout his system.

This power gives the character an Armor Value of three times the die code against energy attacks (in addition to any other energy-protecting armor the character may be wearing). This includes Disintegration, Microwave Projection, Light Manipulation, Electricity Manipulation, Energy Manipulation, and similar powers.

This power is also used to resist massive damage modifiers from energy sources, if the Narrator uses this option. When massive damage is done to the character (one-quarter or more total Body Points in one blow) by an energy source, subtract three times the Energy Absorption die code from the total damage done before calculating the modifier.

This power can be linked as an energy source for other powers. When it is, the Base Damage Value or the affected amount becomes the number of dice of energy absorbed by this power, not the die code in Energy Absorption. Additionally, as a power source, Energy Ab-

sorption can only take in an amount of energy up to three times the die code of the power. Any energy absorbed above the maximum for the character is dissipated when the power is used as an energy source, but if it is not used as an energy source, then damage is taken as normal.

This power cannot have the Self-Only or Others-Only limitations.

Forcefield

Base Cost: 20

Specialization Base Cost: 6

Duration: Activated

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (magic, hand-to-hand attacks, energy)

Description: The hero can erect an invisible, protective barrier. It protects against mental attacks that have a physical manifestation that could do damage (such as Psychic Blast, Psychic Manifestation, and certain forms of Telekinesis). It also protects against physical attacks (such as bullets, blows, or energy beams). It does not guard against other mental attacks (such as Explosion or Mind Control).

The Armor Value equals three times the die code of the power. The field may be of any shape. It may protect from any or all angles. As a bubble, the forcefield extends around the target up to one foot per die code of the power. The hero may also put the forcefield up as a shield, so it doesn't surround the target. In this case, it protects an area equal to five times the die code in square feet, one foot in front of the target. However, attacks can still get through on unprotected sides.

Healing

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of beings, specific source of injury

Description: The hero can heal herself and others at a highly accelerated rate. The hero rolls the die code in this power and compares the number of successes to the accompanying chart to determine how many Body Points have been regained. (The hero cannot heal more Body Points than his or his target's maximum.) This power costs one Character Point per use. Furthermore, it takes two rounds to produce an effect. For example, a hero has taken 5 points of damage. The hero attempts to heal himself while in battle. On his turn, his roll

HEALING RATE...

Result	Body Points Regained
Critical failure	2
Failure	4
Success	6
Critical success	8 (and another roll)

generates 4 Body Points, which he won't get until the second round after the initial roll. The next round he takes 4 more points of damage. On the third round, he finally gains the 4 Body Points.

Additionally, higher die codes offer special bonuses. With die codes of 10D or higher, the hero may regenerate lost body parts when a critical success is rolled on the Wild Die. However, this power cannot bring dead people back to life; that's the domain of the Resurrection power.

Invulnerability

Base Cost: 20

Specialization Base Cost: 6

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (radiation, poison, heat, mental)

Description: The hero is impervious to most damage from any source, including all mental attacks that could do damage. Invulnerability is not effective against other forms of mental attack (such as Empathy, Illusion, Mind Control, Possession, Telepathy, and so on).

For unarmed combat, the *Physique* (not *lifting*) must be equal to or greater than three times the Invulnerability die code.

For armed combat, the Base Damage Value (plus the *Physique/lifting* bonus, if applicable) must be equal to or greater than three times the die code of the hero's Invulnerability power before the hero can be harmed by that source. (If the Base Damage Value consists of a die code times a number, multiply the die code by the number to get the comparative Base Damage Value. For instance, a weapon with a Base Damage Value of 4Dx3 has a comparative Base Damage Value of 12.)

For example, a hero with Invulnerability at 4D must be struck by a weapon with a Base

Damage Value plus *Physique/lifting* bonus (if that applies) for a minimum total of 12 or greater or by someone with a *Physique* of 12D or greater before he takes any damage.

For an armed source that can do damage, determine the Damage Total. Then, subtract two times the die code in the hero's Invulnerability, and additional armor, if he has any. For an unarmed source that can do damage, determine the Damage Total and then subtract the die code of the hero's Invulnerability, and additional armor, if he has any.

Later that day, the same hero is attacked by a villain with an 18D *Physique* wielding a sword. This villain can hit the hero because the total of the sword's Base Damage Value (which is 4D) plus the villain's *Physique/lifting* bonus (which is +9) is higher than three times the hero's Invulnerability die code (which is 12, or three times his die code of 4D).

The villain attacks and hits, but his aim was poor, so he gains no Effect Value. To determine the damage done to the hero for this blow, take the damage total of the weapon (the villain's player rolls the 4D for the weapon and gets three successes for three points of damage). Then add the *Physique/lifting* bonus (+9 for this villain) and subtract two times the die code in the hero's Invulnerability (which is 8, or two times the die code of 4D). The final Damage Total is 4 (3 + 9 - 8 = 4).

Soon after this, in this same combat encounter, the villain throws away the sword in favor of pummeling the hero. With his *Physique* of 18D, which is greater than three times the hero's Invulnerability die code, this has a chance of doing more damage. The villain swings at the hero and connects. He generates an Effect Value of 3 with the attack roll and two successes on the roll for damage with his *brawling* skill. Then he adds his *Physique/lifting* bonus and subtracts the straight die code of the hero's Invulnerability. He does a whopping 10 points of damage (3 + 2 + 9 - 4 = 10) to this unlucky hero.

Invulnerability is also used to resist massive damage modifiers, if the Narrator uses this option. When massive damage is done to the hero (one-quarter or more total Body Points in one blow), subtract three times the Invulnerability die code from the Damage Total before calculating the modifier.

Against Explosion, the die code in Explosion must be equal to or greater than the die code in Invulnerability before it can harm the hero. In those instances, this power offers a bonus equal to the die code to the *resistance* roll against Explosion.

This power may not have the Self-Only or Others-Only limitations.

Mental Shield

Base Cost: 10

Specialization Base Cost: 3

Duration: Semipermanent

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (Empathy, Telepathy, Mental Blast)

Description: The hero can shield her mind against any mind-based attack that has no physical manifestation. This includes Empathy, Explosion, Illusion, Mental Blast, Mind Control, Possession, Telepathy, some forms of Telekinesis, and so on.

This power gives the character a bonus of the die code to the resistance roll against mind-targeting attacks (in addition to any other applicable armor the character may be wearing). If the Narrator uses the massive damage modifier option, this power can be used to resist such modifiers. When massive damage is done to the character (one-quarter or more total Body Points in one blow), subtract three times the Mental Shield die code from the total damage done before calculating the modifier.

If the power is permanent in duration, the character automatically resists any mental intrusion, regardless of whether the intruder is friend or foe.

Natural Armor

Base Cost: 10

Specialization Base Cost: 3

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (bullets, explosives, unarmed blows)

Description: The hero has natural body armor that protects him against physical at-



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tacks (including fire, cold and ice, and mental and magical attacks that do physical damage, such as Psychic Blast, Psychic Manifestation, and certain forms of Telekinesis). Natural Armor is not effective against energy or other mental attacks, which include most Mental-class powers, Disintegration, Microwave Projection, Light Manipulation, Electricity Manipulation, Energy Manipulation, and similar powers.

This power gives the character an Armor Value of three times the die code against physical attacks (in addition to any other armor the character may be wearing). This power is also used to resist massive damage modifiers, if the Narrator uses this option. When massive damage is done to the character (one-quarter or more total Body Points in one blow), subtract three times the Natural Armor die code from the total damage done before calculating the modifier.

The player must explain the particular manifestation of this power. It could be toughened skin, scales, or another such form of protection. This power cannot have the Self-Only or Others-Only limitations.

Resurrection

Base Cost: 15

Specialization Base Cost: 3

Duration: Semipermanent (cannot have the Duration change limitation)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of living creature (plants, animals, humans, Martians)

Description: The hero can come back to life or bring others back to life a total number of times equal to his die code in the Resurrection power. Each time he uses the power the die code drops by 1D. If the hero dies without any dice in the power, the death is perma-



ment. If the hero attempts to bring another person back without any dice in the power, the attempt automatically fails.

At 40D in this power, the power is permanent, and the die code doesn't drop regardless of the number of times the hero uses the power.

The hero or target returns to life with the same powers. If the hero has the Uncontrollable limitation, the Narrator determines what powers, if any, the target comes back with, although the user always retains the Resurrection power. The new powers always total the same amount of dice as were in any previous powers, not counting the Resurrection power.

For example, Mitch Shelley, the Resurrection Man, has Resurrection with the Uncontrollable limitation. The next time he dies, he comes back with the ability to fly. He still has Resurrection, but if he were to die again he may or may not lose his flying ability.

It takes the target one round to reawaken and at least one round to determine what new powers he has gained if they have changed. The hero may not attempt to resurrect anyone who has been dead longer than a number of days equal to the die code in this power or who has no body parts left intact.

Unless the hero also has Healing, he is unable to heal automatically any wounds he receives from the dying process. He effectively returns to life as an intelligent zombie-like person who can heal naturally, through the *medicine* skill, or from another character's Healing power. Killing wounds will not heal shut and missing limbs and organs will not grow back, though the hero will have no trouble continuing to live.

MANIPULATION POWERS

The Manipulation class of powers represents some of the most earthshaking of all available powers, many of which incorporate

several lesser powers. To reflect this, the hero gains a new aspect of his power as his dice in that power increases. In addition, the amount that the power can affect depends on the die code, unless a different quantity is specified in the power description. The "Manipulation Powers Effect Volumes" chart lists the amounts.

The results of all Manipulation powers are permanent, though the hero must activate the power to produce an effect. Range and damage are the same for these powers as they are for all other powers. Generally, the difficulty of creating an effect is an Easy *know-how* roll (with the appropriate specialization), modified by the effect's complexity and the hero's familiarity with it. Certain powers, such as Size Manipulation and Density Manipulation, have difficulties based on other criteria.

Neither the Self-Only nor the Others-Only limitations may be taken for any Manipulation power. Where applicable, these can be taken as specializations of the power.

Physical Manipulation

These powers reflect forces that affect the body's physical nature.

Density Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific aspect, insubstantiality, self only, others only

Description: The hero can control the density of his own form and that of the people and objects around him. When the hero changes the density of any material, he does not change its size. Every time the density of a being is doubled, *Physique* increases by +1D and *Reflexes* decreases by -1D. When *Reflexes* reaches zero, the being is immobilized. Every time the density of an entire being is halved, the *Physique* decreases by -1D while *Reflexes* increases by +1D. When *Physique* reaches zero, the being is immaterial and cannot be hurt by physical weapons (such as bullets, fists, or energy blasts).

When the hero attempts to change the density of an unwilling creature, the target may make a *willpower* roll against the hero's *willpower*. If the target succeeds, the hero may not change the creature.

Although the hero must concentrate to make the change, the effect is perma-

MANIPULATION POWERS...

Effect Volumes

Die Code	Volume (cubic feet)
1D-4D	100 times the die code
5D-9D	1,000 times the die code
10D-14D	10,000 times the die code
15D or more	100,000 times the die code





nent. The base difficulty is Easy, modified by the number of items the hero wishes to affect and how much of each item he wants to change. It takes one round to increase or decrease the target's current density by 25 percent.

Density Manipulation

Aspects

Die

Code

1D

Control of Power

The hero can increase or decrease his own or others' density (the player must choose one when he gets this power).

5D

The hero can increase or decrease his own and others' density.

10D

The hero can selectively affect the density of items (only his left arm is intangible).

Size Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific aspect, self only, others only

Description: The hero can alter his own and others' size. Whenever the hero changes something's or someone's size, their mass changes in proportion to the size. Thus, if the target is shrunk to half its size, the mass is also reduced by half. Additionally, the *Physique* increases or decreases in the same proportion as the mass.

The hero can increase or decrease his own or other's size depending on the die code he has in this power. It takes one round to increase or decrease the current size by one die code level; the power's die code only indicates how much of a change the hero can make. The base



difficulty is Easy, modified by the number of items the hero wishes to affect and how much of each item he wants to change. Although the hero must concentrate to make the change, the effect is permanent.

When the hero attempts to change the size of an unwilling creature, the target may make a *willpower* roll against the hero's *willpower*. If the target succeeds, the power has no effect on the creature at this time.

Size Manipulation Aspects

Die Code	Control of Power
1D	The hero can increase or decrease his own or others' size (the player must choose one when he gets this power).
5D	The hero can increase or decrease his own and others' size.
10D	The hero selectively affects the size of items (such as making just his legs longer).

Elemental Manipulation

This subclass of Manipulation powers covers eight basic "elements." These powers, because of their related nature, have almost identical aspects, with the difference being in how the aspects are manifested by each power.

Duration: The duration for this class of powers is Semipermanent, except where the aspect specifies otherwise.

Range: The range is normal, as described in the "Reading the Power Description" section.

Base Damage Value: The Base Damage Value is usually normal, as described in the "Reading the Power Description" section. See the aspects chart, however, for restrictions and other options.

Managing Skill: The managing skill depends on either the hero's *know-how* skill (specialized with the appropriate Elemental Manipulation power), or which aspect the hero uses. Specific skills are listed in the aspect chart.

Specializations: specific aspect, specific feature or component of element

Air Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate air, including currents and volume.

Darkness Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate shadows and deepen or create darkness.

Earth Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate any land (including dirt, rocks, sand, and similar materials).

Fire Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate fire and the heat it generates.

Ice Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate ice and the cold it generates.

Light Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate the frequency, intensity, direction, and coherence of visual, ultraviolet, and infrared light. Invisibility is typically a specialization of this power.

Plant Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate any type of vegetation.

Water Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate water in its liquid form.

Elemental Manipulation Aspects

Die Code	Control of Power
1D	The hero can survive in the element (breathe underwater, immune to fire, immune to cold, walk through plants without being tripped or leaving tracks, move easily on sand or rocky ground). With Light Manipulation, the hero can see in the visible, ultraviolet, and infrared spectra. With Darkness Manipulation, the hero ignores darkness difficulty modifiers. The duration of this aspect is Permanent.
3D	The hero can project the element from her body (a fireball, water spout, laser beam, suffocating blast of darkness). The Base Damage Value of the projection equals three times the die code of the power. The hero must use the





marksmanship skill to aim the projection.

5D The hero can affect one aspect of the element per action, if some of it is already present in the same area (deepen shadows, make light bulbs glow brighter, make a fire larger or hotter, make vines hinder passage).

7D The hero can spontaneously create the element. The material appears near her in a specified location. The amount depends on the die code of the power; see the "Manipulation Powers Effect Volume" chart for specifics.

9D The hero can use the element for transportation (ride a water spout, fly on a trail of fire, step into one set of shadows and out of another). The hero can travel for a number of hours equal to the die code of the power. He uses *piloting (self)* for maneuvers and *flying* for increasing speed.

11D The hero can affect several aspects of the element per action (bend light to become invisible, create hard-light holograms, use wind to open a cupboard and put something into it, create a plant with an umbrella-sized leaf for shade).

13D The hero can sheathe himself in the element. The die code of the power is the hero's Armor Value, plus any other armor he may have.

15D The hero can effectively become the element (change into a form of fire instead of one covered by fire). If the hero is reduced to zero Body Points, he can make a Very Difficult *willpower* roll to transfer his "essence" into the closest source of his elemental substance (lightbulb, match, fountain). Once there, he reforms his body at one half of his Body Points (his original form dissipates). If there is none of the same elemental substance within a one-mile radius or he fails the roll, the hero falls unconscious and reverts back to his normal physical form—with no Body Points.

Force Manipulation

This subclass of manipulation powers deals with the raw forces of nature.

Electricity Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: normal; also see aspects chart

Managing Skill: *know-how (Electricity Manipulation)*; see aspects chart

Specializations: specific aspect

Description: The hero can manipulate electricity.

Electricity Manipulation Aspects

Die

Code

Control of Power

1D The hero is immune to electrical shocks. The duration of this aspect is Permanent.

3D The hero can shoot a bolt of or sheath a body part in electricity. The hero must use the *brawling*, *martial arts*, or *marksmanship* skill to attack.

6D The hero can manipulate the flow of electricity in his general area (20 feet by 20 feet).

9D The hero can use electricity as a means of transportation as long as there are wires, machines, or another electrical conductor for him to flow into. He uses *piloting (self)* for maneuvers and *flying* for increasing his rate.

12D The hero can use his power to travel without conductors. Essentially, he becomes a streak of lightning that leaps from one location to another. The hero can travel as a streak for up to the die code in miles. He uses *piloting (self)* for maneuvers, but his flying Speed now equals the speed of light, and he cannot alter this rate.

15D The hero can call down a lightning bolt from the sky (weather permitting). The lightning bolt does five times the die code in power in damage to whatever it strikes, unless the target is properly insulated.

Gravity Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: none



Managing Skill: *know-how* (Gravity Manipulation)

Specializations: specific aspect

Description: The hero can control gravity. He can make objects weigh more or less, even though the amount of material in them stays the same. He can also cause an object to float, though not move, by lessening the planet's gravitational pull on it.

Gravity Manipulation Aspects

Die Code

Control of Power

1D

The hero can control the effects of gravity on himself or others (the player must choose one).

5D

The hero can control the effects of gravity on himself and others.

10D

The hero is attuned to the gravitational field of the planet he is on and senses changes in it. The duration of this aspect is Permanent.

Magnetic Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: *know-how* (Magnetic Manipulation); see aspects chart

Specializations: specific aspect

Description: The hero can manipulate magnetic forces.

Magnetic Manipulation Aspects

Die Code

Control of Power

1D

The hero can move objects that are susceptible to magnetic forces. Use the "Lifting Difficulties" chart in the *Narrator's Guide* to determine difficulty; the player must meet or beat this number with a roll of his Magnetic Manipulation power. (Use the die code of the power to determine which column to use.)

3D

The hero can bend or twist material affected by magnetism. Roll this power versus the material's Passive Defense Value to see if the item reshapes. The Narrator may call for a *know-how* (Magnetic Manipulation) roll to find out if the item bends into the correct shape.



6D

The hero can fly through the use of his power. The hero can stay aloft for a number of hours equal to the die code of the power, but to do stunts he must use the *piloting (self)* skill. To increase his flying Speed, he uses *flying*.

9D

The hero can significantly alter the shapes of objects or combine them into new forms (take metal filings and make them into a pair of handcuffs). As with simple manipulations, the player must make two rolls. One roll is with the power against the materials' Passive Defense Value to see if the hero can affect the shapes. The other roll is with *know-how* (Magnetic Manipulation) to determine if the final form is what the hero expects. If the first roll fails, the second roll cannot be made.

12D

The hero can shape magnetic forces. He can create bonds of magnetism; to break free, the target must make a *Physique* or *lifting* roll against the number of successes (generated with this power) used to create the bonds. He can shape a bubble of protection with an Armor Value equal to the die code of the power. He can make a cushion of magnetic force

under objects—even those not ordinarily affected by magnetic forces—and move them.

15D The hero can focus the force of magnetism: He can send a beam of magnetic force at a target no more than the die code in feet away. The beam has a Base Damage Value equal to three times the die code of the power. The target may be of any material. Alternatively, he can send a pulse with a maximum radius of 100 times the die code in miles. This pulse does 10 times the die code in damage to any electrically powered device if it is in operation; otherwise, it has no effect. (The hero must choose the effect before sending out the pulse or it has the first effect.)

Sonic Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: *know-how* (*Sonic Manipulation*); see aspects chart

Specializations: specific aspect, specific sounds

Description: The hero can manipulate sound.

Sonic Manipulation Aspects

Die

Code

1D

Control of Power

The hero can project a deafening beam of sound. The Base Damage Value of the beam is three times the die code of the power. The target is rendered deaf for a number of rounds equal to the die code of the power (–1 to initiative, and +4 to any sound-based skill difficulties, such as *artist* (*musical instrument*) rolls. The hero uses the *marksmanship* skill to aim the beam.

3D

The hero can harm objects through the use of sonic vibrations. The hero rolls the power versus the object's Passive Defense Value. If he succeeds, the object takes up to the die code of the power in damage. If it is reduced to zero Body Points, it is destroyed.

6D

The hero can disrupt the equilibrium of a being by manipulating

her inner ear. The hero rolls his power versus the target's *Physique*. If the hero succeeds at this roll, the target must make an *acrobatics* or *Reflexes* roll or fall to the ground (and take falling damage if high enough).

9D

The hero can mimic sounds he has heard. The player rolls the power versus the target's *Perception* to see if the target notices that the noise is a reproduction.

12D

The hero can use finely tuned sonic vibrations for specific effects (shaking a can of soda pop out of a machine, vibrating open a lock, cleaning off an object). The player rolls *know-how* (*Sonic*



Manipulation) against a difficulty based on the complexity of the action and set by the Narrator.

15D The hero can create tremors and earthquakes through intense sonic vibrations. The hero can cause an earthquake of up to his die code of the power minus 10 on the Richter scale. For example, a hero with 15D in Sonic Manipulation could cause an earthquake of 5.0 on the Richter scale.

Speed Manipulation

Base Cost: 25

Specialization Base Cost: 8

Duration: Semipermanent, except where noted in the description

Range: normal for adding/removing Speed Force only; not applicable otherwise

Base Damage Value: see aspects chart

Managing Skill: *know-how* (*Speed Manipulation*), *willpower*

Specializations: specific aspect, specific actions involving speed or the Speed Force

Description: The hero can move and perform actions at superspeeds. The source of this power may be external (for humans, who tap into the Speed Force) or internal (for some non-humans).

When the hero reaches 5D, 10D, or 15D in the power, he feels a calling from the Speed Force. He must make a *willpower* roll as stated in the "Speed Manipulation Aspects" chart or succumb to its call. If the hero fails the *willpower* roll, he must use his Speed Manipulation and all of his Character Points in an attempt to attain the speed of light (which means 45 or more successes for 5D in the power, 35 or more for 10D, 25 or more for 15D). If this attempt fails, the hero doesn't hear another calling by the Speed Force until the next peak.

Every time the hero attains the speed of light, he must make a successful Heroic *willpower* roll. If he fails, he is absorbed by the Speed Force (and the character is no longer

playable). If the roll is a success, the hero may operate at that speed or faster with no ill effects until the hero drops below the speed of light. Once below the speed of light again, the hero must make the roll the next time he reaches or breaks that barrier.

If a player creates a hero that starts at 5D or higher in this power, the player must immediately make a *willpower* roll to see if the new character is sucked into the Speed Force. (See the description at the closest lower level for more details.)

The number of actions listed in each die code level is not cumulative. The die code of the power is added to the Passive Defense Value of the hero when he's moving; thus the power provides some extra protection. Likewise, the die code in this power is used in place of the hero's *running* or *flying* skill to determine final speed, though the hero still needs some dice in these skills. Otherwise, he takes the +1 modifier to the difficulty for defaulting to the attribute. *Running* and *flying* difficulties are based on the "Speed Manipulation" chart in Chapter 12, instead of being figured in the usual way. Furthermore, difficulty modifiers that would ordinarily apply now are added to the power's difficulty when used in this fashion. However, the hero still uses his *piloting* (*self*) skill for stunts when flying and his *acrobatics* skill for complex obstacles when running.

As with all other Manipulation powers, this power may not have the Self-Only or Others-Only limitations.

Speed Manipulation Aspects

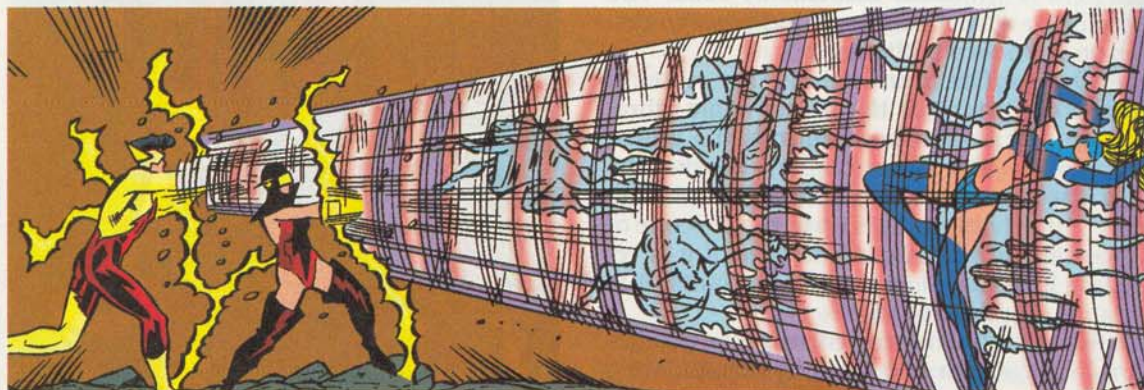
Die

Code

1D

Control of Power

The hero receives a permanent +2 bonus to initiative. He also gains the Invulnerability power with a specialization in heat-generating sources. (See the Invulnerability description for details on this power.) This aspect has the



same die code as his Speed Manipulation power. The Invulnerability (heat) works only when he is moving. If the hero has the full Invulnerability power, that power substitutes for this part of the aspect.

3D The hero can perform up to twice the die code in actions each round.

5D The hero is called by the Speed Force. He must make a successful Difficult *willpower* roll or succumb to its call as detailed in the description.

6D The hero can vibrate through solid objects. The difficulty of this aspect is the Base Defense Value of the material through which the hero wishes to vibrate. The player rolls the die code of the power to determine the success.

9D The hero receives an additional permanent +1 bonus to initiative. The hero can also perform up to five times the die code in actions each round. For example, at 9D, the hero may perform up to 45 actions in each round.

10D The hero is called by the Speed Force. He must make a successful Very Difficult *willpower* roll or succumb to its call as outlined in the description.

12D The hero receives an additional permanent +1 bonus to his initiative.

15D The hero can perform up to 10 times the die code in actions each round. Using his *know-how* (*Speed Manipulation*), the hero can manipulate speed for a variety of effects. Some examples: He can accelerate an object by giving it some of the Speed Force, and decelerate it by taking some of the Speed Force away. He can cover himself in a suit formed of solidified Speed Force (which has an Armor Value of the die code). However, at this level, if he vibrates through solid objects, he does the die code in damage to that object (regardless of his intent to harm it).

The hero is called by the Speed Force. He must make a successful Heroic *willpower* roll or succumb to its call as presented in the description.

Weather Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: *know-how* (*Weather Manipulation*); see aspects chart

Specializations: specific aspect; specific type of weather

Description: The hero can manipulate the weather patterns of a planet. The effect of any change lasts for the die code in hours. The radius of the effect is 10 times the die code in feet.

Weather Manipulation Aspects

Die

Code

Control of Power

1D

The hero can cause minor changes in the outdoor weather. The hero may change the temperature by 10 degrees Fahrenheit, the air pressure by one pound per square inch, and the humidity by 10 percent for each die in this power.

3D

The hero can project weather from her body (wind, lightning). The Base Damage Value is equal to three times the die code of the power. The hero must use the *marksmanship* skill to aim the projection.

6D

The hero can use his power for transportation purposes. The hero can use the power for transportation for up to the die code in hours before having to rest. To do stunts, he must use the *piloting (self)* skill. To increase his flying Speed, he uses *flying*.

9D

The hero can cause major changes in the outdoor weather. The hero may change the temperature by 40 degrees Fahrenheit, the air pressure by 10 pounds per square inch, and the humidity by 40 percent for each die in this power.

12D

The hero can create weather indoors at the same rate as she does outdoors.

15D

The hero can cause massive weather changes anywhere. The difficulty is based on the amount of change the hero is attempting to initiate. He may change the temperature by 70 degrees Fahr-



enheit, the air pressure by 20 pounds per square inch, and the humidity by 70 percent for each die in this power.

Universe Manipulation

This subclass of Manipulation powers allows the hero to reshape the fabric of the universe itself. The Narrator must approve the use of any of these powers.

Energy Manipulation

Base Cost: 30

Specialization Base Cost: 9

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: normal; also see aspects chart

Managing Skill: *know-how (Energy Manipulation)*; see aspects chart

Specializations: specific aspect, specific type of energy

Description: The hero can manipulate the electromagnetic spectrum. This includes gamma rays, X-rays, ultraviolet radiation, visible light, infrared radiation, microwaves, and radio waves.

Energy Manipulation Aspects

Die Code	Control of Power
1D	The hero can see with or sense any part of the electromagnetic spectrum. He ignores all darkness and blindness modifiers.
3D	The hero can project a beam of or sheath a body part in energy. The hero must use <i>brawling</i> , <i>martial arts</i> , or <i>marksmanship</i> to make the attack.
5D	The hero can affect one aspect of one form of electromagnetic radiation per action. This could be its frequency, coherency, direction, or intensity.
7D	The hero can affect several aspects of one form of electromagnetic radiation per action.
10D	The hero can use energy for transportation. The hero effectively moves at the speed of light. He may move using this power for a number of hours equal to the die code before he must rest. To perform stunts, he must use the <i>piloting (self)</i> skill. To increase his flying Speed, he uses <i>flying</i> .
12D	The hero can sheathe himself in one form of electromagnetic ra-

diation. The Armor Value of the sheath equals the die code of the power.

15D

The hero can become energy. In this form, he can disrupt energy; absorb and use it to power an energy discharge and create fields of various types of energy. The hero can regulate or absorb the flow of 100 times the die code of the power in megawatts.

Magic Manipulation

Base Cost: 25

Specialization Base Cost: 8

Duration: Activated (cannot be Permanent)

Range: normal

Base Damage Value: depends on spell cast

Managing Skill: *arcane lore* or *know-how (Magic Manipulation)*

Specializations: specific class of powers, specific power, self only, others only

Description: The hero can manipulate magical energy.

To create a spell, the hero must first have at least 10D in the power. Then she decides on the effect, which must mimic one or more specializations (or aspects) of one of the powers listed in this chapter. The difficulty is then based on the power type of the effect, the number of aspects involved, and the duration. The Narrator uses the accompanying difficulty and modifier chart to determine the difficulty number. (The Narrator may include additional modifiers as conditions warrant.) No roll is necessary to see if the spell can be created, but it takes one round (or more, for exceptionally complex formulas) to create a spell.

To cast a spell that has been created, the hero must meet or beat the creation difficulty number. At die codes lower than 10D, the hero may use only spells designed by other magicians. Heroes with higher die codes may think of and use spells on the fly.

There is no limit to the number of spells a hero may cast, but she may only cast one per round and she may not be interrupted (such as taking damage) during that round.

Magic Manipulation Aspects

Die Code	Control of Power
1D	The hero can cast spells from tomes created by other magicians. When casting spells, she must use both gestures and her voice. The power can also be used as a source of effects.
5D	The hero can memorize spells or cast them from written formulas. In either case, she must use ges-



10D

tures or her voice, though she doesn't need to use both. The hero doesn't need to memorize spells; she can create effects merely by thinking of the desired

15D

outcome. However, when creating effects, the hero must use them immediately. Though the hero may create effects immediately, she can also



can inscribe spell formulas into tomes for later use, as well as create magical items.

Matter Manipulation

Base Cost: 30

Specialization Base Cost: 9

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: *know-how (Matter Manipulation)*

Specializations: specific aspect, specific material

Description: The hero can manipulate the different types of matter, including those covered by the Elemental Manipulation powers.

Matter Manipulation Aspects

Die

Code

Control of Power

1D

The hero can alter the shape of matter in simple ways (creating a hole in a wall by relocating the material's molecules into other parts of the wall).

5D

The hero can change one type of matter into another. The difficulty depends on how far apart the matter's original form is from the matter's new form. The matter's change is permanent.

10D

The hero can change the makeup of his physical form into another type of matter and gain its strengths without losing his mobility or ability to think or communicate. For example, he can change his body into steel for more protection. The hero gains the ordinary (nonmagical) characteristics of any material he changes into. (In the example, he gains the Base Defense Value of steel.) This effect lasts until the hero changes back or is rendered unconscious.

15D

The hero can reshape and alter matter into complex forms (changing a huge boulder into a swing set).

Mechanical Manipulation

Base Cost: 25

Specialization Base Cost: 8

Duration: Semipermanent (cannot be Permanent)

Range: normal

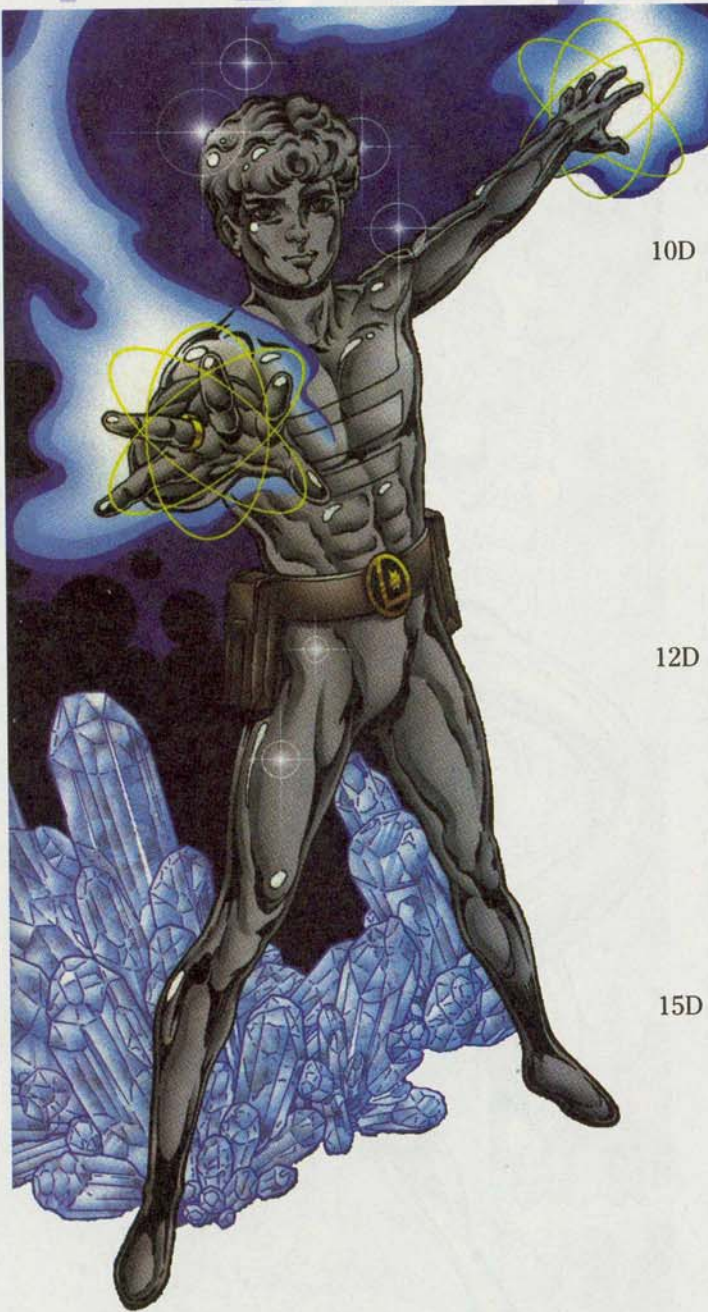
Base Damage Value: none

Managing Skill: *know-how (Mechanical Manipulation)*

Specializations: specific aspect, specific machines, specific type of machine

Description: The hero can manipulate any





mechanically constructed device, from cars and trucks to computer systems and satellites.

Mechanical Manipulation Aspects

Die Code	Control of Power
1D	The hero can understand the language of machines and communicate directly with them without any hook-up to the machine.
5D	The hero can control the functions of any machine. The hero may control up to his die code of machines at one time. If the hero

10D

attempts to control more machines than his die code, he must make a *know-how* (Mechanical Manipulation) roll every round or fall unconscious, losing control of all the machines. Add +2 to the base difficulty of zero for each additional machine.

The hero can combine different machines to make a new, "patch-work" machine. He can combine up to 1,000 times his die code in pounds of machinery. The player rolls *know-how* (Mechanical Manipulation) against a difficulty set by the Narrator. The difficulty depends on the ability to function and the complexity of the new machine. The character's new form is bound to the characteristics of the machines it is created from.

12D

The hero can project his consciousness into any machine. If his physical form is destroyed, the hero must make a Heroic *Physique* roll or his mind perishes with his body. If the roll is successful, the hero's mind lives on in the machine and can transfer itself between machines through any normal means of data transmission (modem, electrical output, and similar methods).

15D

The hero can reshape any mechanical construct into a new form. The new form may be a replica of the hero's old body, except with, for example, a plasma cannon for a left hand, or an entirely new design. The difficulty depends on the complexity of the new form and the available components. The hero uses *know-how* (Mechanical Manipulation) to determine success.

Reality Manipulation

Base Cost: 30

Specialization Base Cost: 9

Duration: Activated (cannot be Permanent)

Range: not applicable

Base Damage Value: depends on power used

Managing Skill: specific skill using, managing skill for the power using

Specializations: specific aspect, specific part of reality

Description: The hero can manipulate certain aspects of reality. Because this power is

Activated, if the hero is knocked unconscious, he loses any changes he makes to himself, and he reverts to his original scores.

When the hero wants to use or boost a certain power or skill, he must take one round to do this; he can take no other actions.

Narrators should strictly regulate the use of this power because it can severely imbalance a game.

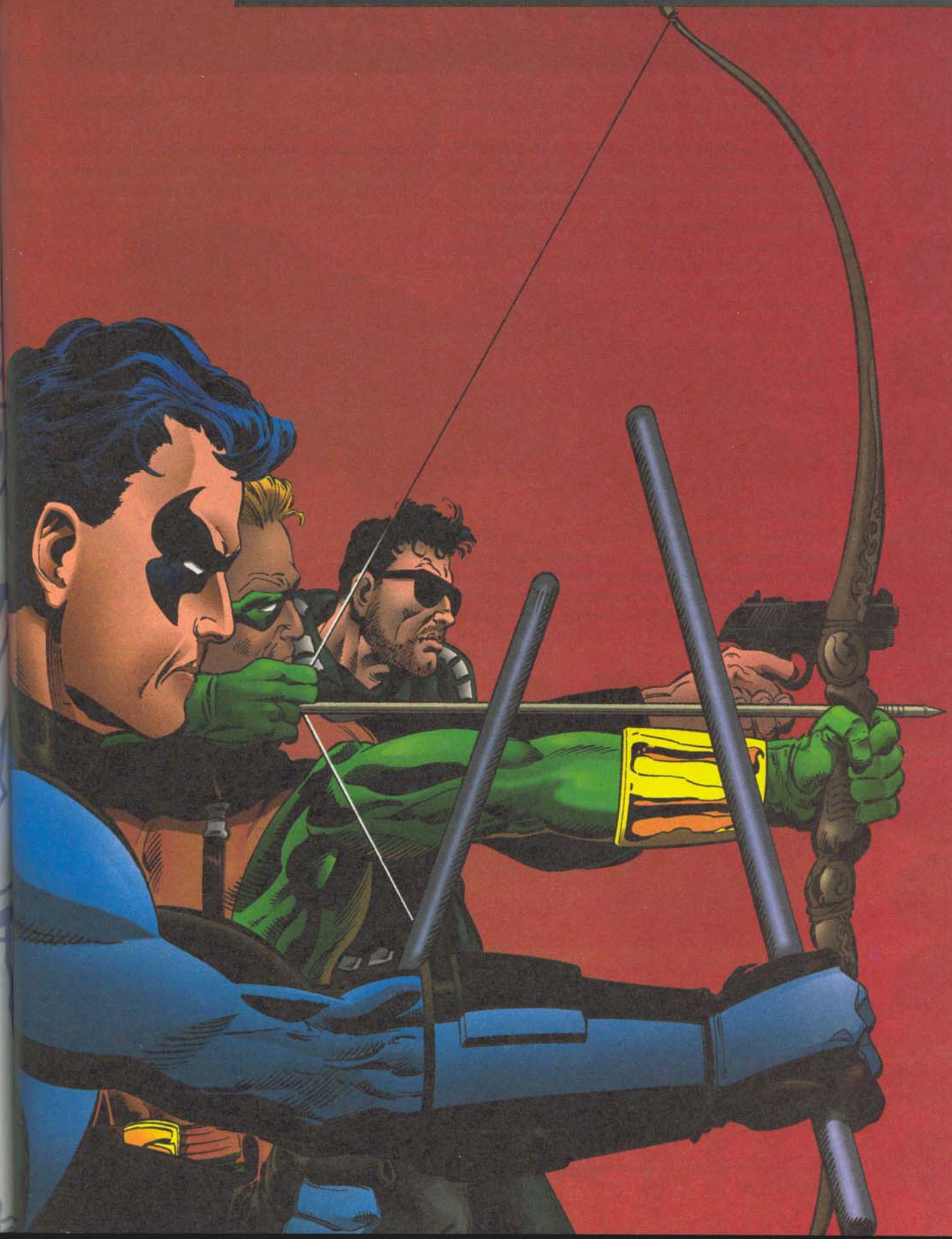
Reality Manipulation Aspects

Die Code

- | | |
|-----|--|
| 5D | Control of Power
The hero may use any skill at the same die code as is in the power. |
| 10D | The hero may double or halve any or all attributes. |
| 15D | The hero may use any of the powers for any effect he wishes at the die code of the Reality Manipulation power. However, he still must obey the limitations inherent in any power he selects. For example, if he decides to take Speed Manipulation at 15D, he must immediately make an Extremely Difficult <i>willpower</i> roll or be absorbed by the Speed Force (and the player may no longer use him). |



CHAPTER FOUR...



...EQUIPMENT

This chapter covers a wide assortment of equipment, divided into three sections. "Gear" lists numerous useful items available to most people, as well as a few that only individuals in law enforcement or security would own. "Weapons" details a variety of damaging items, as well as a chart of makeshift arms. Finally, the "Vehicles" section offers descriptions of several of the more common means of transportation.

For the most accurate prices for the selections listed here—and to get ideas for additional equipment—check catalogs and newspaper advertisements.

GEAR

BINOCULARS

These are basic binoculars, suitable for day use only. They magnify distant scenes from seven feet to as far as the eye can see. Using binoculars gives a +1D bonus to sight-based *Perception* rolls for viewing objects beyond seven feet.



BULLETPROOF VEST

Commonly used by law enforcement agencies, this vest is made of bullet-resistant synthetic fibers. It normally covers only the torso, though some designs offer protection to the neck and groin. It provides an Armor Value of

16 against damage from bullets and blows landing in the protected region. It does not protect against energy-projecting powers or weapons.



CAMERA

Still-photo cameras come in a wide range of styles, with the quality and number of features increasing as the price goes up. At the Narrator's discretion, they can provide help with *surveillance* and *search* tasks.

FIRST-AID KIT

This compact kit is something most people have in their homes, offices, and cars. It includes: a roll of gauze, three large sterile pads, tape, a pack of 10 self-adhesive bandages, one ounce of antibiotic ointment, one ounce of burn cream, five regular aspirin tablets, and one instruction booklet. Using the first-aid kit properly prevents infection and gives a +1D bonus to *medicine* skill rolls.

FLAK JACKET

These armored vests consist of durable nylon coats lined with steel, aluminum, or fiberglass plates, making them strong but heavy. They typically protect only the torso. Though

they provide an Armor Value of 18 against arrows, bullets, and blows to the region covered, they also reduce all of the character's *Reflexes*-based rolls (including initiative rolls) by -1D. They offer no protection against energy-projecting powers or weapons.

HANDCUFFS

These twin steel bands linked by a chain lock snugly around a prisoner's wrists. Escape from handcuffs requires a key, a *lockpicking* roll of Moderate difficulty, or a *thievery* roll of Very Difficult difficulty. They have 15 Body Points and a Passive Defense Value of 8.

LEATHER GARMENTS

Unpadded garments of leather offer some protection against melee weapons and physical blows, but not much (Armor Value of 6). Heavy jackets, made of padded and somewhat stiff leather, offer better protection against blades, fists, and other blunt objects (Armor Value of 10). Neither is of any use against bullets or blows to body parts not covered by the jacket. They do not stop energy-projecting powers or weapons.

LOCKSMITHING KIT

While it's not impossible to pick locks with hairpins, credit cards, or plastic explosives, a locksmithing kit makes breaking and entering smooth and quiet. A basic kit has something to handle just about every mechanical lock.

Using locksmithing tools with the *lockpicking* skill improves the attempt by +1D. Using the tools without the *lockpicking* skill has no effect.

ROPE

Rope is typically made of natural or plastic fibers, twisted or braided together. They are best for binding people or objects, but pulling too tight on the ends can cause damage.

When rope is used to bind people and objects, heavy, good-quality rope has a Passive Defense Value of 5 against cutting or slashing and 10 against all other attacks, modified depending on the quality of the knot. Light-duty rope has a Passive Defense Value of 3 against cutting and 8 against all other attacks. Additionally, a heavy rope can take up to 10 points of damage before splitting, while a light rope can take 6.



Rope can also inflict damage if wrapped too tightly around something soft, such as a person. In this case, light-duty rope does the *Physique/lifting* bonus of the user in damage. Heavy rope can inflict 1D damage (plus the user's *Physique/lifting* bonus and any other modifiers).

MAKESHIFT WEAPONS...

tor may modify these values depending on the circumstances.)

Item	Base Damage Value
City mailbox	6D
Fire hydrant	6D
Manhole cover	5D
Park statue	5Dx2 or more (depending on size and material)
Parking meter	3D
Street sign	3D
Streetlight	4Dx2
Telephone pole	4Dx4
Tree	5D or more (depending on size)

Certain everyday items, while not typically used to inflict damage, may be employed by heroes in a pinch. Here are a few of the more common objects and their Base Damage Values. (In general, use the Base Damage Value as the Passive Defense Value of the item. Its total number of Body Points equals 10 times the Base Damage Value. The Narra-

WEAPONS

TERMINOLOGY

In weapon entries, "PHYS" means you need to make a *Physique* or *lifting* roll to generate the value. This number is used most often to determine range.

Base Damage Value: The amount of harm a weapon does. Roll the die code listed and count the successes. If the die code is to be multiplied by a number, then multiply the amount of successes by this number. This is the figure you use for determining the Damage Total.

For example, one of the Joker's henchmen fires a rifle, which has a Base Damage Value of 4Dx4. The Narrator rolls four dice (including the Wild Die) and counts the number of successes—in this case, 2. The Narrator then multiplies this total by 4 for an initial Damage Total of 8. This number is then modified as needed to come up with the final Damage Total. Melee, thrown, and most missile weapons are enhanced by the hero's *Physique*/*lifting* bonus.

Range: This factor takes into account that the weapon will be less effective the farther it is from the target. The values given are the maximums, in feet, for short, medium, and long ranges.

For generated values, multiply the total number of successes rolled with *Physique* or *lifting* by 10 to get the range in feet. The modifier after "PHYS" indicates the number of successes to take off from or add onto the total. If the total becomes zero or less because of the modifier, then the hero has dropped the object right in front of her.

Ammunition: The number of bullets or amount of charge that the weapon holds. This is deleted from entries for weapons used in close combat.

Rate of fire: How often the weapon may be used during each round without taking a multi-action penalty. When the rate of fire is not based on a single round, the correct number of rounds for the rate is given.

Note that the damage value is based on the rate of fire. For example, a double-barreled shotgun must shoot both slugs in order to do full damage; thus it uses up ammunition faster.

AXE

This tool, most often used for chopping wood, consists of a bladed head mounted on a long wooden handle. It can be used either as a

blunt or edged weapon. If the axe is thrown, there's a 50 percent chance of the edge hitting the target (rolling a 3, 4, or 5 [Superman] on a Wild Die).

Base Damage Value: 3D (edge)/2D (handle or flat of head)

Range: (x 10 feet) PHYS-2/PHYS-1/0 (if thrown)

Rate of Fire: 1

BASEBALL BAT, LARGE STICK

Baseball bats are made of solid wood or hollow aluminum. Large sticks include striking objects as thick tree branches or broom handles. When used to return a thrown object, a baseball bat adds +1 to object's normal range, and +1 to its damage. A stick doesn't add anything, though it can hit back thrown objects at their normal range and damage. For game purposes, bats and sticks can be accurately hurled only distances equal to the thrower's *Physique* or *lifting* die code in feet or less, at +2 to the target's Passive Defense Value (regardless of the usual range modifiers).

Base Damage Value: 3D

Rate of Fire: 1

BATON, NIGHTSTICK

These are lengths of molded steel, usually encased in rubber. Batons tend to be shorter, lighter, and easier to conceal than nightsticks.

Base Damage Value: 3D

Range: (x 10 feet) PHYS-2/PHYS-1/0 (if thrown)

Rate of Fire: 1

BO STAFF

A six-foot-long staff made of polished metal or smooth, treated wood, a hero can effectively trip and strike adversaries with the bo staff without getting too close to them.

Base Damage Value: 2D

Rate of Fire: 1

BOW, COMPOSITE

The composite bow is more elastic than its simpler cousins, the long and short bows. The elasticity allows for greater arrow velocity, which means that this weapon does greater damage.



Base Damage Value: 3D (normal target arrows)
Range: 30/75/130
Rate of Fire: 1

BULLWHIP

This weapon is a long, plaited rawhide whip with a knotted end. When it's employed to strike a target, the success is determined with the *melee weapons* skill.

A whip can also be used to entangle an opponent up to six feet away. The entangling attack is made as normal. If it's successful, the target is wrapped in the whip. If it's unsuccessful, the target takes full damage. It can also be used to disarm opponents (as a called shot) or to swing over pits or other openings.

To swing with the whip, the hero must make a *Difficult thrown weapons* roll to catch the whip around a projection overhead that can support his weight. (The Narrator may include modifiers depending on the conditions.)

Base Damage Value: 2D
Range: (to strike) 6/0/0
Rate of Fire: 1

DAGGER

These single- or double-edged fighting blades can range from 6 to 12 inches in length, including the handle. They may have smooth or serrated edges, but they are always sharp.

Base Damage Value: 2D
Range: 15/30/50 (if thrown)
Rate of Fire: 1

ESCRIMA FIGHTING STICK

This special baton is a short rod of polished and treated hardwood. It's usually used in pairs. With a successful called shot, a hero can bounce one off a hard surface to strike her opponent from another angle. The fighting stick can also be used to parry bullets, though this maneuver incurs a -2D penalty to the *melee weapons* roll and damages the stick in the

process. When using a damaged stick, if the Joker comes up on the Wild Die, the stick breaks and can no longer be used.

Base Damage Value: 3D
Range: (x 10 feet) PHYS-1/PHYS/PHYS+1
Rate of Fire: 1

EXPLOSIVES

Explosives are one-use weapons. Because explosives, by definition, explode, they spread their destruction over a larger area than a bullet or laser beam. They thus have an additional game mechanic: the blast radius. Anyone caught within the blast radius must take damage; the farther a hero is from the center of the blast, the less damage he takes.

Three values, in feet, are given for each blast radius. Characters between zero and the first value take full damage. Those between the first and second values take half damage. Anyone between the second and third values take quarter damage. Characters farther away than the third value are relatively safe.

Ranges for explosives represent how far they can be thrown, which is based on the *Physique* of the hero plus an additional value. As with other weapons, accuracy decreases as the distance to the target increases.

Dynamite is commonly used in mining, road construction, and other places where relatively cheap, quick destruction is needed. A blasting cap, fuse, or timing device is needed to set off this nitroglycerin-based explosive. Dynamite comes in sticks.

When fragmentation grenades explode, they send shrapnel out in all directions. Fragmentation grenades weigh about ten ounces.

Plastic explosives can be formed like putty. The explosive is inert until an electrical current runs through it (which means that an electrical blasting cap is needed to set it off). Plastic explosives are small (and easily transportable), and can be used to open an otherwise reluctant door (such as to a safe). About two ounces generates the Base Damage Value for plastic explosives.

EXPLOSIVES...

	Dynamite	Fragmentation Grenade	Plastic Explosive	Tear Gas, Smoke Grenade
BDV:	5Dx3	6Dx3	5Dx3	(See description)
Blast Radius:	2/5/10	3/8/16	1	(See description)
Range:	PHYS-2/PHYS-1/PHYS	PHYS-1/PHYS/PHYS+1	0	PHYS-1/PHYS/PHYS+1
Rate of Fire:	1	1	1 per 5 rounds	1





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Tear gas and smoke grenades do not explode. Instead, they release their contents through holes in a canister. The cloud they create quickly fills an area of 86 square feet. Armor provides no protection against this kind of attack. Both tear gas and smoke grenades give all within the blast area a -1D penalty to all *Reflexes*, *Coordination*, and sight-based *Perception* rolls.

HANDGUNS

Handguns are small, light, and usually easily concealable, and they fire a lead slug. They vary in size, ammunition capacity, and amount of damage inflicted. Use the examples given



here as benchmarks for other types of handguns. The damage assumes the gun is using normal bullets.

.38 Special
Base Damage Value: 5Dx2
Range: 30/75/150
Ammunition: 6 bullets
Rate of Fire: 1

.44 Magnum
Base Damage Value: 5Dx3
Range: 30/90/165
Ammunition: 6 bullets
Rate of Fire: 1

KNIFE

Average knives have single- or double-edged blades less than six inches long. They can sometimes be folded into themselves. They have a wooden, plastic, or steel handle. Characters throwing one of these must take a -1D penalty to their *thrown weapons* roll; knives are not meant for tossing.

Base Damage Value: 2D
Range: (x 10 feet) PHYS-1/PHYS/0 (if thrown)
Rate of Fire: 1

LASER PISTOL & RIFLE

Certain special police and military units may be outfitted with these high-tech weapons. Styled much like normal guns, these focus beams of light that can burn through most materials.

Laser Pistol
Base Damage Value: 6Dx3
Range: 75/225/450
Ammunition: 10 discharges
Rate of Fire: 1

Laser Rifle
Base Damage Value: 5Dx4
Range: 750/3000/6000
Ammunition: 100 discharges
Rate of Fire: 1

NUNCHAKU

Two short batons of wood or steel connected by a short cord or chain make up a pair of nunchaku. They are whirled rapidly before striking to build up momentum and confuse the opponent.

Base Damage Value: 2D
Rate of Fire: 1

RIFLE

Rifles work on similar principles to handguns, but they have an advantage in that they can do more damage at a greater range. Regardless of other range modifiers, at Point Blank range, the target receives a +1 to his Defense Total because, at this distance, a moving target is better able to anticipate the direction and timing of a rifle shot.

Statistics are for using normal bullets.

Remington Mod 30
Base Damage Value: 4Dx4
Range: 30/225/600
Ammunition: 6 bullets
Rate of Fire: 1

5.56 mm M16 assault rifle
Base Damage Value: 6Dx3
Range: 60/180/540
Ammunition: 20 bullets
Rate of Fire: 1

ROCKS

The simplest of all thrown and melee weapons, the rock makes a suitable improvised weapon. A small rock is about the size of a golf ball—anything smaller is an annoyance, not a weapon. A large rock is one to two times the size of a baseball (a brick would be a large rock). Small boulders are about three times the size of a basketball. Only large rocks and boulders can be used for bashing.



Small Rock

Base Damage Value: 0 (*Physique/lifting bonus only*)

Range: (x 10 feet) PHYS-1/PHYS/PHYS+1

Rate of Fire: 1

Large Rock

Base Damage Value: 1D

Range: (x 10 feet) PHYS-2/PHYS-1/PHYS (if thrown)

Rate of Fire: 1

Small Boulder

Base Damage Value: 3D

Range: (x 10 feet) PHYS-4/PHYS-2/PHYS-1 (if thrown)

Rate of Fire: 1 per 2 rounds

SHOTGUN

A shotgun usually discharges a spray of pellets, which means it's more accurate at short range and does larger amounts of damage than the average rifle. The spray of pellets scatters quickly, though, which reduces the shotgun's effective range. The example here is for a 12-gauge, pump-action version using normal ammunition.

Base Damage Value: 4Dx4

Range: 60/90/225

Ammunition: 5 shells

Rate of Fire: 1

SHURIKEN

This small metal disc with sharp points is thrown at the target. Spinning through the air, it buries itself in its destination.

Base Damage Value: 1D

Range: 15/30/45

Rate of Fire: 1

SUBMACHINE GUN

Submachine guns are best for close-up work. They typically fire a burst of bullets, each of which is about one-fifth of their ammunition. These statistics are for a 9mm Uzi using normal bullets.

Base Damage Value: 5Dx3

Range: 30/60/150

Ammunition: 32 or 40 bullets

Rate of Fire: 1

SWORD

A typical medieval European sword, this weapon features a broad, heavy blade. It cuts

exceptionally well, and the flat of the blade can be used for smacking opponents.

Base Damage Value: 4D (edge)/2D (flat)

Rate of Fire: 1

VEHICLES

This section introduces a few terms unique to means of conveyance:

Crew: The number of people needed to operate the vehicle.

Passengers: The number of people in addition to the crew that the vehicle can carry.

Cargo Capacity: The amount of extra room in the vehicle for luggage, weapons, and other items.

Maneuverability: An indication of how easy the vehicle is to handle. Stunts are easier to perform in vehicles with higher die codes than in those with lower ones. The maneuverability value is added to the driver's or pilot's appropriate skill total only if that person is attempting to do something fancy. (Vehicle stunts are further explained in Chapter 12.)

Speed: For vehicles, this is typically the maximum safe speed. Pushing the vehicle beyond this can incur penalties.

Bus

These are statistics for intracity buses (the kind that travels around cities or large towns). Intercity (between city) buses will have similar statistics, but passenger seating, for comfort reasons, is limited to 42.

Size: 30 feet long

Crew: 1

Passengers: 80

Cargo Capacity: 640 cubic feet

Maneuverability: 0

Speed: 90 mph

Passive Defense Value: 9

Base Damage Value: 5Dx2

Body Points: 180

CARS

Statistics for three common types of cars are given here. Because of their design and construction, most cars have difficulty managing off-road conditions. Note that taxis and police cars fall in the "full-size car" category.

Full-Size Car

Size: 15.5 feet long

Crew: 1

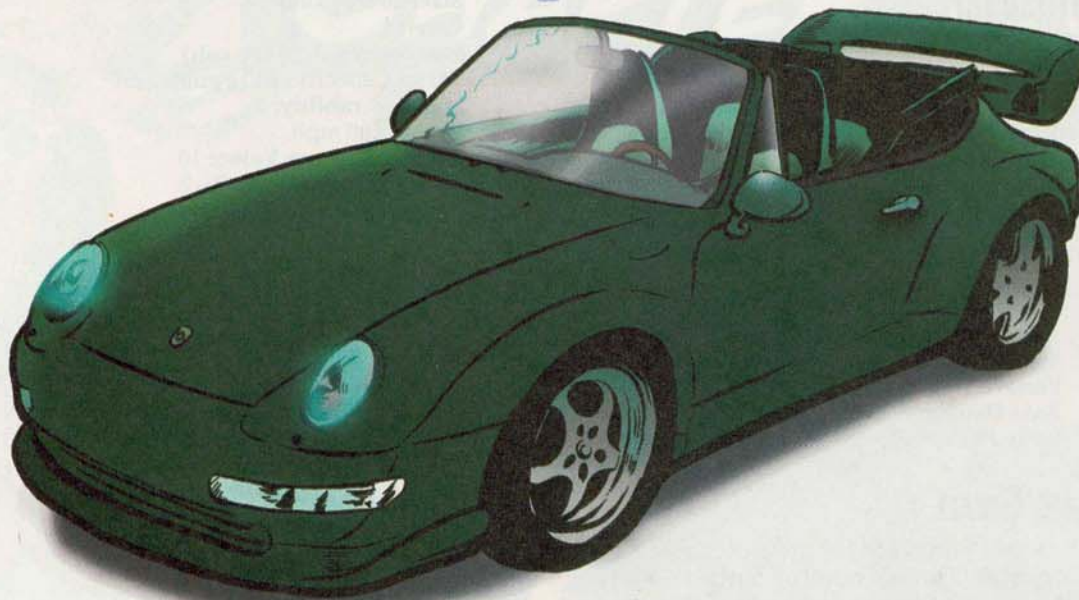
Passengers: 4 (5 if there's a middle seatbelt in the front)

Cargo Capacity: 17 cubic feet

Maneuverability: 1D

Speed: 120 mph





Passive Defense Value: 8

Base Damage Value: 4Dx2

Body Points: 100

Compact Car, Sports Car

Size: 12.5 feet long

Crew: 1

Passengers: 4 (compact car)/1 plus 2 uncomfortably in the backseat (sports car)

Cargo Capacity: 20 cubic feet

Maneuverability: 2D (compact car)/3D (sports car)

Speed: 85 mph (compact car)/160 mph (sports car)

Passive Defense Value: 7

Base Damage Value: 3Dx2

Body Points: 50

HELICOPTER

These are statistics for a civilian transport. It has two compartments: one for the pilot and a passenger up front, and one with a bench for the other three passengers. The cruising altitude is 12,000 feet. The cruising speed is about 110 miles per hour.

Size: 33 feet long

Crew: 1

Passengers: 4

Cargo Capacity: 16.5 cubic feet

Maneuverability: 3D

Speed: 110 mph

Passive Defense Value: 10

Base Damage Value: 5Dx2

Body Points: 60



MOTORCYCLE

Consisting largely of two wheels and an engine, this street bike includes a small amount of storage space under the seat.

Size: 6 feet long

Crew: 1

Passengers: 1

Cargo Capacity: 1 cubic foot

Maneuverability: 3D

Speed: 70 mph

Passive Defense Value: 6

Base Damage Value: 3Dx2

Body Points: 50





100



MOTORBOAT

This vehicle represents the smaller end of available watercraft, making it most suitable for inland or coastal waters. The maximum safe speed for this boat on a straightaway is 75 miles per hour—any faster reduces the maneuverability to -2D.

Size: 21 feet long
Crew: 1
Passengers: 9
Cargo Capacity: 9 cubic feet
Maneuverability: 2D
Speed: 75 mph
Passive Defense Value: 8
Base Damage Value: 4Dx2
Body Points: 60

PLANE, SMALL

These statistics are for a business-size, turboprop craft. There's nothing fancy about the vehicle—no cushy seats, no restroom. It's recommended for short hops only. The cruising altitude is about 43,000 feet. The cruising speed is about 300 miles per hour.

Size: 52-foot wingspan; 47 feet long
Crew: 2
Passengers: 6
Cargo Capacity: 80 cubic feet
Maneuverability: 1D
Speed: 300 mph
Passive Defense Value: 11
Base Damage Value: 6Dx2
Body Points: 50

TRUCK, DELIVERY

This vehicle looks like the average delivery truck—a large box on wheels. It is a mid-size representative of its class. A lift gate offers easy access to the cargo area.

Size: 20 feet long
Crew: 1
Passengers: 2 (in the cab)
Cargo Capacity: 1,012 cubic feet
Maneuverability: 0
Speed: 100 mph
Passive Defense Value: 10
Base Damage Value: 5Dx2
Body Points: 75

TRUCK, PICKUP

Pickup trucks haul large amounts of items with ease; unless some sort of cover tops the cargo, though, the items will suffer the effects of weather. In trucks without four-wheel drive, the driver must have plenty of weight in the back when she tries stunts, or the maneuverability drops to zero.

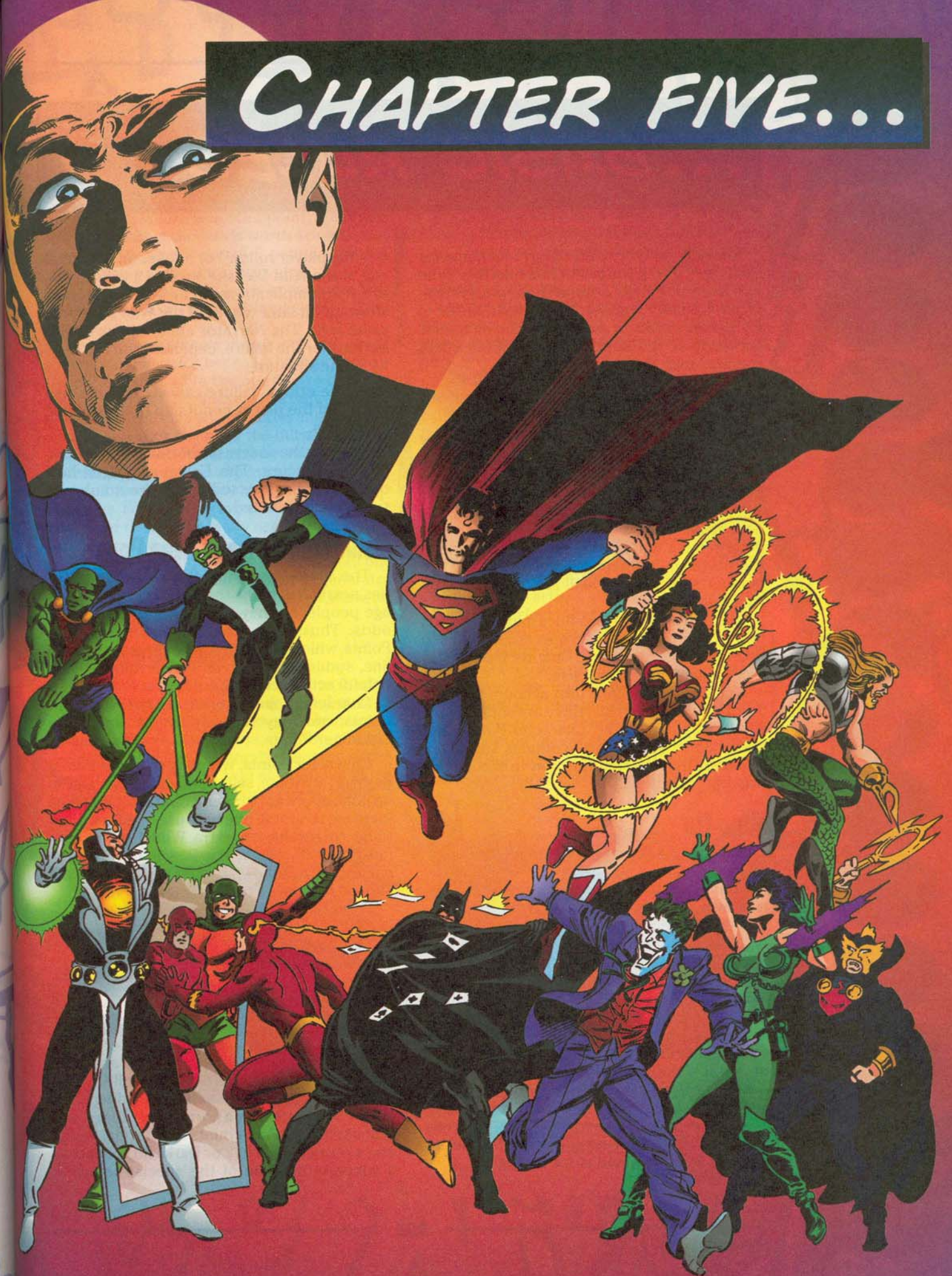
Size: 17 feet long
Crew: 1
Passengers: 2
Cargo Capacity: 57 cubic feet
Maneuverability: 1D (with four-wheel drive)
Speed: 100 mph
Passive Defense Value: 8
Base Damage Value: 4Dx2
Body Points: 100

VAN, MINIVAN

When you need something roomier than a sedan, the van and minivan are the next option. A full-size van can carry up to 15 passengers or 305 cubic feet of cargo. A minivan can carry six passengers and 150 cubic feet of cargo.

Size: 20 feet long (van)/15.5 feet long (minivan)
Crew: 1
Passengers: (see description)
Cargo Capacity: (see description)
Maneuverability: 1D
Speed: 100 mph
Passive Defense Value: 8
Base Damage Value: 4Dx2
Body Points: 100

CHAPTER FIVE...



...BASIC RULES

The only rule you really need to remember is *Have fun!* To help you follow this rule, this game has been designed around a simple system: Pick a difficulty number. If the total number of successes equals or exceeds it, the character succeeds at the action. This chapter offers specific ways to apply that system.

PERFORMING ACTIONS

When heroes want to perform actions, they need to use skills (or default to the appropriate attributes). The player decides what she wants her hero to do and tells the Narrator. If there's a chance that a hero may fail at an action, the hero must make a skill check. The Narrator determines a suitable difficulty number, which the player must meet or beat by rolling the number of dice in the skill and adding up the successes.

The introduction provides particulars on how to read normal dice or special Hero Dice to determine success, while Chapter 2 offers further explanation on skill use.

Additionally, to take into account the random complexities of life, there are some simple solutions: the Wild Die, Character Points, and Hero Points. (Chapter 12 contains suggested modifiers that offer another way to account for existing conditions.)

WILD DIE

Whenever any player, including the Narrator, makes any roll, one of the dice must be different from the rest in size or color. This die is known as the Wild Die.

If the player rolls a 6 on a standard Wild Die or a Batman symbol on the Wild Hero Die, she rolled a critical success. She may add the success to her total and roll the Wild Die again. As long as she turns up critical successes (6 or Batman) on that die, she continues to add them to her total and continues to roll. If, on the second or subsequent tosses, she rolls a 2, 3, 4, or 5 (on a normal Wild Die) or a Superman symbol or Darkseid head (on a Wild Hero Die), she adds another success but stops rolling. If, on the second or subsequent tosses, she rolls a critical failure (1 or Joker head), she doesn't add any successes and stops rolling.

If the player rolls a 1 or a Joker on the initial roll of the Wild Die, she's rolled a critical failure. (No complications occur when a 1 or Joker show up on later tosses of the Wild Die in the same roll.) The Narrator chooses one of two options for the failure, depending on the gravity of the situation:

1. The critical failure cancels out one success, and the player counts up the remaining successes.
2. Count the successes normally, but a complication occurs. The Narrator gauges how badly the hero messed up by the number of successes generated.

USING CHARACTER & HERO POINTS

The average person fails at average activities nearly half of the time. Heroes aren't average people, so they have ways to beat those odds. Thus, they have Character and Hero Points, which represent those surges of adrenaline, sudden insights, and other unexplained helpful acts of chance.

Character Points may not be traded for Hero Points; nor may Hero Points be traded for Character Points.

Character Points: Whenever a player makes any roll (attribute, skill, damage, power, and so on), she may want to spend Character Points to increase the total. She may use one Character Point to receive an extra Wild Die, up to a maximum based on the Power Level of the game. Use the following chart to determine the allowable number of Character Points.

Power Level	Character Points Per Roll
1	2
2	5
3	10
4	20
5	Any

Players may only spend Character Points after a roll is made. Character Points and Hero Points may be spent on the same roll.

Extra Wild Dice gained from spending Character Points work like a normal Wild Die except that a critical failure counts as a normal failure and a normal failure (2 or Darkseid) counts as a success. Because of the special nature of

Character Point Wild Die, the player may wish to roll these dice separately from her normal Wild Die.

Character Points may also be used to reduce damage. The amount of damage taken off the Damage Total depends on the face that turns up: A critical failure is worth 1 point, a failure is worth 2 points, a success is worth 4 points, and a critical success is worth 5 points (and the player may roll the die again).

Once a Character Point is spent for either adding to a roll or reducing damage, that point is gone.

Hero Points: When a player feels she needs even greater help for her roll, she may spend a Hero Point to double the number of dice she gets for that roll. The player rolls only one Wild Die, though. All die code penalties and bonuses are applied after doubling the initial number.

Only one Hero Point may be spent per roll, and these points may be spent only before making a roll. Hero Points may be used with Character Points. For example, Impulse has 4D in *dodge*. His player decides he really needs to make this roll, so he spends a Hero Point to double his *dodge* to 8D (though he still only rolls only one Wild Die). If he thinks that the total he generates is still too low, he can use one or more Character Points to improve his roll.

ROUNDS & INITIATIVE

Generally in a roleplaying game, time doesn't matter too much. A hero may spend several hours searching a library, though only a minute passes as far as the players and Narrator are concerned. To keep the storyline moving, sometimes it's necessary to skip any tedious parts.

More intense scenes require more detail. In

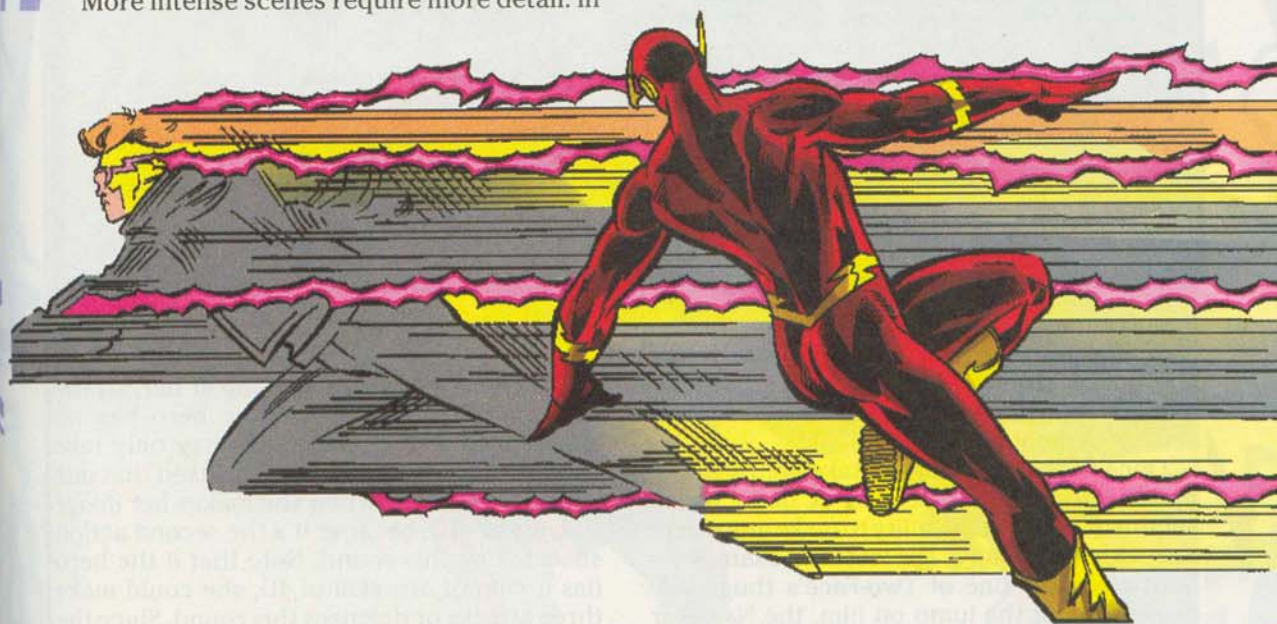
these cases, time slows to units of five seconds called **rounds**, each of which is roughly equivalent to one panel in a comic book. Each hero may take one action in the round with no penalty. Unless the hero has special skills or powers, additional actions increase the difficulty of performing each task; this concept is dealt with later, in the "Multiple Actions" section. Once a round ends, the next one begins, continuing until the scene ends (with the task completed, the opponent subdued, and so on).

Once rounds have been declared and depending on the situation, the Narrator applies one of three methods to determine the order of play.

The first method is to allow whoever makes the first significant action (such as those surprising other characters in an ambush) to act first in the rounds. The characters retain the same order until the scene ends.

The other two ways require that the characters involved make *Reflexes* rolls to generate initiative totals. The Narrator makes one roll for each character or group of characters he controls, depending on the number. The character with the highest roll takes her action first. The character with the second highest roll then takes his action, and so on. After the last character performs her action, the round ends and a new one begins. Note that a character rendered unconscious, immobile, or otherwise unable to act loses her action for that round if she hasn't taken it already.

The Narrator may choose to have everyone roll initiative once for the entire scene (the faster method) or roll at the beginning of each round (the more realistic, yet slower, way). Characters may save their actions and go later



ACTIONS IN ROUNDS...

Each entry on this list counts as one action. The skill required for the task, if any, appears at the end of each entry. The specifics of tasks with special game mechanics are described in the "Combat Options" section of Chapter 12.

Aim: Prepare to fire at a target. This option counts for all the actions in the hero's

turn. If she's interrupted in her preparations, she loses the bonus. (*marksmanship, missile weapons, or thrown weapons*)

Bash: Hit an opponent with a blunt weapon. (*melee weapons*)

Catch: Stop the movement of a thrown or dropped object or person. (The catcher must act later in the round than the person doing the throwing or dropping.) (*catch*)

Choke: Grab a person's neck and gripping tightly. (*brawling or martial arts*)

Communicate: Relay plans or exchange complex ideas and information with other characters (more than a few words or one sentence).

Disarm: Remove an object from an opponent's hand. This action is treated as a called shot. (*brawling, martial arts, melee weapons, marksmanship, or thrown weapons*)

Dodge: Actively evade an attack. (*dodge*)

Entangle: Use an entangling weapon on an opponent. (*marksmanship, missile weapons, or thrown weapons*)

Escape: Break a hold. (*Physique or lifting*)

Grab: Latch onto an opponent. Depending on where the opponent was grabbed, he can take other actions. (*brawling or martial arts*)

Kick: Strike an opponent with a foot. (*brawling or martial arts*)

Leap: Jump over an opponent or onto a table or any other such maneuver. (*leap*)

Lunge: Lean forward into an attack. (*brawling, martial arts, or melee weapons*)

Move: Maneuver around the area up to your Speed.

Parry: Block an opponent's blow. (*brawling, martial arts, or melee weapons*)

Pin: Pin an opponent by either holding him to the ground or tacking a piece of his clothing to a wall or other nearby object. When pinning clothing, this is a called shot. When pinning the whole opponent, use the tackling rules. (*brawling, martial arts, melee weapons, marksmanship, or thrown weapons*)

Punch: Strike an opponent with a fist. (*brawling or martial arts*)

Push: Forcibly move an opponent. Use the charging attack/knock-back rules to determine the result. (*brawling or martial arts*)

Quick Draw: Act rapidly in a round, such as draw and fire a weapon in one smooth motion. This option counts as all the actions for the hero's turn. (any attack skill)

Ready a Weapon: Draw a gun, unsheathe a knife, reload a rifle, and similar actions.

Run Away: Flee from the scene. (*running*)

Shoot: Fire a missile weapon. (*marksmanship*)

Slash: Swing an edged weapon. (*melee weapons*)

Tackle: Overcome an opponent by attacking him with your body. Once tackled, the opponent can do nothing other than attempt to break the attacker's grip. (*brawling or martial arts*)

Throw a Weapon: Toss a weapon at an opponent. (*thrown weapons*)

Trip: Quickly force one or both of an opponent's legs upward. (*brawling or martial arts*)

Use a Skill or Power: Perform an action related to a power the hero possesses or a skill she wants to use.

Vehicle Maneuver: Perform a stunt in a moving vehicle. (*boating, driving, or piloting*)

in the round, but waiting counts as an action. A character who waits incurs a multi-action penalty unless she has a power (such as Speed Manipulation) that allows her to take several actions without penalty.

Once the hero decides to take her turn, she must take all of her actions at once, so all actions, if she has the ability to make more than one without penalty, are lost. For example, a hero surprises one of Two-Face's thugs. Because she got the jump on him, the Narrator

decides the hero may act first in this round. The hero decides to wait and see what the thug will do. The thug takes a swing at her, so the hero decides to dodge. If the hero has no superspeed-type powers, she may only take one action without penalty. She used that one action on waiting. When she makes her *dodge* roll, it's at -1D, because it's the second action she's taking this round. Note that if the hero has a *martial arts* skill of 4D, she could make three attacks or defenses this round. Since the





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waiting does not count as a defense, when the thug strikes, the hero still takes the multi-action penalty, but she has two combat-related actions left in addition to her *dodge*.

The Narrator and players may use Character Points, but not Hero Points, to increase their initiative roll if they want. Spending one Character Point, for example, allows the player or Narrator to add 1D to the initiative *Reflexes* roll.

MULTIPLE ACTIONS

Heroes may attempt to perform several tasks in a single round. The more they try to do, however, the less care and concentration they can apply to each action. It becomes more difficult to succeed at any one task. Thus, for most characters, for each action taken beyond the first, 1D must be subtracted from all skill rolls (but not damage or initiative rolls). Thus, trying to do four actions in one round gives the hero a -3D modifier to each roll. For characters with Speed Manipulation or in combat situations with high levels of *martial arts*, the multi-action penalty doesn't necessarily take effect until the hero uses up his allotment of approved actions. For example, if the hero has Speed Manipulation at 4D, he has an action allotment of eight per round. If he wants to perform nine actions, each of the nine actions is at -1D.

MOVEMENT

The Speed of a hero determines the distance he can easily move in one round. To increase the movement rate, a hero rolls against his *flying*, *running*, or *swimming* skill. The difficulty is determined by the number of extra movements he takes. One movement equals the Speed value; two movements equals twice the Speed value, and so on. For each movement beyond the first, add 1 to the base difficulty of zero. For instance, a hero with a Speed of 30 who wants to move 60 feet in one round has a *running* difficulty of 1, while a hero who wants to move 120 feet has a difficulty of 3. A hero who fails his *running* roll covers only his Speed or may even trip.

The Narrator may include additional modifiers or require an additional *acrobatics* roll, depending on surface conditions. More information is included in Chapter 12.

FLYING

A vehicle or hero with the ability to fly may move up to their flying Speed per round.

For heroes who can fly, this Speed equals their normal Speed. *Piloting* is used to perform personal and vehicle aerial stunts, including tight turns, rapid deceleration, and landing.

Heroes use the *flying* skill or Speed Manipulation power to increase their flying Speed, though this skill or power cannot be used to affect vehicles. The difficulty for the *flying* skill is figured in the same way as for the *running* skill. Thus, if a hero with a flying Speed of 30 wants to move 90 feet in one round, the difficulty is 2. A hero who fails her *flying* roll at best only travels her Speed. For terribly low rolls, she may find herself dropping suddenly.

SWIMMING

A hero's swimming Speed equals half his normal Speed. As with *running* and *flying*, for *swimming*, one movement equals the swimming Speed, two movements equals twice the swimming Speed, and so on. Increasing this rate likewise increases the difficulty by +1 for each movement beyond the first. Thus, the difficulty for a hero to move two times his swimming speed is 2 (1 for the base difficulty plus 1 for the additional movement).

COMBAT ESSENTIALS

Sometimes the only option left for a hero is to fight. This section is devoted to those instances in which diplomatic tactics fail.

When the situation must be resolved with force, time becomes broken into rounds. Within these rounds, three steps occur: (1) generating initiative, (2) attacking and defending, and (3) repeating the steps, if necessary. As was discussed earlier, determine initiative based on the first significant action or on *Reflexes* rolls. Then go on to "Attacking & Defending."

ATTACKING & DEFENDING

This is where the action starts. The person whose turn it is gets to decide what type of action her hero is going to do. Once she chooses, she makes a skill roll.

To attack with any body part, the player rolls the hero's *brawling* or *martial arts* skill. To attack with a weapon, roll the character's *marksmanship*, *melee weapons*, *missile weapons*, or *thrown weapons* skill, depending on the chosen weapon. If a hero doesn't have the skill needed for the specified action, roll the die code for the default attribute. Using the default attribute (such as rolling *Reflexes* instead of *brawling*) adds a +1 penalty to the difficulty.



The difficulty for combat is the **Defense Total**, which equals the Passive Defense Value (PDV) or the result of a *dodge*, *acrobatics*, or *parry* roll plus any defense modifiers. (Note that the Defense Total may never be less than 1, no matter how many modifiers are included.) The attacker must meet or beat this number to

get successfully past the opponent's defenses.

To determine the Passive Defense Value, take the character's *Reflexes*, *acrobatics*, or *dodge* die code, whichever is higher. Next, add any modifiers—from Advantages, Disadvantages, skills, or powers—to the die code. Finally, divide this total by 2 and round up.





Recalculate the PDV whenever the modifiers or determining skill changes.

Think of the Passive Defense Value as the hero's natural survival instincts. The character can also opt instead to use "active defenses," defenses he consciously exercises, such as *dodging*, using *acrobatics*, or parrying attacks with *brawling*, *martial arts*, or *melee weapons*. Each of these is represented by a skill and counts as an action. The total rolled by the skill takes the place of the hero's innate Passive Defense Value. Active defenses can only be made when it is the hero's turn as determined by initiative, but the total for the roll is effective until the character's next turn in the next round.

Active Defenses

The number of successes rolled by an active defense replaces the Passive Defense Value. If the roll is lower than the Passive Defense Value, the hero has succeeded in making himself easier to hit—by miscalculating where the attack would be placed and actually getting in its way. Additionally, turning up a critical failure on the Wild Die means that no positive modifiers are added to the active defense roll (only the negative ones are included) instead of the normal cancellation of one success. If there are no positive modifiers added to the roll (only negative ones), then, as usual, the critical failure takes away one success.

For example: A group of thugs attacks two heroes. The heroes decide to get out of the way. One hero is in a dimly lit alley, so the Narrator gives her a +1 defense bonus. The hero rolls her *acrobatics* and gets three successes and a critical failure. The critical failure negates the positive modifier, so the hero's Defense Total is 3.

The other hero is still on the street. Because he has a limp from an earlier injury, the Narrator gives

him a -1 defense modifier. The second hero rolls his *dodge* and gets four successes and a critical failure. Because there are no positive modifiers to the Defense Value, the critical failure takes away one success. This hero's Defense Total becomes 2 (4 successes minus 1 for the defense penalty minus 1 for the critical failure).

Remember: If a hero's turn is later in a round than the character attempting to hit him, he cannot take his turn sooner and use *dodge*, *acrobatics*, or *parry* to replace his Passive Defense Value—he just wasn't quick enough to react to his environment. If he decides to *dodge*, use *acrobatics*, or *parry* when his turn comes up, however, that value will be the new Defense



COMBAT FORMULAS...

Damage Total = Base Damage Value + damage modifiers – Armor Value

Effect Value = skill roll – Defense Total

Note: The Defense Total may never be less than 1. Defense modifiers include range, certain combat options, and other Narrator-chosen options. Damage modifiers include the Effect Value, the *Physique/lifting* bonus, and other Narrator-chosen modifiers.

Defense Total = Defense Value + defense modifiers

Defense Value = Passive Defense Value or any active defense skill roll

Passive Defense Value = (*Reflexes* or *acrobatics* or *dodge* + modifiers)/2, rounded up

Value until the hero's next turn in the next round.

Dodge: The hero attempts to anticipate the final location of any attack and be in another place when it comes. Attack types include energy beams, melee and projectile weapons, and so on. This is done by rolling either the *acrobatics* or *dodge* skill.

Parry: The hero attempts to stop his opponent's attack by intercepting it. The hero may roll his *brawling*, *martial arts*, or *melee weapons* (if he has something in his hands) to block it. If the hero uses a sharp weapon (sword or dagger, for example) to block an unarmed blow and is successful, the attacker takes Base Damage Value of the weapon. However, no *Physique/lifting* bonus or Effect Value modifier is added to the damage.

If the opponent strikes at the hero with a bladed weapon and the hero uses any part of his body to parry the attack, he takes the weapon's Base Damage Value. If the block was successful, then no *Physique/lifting* bonus or Effect Value modifiers are counted. If the block was unsuccessful, then the hero takes damage as normal. The hero may avoid this aspect by having armor, a power (such as Armor, Forcefield, or Invulnerability), or a suitable *brawling* or *martial arts* specialization in weapon parry.

Defense Modifiers

Range: The effectiveness of a punch, weapon, or power depends on its range. When the hero targets something between zero and five feet away, this is considered **Point Blank**. The target receives a -1 modifier to the Defense Value. **Short** range is between three feet and the first value given in the range listing. These attacks add no modifier to the Defense Value. **Medium** range is between the first value given and the second one. These attacks add +1 to the De-

fense Value. **Long** range is between the second value given and the third. Attacks at this range afford a +2 bonus to the Defense Value.

Unless a special maneuver allows otherwise, *brawling* and *martial arts* attacks may be made only at Point Blank range. In most cases, this is true for *melee weapons* as well, though the distance can be increased to Short range if the weapon is longer than three feet. For example, a hero with a streetlight can whack an opponent at Point Blank or Short range.

Pulling a Punch: This option adds +1 to the target's Defense Value, but it allows the attacker to limit the damage done. For *brawling*, *martial arts*, or *melee weapons*, this allows the hero to decide how much of his *Physique/lifting* bonus to add to the blow. For any power that does damage, regardless of the managing skill the hero uses, it enables the character to choose the amount of base damage done, up to the maximum allowed by the power.

Other Modifiers: Other combat options include modifiers to the difficulty of an attack. These modifiers are added to or subtracted from the Defense Total. Additionally, the Narrator may choose to include other modifiers as the situation warrants. Some suggestions are included in Chapter 12.

DETERMINING DAMAGE

If a character successfully hits his target, he may have damaged it. To determine the damage done, use the following formula:

Damage Total = Base Damage Value – Armor Value + damage modifiers

Damage Total: This total is the number of Body Points the target loses.

Base Damage Value (BDV): All weapons and most material objects have die codes that represent the base range of damage they do. (Spe-



VILLAIN POINTS...

erty, taking a life, and other terrible acts, especially if they use Hero Points to accomplish that harm. Chapter 12 contains specific guidelines for gaining and atoning for Villain Points.

Being a super hero means having a code of honor and a sense of justice. Violating that code takes a little bit away from that heroic nature. For characters in this game, this idea is represented by Villain Points. Heroes can get Villain Points for doing evil, such as stealing, maliciously destroying prop-

cific die codes are listed in Chapter 4.) Someone punching or kicking has an unarmed Base Damage Value of 1D. The *brawling* skill raises this value to 2D, plus adds a skill bonus of +1D for every 3D in the skill. Certain powers can also do harm; see Chapter 3 for more details.

Armor Value: Armor has a value that represents how much damage it protects against. Someone with Forcefield, Natural Armor, or another such power can also subtract the Armor Values for these from the amount of damage done.

Damage Modifiers

Effect Value: This is the difference between the skill roll and the difficulty number. It is always added to the Base Damage Value. (Remember that the skill roll must be equal to or higher than the Defense Total for the attack to be successful.) The formula to determine this is:

$$\text{Effect Value} = \text{skill roll} - \text{Defense Total}$$

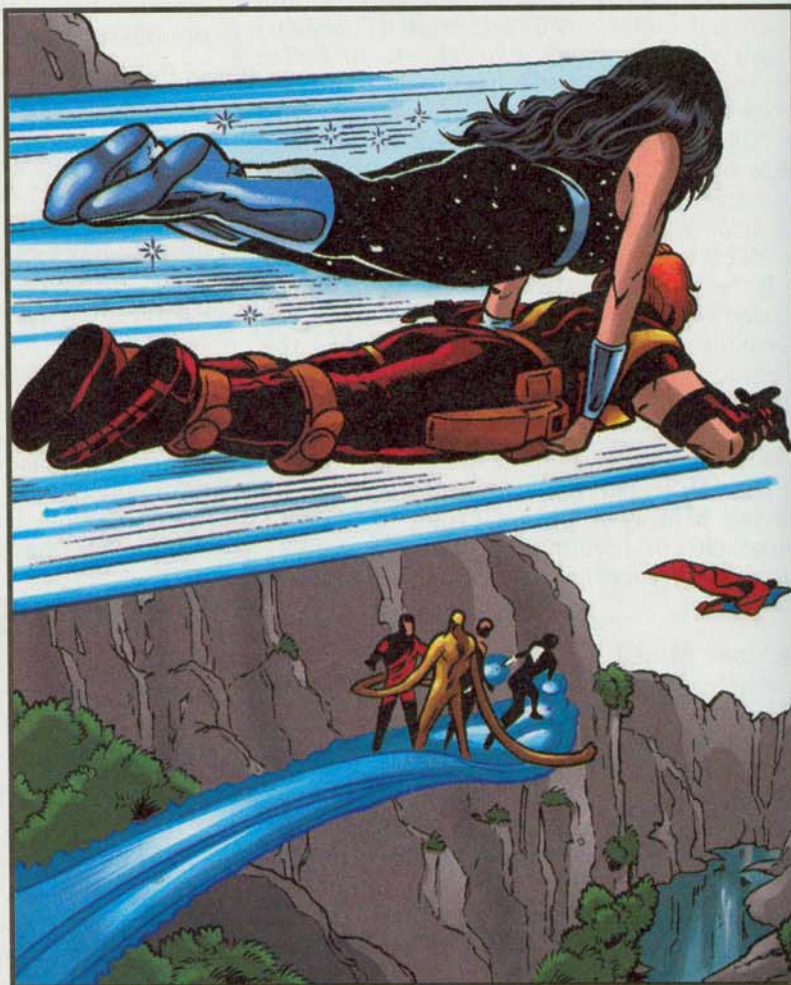
Physique/lifting Bonus: Whenever a character strikes with *brawling*, *martial arts*, *melee weapons*, *missile weapons*, or *thrown weapons*, she may add her *Physique/lifting* bonus to the Base Damage Value. For every 2D the character has in *Physique* or *lifting*, she gets a +1 bonus to her damage. Therefore, a character with 10D in *Physique* would get a +5 bonus to her damage.

Additional Modifiers: Circumstances may warrant additional modifiers, which the Narrator determines.

DEATH

If the hero's Body Points reach zero (0) but the hero wasn't instantly killed by massive damage, he is still gravely injured. Note that Body Points can never fall below zero (0).

The Narrator then decides how serious the



COMBAT FORMULAS IN ACTION...

Matt: I'm going to shoot one with my .44 Magnum.

Narrator: Let's see how well you do with that. Roll your *marksmanship*.

Matt: (Checks the die code in his *marksmanship* and rolls six dice, one of which is a Wild Die.) I got three successes.

Narrator: The thief spent the last round pulling out his weapon and not preparing for any shooting from you, so he uses his Passive Defense Value, which is 1. He's also at Short range, so there's no modifier to that number. That's certainly a well-placed shot! Roll your damage.

Matt: (Rolls the Base Damage Value of his gun, which is 5Dx3.) I get three successes, times 3, for an initial Damage Total of 9. I yell at them, "I told you to stop. Now you gonna do it or what?"

Narrator: Because this guy isn't wearing any armor, he doesn't subtract anything from the Base Damage Value. Subtracting your skill roll of 3 from the Defense Total of 1 gives you an Effect Value of 2. Adding that to your damage total makes a total of 11 points of damage. You clip his shoulder, but not the one with the gun. He looks woozy but manages to glare at you. Now it's your turn, Michee.

Michee: I'm going to rush up and smack the other guy with my *martial arts*.

Narrator: That's a charging attack, but since you don't have much room to charge, you won't get the bonus. You'll also have to roll your *running* and your *martial arts*, which will give you a multi-action penalty of -1D to both rolls.

Michee: No problem! I've got 4D in *running* and 7D in *martial arts*. So, for my *running*, I roll three dice and get one success. Is that going to be enough?

Narrator: Considering the little distance you're going and no obstacles, it sure will be. Now roll your *martial arts*.

Michee: (Rolls six dice, including a Wild Die.) I rolled two successes and a critical success on the Wild Die. I add one success for that and roll again. (Rolls the Wild Die again.) A failure. That means another success because it's on the next roll of the Wild Die. I have a total of four successes.

Narrator: Because you're at Point Blank range when you hit the thief, he gets a -1 modifier to his Passive Defense Value of 1. Since the Defense Total can't be less than 1, the difficulty stays at 1. Four successes is a solid punch. Roll your damage.

Michee: I do 1D with my *martial arts*. (Rolls only the Wild Die.) That's one success.

Narrator: What's your *Physique/lifting* bonus?

Michee: Having a *lifting* at 5D gives me a bonus of +2.

Narrator: This guy doesn't have any armor either, so the Damage Total is your one success plus the Effect Value of 3 plus your *Physique/lifting* bonus of +2 for a total of 6 points of damage. You thrust your palm into his face. It snaps his head back a bit, but he recovers quickly. Now it's their turn.

Here's a transcript of a basic combat scene so that you can see how the combat system works. Matt and Michee are playing Power Level 1 heroes with plenty of skills and no powers.

Narrator: You've chased the two thieves into a blind alley. They can't go forward anymore, so they're turning around and pulling out their weapons. What do you do?

wounds are. A hero with deep gashes, gaping wounds, or similarly traumatic injuries will most likely die from them. Once his Body Points reach zero (0), he falls unconscious. If medical

aid cannot be offered within five minutes, the character goes into shock. He dies in about an hour if intensive medical attention (such as getting him to the nearest hospital or using the



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Healing power) is not administered.

A character can survive injuries sustained primarily from blunt weapons (such as fists or sticks), pulled punches, or carefully placed attacks. When the hero's Body Points reach zero (0), she falls unconscious. She'll wake up in a few hours with a horrendous headache, unless she gets aid sooner, but otherwise heals normally. If the hero takes any more damage after she's unconscious, the wounds become serious (and the recommendations in the previous paragraph take effect).

STEP 3: REPEAT

If the fight isn't finished after one round, then return to Step 1 and do it all over again. Repeat these steps until the fight is resolved in one way or another (usually with the bad guy out cold).

HEALING

There are many different ways that characters can regain their health. Characters may never regain more than their starting number of Body Points.

NATURAL HEALING

The body heals naturally during the course of the day. The more rest the character gets, the faster his wounds are healed. A character can restore 10 Body Points per full day of rest (sleeping, reading, or other sedentary activities). If she is involved in light activity, such as walking or singing, she may restore up to 6 Body Points per day. However, if most of the day is spent fighting and running, she only gains back 2 Body Points per day.

SKILL

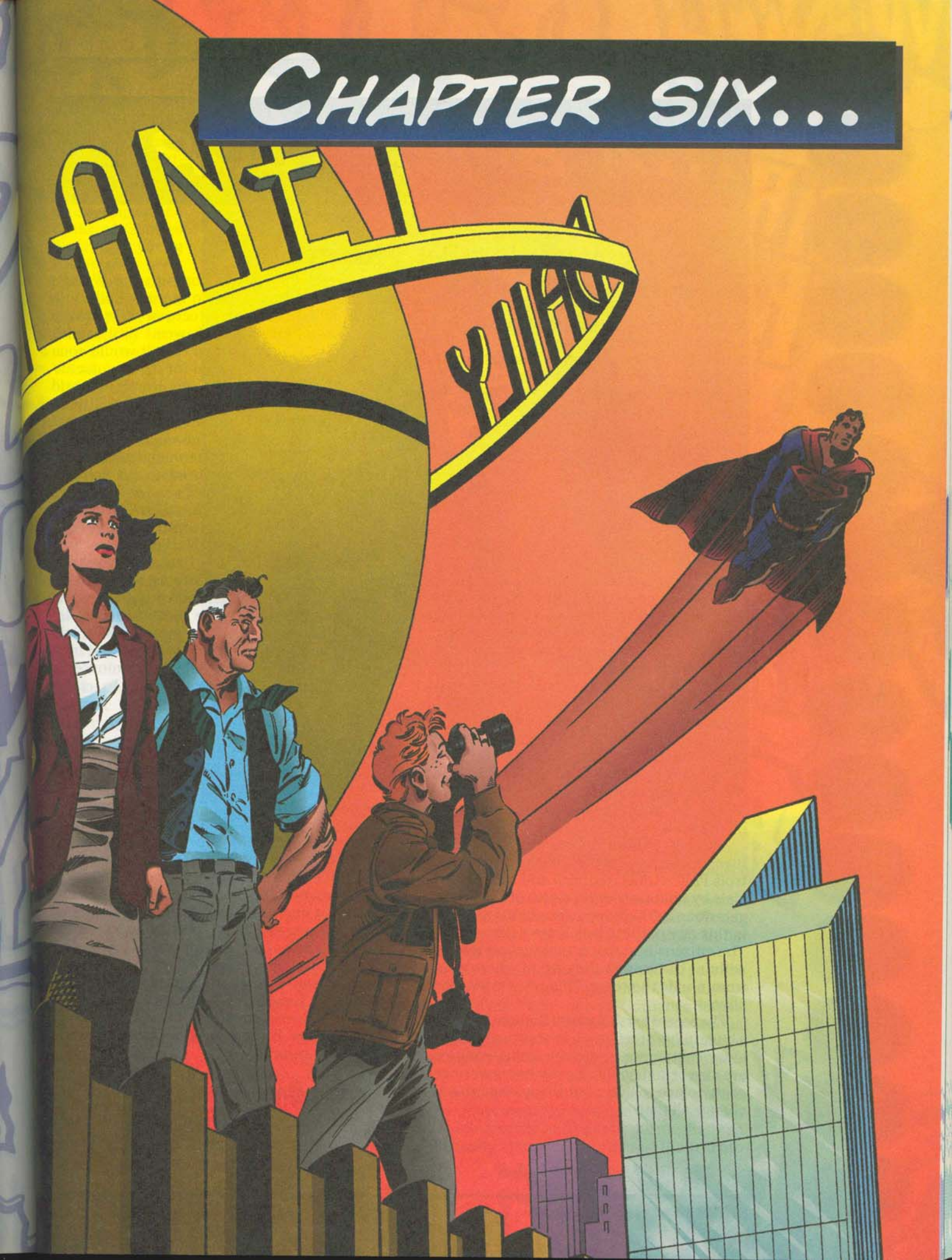
As noted in the *medicine* skill description, a character can restore to his patient a number of Body Points determined by his skill roll. Remember that a character may only attempt to heal a patient once a day, although the patient may be stabilized by that character any number of times. Other characters may also try to help the patient, adding their expertise to the first healer's.

POWER

The mechanics for the Healing and Reincarnation powers and the ways in which other powers can affect healing are covered in Chapter 3.



CHAPTER SIX...



...A BRIEF TOUR

The DC Universe is a large and varied place. Consisting of millions of different races on thousands of different worlds, it is breathtaking in its scope. What follows is a brief tour of some of the major population centers where super heroes have been known to be frequently active, the major prisons that keep super villains away from the public, and some of the largest companies and media sources. This tour is short, but it's essential for any new hero who wants to learn the history of some of the world's greatest cities and the heroes that protect them.

CITIES

BLÜDHAVEN

Built on the profits of the whaling industry, Blüdhaven, some hundred miles to the south of Gotham, has never been a pretty place to live. The buildings were made shoddily, the factories pollute the rivers, and the corruption runs downriver from City Hall.

Coming here on the trail of a killer, Dick Grayson, otherwise known as Nightwing, thought he was doing a favor for Batman. Instead he found a cause. Cruising the rooftops, Nightwing has seen blocks filled with mountains of tires, buildings so shoddily built that they can't support their own weight, and huge automotive plants that have been abandoned for decades.

The city is run from behind the scenes by Blockbuster, a criminal mastermind who controls Police Chief Redhorn and other city officials by holding them in a grip of fear. Nothing gets done in Blüdhaven without his notice, and in this city nothing gets done without a price. The citizens buy stolen material off the street without the merest thought of where it came from; nor do they care. This city will eat anyone alive.

The recent earthquake in Gotham has caused a huge influx of refugees. Restaurants now turn away customers in droves while living costs are skyrocketing. Blüdhaven has never been a pretty place to live...but Nightwing intends to change all that.

FAWCETT CITY

Fawcett City is the home to the World's Mightiest Mortal, Captain Marvel. Built on a beautiful bay in an architectural style heavily influenced by art deco, Fawcett City has become a relatively modern city. It would soon become nationally known for its manufacturing of electrical switches for aircraft in World War II. The end of the war changed little in Fawcett. Still one of the major manufacturers of electrical equipment in the U.S., Fawcett City still retains its prewar charm and seeming innocence, qualities mirrored in its youthful champion, Captain Marvel.

Recently, the villainous alien worm from Venus, Mister Mind, took control of Sarge Steel and launched a nuclear missile at the nearby city of Fairfield, home of Captain Marvel and his family, destroying it completely. Although Fawcett City was unharmed by the attack, its residents still mourn the loss of their sister city. Little do the citizens know that Captain Marvel and his family, who were spared from the destruction of Fairfield, have moved to Fawcett City and have vowed never to let this catastrophe befall their new home.

GATEWAY CITY

The former home of the Amazonian princess Diana is known for its towering beauty and temperate climate. Built upon the shore of a vast ocean inlet, Gateway City has served as more than a gateway to the interior of the western United States, it has become renowned as a place where travelers can come and find a new direction for their lives. Princess Diana, known to our world as Wonder Woman, came here seeking just that. Journeying here from Boston, she hoped to begin a new life for herself. Events didn't turn out quite as she had planned, and after another great turning point, Diana left Gateway. She hopes the move will spare her loved ones from being the target of her enemies. It remains to be seen if she will decide to return.

GOTHAM CITY

In the late eighteenth century, a small village named Gotham was built near what some say is

the site of an asylum on which, coincidentally enough, the current Arkham Asylum now stands. Prospering on the banks of Gotham River, the young village soon grew into a large center of exchange from Europe to the ever-flourishing interior of the New World.

The advancement of Gotham was closely tied with the prospering of its first family, the Waynes. Charles Arwin Wayne took his modest fortune, acquired large tracts of land, and built a thriving enterprise that remains today. The next most notable Wayne was Judge Solomon Wayne, an outspoken abolitionist and the man responsible for the most recent look of Gotham's skyline.

Judge Wayne lived to be a remarkable 104 years old. In that time he managed a section of the underground railroad which he ran through the caverns below Wayne Manor. In his later years, he commissioned the architect Cyrus Pinkney to design many of the gothic spires dotting downtown Gotham. This architectural style flourished, becoming the basis of Gotham's skyline before the recent cataclysmic earthquake.

The next great Wayne was Thomas Wayne, a humanitarian and doctor. Young Thomas wooed and soon married Martha Kane, sole heir to the Kane Chemical fortune. The two were blessed with a young son they named Bruce. Their happiness was short-lived, though. One night after seeing a movie, Thomas and



Martha were killed by a gunman in what would later become known as Crime Alley. Young Bruce was left in the care of the family butler Alfred Pennyworth.

Bruce would inherit one of the largest fortunes in the world. Wayne holdings now include Wayne Tech, one of Gotham's largest employers; Wayne Chemical, a multi-national manufacturer; and Wayne Enterprises, known worldwide as a huge supporter of humanitarian and charitable causes. None of this ever mattered to Bruce, who would spend the majority of his fortune, time, and energy in training to become the costumed vigilante, Batman.

Recently, destruction of almost Biblical pro-



portion has seemed to have been leveled on an unsuspecting Gotham. First a rare strain of the Ebola virus, commonly known as "the Clench," killed thousands of citizens, and soon after, an earthquake of magnitude 7.6 on the Richter scale rocked the city, destroying all but a few of its structures. Even Wayne Manor was not spared by the earthquake. It took almost the full brunt of the quake and a large portion of it collapsed in on itself. The only buildings remaining were those built by Wayne Enterprises, which had made them quake-proof, at enormous cost and to the amusement of local business people.

Unlike its brighter sister to the south, Metropolis, the future of Gotham is in doubt. The city is bankrupt, and can't afford to rebuild. The federal government has declared that the city was no longer part of the United States. Millions have fled, but a hopeful few—like Police Commissioner Jim Gordon; his daughter, Barbara (otherwise known as Oracle); Bruce Wayne; and his trusted butler, Alfred—remain to fight for their home. It has fallen to the Waynes again to help the city in its time of need, but even the Wayne fortune may not be able to save Gotham this time.

KEYSTONE CITY

They say that life is fast in the big city. When it comes to Keystone City, they have no idea. Keystone City, a medium-sized city in the heart of the Midwest, seems to have always been the home to the Flash. The original Flash, Jay Garrick, hailed from Keystone City and defended it up to 1956 when the villainous Fiddler placed the entire city (including the Flash) into suspended animation inside of a dimensional warp.

There Keystone remained for over 30 years, until a new Flash, Barry Allen, who hailed from Central City, came along and freed it from its timeless prison. (Jay remained in Keystone in semi-retirement.) The next in the line of Flashes, Wally West, gained his powers during a lightning storm in Central City, but he would not remain there like his predecessor had.

Soon after becoming Kid Flash, the Flash's partner, Wally would suffer his greatest loss. Barry Allen, the Flash, sacrificed his life to save the universe. In honor of Barry, Wally donned the mantle of the Flash and soon moved to Keystone City to begin a new life with his girlfriend, Linda Park, a reporter for W-KEY TV. Once again the Flash was home.

The future of Keystone City is like that of many other cities, unclear but hopeful. But unlike other cities, Keystone City will always be fast paced...fast as a lightning bolt.

LEESBURG

Leesburg, it seems, is a home for many lost souls. Seemingly a pleasant, peaceful Northeastern town, it harbors many a dark secret, including a mysterious river that runs underground near the city. Leesburg was also one of the victims of the "Final Night" crisis, a frightening time when the sun disappeared. The residents are still trying to recover from this nightmare.

The great amount of mystical activity that takes place in Leesburg seems to draw people there, including Supergirl. The young heroine came there, to save a young woman named Linda Danvers, who was about to be killed in a mystical rite. Supergirl saved her life, but their bodies, souls, and memories were merged into one being, and now Supergirl can transform herself into Linda.

Leesburg is also the home of Linda's ex-boyfriend, Buzz. It was Buzz who tried to sacrifice Linda in the mystic rite meant to summon a demon. Now he longs to be able to capture Supergirl and bend her to his will.

Fortunately for Supergirl, she has many friends to rely on, including Linda's parents, Sylvia and Fred Danvers. Fred is a member of the Leesburg police force and has just been promoted to detective. He and Sylvia are currently working through personal troubles. There's also Cutter Sharp, who recently left a job at the *Leesburg Tribune* due to differences of opinion on how they were handling a story. Most of all, Supergirl counts on Mattie Harcourt, Linda's best friend, who has her residency at Leesburg Hospital.

Leesburg seems like a sleepy American town. Just be careful of what hides in its shadows.

MANCHESTER

The current home of speedsters Max Mercury and Impulse is an unassuming Southern town, just the way Max likes it. Bringing young Bart Allen (Impulse) to Manchester to help train him in his powers and keep a low profile has been a somewhat trying process for Max. Although the town is usually peaceful, it does have its share of super villain activity. Some of these super villains even pitched in during the recent flood crisis that plagued the town.

Manchester is a nice quiet town...exactly the reason Impulse dislikes it.

METROPOLIS

The city that one day would become home to the World's Greatest Super Hero was founded by the British in 1675 as New Troy on the east coast of the New World. Metropolis has always

been known as a forward-looking city, and soon it flourished with a wealth of new businesses centered around trade, manufacturing, media, and scientific industries.

Some 10 years ago, Metropolis had its grandest moment as the Man of Steel, Superman, made his debut to the world. As Metropolis' favorite son and personal guardian angel, Superman has seen Metropolis through some of its hardest times.

Metropolis has suffered two of its greatest tragedies in recent years. Beginning with the havoc wreaked by the monstrous Doomsday, which ended not only in the destruction of the creature, but in the death of Superman as well. Shortly after the Man of Steel's dramatic resurrection, Metropolis suffered its darkest hour when a series of explosions rocked all of downtown. Bombs set by Lex Luthor, supposedly for defensive purposes, were ignited, leveling over half of the city's heart.

Metropolis has weathered these times well, however, and now sits with a bright outlook on the future, including the construction of the innovative Hypersector. Many national companies have their homes in Metropolis.

LexCorp, S.T.A.R. Labs, and even Metropolis' own *Daily Planet* employ a large portion of the city's populace. Its inhabitants know that no matter how hard things may seem, they can always look to the sky and see Metropolis' protector, Superman.

NEW YORK

The Big Apple. The city that never sleeps. The publishing capital of the world. New York has had its fair share of titles in its day, and its fair share of super heroes. Born on the back of commerce and trade, New York city has flourished and become one of the largest cities in the world.

A young man named Kyle Rayner dreamed of moving to New York City with his girlfriend, Alex, until one night he met a strange man who gave him an even stranger ring. Kyle gained the power of Green Lantern that night, but a short time later he lost Alex, the only thing that mattered to him in the world. Moving to New York to get on with his life, Kyle has gained a new job, a new home, new friends, and a new sense of wonder for his new home.





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OPAL CITY

What would become known as Opal City was built inward from the eastern coast of America in 1648 as Port O' Souls by Puritan and Huguenot refugees. The city was greatly expanded in the beginning of the twentieth century. Its heart, the original city, is now known as Old Town.

In the middle of a chilly November in 1939 a star hit Opal City—or more precisely, a Starman. Ted Knight was an Opal City resident who had designed a device that could manipulate cosmic energy. Donning a costume, he became the champion known as Starman.

Much like Keystone City, Opal City has known very few times when there has been no Starman there to protect it. From Ted down through several human and alien successors, to his son David, and finally to the current Starman, his other son Jack, there has always been a Starman in Opal City.

As well known to Opal City as Starman is the O'Dare family. The O'Dares have been police officers for as long as anyone can remember. They too are the defenders of Opal City and have even been willing to sacrifice themselves for Jack, such as when they made Captain Marvel choose between going through them to get to Starman or leave their town.

Opal City is a futuristic city, even more so than Metropolis. With gleaming spires and buildings of streamlined wonder dotting its landscape, Opal City is a beautiful place to live. The Knights and O'Dares would agree.

PRISONS & ASYLUMS

ARKHAM ASYLUM

Founded by Amadeus Arkham in 1921 in his family's renovated mansion, Arkham Asylum

now holds the most notorious of Gotham's villains. Some of its more memorable residents are the Joker, the Riddler, Two-Face, Poison Ivy, Maxie Zeus, the Scarecrow, and Killer Croc. Currently headed by Jeremiah Arkham, the asylum was rebuilt three years ago as a heavily fortified structure designed in a classic labyrinth pattern, but it was soon destroyed by the villain Bane in his successful attempt to set the inmates free. The asylum was never rebuilt, but the city did purchase Mercey Mansion to become the new Arkham Asylum, and had it renovated with advanced security systems.

In the wake of the earthquake, Arkham was sealed off from the outside. Instead of permitting the prisoners to starve to death, Jeremiah



Arkham freed the inmates as long as they promised not to return to Gotham. Knowing that they would take this as a challenge, Jebediah had the last laugh: shortly after the inmates were released into the city, it was cut off from the rest of the world, in effect locking them all up again...perhaps this time forever.

BELLE REVE PRISON

Belle Reve was built to hold remorseless men of monstrous power; a pickpocket or car jacker wouldn't survive long here. The special cells that have been constructed here for the 142 extraordinary prisoners include cells equipped with neodymium magnets to immobilize metallic inmates, powerful heat lamps to thaw cold-wielding inmates, and even cells designed to keep immensely strong villains behind bars. Recently, a series of mishaps caused a power failure that resulted in the release of most of the inmates. The cause of the power failure remains unrevealed, but the prison has been rebuilt and is currently being refilled with a new group of criminals.

BLACKGATE PRISON

Built on an island in Gotham Harbor, Blackgate Prison has within it 2,069 of the worst criminals in Gotham. Those criminals who are not found criminally insane end up here. When the recent earthquake struck, numerous inmates perished in their cells, while others were set free. A land bridge was temporarily formed leading to the mainland, and a few inmates escaped on it, but many more died when it disappeared suddenly during an aftershock. With the closing of Gotham, the fate of the surviving inmates looks grim.

SLABSIDE ISLAND

Slabside Island Maximum Security Penitentiary, or "the Slab," was built off of the cost of New Jersey for one purpose: to be the toughest prison facility in the country. With 14 levels below the surface alone, the new facility has already housed the likes of Mongul, Major Force, and Shrapnel. Recently, when Mongul escaped and the rest of the prisoners were inadvertently released, many guards perished in an attempt to restore order. Following this tragedy, Slabside has been rebuilt and restaffed and is currently in full operation again.



STRYKER'S ISLAND

This maximum security facility is located on a small secluded island in the West River, south of the heart of Metropolis. Here, some of Superman's greatest enemies, including Metallo, the Toyman, Morgan Edge, and others are or have been incarcerated. Daily tours are given of the facility to help generate the large amounts of money needed to keep the inmates properly restrained and the prison properly staffed.



MAJOR CORPORATIONS, LABS, & BUSINESSES

The Daily Planet

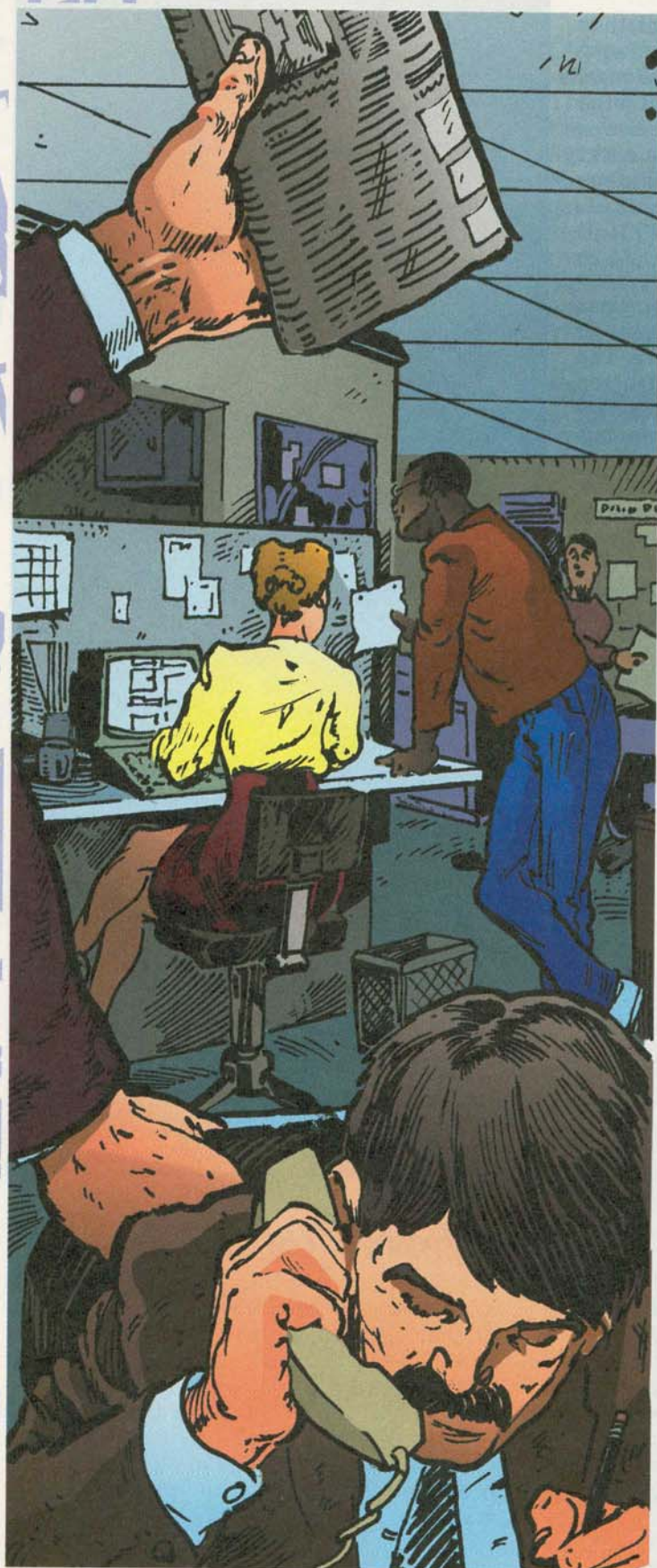
Founded in 1826, the *Daily Planet* has stood for unswerving devotion and integrity in the search for the truth since its inception. The *Daily Planet*, like Metropolis, had its brightest day when Superman arrived. This single event allowed a young unknown reporter named Clark Kent to be hired by the editor in chief, Perry White. Kent's chief rival, Lois Lane, was furious at being scooped, but eventually the two fell in love and were married.

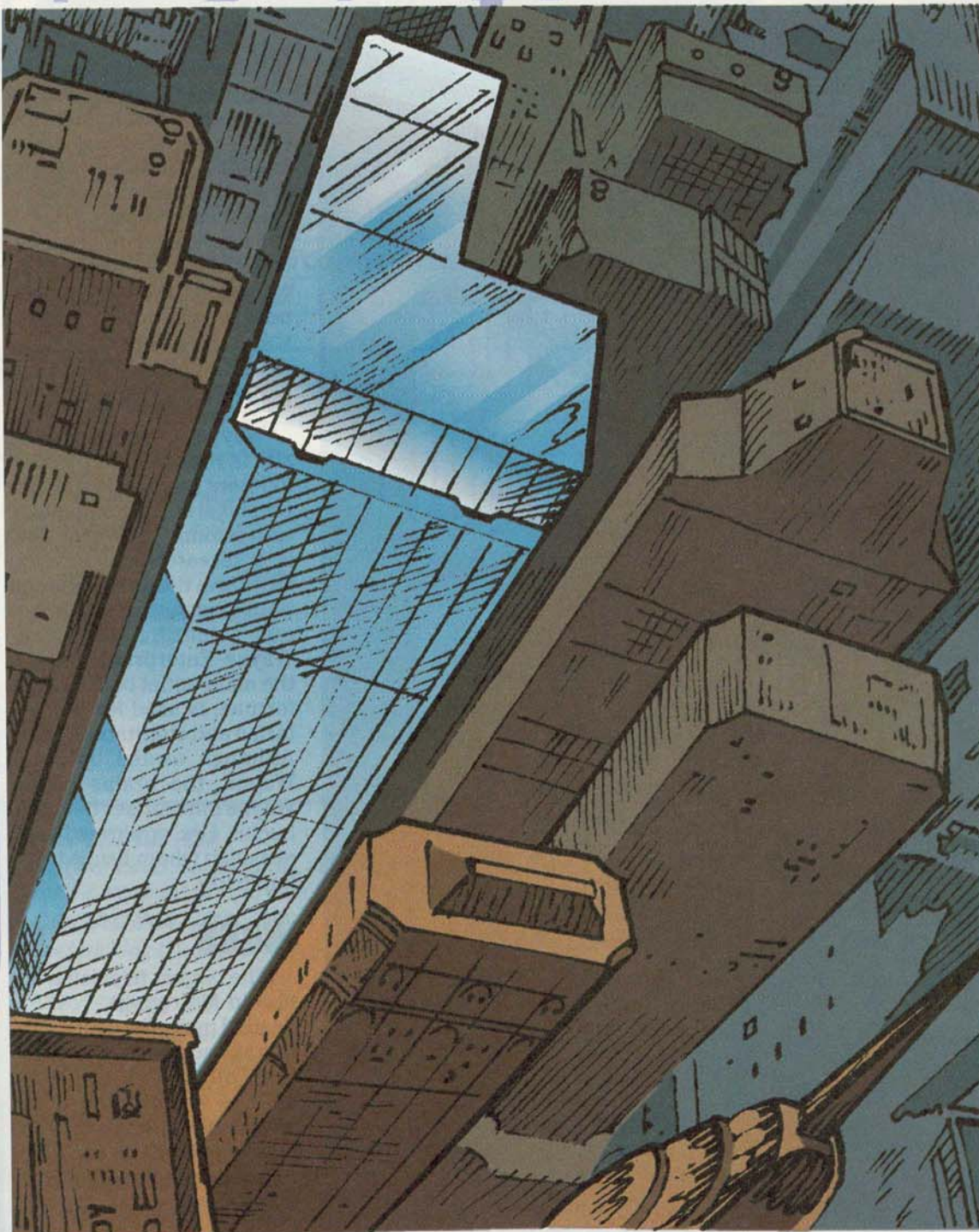
With the takeover by LexCorp, the *Daily Planet* has been shut down. Most of the staff found itself out of work because of this. Even so, the story of one of Metropolis' greatest landmarks is not yet finished.

LexCorp

When Lex Luthor was 21 years old, he designed a suborbital jet, the LexWing. Using this device as a springboard, he soon built himself a multinational corporation known as LexCorp. LexCorp has flourished under the guidance of Luthor, making significant strides in various branches of science and becoming the largest employer in Metropolis. When Lex Luthor became incapacitated, LexCorp was taken over by Contessa Erica Alexandra del Portenza. Luthor would eventually romance and marry the Contessa, then retake control of LexCorp. Currently Lex runs LexCorp while caring for his infant daughter, Lena, with the Contessa conveniently out of the picture, but plotting revenge.

After recently purchasing the struggling *Daily Planet*, LexCorp has shut down the historic newspaper in favor of its own media source, LexCom.





PROJECT CADMUS

Project Cadmus was begun 10 years ago and has become the world's greatest genetic research facility. It has made some notable advancements in cloning, including creating a clone of the original Guardian and partially cloning Superman, which resulted in the birth of Superboy. Recently Cadmus has been under fire to justify its funding and has been moved to

an undisclosed location unknown to the general public. Cadmus is also being drastically restructured with an almost entirely new staff being brought on and a new direction being taken with its scientific studies.

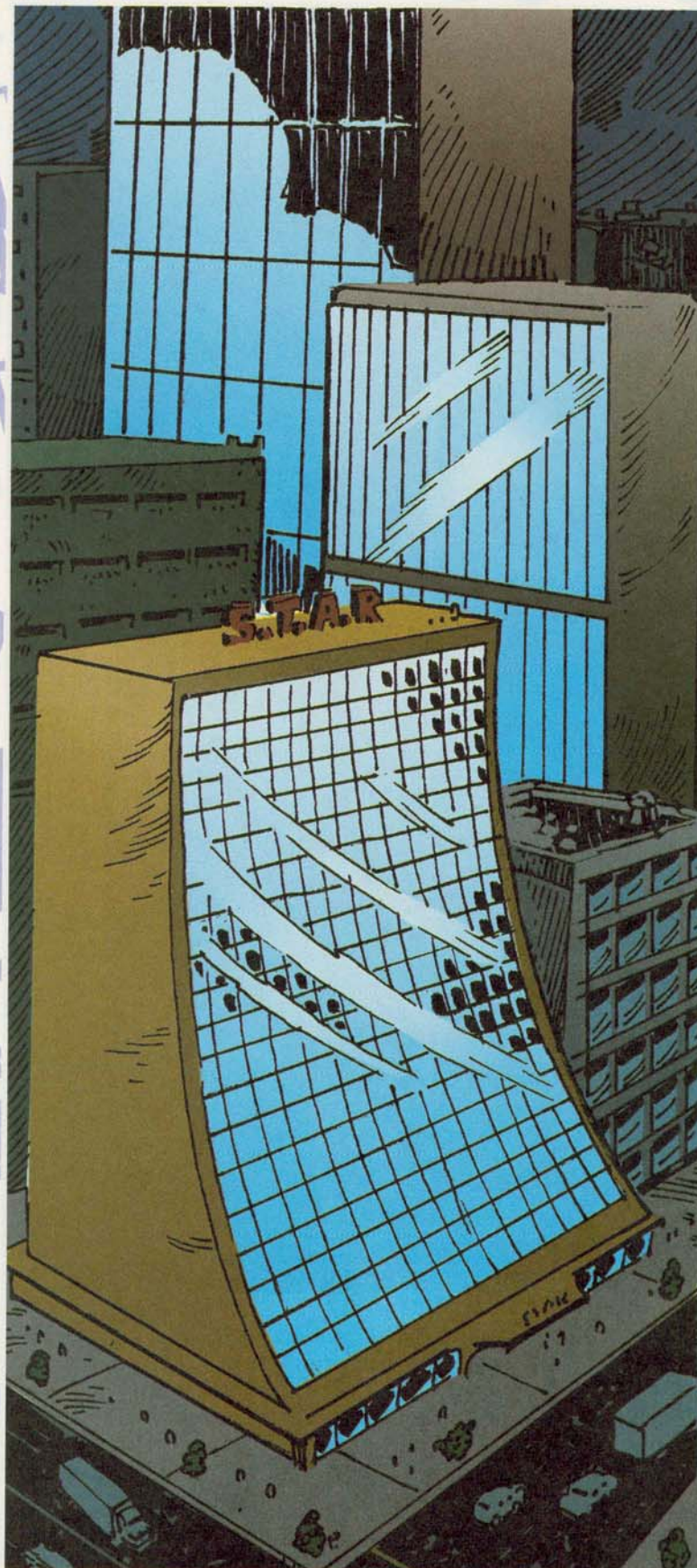
S.T.A.R. LABS

The Scientific and Technological Advanced Research Laboratories is the fastest-growing





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research corporation in the world today, with facilities in North and South America, Europe, and Asia. S.T.A.R. Labs has been based in Metropolis for over 25 years and is expanding into a new complex in the suburb of Queensland Park. S.T.A.R. Labs continues to grow and is currently the second largest employer in Metropolis, next to LexCorp, its chief rival.

WAYNE ENTERPRISES

Wayne Enterprises actually is represented by three different companies. Wayne Chemical is a major manufacturing company, Wayne Tech is a research and development firm that has made continuing advancements in various scientific fields, and Wayne Enterprises itself is the main outlet of the Wayne fortune, is used for humanitarian and charitable causes. Although owned by Bruce Wayne, the brains behind Wayne Enterprises belong to Lucius Fox, a shrewd businessman whom Bruce trusts implicitly.

WGBS

The largest television station in Metropolis, WGBS is headed up by Cat Grant. Photographer Jimmy Olsen left the *Daily Planet* to get his chance in the media and worked for a while at WGBS until he was fired for failing to reveal Superman's identity on live TV.

WKEY-TV

Keystone City's own television station is known for its up-to-the minute Flash coverage. And it has the best news team in the area, helmed by the beautiful Linda Park, the Flash's girlfriend. (No wonder they always know where he's going to be!)

DC UNIVERSE ROLEPLAYING GAME

HERO NAME: ACROBAT

REAL NAME: TRACI STEVENS

OCCUPATION: FULL-TIME SUPER HERO

BASE OF OPERATIONS: NEW YORK CITY

GENDER: FEMALE **MARITAL STATUS:** MARRIED

HEIGHT: 5'11" **WEIGHT:** 135 POUNDS

EYE COLOR: BLUE **HAIR COLOR:** BLOND

RACE: HUMAN **TECH LEVEL:** MODERN (1)

ADVANTAGES:

Acute Balance -2D, Speed Draw (bo staff) -1D

DISADVANTAGES:

Secret Identity +3D, Shady Background +2D

SPEED: 30

PDV: 3

UNARMED BDV:

3D (brawling), 1D (martial arts)

PIL BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 15

BODY POINTS: 30

REFLEXES 3D

Acrobatics 6D, brawling 5D, dodge 5D, martial arts 5D, melee weapons 4D (bo staff +2D), sneak 4D

COORDINATION 3D

Lockpicking 4D, thievery 4D, thrown weapons 4D (darts +2D)

PHYSIQUE 2D

Leap 4D, lifting 4D

KNOWLEDGE 2D

Forgery 4D, security 5D

PERCEPTION 2D

Hide 5D, shadowing 4D

PRESENCE 3D

Charm 4D, willpower 5D

EQUIPMENT:

Bo staff (BDV 2D), 8 throwing darts (BDV 1D, max range: *Physique/lifting* x 10 feet), 8 flash bombs (target must make Difficult *Physique* roll or be blinded for six rounds; max range: *Physique/lifting* x 10 feet), darts and flash bombs are in compartments in bracelets

BACKGROUND:

Traci Stevens had always been agile but never wanted to work for anything. She threw away a promising Olympic career for what she felt would be an easier life of crime. Although she was a thief, Traci made sure never to hurt anyone, so when the hero she loved tried to take her in, he agreed to allow her to reform. She became his partner in the fight against crime, and later became his wife. Traci bleached her hair and grew it longer in an attempt to disguise herself. Now she uses her acrobatic abilities to prevent crimes, although she lives in constant fear that her past will come back to haunt her.

Dice Pool: 65. **Power Level:** 1



DC UNIVERSE ROLEPLAYING GAME™

HERO NAME: CUT-LASS

REAL NAME: FELICITY LYONS

OCCUPATION: UNIVERSITY PROFESSOR

BASE OF OPERATIONS: NEW YORK CITY

GENDER: FEMALE **MARITAL STATUS:** SINGLE

HEIGHT: 5'10" **WEIGHT:** 140 POUNDS

EYE COLOR: GREEN **HAIR COLOR:** BLACK

RACE: HUMAN **TECH LEVEL:** MODERN (1)

ADVANTAGES:

Attractive Appearance -2D, Charismatic -3D, Speed Draw (sword) -1D

DISADVANTAGES:

No Self-Confidence +2D, Secret Identity +3D

SPEED: 30

PDV: 2

UNARMED BDV: 1D

PIL BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 15

BODY POINTS: 35

REFLEXES 3D

Acrobatics 4D, driving 4D, martial arts 4D, sneak 4D

COORDINATION 4D

Melee weapons 5D (cutlass +2D)

PHYSIQUE 3D

Leap 4D, running 4D

KNOWLEDGE 3D

Scholar 5D (sword fighting +1D), science 4D (metallurgy +1D)

PERCEPTION 2D

Artist 3D (sword making +2D), know-how 3D (Microwave Projection +2D)

PRESENCE 2D

Charm 3D, willpower 4D

POWERS:

Microwave Projection 4D (limitation: Limited Range [touch]; enhancement: Self-Invulnerability)

EQUIPMENT:

Two cutlasses (BDV 4D unheated; BDV 4D plus 4 successes when heated by Microwave Projection).

BACKGROUND:

Felicity led a quiet life teaching metallurgy and sword fighting at a university in New York until the night she attempted to make a new sword. She found that when she touched the metal, it grew hot enough to bend. After several experiments, she realized that she could project intense heat through anything she touched. Combining her newly found power with her sword-fighting skill, Felicity became Cut-Lass, Mistress of the Flaming Blade.

Dice Pool: 70. **Power Level:** 2



DC UNIVERSE ROLEPLAYING GAME™

HERO NAME: CATALYST

REAL NAME: LILANE KONI

OCCUPATION: INTERNATIONAL BUSINESS RELATIONS CONSULTANT

BASE OF OPERATIONS: CHICAGO

GENDER: FEMALE **MARITAL STATUS:** SINGLE

HEIGHT: 5'4" **WEIGHT:** 115 POUNDS

EYE COLOR: GREEN-BLUE **HAIR COLOR:** BLACK

RACE: HUMAN **TECH LEVEL:** MODERN (1)

ADVANTAGES:

Obscure Knowledge -2D, Wealth -2D

DISADVANTAGES:

Dark Secret (afraid to reveal her powers) +1D, Nightmares +4D

SPEED: 30

PDV: 2

UNARMED BDV: 3D

PIL BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 15

BODY POINTS: 29

REFLEXES 3D

Boating 4D, brawling 4D, driving 4D

COORDINATION 3D

PHYSIQUE 3D

Resistance 4D, running 4D, swimming 4D

KNOWLEDGE 3D

Computer ops 4D, languages 4D, medicine 4D, scholar 4D (business +2D), science 5D (chemistry +1D, biology +1D)

PERCEPTION 2D

Artist 3D, engineering 4D (chemistry +2D), know-how 3D (cooking +2D), streetwise 4D

PRESENCE 3D

Persuasion 4D, willpower 4D

POWERS:

Language Comprehension 3D (limitation: Duration Change [Activated])

Speed Manipulation (chemical processes only) 2D (Lilane can change the speed at which molecules vibrate. She can cause substances to be warmer or cooler, increase or decrease the rate of chemical reactions, and make normally impossible reactions occur. The difficulty depends on what she wants to do; she rolls her *engineering (chemistry)* skill to see if she knows enough to cause the desired outcome. Any chemical alterations she makes in plants or

nonliving objects is permanent, while nonplant living matter can resist the changes with an opposed

willpower roll. The duration of this power is Semi-permanent. The range is currently 20 feet.)

EQUIPMENT:

Handheld computer (includes database of chemical properties and formulas)

BACKGROUND:

With Lilane's mother dying during childbirth, and her father being killed in an accident when she was young, Lilane grew up in an orphanage. As an intern, while traveling with a friend who was an international business consultant, she discovered she could control chemical processes, but decided to keep her new power a secret. With a trust fund set up by her parents, she received a degree in international business, with minors in chemistry and biology. She hopes someday to become a U.S. diplomat, but she's also fascinated by her powers and the good she can do with them.

Dice Pool: 75. **Power Level:** 3



DC UNIVERSE ROLEPLAYING GAME™

HERO NAME: MOURNINGSTAR

REAL NAME: LUCAS SMITH

OCCUPATION: ADVENTURER, FORMER PILOT

BASE OF OPERATIONS: NONE

GENDER: MALE **MARITAL STATUS:** SINGLE

HEIGHT: 6'1" **WEIGHT:** 180 POUNDS

EYE COLOR: BLUE **HAIR COLOR:** REDDISH BROWN

RACE: HUMAN **TECH LEVEL:** MODERN (1)

ADVANTAGES:

Acute Sense of Direction -2D, Bravery -2D

DISADVANTAGES:

Phobia (fear of heights) +1D, Sworn Enemy (Air Fargo) +3D, Hides Emotions +1D, Impulsive +2D

SPEED: 30

PDV: 3

UNARMED BDV: 3D

PIL BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 15

BODY POINTS: 34

REFLEXES 4D

Brawling 5D, dodge 5D, piloting 6D (self +2D), sneak 6D

COORDINATION 3D

Marksmanship 5D

PHYSIQUE 2D

Lifting 5D, flying 8D

KNOWLEDGE 3D

Computer ops 5D, navigation 4D, research 4D, scholar 4D

PERCEPTION 4D

Hide 5D, search 5D, surveillance 5D

PRESENCE 2D

Intimidation 3D, willpower 5D

POWERS:

Flight 9D (limitation: Duration Change [Permanent])

EQUIPMENT:

Two .44 Magnum guns (BDV 5Dx3 each).

BACKGROUND:

An exceptional pilot, Lucas worked many years for Air Fargo Freight Haulers. Loading his plane one day, he realized that he was transporting stolen experi-

mental chemicals. When he attempted to contact the chemical company, other Air Fargo workers stopped him. They finished loading the plane with the chemicals—

and with Lucas. Then they took the plane to a respectable distance over an open field and threw Lucas out, strapped to a barrel of chemicals and a bomb. The bomb exploded in midair, but Lucas wasn't killed. Thinking he was about to splatter on the ground, he was amazed when his fall gently stopped a few feet from the ground. He realized he could fly, but Lucas also figured out that he couldn't get closer than two feet from the ground. Worse, the shock of the fall had given him a fear of heights. With vengeance in his blood for these atrocities, Lucas seeks evidence against Air Fargo and its illegal activities.

Dice Pool: 80. **Power Level:** 4



DC UNIVERSE ROLEPLAYING GAME™

HERO NAME: DISCUS

REAL NAME: PELLO DISCUS

OCCUPATION: NONE

BASE OF OPERATIONS: CALIFORNIA

GENDER: MALE **MARITAL STATUS:** WIDOWED

HEIGHT: 5'11" **WEIGHT:** 190 POUNDS

EYE COLOR: HAZEL BLUE **HAIR COLOR:** LT. BROWN

RACE: HUMAN **TECH LEVEL:** PRIMITIVE (0)

ADVANTAGES:

None.

DISADVANTAGES:

Technically Challenged +5D; Owes Favor +5D

SPEED: 30

PDV: 3

UNARMED BDV: 1D

PIL BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 15

BODY POINTS: 40

REFLEXES 4D

Brawling 5D (flip +1D, pin +1D), dodge 5D

COORDINATION 4D

Catch 5D (flying disc +2D), thrown weapons 5D (flying disc +2D)

PHYSIQUE 4D

Leap 5D, lifting 5D, resistance 5D, running 5D

KNOWLEDGE 3D

Arcane lore 4D, languages 5D, scholar 4D

PERCEPTION 3D

Survival 5D, streetwise 5D

PRESENCE 3D

Charm 5D, willpower 4D

POWERS:

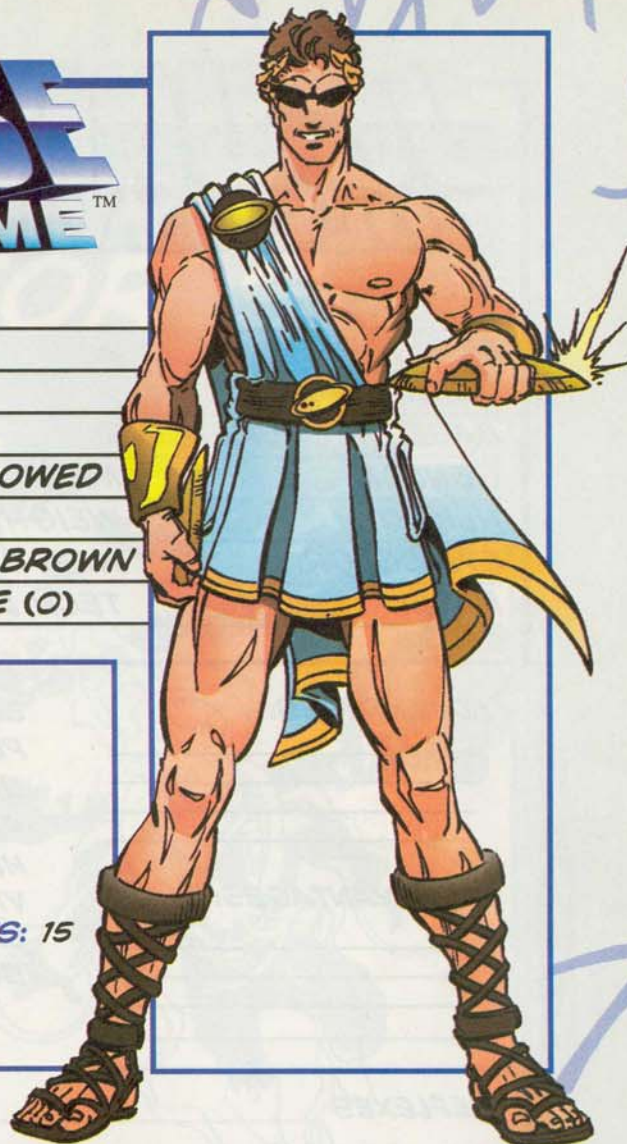
Healing (humans) 8D (limitation: Rechargeable [healing only works in sunlight])

Longevity 5D

Resurrection (humans) 9D (limitation: Self-Only)

EQUIPMENT:

Two golden flying discs (BDV 5D; only the pure of heart may throw and catch them; they always return except when someone else catches them; max



range: line of sight—if he can see it, he can hit it), sunglasses, New York Yankees baseball cap

BACKGROUND:

Pello participated in one of the last Olympic Games held in ancient Greece. The gods, impressed by his physical prowess, courage, and devotion to them, blessed him with immortality. They also gave him two golden discuses, which they replaced in the mid-twentieth century with two golden flying discs. These discs can be lifted only by the pure of heart. If they aren't caught, they return to the thrower (regardless of whether they hit a target or not), though the thrower must make a successful *catch* roll to grab them out of the air. (Failure means the disc drops to the ground a few feet from the thrower.) In exchange for these gifts, Pello must be ready to do any task the gods request. Though he has attempted to do good and fit in wherever he goes, he doesn't understand modern technology well enough to use it.

Dice Pool: 85. **Power Level:** 5

DC UNIVERSE ROLEPLAYING GAME™

HERO NAME: _____

REAL NAME: _____

OCCUPATION: _____

BASE OF OPERATIONS: _____

GENDER: _____

MARITAL STATUS: _____

HEIGHT: _____

WEIGHT: _____

EYE COLOR: _____

HAIR COLOR: _____

RACE: _____

TECH LEVEL: _____

ADVANTAGES:

DISADVANTAGES:

SPEED:

PDV:

UNARMED BDV:

PIL BONUS:

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 15

BODY POINTS:

REFLEXES _____

COORDINATION _____

PHYSIQUE _____

KNOWLEDGE _____

PERCEPTION _____

PRESENCE _____

POWERS _____

BACKGROUND _____

NARRATOR'S GUIDE...



CHAPTER EIGHT...

...HISTORY OF THE DC UNIVERSE

For the benefit of those who may not have had the opportunity to follow the history of the DC Universe closely, the super hero Chronos has compiled this timeline. Chronos was once a person merely interested in the history and future of the universe; now he's a superpowered being who studies and protects the flow of time for the benefit of all there is.

Due to the constraints of space (but not time), this is a brief history of only the last 10 years of the DC Universe, since the beginning of the New Heroic Age to December 1998. Most of the entries include brief descriptions of events that have had significant effects on the timestream. Some even include the names of heroes and villains operating at that point in history. Supplements will update and expand this timeline.

This history most closely resembles the timeline Chronos tries to maintain. As the future becomes the present, Hypertime, the Linear Men, or Chronos may alter the past in an attempt to make it fit more closely with the present. *(If you think that sounds confusing, try making a living out of it! —Chronos)*

10 YEARS AGO: NEW HEROIC AGE BEGINS

- Clark Kent publicly uses his powers to save the space plane *Constitution*. Among its passengers is reporter Lois Lane, who writes about the mysterious "Superman" who saved her.

- Managing to keep his identity secret, Clark devises the identity of Superman with the help of his parents.



- Superman makes his official, costumed debut, initiating the New Heroic Age.

- Bruce Wayne creates the guise of Batman to fight injustice in the streets of Gotham City.

- Selina Kyle trains under Ted (Wildcat) Grant and later takes up costume and bullwhip, becoming Catwoman.

- After being doused in chemicals, the "Red Hood" becomes the Joker.

- Dinah Lance debuts as the new Black Canary.

- Clark Kent secures a position as a reporter at the *Daily Planet* after landing an exclusive interview with Superman.

- Barry Allen is doused with electrified chemicals and becomes the second Flash.

- Hal Jordan is given a power ring from the dying alien Abin Sur and becomes the second Green Lantern.

- J'onn J'onzz makes his public appearance as the Martian Manhunter.

- Batman and Superman become uneasy allies.

- Arthur Curry debuts as Aquaman after helping the Flash battle the Trickster.

- Project Cadmus begins with the unveiling of the Guardian and Newsboy Legion clones.

- Superman helps five new heroes (Aquaman, Martian Manhunter, Green Lantern, the Flash, and Black Canary) stop an alien invasion; these heroes soon form the Justice League of America.

- The new Justice League of America sets up its first base, the "Secret Sanctuary," in Happy Harbor, Rhode Island, with the Flash as its first chairman.

- A scarab from the tomb of Kha-ef-re transforms Dan Garrett into the Blue Beetle.

- Adam Strange teleports to the planet Rann for the first time.

- Katar Hol is exiled on Thanagar.

- Triumph makes his debut and disappears soon after.

- Speedy debuts as Green Arrow's partner.

9 YEARS AGO

- The Haly's Circus aerialists, the Flying Graysons, are murdered by Tony Zucco. Their son, Dick, becomes ward of millionaire Bruce Wayne.

- Superman meets Lex Luthor.

- The Metropolis Police Department organizes its Special Crimes Unit under Captain Margaret Sawyer and Inspector Dan Turpin.

- Wally West gains superspeed powers in an accident similar to Barry Allen's, becoming Kid Flash.

- Ray Palmer uses a lens made from the remains of a white dwarf star to become the Atom.

- Ralph Dibny becomes the Elongated Man after drinking Gingold Extract.

- Barry Allen marries Wally West's Aunt Iris.

- The Justice Society of America reunites and joins forces with the Justice League of America; Hawkman and Hawkgirl become liaisons between and members of both teams.

- The Doom Patrol members sacrifice themselves to protect innocent lives.

- T'Charr, a Lord of Chaos, and Terataya, a Lord of Order, transform Hank and Don Hall into Hawk and Dove.

- Zatanna, daughter of the magician Zatarra, debuts.

- Aqualad becomes Aquaman's partner.

- Jack Ryder becomes the Creeper.

8 YEARS AGO

- The Flash meets the time-traveling Reverse Flash, Professor Zoom.

- After intensive training, Dick Grayson becomes the first Robin.

- The JLA relocates its headquarters to a satellite in orbit above Earth.

- John Henry Irons creates the BG-80 "Toastmaster" and a flying armor prototype for Amertek.

- Bruce Gordon frees Eclipso.

- Etrigan the Demon and Jason Blood reappear.

- Eel O'Brien becomes Plastic Man.

- Donna Troy becomes Wonder Girl.

- Deathstroke the Terminator makes his first appearance.

- Reporter Vic Sage becomes the faceless vigilante, the Question.

7 YEARS AGO

- The Teen Titans are formed by Wonder Girl, Aqualad, Kid Flash, Speedy, and Robin. Robin is elected its first leader.

- Dr. Teng creates the first "Bizarro" clone of Superman for Lex Luthor.

- Iris Allen learns she is actually a refugee from the early thirtieth century.

- On a distant planet, Prince Gavyn becomes the fourth Starman, cosmic protector of his empire.

- The Manhunter, Paul Kirk, is resurrected.

- John Stewart becomes a reserve Green Lantern.

6 YEARS AGO

- Superman and other heroes, including the JLA and JSA, are drawn across the cosmos and become involved in a war between New Genesis and Apokolips.





- The JLA is officially sanctioned by the United Nations as a worldwide peacekeeping force.

- Barbara Gordon becomes Batgirl.

- Robin organizes and leads the New Teen Titans after the dissolution of the previous group.

- Princess Diana wins the contest to select an Amazonian champion and becomes the first Wonder Woman.

- Wonder Woman journeys to the Patriarch's World, settles in Boston, and defeats Ares for the first time.

- Wonder Woman survives the Challenge of the Gods and, in doing so, frees the Amazons from the burden of guarding the evil beneath Paradise Island.

- Kara, granddaughter of Arion the Immortal, becomes Power Girl.

- Not aware of her criminal split-personality, Rose Forrest becomes Thorn.

5 YEARS AGO

- Superman meets Wonder Woman.

- Superman and Batman learn each others' secret identities

- Jose Delgado becomes the Gangbuster.

- Superman learns he is the Last Son of Krypton.

- Dick Grayson gives up the role of Robin and later becomes Nightwing.

- Professor Zoom kills Iris Allen.

- Blue Streak reappears, takes the name Max Mercury, and prepares for Savitar's return.

- The Flash is tried for manslaughter after being forced to take the life of Professor Zoom, but he is acquitted.

- Batman resigns from the JLA and forms the Outsiders.

- Green Lantern Hal Jordan is banished from Earth by the Guardians of the Universe in order to fully police his sector of the universe, 2814.

- John Stewart is made an active Green Lantern and charged with the protection of Earth.

- The gods leave Earth in a Cosmic Migration after Darkseid destroys Mount Olympus.

- While in search of her Golden Lasso (which had been stolen by Cheetah), Princess Diana discovers the city of Bana Migdahl, which Antiope's group of Amazons had founded. Eventually, Diana retrieves her mother's original Golden Girdle of Gaea, which had been stolen by Heracles 3,000 years ago.

- The JLA satellite is destroyed, and Aquaman disbands the league so that he can reform it with members totally committed to the team.

- JLA headquarters moves to Detroit for a short time and then returns to its original location in Happy Harbor.

- JLA is disbanded again, this time by the Martian Manhunter. However, Batman reforms it to stop the anti-hero sentiment created by agents of Darkseid.

- Maxwell Lord seizes control of the JLA and turns it into the Justice League International.

- The Omega Men form.

- Ted Kord uses his vast fortune to become the next Blue Beetle.

- Nathaniel Adam emerges from a quantum field as Captain Atom.

- Infinity, Inc. is formed by the descendants of the original JSA.

- Dean Patrick Cassidy, a stuntman, becomes trapped in a costume he created, and becomes the Blue Devil.

- Beatriz Da Costa changes her name from Green Flame to Fire and Tora Olafsdottir changes her name from Ice Maiden to Ice after the two friends join the Justice League.

- Ronnie Raymond and Professor Martin Stein are caught in a nuclear power plant explosion, which bestows upon them the power to merge their bodies into the form of Firestorm.

- After a tour of duty in the military, Tommy Monaghan starts working as a contract killer in Gotham City.

4 YEARS AGO

- The evil Anti-Monitor leads hordes of Shadow Demons from the antimatter universe of Qward in an attempt to destroy all of reality in an event known as "the Crisis."

- Billy Batson is given amazing powers by the wizard Shazam, and becomes Fawcett City's costumed champion, Captain Marvel.

- Barry Allen learns that Iris Allen is still alive in the year 2957, and travels there to be with her; one month later, he is drawn into the Crisis and dies saving the universe from the Anti-Monitor.

- Wally West's powers are severely diminished in the last battle with the Anti-Monitor, yet he becomes the second Flash in memory of Barry Allen.

- The new Dr. Light makes her first appearance, and joins the Justice League International.

- Guy Gardner is activated as a Green Lantern.

- Prince Gavyn (Starman IV) dies protecting his planet during the Crisis.

- Ted Knight, the original Starman, and the rest of the JSA are trapped in limbo; the world thinks they are dead.

- Will Payton becomes the fifth Starman.

- Orphan and juvenile delinquent Jason Todd is adopted by Bruce Wayne and later becomes the second Robin.

- Barbara Gordon gives up her Batgirl identity. Shortly after, she is shot and crippled by the Joker. Later she becomes the heroine known as Oracle.

- Helena Bertinelli undertakes a program of rigorous training and becomes the Huntress to avenge the mob-related murder of her family.

- In a search for his mother, Jason Todd is captured and killed by the Joker.

- Professor Emmet Vale discovers kryptonite and uses the only known fragment to power the robotic cyborg Metallo.

- Lex Luthor captures Metallo and fashions a ring from his kryptonite "heart"; later, Luthor was forced to have his hand amputated because of radiation poisoning from the kryptonite.

- Carnival mentalist Milton Fine becomes Braniac.

- The Suicide Squad and Checkmate are formed.

- The Guardians of the Universe depart from the known universe, disbanding the Green Lantern Corps.

- The Controllers expand the Darkstar program.

- Mark Shaw becomes the new Manhunter.

- The Outsiders disband.

- The Rocket Reds are formed in the USSR.

- Lobo comes to the Earth for the first time.

- A young girl is found frozen in the Arctic wearing a costume similar to that of Superman. Once thawed she tells Superman that the Earth of her dimension is being destroyed by three rampaging Kryptonians. Together they travel to her dimension and stop the Kryptonians, but not before the villains destroy the rest of that Earth's populace and gravely injure Supergirl.

- Forced to meet out a death sentence on the pocket universe's Kryptonian villains, General Zod, Quex-UI, and Zaora, Superman feels guilt over having taken a life and exiles himself from Earth. Meanwhile, while recuperating with the Kents, Supergirl takes the name Matrix initially, but is soon influenced



to believe she is Clark Kent and assumes his identity.

- Upon Superman's return, Matrix's real identity is reasserted, and she exiles herself into space as he once did. Soon encountering the intergalactic ruffian Draaga and knocked unconscious, Matrix reverts to her Supergirl form and reassumes the title of Supergirl.

- A war masterminded by the sorceress Circe breaks out between the pantheons of Earth's gods. Although Hermes and Circe perish, and Wonder Woman is reverted to her clay form by the sorceress, both Circe and Wonder Woman are resurrected.

- JLI embassies spring up around the globe. The Justice League International splits into two teams, Justice League of America and Justice League Europe.

- Superman discovers the Kryptonian Eradicator artifact, which creates the Fortress of Solitude in Antarctica upon his return to Earth.

- Rip Hunter cracks the time barrier.

- The Daxamite hero Valor makes his debut.

3 YEARS AGO

- The Eradicator turns Superman into the Krypton Man, but Clark is able to overcome the artifact's influence with the help of his Earth-born family.

- Clark Kent leaves the *Daily Planet* for a short time to become managing editor of *Newstime* magazine. After his return, he and Lois begin dating.

- The new Flash, Wally West, moves to Keystone City as his powers begin to gradually increase.

- David Knight and Will Payton vie for the role of Starman, but after they battle with the original Mist, David concedes the role to Payton, who continues to be Starman.

- Ray Palmer fakes his own death and gives his size-reducing belt and "Atom" identity to Adam Cray.

- Adam Cray is killed by assassins, and Ray Palmer becomes the Atom once again.

- Martian Manhunter falls under the sway of the Bloodgem and becomes the hero Bloodwynd.

- Lawyer Mitch Shelley's office is bombed and the amnesiac Shelley is kidnapped, experimented on, and murdered by "The Lab."

2 YEARS AGO

- Will Payton is presumed dead after fighting Eclipso.

- The JSA reappears from limbo.

- David Knight becomes the sixth Starman and is killed a week later by the Mist's son, Kyle.

- Jack Knight becomes the seventh Starman to stop the Mist's crime wave. Jack kills Kyle and defeats the Mist with the help of the Shade.

- The Guardians return and reinstate the Green Lantern Corps.

- Hippolyta calls for a new contest and arranges it so that Artemis, one of the descendants of Antiope's Amazons, wins the title of Wonder Woman.

- Hawkman and Hawkwoman arrive from Thanagar.

- The second Wonder Woman, Artemis, is killed in battle with the White Magician; Princess Diana reclaims the title.

- In a battle with the madman Charybdis, Aquaman's left hand is eaten by a swarm of piranhas. It would eventually be replaced with a cybernetic hook created by S.T.A.R. Labs.

- The Linear Men's existence is revealed.

- Princess Diana moves to Gateway City and soon finds herself defending Paradise Island from the forces of Darkseid.

- Cassie Sandsmark becomes the new Wonder Girl.

- Due to an attack on his life by Amertek, John Henry Irons fakes his death and assumes the identity of a construction worker in Metropolis.

- Project Cadmus begins top-secret cloning experiments aimed at creating a superbeing.

- Tim Drake becomes the third Robin.

- The Darkstar Colos comes to Earth.

- Stephanie Brown becomes the Spoiler to stop her father, the Cluemaster.

- Wally West meets Linda Park.

- Wally regains his top speed in a battle with the Reverse Flash.

- Lois Lane and Clark Kent are engaged, and he reveals his secret identity to her.

- Lex Luthor II, who's actually a clone of Luthor, surfaces.

- Superman formally joins the JLA.

- A series of upheavals cause many members to enter and leave the ranks of the JLA and JLE.

- Ray Terrill (son of the first Ray, Happy Terrill) begins his crime-fighting career as the Ray.

- Team Titans forms.

- Lonny Machin becomes Anarky.

- Tommy Monaghan is attacked by a parasitic alien, giving him X-ray vision and limited telepathy. He uses the new powers to become Hitman.

- Mitch Shelley returns from the dead with no memory of his past and new paranormal powers. He uses his newfound abilities to help those around him as the Resurrection Man.

1 YEAR AGO

• Nash, the daughter of the original Mist, becomes the second Mist and begins a crime wave in Opal City. During a battle with Starman, she knocks him out and conceives a child with him.

• Princess Diana receives a morphing invisible plane from a race of aliens living under the Antarctic ice.

• When Diana and the other Amazons begin reverting to clay, the Olympian gods decide to return to Earth, resurrecting their faithful followers.

• Doomsday, a creature of Kryptonian origin, appears and cuts a swath of destruction on its way towards Metropolis. Superman stops Doomsday, but at the cost of both their lives.

• John Henry Irons is inspired by Superman to create a suit of armor and call himself the Man of Steel; later, he would be known simply as Steel.

• A clone from Project Cadmus is stolen by the Newsboy Legion and becomes Superboy.

• The Eradicator reappears in human form, calling himself the Last Son of Krypton.

• Hank Henshaw combines the information stored within Superman's birthing matrix with his own machine-controlling powers to create a cyborg body of Superman for himself.

• Coast City is destroyed by Mongul and the traitorous Cyborg, who creates Engine City in its place.

• The resurrected Superman, Superboy, and Steel defeat the Cyborg. The Eradicator sacrifices himself to save Superman's life and in the process repowers him.

• Green Lantern avenges Coast City by defeating Mongul.

• Engine City is destroyed, and a monument to those killed in the destruction of Coast City is created.

• Hal Jordan's grief over the loss of Coast City causes him to go insane and destroy the Green Lantern Corps, the main power battery, and the Guardians of the Universe themselves, in the process becoming the villain known as Parallax.

• Dr. Sydney Happerson is killed by a weakened Lex Luthor, but not before he destroys one-third of downtown Metropolis (which is later rebuilt by Superman, Zatanna, and a host of other metahumans).

• Jean Paul Valley becomes Azrael, the avenging angel of the Order of St. Dumas.

• Speedy becomes Arsenal.

• Batman is weakened, and then critically injured by the villain Bane.

• Jean Paul Valley becomes the second Batman.

• Kyle Rayner becomes the newest Green Lantern.

• The Outsiders reform.

• Through an unusual biochemical process, Grant Emerson is transformed into Damage.

• Guy Gardner's latent alien Vuldarian cells activate, transforming him into Warrior.

• Superboy saves Valor's life by sending him into the "Phantom Zone." Later, Superboy is taken into the future by the members of the Legion of Super-Heroes in order to free Valor from the zone.

• Donna Troy, once Wonder Girl, becomes a Darkstar.

• The new Batman, Val, descends into violence and madness and has the mantle of the bat stripped from him by Bruce Wayne.

• Still needing time to recover from his injuries, Bruce Wayne allows Dick Grayson to become Batman.

• Bruce Wayne returns to Gotham and reclaims the mantle of the bat, adopting a darker look and tone.

• A virulent plague known as "the Clench" is released upon Gotham by the Order of St. Dumas. Azrael unlocks the disease's secrets and delivers a vaccine in time to cure Robin, who had succumbed to it.

• Ra's al Ghul and his new ally, Bane, are revealed to be the masterminds behind the plague that swept through Gotham. Batman and his allies must pursue Ra's and Bane across the globe in order to prevent them from releasing a worse cache of viruses from an ancient "Wheel of Plagues."

• Nightwing begins operating in Blüdhaven in attempt to uncover murders linked to Black Mask and his gang.

• Azrael destroys the Ice Cathedral, principal base of the Order of St. Dumas.

• Attempting to fix the mistakes of the past, Parallax destroys time in order to reshape it to his will in an event called Zero Hour.

• Alan Scott loses his power ring and is made younger. With the energies of the Starheart now a part of him, Scott renames himself Sentinel.

• The original Hourman, Atom, and Dr. Mid-Nite die.

• The remaining members of the JSA retire.

• After being lost in time, Triumph returns from the void to reclaim his position as a founder of the JLA.

• Bart Allen, Impulse, arrives in the twentieth century.

• The Atom is reduced to the age of 18 after attempting to attack the villain Extant during Zero Hour.



- Clark Kent's childhood friend Kenny Braverman becomes the kryptonite-powered villain Conduit and begins a systematic plan to destroy all of Clark's loved ones.

- Superman finds the bottled city of Kandor.

- The demon Neron offers the villains and heroes of Earth their hearts' desires in exchange for their souls. His main goal being the capture of Captain Marvel's soul, Neron is duped by the Trickster and his plans are thwarted.

- The JLA is disbanded by the United Nations.

- Contessa Erica Alexandra del Portenza takes over LexCorp and later marries Lex Luthor.

- The New Titans reform under Arsenal.

RECENTLY

- Earth's sun is menaced by the Sun Eater, causing the planet to darken worldwide and Superman to lose his powers.

- Hal Jordan, using his powers as Parallax, sacrifices himself to stop the Sun Eater.

- Clark Kent and Lois Lane marry.

- Supergirl and Linda Danvers merge to save Linda's life.

- Steel creates a new suit of armor with a modified "S" symbol on it.

- The Contessa gives birth to Lena Luthor.

- A new JLA forms with its most powerful lineup yet: Superman, Batman, Wonder Woman, Aquaman, the Flash, Green Lantern, and the Martian Manhunter. Soon, the JLA is called upon to stop an invasion by a force of white Martians known as the Hyperclan.

- Superman is turned into the "Man of Energy" and has a containment suit created for him by Professor Emil Hamilton.

- Aztek and Green Arrow join the JLA.

- Through the machinations of the Cyborg, Superman is split into two energy beings, Superman Red and Superman Blue.

- Starman and Mist's son is born.

- Supergirl develops mysterious new powers, including wings of fire and fire vision.

- In a battle with Neron, Princess Diana is killed, and her soul is taken to Mount Olympus, where she is resurrected as the Goddess of Truth.

- Hippolyta becomes the third Wonder Woman.

- The new JLA disbands and reforms with a new 14-member team consisting of Superman, Batman, Wonder Woman, Aquaman, the Flash, Green Lantern, Plastic Man, Huntress, Zauriel, Steel, Orion, Barda, Oracle, and a floating position to be filled by a "mission specialist." The Martian Manhunter would remain as a reserve member and overall caretaker of the team.

- The Millennium Giants awaken and begin to undo the effect of the last millennia. In the process of stopping them, Superman Red and Superman Blue are reintegrated and changed back to the original "Man of Steel."

- An earthquake rating 7.6 on the Richter scale hits Gotham City, destroying all but a few buildings, including Wayne Manor and most of the Batcave.

- Cameron Chase becomes an agent for the Department of Extranormal Operations (DEO), a government agency that monitors meta-human activity.

- Walker Gabriel becomes the second Chronos. While traveling through time, he discovers the city outside of time, Chronopolis.

- Under the control of Mister Mind, Sarge Steel orders a nuclear strike on Fairfield, the home of Captain Marvel's friends and family, killing thousands.

- Gotham City is refused relief funding from the government. All roads to the city are cut off, and it is declared a "No Man's Land" that is no longer a part of the United States.

- Princess Diana discovers that the supposedly destroyed Titans of myth are returning to wage a war against all creation. Defying the gods to protect the Earth, she is stripped of her godly abilities, but she finds a new purpose and direction for her life, resuming her career as Wonder Woman.

- The Flash, Wally West, discovers that the mysterious, speed-sapping Cobalt Blue is actually Barry Allen's twin brother, Malcolm Thawne, and races to protect the lives of the future Flashes with the help of Jay Garrick, Jesse Quick, Max Mercury, and Impulse.

- Gaining a copy of an original power ring from the time-lost Hal Jordan, Kyle Rayner makes Jennie-Lynn Hayden the new Green Lantern of Earth and journeys into space to restart the Green Lantern Corps, a journey that would result in Kyle's returning home without a new corps or the extra power ring he took with him.

- Losing his cybernetic hook in a battle with the undersea king, Noble, Aquaman is fitted with a prosthetic hand made of Atlantean metal, which can shape itself into almost any form he can imagine.

- Reducing his role in the JLA, Martian Manhunter dedicates himself to becoming the protector of the southern hemisphere.

- Superman decides that he should do more for the world and gives up his identity as Clark Kent to become Superman full time.

- Wonder Woman uses the semi-sentient morphing material her plane was made of to create the "Wonder Dome," a giant floating fortress to serve as her home.

CHAPTER NINE...

...LEGENDARY HEROES & VILLAINS

This chapter contains information on some of the greatest heroes and villains in the DC Universe. Each entry is broken down into four parts: basic information about the hero or villain, a brief history of the character, information about recent events, and game statistics, so that Narrators may use the character in a supporting role or as a player's character.

This information is current through December 1998. Updates and other incarnations of these heroes and villains will appear in future supplements.

HEROES

AQUAMAN

REAL NAME: Orin, Arthur Curry

OCCUPATION: Monarch

BASE OF OPERATIONS: Atlantis

MARITAL STATUS: Divorced

HEIGHT: 6'1"

WEIGHT: 325 pounds

EYE COLOR: Aqua blue

HAIR COLOR: Blond

RACE: Atlantean

TECH LEVEL: Postmodern (2)

BACKGROUND: Left to die on a reef with the rising of the tide, the youth who would be called Aquaman was found and raised by a group of dolphins. Experiencing hardship and loss throughout his young life embittered



Aquaman to the surface world. Once he became King of the Seas, he vowed to become its protector.

During a vicious battle with Charybdis, Aquaman's hand was forced into a pool of piranhas and chewed off. At first, he fashioned a makeshift replacement out of a harpoon, but this was later replaced by a cybernetically controlled hook. Aquaman continued to oversee his kingdom, but with Triton killing his father, Poseidon, and usurping his power, Aquaman faced his most challenging foe yet. After sacrificing himself while in battle with Triton, Aquaman was sent to Hades where he bargained for the life of Poseidon. Returning to the living world with Poseidon, Aquaman watched as the god reclaimed his power and title before condemning his son, Triton, to Hades for his betrayal. Aquaman was left with the bitter revelation that mortals may have more morality and determination than the gods themselves.

RECENTLY: Aquaman was recently rejoined by his former wife, Mera, after he saved the dimension she was living in from alien invaders. As they were crowned king and queen of the seas, an unknown race from the depths below Poseidonis attacked. Led by their king, Noble, they destroyed large portions of the city before Noble was subdued by Aquaman, but at a price—his cybernetic hook was ripped from his arm during the battle. Atlantean scientists have replaced the hook with one made of an Atlantean alloy, which offers the same abilities as the original but allows Aquaman to change its shape to that of a hand or any other form he can imagine.

All stats 3D except: *Reflexes* 3D (4D underwater), *brawling* 8D (9D) (*arm pin, choke, elbow, haymaker, headbutt, leg sweep, lunge, pin, slam, throw* +1D each), *dodge* 7D (8D), *melee weapons* 5D (6D) (*hand* +3D), *riding* 4D (5D) (*aquatic* +1D), *Coordination* 3D (4D underwater), *marksman* 5D (6D) (*hand* +1D), *thrown weapons* 5D (6D), *Physique* 7D (8D), *leap* 9D, *lifting* 9D, *swimming* 13D, *arcane lore* 4D (*Atlantean* +2D), *languages* 4D (*Atlantean*



*rac*es +3D), *medicine* 4D (*first aid* +2D), *navigation* 6D, *security* 4D (*JLA satellite* +1D), *scholar* 5D (*Atlantean culture* +2D), *search* 6D, *survival* 6D (*underwater* +3D), *tracking* 6D, *Presence* 2D, *animal handling* 6D (*aquatic* +3D), *command* 11D, *intimidation* 9D, *willpower* 10D. Advantages/Disadvantages: *Acute Senses* (*vision* +2) -4D, *Contact* (*JLA*) -6D, *Courage* -2D, *Leadership Ability* -2D, *Wealth* -12D; *Dark Secret* (*abandoned at birth*) +1D, *Delusions of Grandeur* +3D, *Dependent* (*people of his kingdom*) +1D, *Enemy* (*Aquaman's enemies*) +3D, *Fanatic* (*protection of the oceans*) +3D, *Hides Emotions* +1D, *Obsessive Tendencies* +2D. *Speed*: 30 (*walking*)/55 (*swimming*). *PDV*: 4. *Unarmed BDV*: 4D (5D *underwater*). *Physique/lifting bonus*: +4. *Hero Points*: 26. *Villain Points*: 1. *Character Points*: 216. *Body Points*: 59. *Natural Abilities*: *Pressure adaptability* (+2D to *Physique*), *underwater mobility* (+1D to *Reflexes* and *Coordination* while *underwater*), *darkness vision* (+2D to *Perception* to see in the dark), *water breathing* (*ability to breathe water like air; no penalties for failing swimming rolls*). *Powers*: *Superattributes*: *Physique* 1D, *Speak with Animals* (*aquatic*) 8D, *Mind Control* 5D, *Supersenses* (*nightvision*) 2D. *Equipment*: *Cybernetic hand* (*BDV* 5D, +1D when in form of hook, max range [with cable] 150 feet).

BATMAN

REAL NAME: Bruce Wayne

OCCUPATION: Industrialist, philanthropist

BASE OF OPERATIONS: Gotham City

MARITAL STATUS: Single

HEIGHT: 6'2"

WEIGHT: 210 pounds

EYE COLOR: Blue

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: Little did young Bruce Wayne realize that his life was ending and Batman's was about to begin as he and his parents walked out of the theater on a cold, moonlit evening.

When they perished at the hands of a nervous gunman over a strand of pearls, Thomas and Martha Wayne unwittingly started their son on his path toward becoming the Darknight Detective. Finding determination in his despair, Bruce set out across the globe to learn the skills he needed to avenge his parents' death. Upon his return to Gotham City, young Bruce Wayne began his war against the forces that took his parents from him. He became—Batman.

After being crippled by the venom-powered villain Bane, Bruce went on a journey to rediscover his lost skills and fighting edge. Reclaiming the mantle of the bat from his hastily chosen replacement, Jean Paul Valley, was the first in a series of monumental challenges Batman had to face. A plague let loose by Ra's al Ghul killed thousands of Gotham's citizens and nearly claimed the life of Robin. Soon after, an earthquake of 7.6 magnitude rocked Gotham to its core. Not only was most of Gotham destroyed, but the Batcave as well.

RECENTLY: With the utter destruction of Gotham City, the United States Government decided that there was no hope of reclaiming the city. It shut down all entry and exit points to Gotham and declared its skies a no-fly zone. Gotham City has become a no man's land where the only citizens remaining are those preying on the rest of the population or those willing to protect them.

All stats 8D except: *Reflexes* 4D, *acrobatics* 11D, *boating* 10D, *brawling* 10D, *driving* 8D (*Batmobile* +3D), *dodge* 11D, *martial arts* 13D (*arm pin* +3D, *spin attack* +3D, *all other maneuvers* +2D each), *piloting* 8D (*Batplane* +3D), *riding* 9D, *sneak* 13D, *Coordination* 4D, *lockpicking* 12D, *thievery* 9D, *thrown weapons* 12D, *Physique* 5D, *leap* 7D, *lifting* 6D, *Knowledge* 5D, *arcane lore* 6D, *computer ops* 6D, *criminology* 15D, *demolitions* 6D, *medicine* 7D (*first aid* +1D), *security* 11D, *Perception* 5D, *artist* 5D, *hide* 12D, *invent* 5D, *engineering* 5D, *repair* 6D, *search* 10D, *shadowing* 12D, *streetwise* 11D (*Gotham City* +4D), *surveillance* 10D, *tracking* 10D, *Presence* 3D, *intimidation* 14D, *interrogation* 14D, *willpower* 14D. **Advantages/Disadvantages:** *Acting Ability* -3D, *Attractive Appearance* -2D, *Contact* (*Commissioner Gordon*) -2D, *Contact* (*JLA*) -6D, *Courage* -2D, *Intimidating Grin* -2D, *Leadership Ability* -2D, *Obscure Knowledge* -2D, *Observant* -2D, *Preparedness* -4D, *Speed Draw* (*Batarang*) -2D, *Wealth* -10D; *Dark Secret* (effect parents' death had on him) +2D, *Dependent* (*Robin, Alfred, Harold*) +1D each, *Enemy* (*rogues gallery*) +5D, *Fanatic* +3D, *Hides Emo-*



tions +1D, Physical Limitation (back injury; -1D to *Physique* and related skills) +3D, Secret Identity +3D. Speed: 30. PDV: 6. Unarmed BDV: 5D (*brawling*), 1D (*martial arts*). *Physique/lifting* bonus: +2. Hero Points: 26. Villain Points: 1. Character Points: 216. Body Points: 44. Equipment: Cowl (Armor Value 22 against most attacks), cape and costume (Armor Value 20 against projectiles, 12 against heat and fire), nightvision lenses (immune to darkness penalties), decel monofilament cord jumplines and grapnels (max range 200 feet of cable, adds +1 success to any *climbing* roll), gas capsules (break upon contact and release a knockout gas; the target must make a Difficult *willpower* roll or fall unconscious for six hours), rebreather (provides oxygen for up to two hours), Batarang (BDV 2D, max range *Physique/lifting* roll + 4), Bat compounds and various other items concealed in costume and utility belt.

CAPTAIN MARVEL

REAL NAME: William (Billy) Batson

OCCUPATION: Radio personality, super hero

BASE OF OPERATIONS:

Fawcett City

MARITAL STATUS: Single

HEIGHT: 5'4" (as Billy), 6'2" (as Captain Marvel)

WEIGHT: 110 pounds (as Billy), 215 pounds (as Captain Marvel)

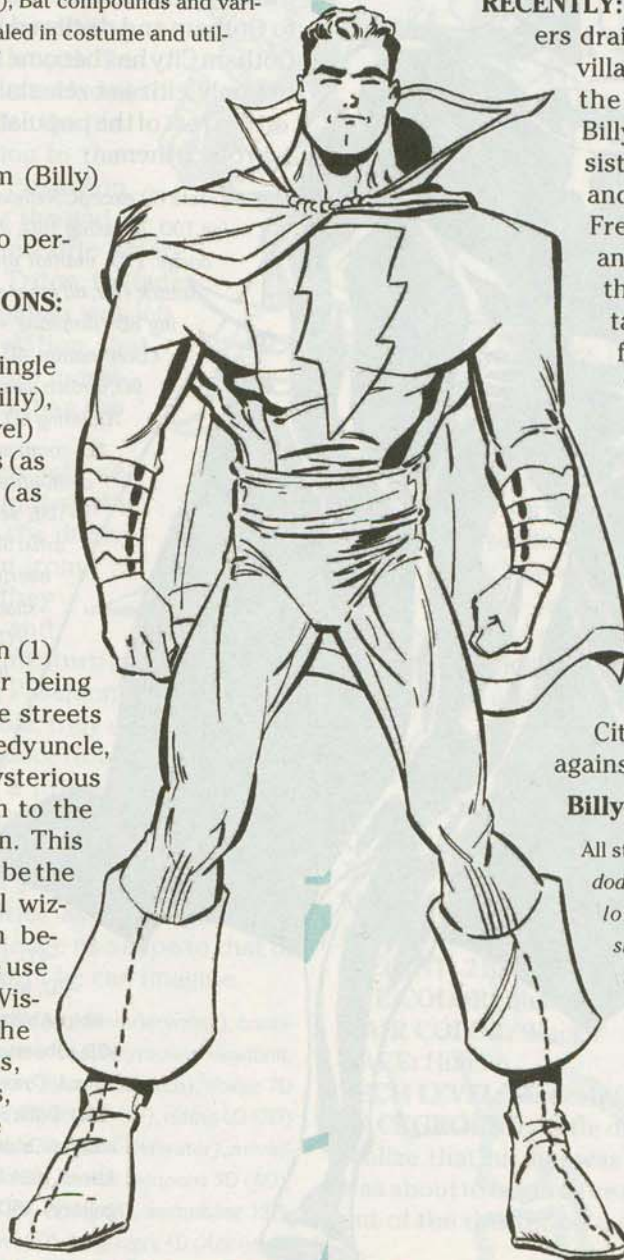
EYE COLOR: Blue

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: After being driven to a life on the streets by his corrupt and greedy uncle, Billy Batson met a mysterious stranger who led him to the temple of an old man. This old man turned out to be the ancient and powerful wizard Shazam. Shazam bestowed upon Billy the use of his powers: the Wisdom of Solomon, the Strength of Hercules, the Stamina of Atlas, the Power of Zeus, the Courage of Achilles, and the Speed of Mercury.



Recently, the evil space villain Mr. Mind began his latest plan of conquest by taking over the mind of Sarge Steel and having him authorize a nuclear strike against Fairfield, the home of the Marvels, killing thousands. After regaining a robotic exoskeleton he had once worn, Mr. Mind redoubled his attacks on the Marvels. He was foiled when his mind-control ploys were unearthed and, with a little help from Kyle Rayner and the time-lost Hal Jordan, the Marvels tore him out of the exoskeleton and held him captive. Just then, a concentrated sonic blast fired by Sarge Steel disintegrated the worm-like alien. It remains to be seen if Mr. Mind will return.

RECENTLY: After having their powers drained from them by the villainous Chain Lightning, the Batsons—including Billy (Captain Marvel), his sister Mary (Mary Marvel), and their friend Freddy Freeman (CM3)—were in an automobile accident that left them all hospitalized. With some help from a Mother Box, Billy was healed just in time to help Shazam fight the Three Faces of Evil, who had been inadvertently freed from the Rock of Eternity by Black Adam. Reimprisoning the Faces, Captain Marvel returned to Fawcett City to continue his fight against the forces of evil.

Billy Batson:

All stats 2D except: *brawling* 3D, *dodge* 3D, *Knowledge* 3D, *arcane lore* 4D, *Perception* 3D, *streetwise* 4D, *Presence* 4D, *bluff* 4D, *willpower* 5D. Advantages/Disadvantages: Charismatic -3D, Patron (Shazam)-4D; Dark Secret (abandoned as a child) +1D, Secret Identity +3D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1.

Hero Points: 12. Villain Points: 0. Character Points: 96. Body Points: 16. Powers: Magic Manipulation (summon lightning bolt) 5D (BDV 15 to anyone other than Billy or Captain Marvel; changes Billy to or from Captain Marvel).

Captain Marvel:

All stats 3D except: *Reflexes* 4D (11D), *brawling* 6D (13D), *dodge* 6D (13D), *melee weapons* 6D (13D), *piloting* 5D (self +1D) (13D), *Coordination* 4D (11D), *Physique* 5D (33D), *flying* 6D (34D), *Knowledge* 3D (10D) *arcane lore* 5D (12D), *scholar* 7D (14D), *streetwise* 5D (12D), *Presence* 4D, *command* 6D, *bluff* 9D, *willpower* 8D. Advantages/Disadvantages: Charismatic -3D, Contact (JLA) -6D, Leadership Ability -2D, Patron (Shazam) -4D; Dark Secret (abandoned as child) +1D, Dark Secret (secret identity is a kid) +3D, Enemy (Marvel foes) +5D, Secret Identity +3D. Speed: 30. PDV: 7. Unarmed BDV: 4D (6D). *Physique/lifting* bonus: +16. Hero Points: 16. Villain Points: 0. Character Points: 96. Body Points: 177. Powers: Magic Manipulation (summon lightning bolt) 5D (BDV 15 to anyone other than Billy or Captain Marvel; changes Billy to or from Captain Marvel), Superattributes: Reflexes, Coordination, Knowledge 7D each, Superattributes: Physique 28D, Flight 13D, Superbreath 12D, Invulnerability 10D, Speed Manipulation (superactions, supermobility) 8D each. All powers except Magic Manipulation have the limitation: Super Hero Form.

THE FLASH

REAL NAME: Wally West
OCCUPATION: Adventurer
BASE OF OPERATIONS: Keystone City, Kansas
MARITAL STATUS: Single
HEIGHT: 6'0"
WEIGHT: 175 pounds
EYE COLOR: Green
HAIR COLOR: Red
RACE: Human
TECH LEVEL: Modern (1)

BACKGROUND: The greatest moment of Wally West's life was when he met his hero—Barry Allen, the Flash. Little did he know that a freak accident would soon occur, blessing him with the same superspeed powers as Barry. Becoming Barry's sidekick, Kid Flash, Wally had the time of his life...and then he was stopped short. Barry sacrificed his life to save the universe, and Wally took on the name of the Flash in his

memory. These days, he rides the lightning, preserving the legacy that is now his.

After breaching the speed of light in an attempt to save the universe, Wally slowly began to change and feel a pull every time he used his speed powers. Then, while trying to save Keystone City, Wally surpassed the speed of light again and disappeared. Wally had entered what he later found out was the Speed Dimension. The Speed Force is the source of all human speedsters' powers. Wally was able, through his connection to his girlfriend, Linda Park, to return to the normal plane, and he was the first person in history to do so. Now Wally is a direct conduit to the Speed Force. He's faster than any previous speedster and has reached the bottom rung of an all-new ladder.

RECENTLY: Wally and Linda finally decided to take the plunge and get married—at least that's what Linda remembers. Moments after the wedding, Linda was abducted by an unknown foe who erased all evidence of her life.

Wally, now unaware of Linda's plight and of her very existence, has run into possibly his most dangerous foe yet. A man calling himself the Blue Flame attacked him and was able to remove his superspeed powers. Removing his mask to reveal that he was Malcolm Thawne, the archrival of Barry

Allen, he claimed that, by destroying the Flash, all of the Allen family would be destroyed.

Wally, able to regain his superspeed through his connection to the Speed Force, captured the Blue Flame in a cell of solidified speed. Marshalling the forces of the Flash family throughout the centuries, Wally sent them out to capture the descendants of the Blue Flame each time they reappeared. He himself went into the future to prevent the death of his mentor, Barry. After seeming to stop the Blue Flame,



Barry and Wally were confronted with the amassed group of speedsters all possessed by the Flame's power. They were led by Jay Garrick, who had become possessed by the Blue Flame, which was now the mystical essence of Malcolm Thawne.

Wally deduced that the only way to stop the Blue Flame permanently was to give it exactly what it wanted—the speed the Flash controlled. Pushing himself farther than he

had gone before, Wally drew upon the Speed Force and directed its energy into the Flame. In the ensuing explosion, the Blue Flame was destroyed, and Wally disappeared into the Speed Force, joining all of the speedsters who had journeyed there before him.

All stats 3D except: *brawling* 4D, *dodge* 5D, *Running* 10D, *Knowledge* 2D, *computer ops* 4D, *research*

(*speed reading* +3D), *scholar* 8D, *science* 8D, *security* 4D (JLA satellite +1D), *know-how* 5D (Speed Manipulation +4D), *search* 5D, *charm* 5D, *persuasion* 5D, *willpower* 9D. Advantages/Disadvantages: *Charismatic* -3D, *Contact* (JLA) -6D, *Obscure Knowledge* -2D, *Patron* (Max Mercury) -1D, *Wealth* -4D; *Enemy* (rogues gallery) +4D, *Secret Identity* +3D. *Speed*: 30. *PDV*: 3 (21 while moving using Speed Manipulation). *Unarmed BDV*: 3D. *Physique/lifting* bonus: +1. *Hero Points*: 20.

Villain Points: 0. *Character*

Points: 160. *Body Points*: 48. *Powers*: *Speed Manipulation* 18D, *Sustenance* 9D (limitations: linked to Speed Manipulation, self only), *Healing* 6D (limitations: linked to Speed Manipulation, self only). *Equipment*: Police band radios fixed into costume's earpieces.

GREEN ARROW

REAL NAME: Connor Hawke

OCCUPATION: Adventurer

BASE OF OPERATIONS: Mobile

MARITAL STATUS:

Single

HEIGHT: 5'9"

WEIGHT: 160

pounds

EYE COLOR:

Green

HAIR COLOR:

Blond

RACE: Human

TECH LEVEL:

Modern (1)

BACKGROUND: Born and

raised in a Tibetan ashram,

Connor Hawke never knew

who his father was until

recent years when a man

named Oliver Queen came

to the ashram seeking

guidance and peace of mind. After learn-

ing that Oliver was his father and the original

Green Arrow, Connor journeyed with him from

the monastery in hopes of making up for lost

time. When his father seemed to perish in an

airplane crash, Connor adopted the raiment of

Green Arrow to carry on his legacy.

RECENTLY: Journeying through the world with

his mentor, Master Jansen, Green Arrow has

recently been marked as one of the greatest

martial artists in the world, and, like in the Old

West, he will be tested constantly by those

seeking the fame of defeating him.

All stats 3D except: *Reflexes* 4D, *acrobatics* 7D, *dodge* 6D,

martial arts 14D (all maneuvers +3D each), *melee weap-*

ons 5D, *sneak* 5D, *Coordination* 4D, *missile weapons* 11D

(*bow & arrow* +4D), *thrown weapons* 7D, *Physique* 4D,

medicine 5D, *Perception* 4D, *repair* 4D (*bow & arrow*

+2D), *shadowing* 5D, *tracking* 4D, *willpower* 7D. Advan-

tages/Disadvantages: *Acute Balance* -2D, *Contact* (JLA)

-6D, *Speed Draw* (arrows) -1D; *Dependent* (Master

Jansen) +1D, *Enemy* (Lady Shiva, Silver Monkey) +2D

each. *Speed*: 30. *PDV*: 4. *Unarmed BDV*: 1D. *Physique/*

lifting bonus: +1. *Hero Points*: 4. *Villain Points*: 0. *Char-*

acter Points: 32. Body Points: 39. Equipment: Bow and arrows (BDV 5D, max range: 130 feet).

GREEN LANTERN

REAL NAME: Kyle Rayner

OCCUPATION: Freelance artist

BASE OF OPERATIONS: New York City

MARITAL STATUS: Single

HEIGHT: 5'11"

WEIGHT: 175 pounds

EYE COLOR: Dark green

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: Kyle Rayner was coasting through life without any real idea of where he wanted to go until the sole remaining Guardian of the Universe, Ganthet, chose Kyle to be the bearer of the last Green Lantern power ring. Sobered by this new power, Kyle has had to learn responsibility, humility, and the definition of a true hero. Chosen as one of the founding members of the new Justice League of America, Kyle has worked hard to not let his insecurity show, although Batman still scares him.

RECENTLY: When Hal Jordan was accidentally sent to the future (our present), he left Kyle with a copy of his ring to restart the Green Lantern Corps before he returned to his own time. (Hal's ring, one of the originals created by the Guardians of the Universe, is able to make copies of itself.) Kyle soberly accepted this responsibility, and after choosing a new Green Lantern for Earth—the hero once known as Jade, daughter of the original Green Lantern Alan Scott—he went off into space to begin rebuilding the Corps. Although learning more about his responsibilities as Green Lantern, Kyle failed in his attempt to recreate the Corps and destroyed the power ring Hal had given him, lest it fall into the wrong hands.

All stats 2D except: *Reflexes* 3D, *brawling* 4D, *dodge* 5D, *melee weapons* 4D, *piloting*

4D (self +2D), *marksmanship* 5D, *Physique* 3D, *flying* 6D, *Knowledge* 3D, *scholar* 3D (art +2D), *security* 3D (JLA satellite +1D), *Perception* 3D, *artist* 5D (drawing +2D, sculpting +2D), *know-how* 3D (ring creations +6D), *charm* 5D, *willpower* 8D. Advantages/Disadvantages: Charismatic -3D, Contact (JLA) -6D; Secret Identity +3D. Speed: 30. PDV: 3. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 12. Villain Points: 0. Character Points: 96. Body Points: 32. Equipment: Green Lantern power ring (powers: Energy Manipulation 13D, limitations: Rechargeable, Removable, Side Effect [all effects created are green]), Green Lantern power battery (recharges ring for an indeterminate amount of time; actual time depends on the amount of use of ring).

HITMAN

REAL NAME: Tommy Monaghan

OCCUPATION: Hitman

BASE OF OPERATIONS:

Gotham City

MARITAL STATUS: Single

HEIGHT: 6'0"

WEIGHT: 185 pounds

EYE COLOR: Black

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND:

One of the best hitmen in the business, Tommy Monaghan was on a job when his target was attacked by a giant alien parasite. After draining the spinal fluid from Tommy's target, the alien, Glonth, noticed Tommy and attacked him in the same manner. Fortunately, Tommy survived the attack and was rushed to Gotham General where he realized that the alien's attack had bestowed upon him X-ray vision and telepathy.



RECENTLY: After being severely beaten and almost killed by a group of S.A.S. assassins, Tommy and his friend Natt found the local mafia had a contract out on their heads for the murder of Men's Room Louie. Deciding that it was time to lay low, Tommy and his buddies from Noonan's Bar skipped the country for a while to do a job in Africa with the hopes that things would be a lot cooler when they return.

All stats 3D except: *brawling* 5D, *dodge* 5D, *driving* 4D, *melee weapons* 4D, *sneak* 4D, *Coordination* 4D, *marksmanship* 8D (pistol +2D), *streetwise* 6D (Gotham City +2D), *survival* 6D (urban +1D), *tracking* 4D, *bluff* 4D, *charm* 4D, *intimidation* 7D, *willpower* 7D. Advantages/Disadvantages: Acute Senses (vision) -3D, Courage -2D, Intimidating Grin -2D, Speed Draw (pistol) -1D; Enemy (Batman) +2D, Enemy (Gotham Mafia) +5D, Shady Background +2D, Targeted for Assassination +3D, Unattractive Appearance (eyes) +2D. Speed: 30. PDV: 3. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 1. Villain Points: 3. Character Points: 32. Body Points: 30. Powers: X-ray Vision 8D, Telepathy (surface thoughts only) 10D. Equipment: Two .44 Magnums (BDV 5Dx3, max range 165 feet).

IMPULSE

REAL NAME: Bartholomew (Bart) Allen II

OCCUPATION: Student

BASE OF OPERATIONS:

Manchester, Alabama

MARITAL STATUS: Single

HEIGHT: 5'1"

WEIGHT: 105 pounds
(115 pounds with shoes)

EYE COLOR: Yellow

HAIR COLOR: Brown

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: Bart Allen was born the grandson of Iris and Barry Allen, the original Flash, in the 30th century. Since Bart inherited his grandfather's superspeed powers but not his control over them, his hyper-metabolism threatened to end his life before it had even begun. Aging 14 years for the two he had been alive, Bart was on his way to burnout when his grandmother took him back to

the 20th century to see if she could find some help. With the aid of the new Flash, Wally West, Bart's metabolism was stabilized, leaving him a hyperactive teenager. Taking the name Impulse, Bart has become the fastest (if not the most patient) young hero in the world. After getting a crash course in his powers by past and present speedsters, including Max Mercury, Jay Garrick, Johnny Quick, Jesse Quick, and Wally West, Bart has relocated to a small Southern town to continue his studies with Max Mercury. Living there with Max and his daughter, Helen, Bart has managed to get himself into more trouble than anyone could imagine...well, at least more than Max could.

RECENTLY: Always looking for more adventure, Impulse has recently teamed up with Robin and Superboy to form the new super hero group, Young Justice.

All stats 2D except: *Reflexes* 3D, *brawling* 3D, *dodge* 4D, *Coordination* 3D, *running* 6D, *Presence* 3D. Advantages/Disadvantages: Charismatic -3D, Patron (Max Mercury) -3D; Impulsiveness +3D, Obsessive Tendencies +2D, Secret Identity +3D. Speed: 30. PDV: 2 (11 while moving using Speed Manipulation). Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points 2. Villain Points 0. Character Points 16. Body Points: 34. Powers: Speed Manipulation 9D, Sustenance 3D (limitations: linked to Speed Manipulation, self only), Healing 2D (limitations: linked to Speed Manipulation, self only). Equipment: Flash ring (Impulse's suit can collapse inside or expand out of this ring in one round).

MARTIAN MANHUNTER

REAL NAME: J'onnn J'onzz (pronounced John Jones), various others

OCCUPATION: Private detective, various others

BASE OF OPERATIONS: Z'onnn Z'orr

MARITAL STATUS: Widower

HEIGHT: 6'7"

WEIGHT: 300 pounds

EYE COLOR: Black

HAIR COLOR: None

SKIN: Green

RACE: Martian

TECH LEVEL: Advanced (3)

BACKGROUND: Over 30 years ago, the Martian known as J'onnn J'onzz was accidentally teleported to Earth. Spending his first years exploring his new world, J'onnn used his natural shapechanging powers to create a number of personas for himself. During an alien invasion, J'onnn joined the original Flash and Green Lan-





tern, as well as Aquaman and Black Canary, to form the Justice League of America.

RECENTLY: Through all of its many incarnations, J'onn has always been a member of the Justice League, and the new team is no exception. Joining Superman, Batman, Wonder Woman, Aquaman, and the new Flash and Green Lantern, J'onn has become one of the core members of the most powerful version of the JLA ever. With its recent expansion, J'onn has taken a more administrative role and begun spending more time in his new home of Z'onn Z'orr, the Antarctic Martian city once used as a base by the Hyperclan.

All stats 3D except: *Reflexes* 3D (10D), *brawling* 7D (14D), *dodge* 7D (14D), *melee weapons* 5D (12D), *piloting* 4D (self +2D) (13D), *sneak* 6D (13D), *Physique* 5D (33D), *flying* 7D (35D), *leap* 8D (36D), *Knowledge* 4D, *computer ops* 8D (JLA Watchtower computers +3D), *criminology*

9D, *scholar* 5D (Martian culture +2D), *science* 9D, *security* 7D (JLA Watchtower 10D), *Perception* 4D, *engineering* 7D, *hide* 6D, *invent* 7D, *repair* 7D (JLA equipment +2D), *search* 8D, *shadowing* 6D, *streetwise* 7D, *tracking* 11D, *Presence* 1D, *command* 7D, *disguise* 8D, *interrogation* 7D, *intimidation* 8D, *willpower* 11D. Advantages/Disadvantages: *Acting Ability* -3D, *Contact* (JLA) -6D, *Contact* (United Nations) -5D, *Courage* -2D, *Intimidating Grin* -2D, *Leadership Ability* -2D, *Mechanical Aptitude* -2D, *Observant* -2D, *Dark Secret* (has many identities) +3D, *Hides Emotions* +1D, *Phobia* (fire) +5D, *Secret Identity* +3D. *Speed* 30. *PDV*: 7 (14 while moving using *Speed Manipulation*). *Unarmed BDV*: 5D (6D). *Physique/lifting bonus*: +16. *Hero Points*: 28. *Villain Points*: 0. *Character Points*: 224. *Body Points*: 179. *Powers*: *Longevity* 3D, *Microwave Projection* (eyes) (Martian Vision) 12D, *Shapechanging* 15D, *Superattributes*: *Reflexes*, *Coordination* 7D each, *Superattributes*: *Physique* 28D, *Telepathy* 10D, *Flight* 13D, *Invulnerability* 10D, *Density Manipulation* 10D (limitation: *Self-Only*), *Light Manipulation* (invisibility) 8D, *Matter Manipulation* (absorption/dispersion) 5D (limitation: *Self-Only*, linked to *Shapechanging*), *Speed Manipulation* (supermobility, superactions) 7D each. All powers also have the limitation: *Vulnerability* (fire).

NIGHTWING

REAL NAME: Richard (Dick) Grayson

OCCUPATION: Police academy trainee

BASE OF OPERATIONS: Blüdhaven

MARITAL STATUS: Single

HEIGHT: 5'10"

WEIGHT: 175 pounds

EYE COLOR: Blue

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern

(1)

BACKGROUND: Dick Grayson spent many happy years growing up under the big top of Haly's Circus. Then his parents were



murdered in a show of strength by Boss Zucco while the circus was in Gotham. Becoming the ward of Bruce Wayne, Dick was trained to become Batman's partner, Robin. Years later, Dick decided it was time to be his own man, and he became Nightwing.

RECENTLY: After a dozen dead bodies floated into Gotham Harbor, Batman decided to send Nightwing to Gotham's neighboring city, Blüdhaven, to investigate the murders at their apparent source. There, Nightwing found a city even more corrupt than Gotham. Ruled from the shadows with an iron fist by the villain Blockbuster, the people of Blüdhaven have spent their lives waiting for a savior. Dick hopes that he can fill that role as well as Bruce did for Gotham, and has enrolled in the Blüdhaven police academy in order to help him do just that.

All stats 6D except: *Reflexes* 5D, *acrobatics* 15D, *boating* 8D, *brawling* 8D, *climbing* 9D, *dodge* 14D, *driving* 7D (*Nightbird* +1D), *martial arts* 9D (all maneuvers +2D each), *riding* 5D, *sneak* 10D, *Coordination* 5D, *lock-picking* 8D, *thievery* 8D, *thrown weapons* 10D, *Physique* 4D, *leap* 10D, *lifting* 5D, *Knowledge* 3D, *arcane lore* 4D, *criminology* 12D, *medicine (first aid)* +1D, *Perception* 4D, *artist* 4D, *conceal* 7D, *hide* 10D, *repair* 5D, *search* 8D, *security* 9D, *shadowing* 10D, *streetwise* 9D (*Blüdhaven* +1D, *Gotham City* +2D), *surveillance* 8D, *tracking* 7D, *Presence* 4D, *interrogation* 8D, *intimidation* 8D, *persuasion* 7D, *willpower* 9D. **Advantages/Disadvantages:** *Acute Balance* -2D, *Attractive Appearance* -2D, *Charismatic* -3D, *Contact (Robin, Oracle)* -3D each, *Leadership Ability* -2D, *Observant* -2D, *Patron (Bruce Wayne)* -4D, *Wealth* -6D; *Enemy (Blockbuster, Deathstroke, Torque)* +2D each, *Secret Identity* +3D. *Speed*: 30. *PDV*: 8. *Unarmed BDV*: 4D (*brawling*), 1D (*martial arts*). *Physique/lifting bonus*: +2. *Hero Points*: 18. *Villain Points*: 0. *Character Points*: 144. *Body Points*: 38. *Equipment*: *Costume (Armor Value 20 against*

projectiles, 12 against heat and fire), *nightvision lenses* (immune to darkness penalties), *decel monofilament cord jumplines and grapnels* (max range 200 feet of cable; adds +1 success to any *climbing* roll), *gas capsules* (break upon contact and release a knockout gas; the target must make a *Difficult willpower* roll or fall unconscious for six hours), *rebreather* (provides oxygen for up to two hours), *Nightarang* (BDV 2D, max range: *Physique/lifting* roll + 4), *Escrima fighting sticks* (BDV 4D), *Bat compounds* and various other items concealed in costume and utility belt.

ROBIN

REAL NAME: Timothy Drake

OCCUPATION: High school student

BASE OF OPERATIONS: Gotham City

MARITAL STATUS: Single

HEIGHT: 5'1"

WEIGHT: 115 pounds

EYE COLOR: Blue

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: Studying for years under Batman, Nightwing, Lady Shiva, and others, Tim Drake has acquired and maintained the skills necessary to fight alongside the Dark Knight and live up to the legacy of Robin. In his two years as the Teen Wonder, Tim has faced many serious threats from villains such as Two-Face (a personal archenemy of Robin) and the loss and subsequent return of Bruce Wayne as Batman.

RECENTLY: After overcoming the deadly virus "the Clench" (which nearly took his life), Tim returned from Europe to face the effects of the massive earthquake that left Gotham in ruins. Add this to Tim's promise to be the birthing coach for his pregnant friend

Stephanie, otherwise known as the Spoiler, and his duties as the apparent leader of the group Young Justice (no one else is responsible enough for the job), and it's easy to see why he has no social life.

All stats 5D except: *Reflexes* 2D, *acrobatics* 7D, *boating* 4D, *dodge* 6D, *driving* 4D (*Redbird* +1D), *martial arts* 8D



(all maneuvers +1D each), *melee weapons* 6D (bo staff +1D), *piloting* 4D, *sneak* 6D, *Coordination* 2D, *missile weapons* 4D, *thrown weapons* 5D (*insignia shuriken* +1D, *Batarang* +1D), *Physique* 3D, *leap* 4D, *lifting* 4D, *Knowledge* 4D, *computer ops* 7D (*computer programming* +1D), *criminology* 8D, *security* 6D, *Perception* 3D, *repair* 4D, *search* 4D, *streetwise* 4D, *surveillance* 4D, *survival* 4D (*urban* +1D), *Presence* 2D, *bluff* 3D, *charm* 3D, *disguise* 3D, *interrogation* 3D, *intimidation* 3D, *persuasion* 3D, *willpower* 7D. Advantages/Disadvantages: Charismatic -3D, Contact (Batman, Nightwing, Oracle) -2D each, Mettle -2D, Patron (Batman) -6D; Dependent (Tim's father, his father's housekeeper) +2D each, Enemy (Two-Face) +1D, Secret identity +3D. Speed: 30. PDV: 4. Unarmed BDV: 3D (*brawling*), 1D (*martial arts*). *Physique/lifting* bonus: +2. Hero Points: 3. Villain Points: 0. Character Points: 24. Body Points: 35. Equipment: Costume (Armor Value 20 against projectiles, 12 against heat and fire), nightvision lenses (immune to darkness penalties), decel monofilament cord jumplines and grapnels (max range 200 feet of cable; adds +1 success to any *climbing* roll), gas capsules (break upon contact and release a knockout gas; the target must make a Difficult willpower roll or fall unconscious for six hours), rebreather (provides oxygen for up to two hours), Batarang (BDV 2D, max range: *Physique/lifting* roll + 4), bo staff (BDV 4D), "R" insignia shuriken (BDV 1D, max range: *Physique/lifting*), sling-shot (max range: *Physique/lifting* +10), Bat compounds and various other items concealed in costume and utility belt.

STARMAN

REAL NAME: Jack Knight

OCCUPATION: Secondhand collectibles dealer

BASE OF OPERATIONS: Opal City

MARITAL STATUS: Single

HEIGHT: 6'1"

WEIGHT: 165 pounds

EYE COLOR: Blue

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

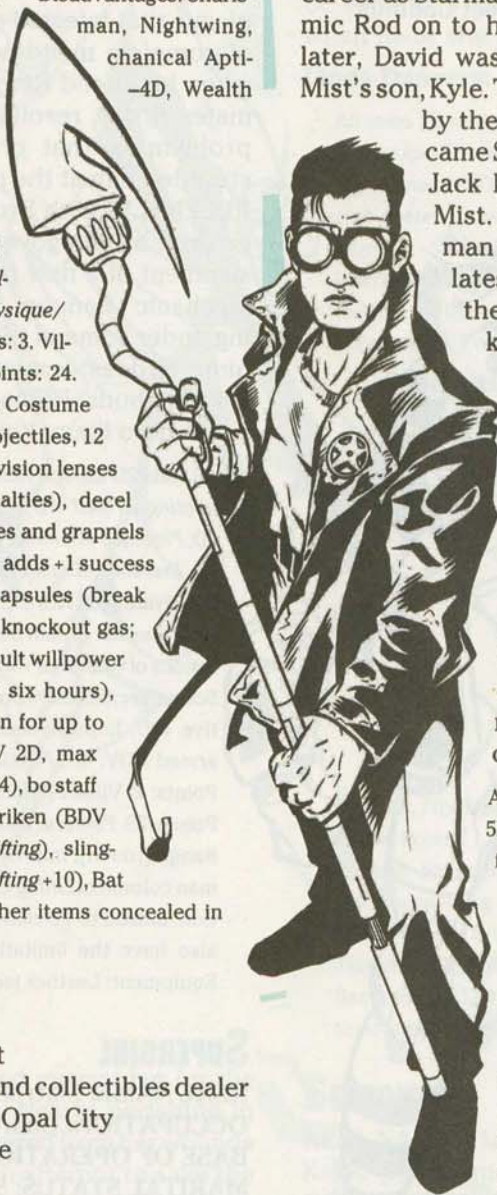
BACKGROUND: The third member of the Knight family to become Starman, Jack was

destined for the role of a hero, a role he didn't want. As Jack grew older, he resented his father's constant absence as Ted Knight's super-heroics as Starman kept him away from home; in time a rift grew between the two. When his father returned from a limbo in which he had been imprisoned for two years, Jack had begun a life for himself as a secondhand collectibles dealer. Too old to continue his career as Starman, Ted Knight passed the Cosmic Rod on to his oldest son, David. A week later, David was fatally shot by the original Mist's son, Kyle. To stop the crimewave started by the Mist and his family, Jack became Starman. In the ensuing battle, Jack killed Kyle and defeated the Mist. Jack decided to remain Starman and has become Opal City's latest protector. In a battle with the latest Mist, Nash, Jack was knocked unconscious and forced to father a son with her.

RECENTLY: Accepting a quest to find the former Starman, Will Payton, Jack and Mikael, the second Starman, boarded a spaceship renovated by Jack's father and piloted by a Mother Box Orion gave them, and headed out amongst the stars. It remains to be seen what will come of their grand adventure.

All stats 2D except: *brawling* 4D, *dodge* 5D, *martial arts* 3D (arm pin, choke, flip, all at +1D), *melee weapons* 5D (*Cosmic Staff* +2D), *piloting* 3D (self +2D), *marksmanship* 4D (*Cosmic Staff* +2D), *Physique* 3D, *arcane lore* 3D, *scholar* 3D (*second hand goods* +2D, *Cosmic Staff* +2D), *science* 2D (*Cosmic Staff* +1D), *Perception* 3D, *artist* 2D (*painting* +2D), *know-how* 4D (*Cosmic Staff* +3D), *repair* 2D (*Cosmic Staff* +1D), *search* 4D, *streetwise* 4D (*Opal City* +1D), *Presence* 3D, *willpower* 8D. Advantages/Disadvantages:

Courage -2D, Patron (Ted Knight) -1D; Enemy (the Mist) +2D. Speed: 30. PDV: 3. Unarmed BDV: 3D (*brawling*), 1D (*martial arts*). *Physique/lifting*: +1. Hero Points: 3. Villain Points: 1. Character Points: 32. Body Points: 28. Equipment: *Cosmic Staff* (BDV 7D [when striking with the Staff]); Body Points: 140; powers: Mi-



crowwave Projection 10D, Light Manipulation (light blast) 8D, Flight 5D, Forcefield 6D, limitations: Rechargeable, Removable; the staff can be controlled by the user's thoughts if his mind engrams are programmed into it).

SUPERBOY

REAL NAME: Kon-El (adopted Kryptonian name)

OCCUPATION: Project Cadmus Field Agent

BASE OF OPERATIONS: Project Cadmus

MARITAL STATUS: Available

HEIGHT: 5'7"

WEIGHT: 130 pounds

EYE COLOR: Blue

HAIR COLOR: Black

RACE: Human (clone)

TECH LEVEL: Modern (1)

BACKGROUND: Created by Project Cadmus scientists using DNA



material from Project Director Westfield, Superboy was one of several clones created to replace the deceased Superman. Superboy was the only one to survive. With powers that were as close to Superman's as possible, Superboy has even demonstrated a weakness to kryptonite. After realizing he was being manipulated by his female companion, Knockout, Superboy found new purpose and direction in his life. But soon after, he was stricken by a plague that infected only clones. On the brink of complete meltdown, Superboy was saved when his friend Roxy Leech donated genetic material that resolidified his form. The only problem is, that process has permanently stranded him at the physical age of 16.

RECENTLY: With Project Cadmus being reorganized by the government including the assignment of a new project head, Mickey "the Mechanic" Cannon, Superboy has been chafing under some of the new restrictions put on him. He does escape this when he teams up with his buds, Robin and Impulse, in the new super hero team, Young Justice.

All stats 2D except: *Reflexes* 3D, *brawling* 6D, *dodge* 6D, *piloting* 4D (self +1D), *Coordination* 3D, *thrown weapons* 5D, *Physique* 4D, *lifting* 5D (17D with Telekinesis), *flying* 6D, *Presence* 4D, *charm* 6D, *willpower* 5D. Advantages/Disadvantages: Attractive Appearance -2D, Charismatic -3D, Contact (Team Superman) -4D, Courage -2D; Delusions of Grandeur +3D, Enemy (Knockout, Killer Shark, Scavenger, Silver Sword) +2D each, Extremely competitive +2D, Impulsiveness +1D. Speed: 30. PDV: 3. Unarmed BDV: 4D. *Physique/lifting bonus*: +2 (+8). Hero Points: 2. Villain Points: 0. Character Points: 16. Body Points: 39. Powers: Telekinesis 12D (limitation: Limited Range [touch]; improves *lifting* skill but use Superhuman column of *Lifting* Chart), Invulnerability 7D (limitation: Linked to Telekinesis), Longevity 15D. All powers also have the limitation: Vulnerability (kryptonite). Equipment: Leather jacket, sunglasses.

SUPergirl

REAL NAME: Matrix (Mae), Linda Danvers

OCCUPATION: Guardian

BASE OF OPERATIONS: Leesburg

MARITAL STATUS: Single

HEIGHT: 5'7" (as Linda), 5'11" (as Supergirl)

WEIGHT: 140 pounds

EYE COLOR: Blue

HAIR COLOR: Blond

RACE: Synthetic protoplasmic being

TECH LEVEL: Modern (1)

BACKGROUND: Supergirl was a shapechang-



ing synthetic human created in a pocket universe to thwart the rampage of three Kryptonians who had escaped from that universe's Phantom Zone. With the help of this universe's Superman, the three criminals were defeated and executed, but not before they had killed everything on the pocket universe's Earth. Nearly perishing in the battle, Supergirl recovered from her wounds with the Kent family. In an attempt to save the life of a young girl named Linda Danvers, Supergirl bonded her form with Linda's, merging their minds, bodies, and souls. Now Supergirl can change shape only between her form and that of Linda's. Additionally, in a recent battle, her anger peaked and wings of flames spread from her back and flames shot from her eyes.

RECENTLY: After some study and a discussion with a little boy claiming to be God, Linda became convinced that she was one of three earthborn angels. She found the second in the mysterious hero Comet. It seems that Linda's particular influence is fire (which accounts for her flaming wings) and Comet's is love (accounted for by Supergirl's difficulty in controlling her emotions around Comet). It remains to be seen who the third earthborn angel is or when he or she will appear.

Linda Danvers:

All stats 2D except: *melee weapons* 3D, *Knowledge* 3D, *arcane lore* 5D, *artist (sculpting)* 6D, *streetwise* 3D, *charm* 3D, *willpower* 3D. Advantages/Disadvantages: Dark Secret (parent's neglect) +1D, Dark Secret (committed murder) +3D, No Self-Confidence +2D. Speed: 30. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +1. Hero Points: 4. Villain Points: 1. Character Points: 40. Body Points: 22. Powers: Shapechanging (Supergirl) 2D.

Supergirl:

All stats 3D except: *Reflexes* 4D, *melee weapons* 5D, *brawling* 6D, *dodge* 7D, *piloting* 4D (self +2D), *Coordination* 4D, *Physique* 3D, *lifting* 4D (14D with Telekinesis), *flying* 7D, *arcane lore* 5D, *artist (sculpting)* 6D, *Presence* 4D, *willpower* 7D. Advantages/Disadvantages: Attractive Appearance -2D, Contact (Team Superman) -4D; Dark Secret (merging with Linda) +2D, Enemy (Buzz, Gorilla Grodd) +2D each, Secret Identity +3D. Speed 30. PDV: 4. Unarmed BDV: 4D. *Physique/lifting* bonus: +1 (+6). Hero Points: 4. Villain Points: 1. Character Points: 40. Body Points: 40. Powers: Shapechanging (Linda) 2D, Telekinesis 10D (improves *lifting* skill but use Superhuman column of *Lifting* Chart), Invulnerability 8D (limitation: linked to Telekinesis), Flame Manipulation (flame blast [eyes], flame wings) 13D each. All powers also have the limitation: Super Hero Form.

SUPERMAN

REAL NAME: Clark Joseph Kent (Earth name), Kal-El (Kryptonian name)
OCCUPATION: Reporter, novelist
BASE OF OPERATIONS: Metropolis
MARITAL STATUS: Married
HEIGHT: 6'3"
WEIGHT: 225 pounds
EYE COLOR: Blue
HAIR COLOR: Black
RACE: Kryptonian



TECH LEVEL: Advanced (3)

BACKGROUND: Rocketed from the dying planet Krypton in a birthing matrix, young Kal-El was sent to the planet Earth with the hopes that there he would have a chance to grow and become a leader among its barbaric (by Kryptonian standards) people. He was found in the field where his matrix crashed by Jonathan and Martha Kent, a Kansas farming couple. The Kents named him Clark and raised him to be an honest, helpful person, dedicated to using his powers for the good of humankind. After years of operating as Superman, Clark had some of his greatest challenges within a relatively short timespan. First he sacrificed his life to stop the monstrous Doomsday. Then, shortly after returning to life, he foiled the evil Cy-

borg, who had already destroyed Coast City with the help of Mongul. Some time later, he was changed into a being of pure energy, split into two separate energy beings, then finally transformed back to his original form. Not to

mention getting married to Lois Lane!
RECENTLY: With Lex Corp's purchase of the *Daily Planet*, Clark Kent has found himself without a job. Even though he is spending his time writing a novel, he finds himself thinking more and more that as Superman he should be doing more for the world.

All stats 3D except: *Reflexes* 4D (14D), *brawling* 5D (15D), *dodge* 5D (15D), *melee weapons* 5D (15D), *piloting* 5D (self +2D) (17D), *Physique* 5D (35D), *flying* 7D (37D), *Knowledge* 3D, *arcane lore* 4D, *computer ops* 5D, *criminology* 6D, *languages* 7D, *medicine* 5D (first aid +1D), *research* 8D, *scholar* 8D (18D) (Kryptonian culture +2D), *science* 7D (17D) (Kryptonian science +3D), *security* 4D (JLA Watchtower +2D), *artist* 4D (writing +2D), *know-how* 8D, *search* 5D, *shadowing* 4D, *streetwise* 5D (Metropolis +2D), *surveillance* 5D, *tracking* 4D, *Presence* 5D, *charm* 6D, *command* 12D, *interrogation* 5D, *intimidation* 9D, *persuasion* 7D, *willpower* 14D. Advantages/Disadvantages: *Attractive Appearance* -2D, *Charismatic* -3D, *Contact* (JLA) -6D, *Courage* -2D, *Leadership Ability* -2D, *Wealth* -4D; *Dependent* (Lois Lane) +1D, *Dependent* (Ma and Pa Kent) +2D each, *Enemy* (Lex Luthor, Cyborg) +3D each, *Enemy* (rogues gallery) +6D, *Secret Identity* +3D. *Speed*: 30. *PDV*: 8 (16 while moving using *Speed Manipulation*). *Unarmed BDV*: 3D (7D). *Physique/lifting bonus*: +17. *Hero*

Points: 40. *Villain Points*: 0. *Character Points*: 320. *Body Points*: 185. *Powers*: *Microwave Projection* (eyes) 15D, *Immunity* 10D, *Superattributes*: *Reflexes*, *Coordination*, *Knowledge* (scholar, science) 10D each, *Superattributes*: *Physique* 30D, *Superbreath* 13D, *Supersenses*

borg, who had already destroyed Coast City with the help of Mongul. Some time later, he was changed into a being of pure energy, split into two separate energy beings, then finally transformed back to his original form. Not to

12D, X-ray Vision 14D (Limitation: Ineffectiveness [lead]), Flight 14D, Invulnerability 11D, Speed Manipulation (supermobility, superactions) 8D. All powers also have the limitations: Ineffectiveness (magic), Rechargeable (yellow sun), Vulnerability (kryptonite).

Wonder Woman

REAL NAME: Diana

OCCUPATION: Ambassador

BASE OF OPERATIONS: Wonderdome

MARITAL STATUS: Single

HEIGHT: 5'11"

WEIGHT: 135 pounds

EYE COLOR: Blue

HAIR COLOR: Black

RACE: Amazon

TECH LEVEL: Modern (1)

BACKGROUND: Formed from the clay of Paradise Island, Princess Diana was given life by the gods of Ancient Greece. Granted great powers by these same gods, she grew to become the Amazons' ambassador to the Patriarch's World—Wonder Woman.

In a battle with the demon Neron, Diana lost her life but was granted godhood through her mother Hippolyta's supplication to the goddess Hera. After a brief time as the Goddess of Truth, Diana was returned to her mortal form and has once again reclaimed the title of Wonder Woman.

RECENTLY: Now facing possibly her greatest chal-

lenge yet, Diana must prepare herself for a coming war. Led by Zeus' father, Cronus, the Titans of ancient myth plan to reclaim a world that once was theirs. To prepare the way for them, they have sent Devastation, the Titan's equivalent to Wonder Woman.

All stats 4D except: *Reflexes* 4D (12D), *brawling* 6D (14D), *dodge* 5D (13D), *melee weapons* 6D (14D), *piloting* 5D (self +4D) (17D), *Coordination* 4D (12D), *missile weapons* 5D (13D), *thrown weapons* 5D (13D) (*magic lasso* +1D), *Physique* 5D (33D), *flying* 6D (34D), *leap* 6D (34D), *running* 6D (34D), *Knowledge* 3D, *medicine* 7D (*first aid* +1D), *scholar* 7D (*Amazon lore* +2D, *strategy* +2D), *tracking* 7D, *command* 10D, *intimidation* 8D, *willpower* 10D. Advantages/Disadvantages: Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -6D, Courage -2D, Leadership Ability -2D, Enemy (Circe) +2D, Enemy (Ares, Neron) +3D each, Fanatic +3D. Speed: 30. PDV: 7. Unarmed BDV: 4D (6D). *Physique/lifting* bonus: +16. Hero Points: 25. Villain Points: 0. Character Points: 200. Body Points: 175. Powers: Immunity 9D, Superattributes: Reflexes, Coordination 8D each, Superattributes: Physique 28D, Flight: 13D, Invulnerability 10D. Equipment: magic lasso (BDV 5Dx5, PDV 75, anyone caught within the lasso must make a Super-Heroic *willpower* roll or be forced to tell the truth when speaking), magic bracelets (Armor Value 18; can use the bracelets to deflect bullets).



VILLAINS

BANE

REAL NAME: Unknown
OCCUPATION: Thug
BASE OF OPERATIONS: Gotham City
MARITAL STATUS: Single
HEIGHT: 6'8"
WEIGHT: 350 pounds (425 pounds while on Venom)
EYE COLOR: Brown
HAIR COLOR: Black
RACE: Human
TECH LEVEL: Modern (1)
BACKGROUND: Spending his early life serving out the life sentence of his father behind the walls of Santa Prisca's infamous fortress/prison, Pena Duro, the child who would become Bane spent his time expanding his mind behind the walls of the prison that contained his body. A student of every leader and conqueror throughout history, he prepared himself for the day he would be free. After almost four decades of imprisonment, Bane was made the subject of an experiment utilizing the gene-altering drug Venom, which greatly enhanced his strength and facilitated his escape. Making his way to Gotham to track down the fabled Batman, Bane first destroyed Arkham Asylum, allowing the criminals imprisoned there to escape. Then, after Batman had been weakened in the process of returning those criminals to their prison, Bane defeated and broke the back of the Dark Knight.

Bane took over the Gotham underworld until the temporary Batman, Jean Paul Valley, brought him to justice. Imprisoned once again, Bane regained his strength and force of will (along with overcoming his addic-

tion to Venom) through rigorous physical training.

RECENTLY: After a brief alliance with Ra's al Ghul, Bane returned to Gotham. He was most recently seen when Azrael, the new identity of Jean Paul Valley, brought Bane to justice once more after he escaped from prison during the devastating earthquake that rocked Gotham.

All stats 7D except: *Reflexes* 4D, *brawling* 12D (arm pin, back hand, bear hug, choke, clothesline, haymaker, headbutt, lunge, slam, throw, all +1D each), *dodge* 10D, *melee weapons* 10D, *Coordination* 4D, *lockpicking* 12D, *thievery* 9D, *thrown weapons* 10D, *Physique* 5D, *leap* 8D, *lifting* 10D, *Knowledge* 4D, *computer ops* 6D, *criminology* 10D, *demolitions* 7D, *medicine* 5D, *scholar* 5D (strategy +4D), *security* 11D, *Perception* 5D, *hide* 8D, *search* 8D, *shadowing* 9D, *streetwise* 6D (Gotham City +3D), *surveillance* 11D, *tracking* 11D, *Presence* 3D, *intimidation* 12D, *interrogation* 9D, *willpower* 12D. Advantages/Disadvantages: *Acute Blance* -2D, *Acute Sense of Direction* -2D, *Courage* -2D, *Leadership Ability* -2D, *Observant* -2D; *Dark Secret* (grew up in prison) +1D, *Delusions of Grandeur* +3D, *Enemy* (Batman, Ra's al Ghul) +2D each, *Fanatic* (destruction of Batman) +3D, *Fugitive* +3D. *Speed*: 30. *PDV*: 5. *Unarmed BDV*: 6D. *Physique/lifting bonus*: +5. *Hero Points*: 0. *Villain Points*: 27. *Character Points*: 216. *Body Points*: 50.

BLACK ADAM

REAL NAME: Theodore (Theo) Adam, Teth Adam
OCCUPATION: Mercenary, super villain
BASE OF OPERATIONS: Fawcett City
MARITAL STATUS: Single
HEIGHT: 6'3"

WEIGHT: 225 pounds
EYE COLOR: Blue
HAIR COLOR: Black
RACE: Human
TECH LEVEL: Modern (1)
BACKGROUND: In the time of the Pharaohs, the ancient wizard Shazam chose his first champion, Teth Adam. Much like the modern-day Captain Marvel, Teth Adam drew his power from deities forming the name of the wizard, although the deities of Teth



Adam were Egyptian. Adam would gain the stamina of Shu, the swiftness of Heru, the strength of Amon, the wisdom of Zehuti, the power of Aton, and the courage of Mhen whenever he uttered the name Shazam. Eventually though, Teth Adam was corrupted by his power and the influence of Shazam's demonic daughter Blaze, and he became the villainous Black Adam. Shazam stripped him of his powers and memory for his evil deeds.

In the twentieth century, Theo Adam, a descendant of Teth Adam, was hired by a Doctor Sivana to accompany Clarence Batson and his wife, Marilyn, on an expedition to Egypt. There they found a mysterious jeweled scarab that Adam knew he must possess. Killing the Batsons to prevent them from telling the world of his discovery, Adam fled back to Fawcett City. There Adam discovered the secret of the scarab—it was a focus for the power of Teth Adam. Speaking the name of the wizard Shazam, Theo Adam was transformed, and Black Adam lived again. Regaining the memories of his ancestor, Black Adam decided to destroy Captain Marvel once and for all, but after a furious battle, Adam was defeated. Once again stripped of his powers and memories by Shazam, Theo Adam was this time rendered mute so that he would never again be able to utter the magic word allowing him to become Black Adam.

RECENTLY: Theo Adam overcame the barriers placed upon him by the wizard Shazam and has continued to plague Captain Marvel and the entire Marvel family. Most recently, Black Adam freed the imprisoned Doctor Sivana so the two could combine their skills to free Adam's mistress, Blaze, from the Rock of Eternity where Shazam and the Marvels had imprisoned her. They

succeeded in freeing her, but unknowingly unleashed the Three Faces of Evil in the process. Captured by the Faces, Adam had to rely on Captain Marvel and Shazam to defeat this unholy menace.

Theo Adam:

All stats 2D except: *brawling* 5D, *dodge* 5D, *driving* 4D, *marksmanship* 4D, *melee weapons* 5D, *Physique* 3D, *Knowledge* 3D, *arcane lore* 4D, *Perception* 3D, *streetwise* 5D, *bluff* 3D, *intimidation* 5D, *willpower* 6D. Advantages/Disadvantages: Charismatic -3D; Dark Secret (murdered Billy and Mary Batson's parents) +3D, Enemy (Shazam) +4D, Secret Identity +3D. Speed: 30. PDV: 3. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 14. Character Points: 112. Body Points: 30. Powers: Magic Manipulation (summon lightning bolt) 5D (BDV 15 to anyone other than Theo Adam or Black Adam; changes Theo to or from Black Adam).

Black Adam:

All stats 3D except: *Reflexes* 4D (11D), *brawling* 6D (13D), *dodge* 6D (13D), *driving* 6D (13D), *marksmanship* 6D (13D), *melee weapons* 6D (13D), *piloting* 5D (self +2D) (14D), *Coordination* 4D (11D), *Physique* 5D (33D), *flying* 6D (34D), *Knowledge* 3D (10D) *arcane lore* 5D (12D), *scholar* 7D (14D), *streetwise* 5D (12D), *command* 6D, *bluff* 9D, *intimidation* 7D, *willpower* 8D. Advantages/Disadvantages: Charismatic -3D; Dark Secret (murdered Billy and Mary Batson's parents) +3D, Enemy (Shazam) +4D, Secret Identity +3D. Speed: 30. PDV: 7. Unarmed BDV: 4D (6D). *Physique/lifting* bonus: +16. Hero Points: 0. Villain Points: 14. Character Points: 112. Body Points: 177. Powers: Magic Manipulation (summon lightning bolt) 5D (BDV 15 to anyone other than Theo Adam or Black Adam; changes Theo to or from Black Adam), Superattributes: Reflexes, Coordination, Knowledge 7D each, Superattributes: Physique 28D, Flight 13D, Superbreath 12D, Invulnerability 10D, Speed Manipulation (superactions, super-mobility) 8D each. All powers except Magic Manipulation have the limitation: Super Hero Form.



BLOCKBUSTER

REAL NAME: Roland Desmond

OCCUPATION: Criminal mastermind, businessman

BASE OF OPERATIONS: Blüdhaven

MARITAL STATUS: Single

HEIGHT: 8'0"

WEIGHT: 525 pounds

EYE COLOR: Brown

HAIR COLOR: Brown

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: During the Dominator-led invasion of Earth, a bomb exploded that triggered the meta-genes in large numbers of humans, including Roland Desmond. Falling ill due to the activation of his meta-gene, Desmond was hospitalized and given an experimental steroid as an attempt to cure him. The steroid treatment worked and Desmond gained incredible size, strength, and invulnerability in exchange for his intelligence. During a transfer to another facility, Desmond escaped and went on a rampage that was soon stopped by the fifth Starman, Will Payton, and Batman. Named Blockbuster after the creature his brother, Mark, had become, Desmond then was imprisoned at Belle Reve Prison.

RECENTLY: Blockbuster was one of the numerous villains released from Belle Reve by the demon lord Neron and taken to his realm. Given the chance to exchange his soul for his heart's desire, Blockbuster agreed and was given mental abilities that matched his physical ones. Now a master strategist, Blockbuster decided to take over Gotham City but realized he needed a warm-up first. Setting himself up in Gotham's sister to the south, Blüdhaven, he slowly took over the criminal underworld from the then-boss Angel Marin. After being confronted and defeated by Blüdhaven's new guardian, Nightwing, Blockbuster has been slowly rebuilding his empire and planning when he will strike next.



All stats 3D except: *Reflexes* 5D (7D) *brawling* 9D (backhand, bear hug +2D, choke +2D, clothesline, haymaker, headbutt, knockout, pin, slam, throw, uppercut, all +1D each), *dodge* 8D, *thrown weapons* 6D, *Physique* 4D (10D), *leap* 7D (13D), *Knowledge* 1D (7D), *scholar* (strategy) 8D, *streetwise* 6D (Blüdhaven +6D), *command* 8D, *intimidation* 10D, *willpower* 7D. **Advantages/Disadvantages:** *Contact* (Blüdhaven underworld) -3D, *Courage* -2D, *Leadership Ability* -2D, *Wealth* -6D; *Dependant* (his mother) +2D, *Enemy* *Dudley Soames* +1D, *Enemy* (Nightwing, Batman) +2D each, *Shady Background* +2D, *Sworn Enemy* (Nightwing, Batman) +2D each, *Unattractive Appearance* +2D. *Speed*: 30. *PDV*: 3. *Unarmed BDV*: 5D. *Physique/lifting* bonus: +5. *Hero Points*: 0. *Villain Points*: 21. *Character Points*: 168. *Body Points*: 82. *Powers*: *Superattributes*: *Physique*, *Knowledge* 6D each; *Superattributes*: *Reflexes* 2D, *Invulnerability* 7D.

CATWOMAN

REAL NAME: Selina Kyle

OCCUPATION: Professional thief, adventurer

BASE OF OPERATIONS: Gotham City

MARITAL STATUS: Single

HEIGHT: 5'7"

WEIGHT: 125 pounds

EYE COLOR: Green

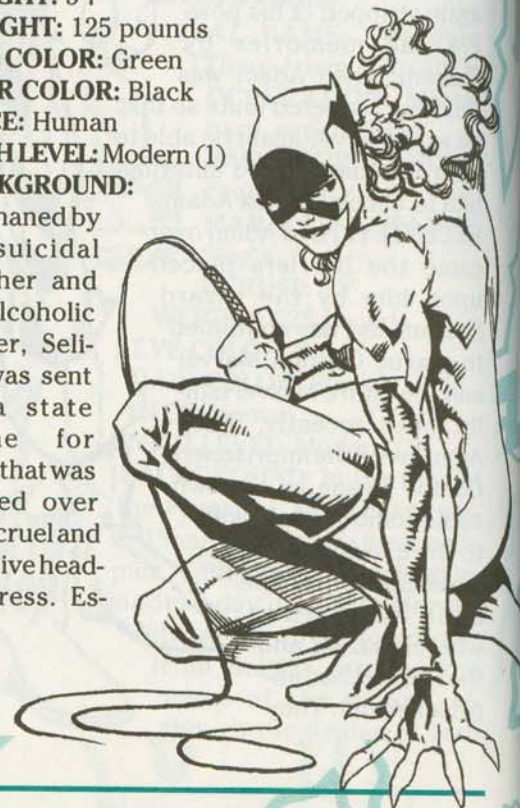
HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND:

Orphaned by a suicidal mother and an alcoholic father, Selina was sent to a state home for girls that was lorded over by a cruel and abusive headmistress. Es-



caping the home and vowing never to be hungry again, Selina used her natural abilities, combined with intense dedication, to become the greatest thief Gotham City (or its Dark Knight) has ever known.

RECENTLY: Living a comfortable life off the spoils from her nocturnal capers, Catwoman has fought the good fight on occasion. The most recent of these was when she assisted the JLA in defeating Prometheus. Although she walks the line between light and dark, she usually only does what is "right" if it suits her.

All stats 5D except: *Reflexes* 4D, *acrobatics* 13D, *brawling* 6D, *climbing* 10D, *dodge* 7D, *martial arts* 6D, *melee weapons* 7D (bullwhip +3D, claws +2D), *sneak* 10D, *Reflexes* 4D, *lockpicking* 13D, *thievery* 13D, *Coordination* 4D, *thrown weapons* 7D (bullwhip +3D), *Physique* 3D, *leap* 7D, *Knowledge* 3D, *demolitions* 4D, *Perception* 4D, *conceal* 7D, *hide* 10D, *search* 8D, *security* 12D, *shadowing* 8D, *streetwise* 9D, *surveillance* 8D, *tracking* 6D, *animal handling* 9D, *charm* 9D, *command* 6D, *disguise* 6D, *interrogation* 8D, *intimidation* 6D, *persuasion* 8D, *willpower* 9D. Advantages/Disadvantages: *Acute Balance* -2D, *Acute Senses* (vision) -3D, *Attractive Appearance* -2D, *Charismatic* -3D, *Contact* (JLA, Batman) -4D each, *Courage* -2D, *Speed Draw* (whip) -1D, *Wealth* -4D; *Dark Secret* (her past) +1D, *Dependent* (her cats) +2D, *Enemy* (Scarecrow, Joker) +2D each, *Fugitive* +2D, *Kleptomaniacal Tendencies* +2D, *Secret Identity* +3D, *Shady Background* +2D. Speed: 30. PDV: 6. Unarmed BDV: 4D (*brawling*), 1D (*martial arts*). *Physique/lifting* bonus: +1. Hero Points: 2. Villain Points: 20. Character Points: 176. Body Points: 34. Equipment: Retractable claws (hands and feet; BDV 3D), bullwhip (BDV 5D; extends from 14 inches to 12 feet).

CHEETAH

REAL NAME: Barbara Ann Minerva

OCCUPATION: Archaeologist, super villain

BASE OF OPERATIONS: London, England

MARITAL STATUS: Single

HEIGHT: 5'9"

WEIGHT: 120 pounds

EYE COLOR: Brown

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: Barbara Minerva

was a ruthless archaeologist and treasure hunter on an expedition to Africa when she

discovered the secret of a certain blood-drinking plant. The plant's influence temporarily transformed Minerva into the Cheetah.

RECENTLY: The Cheetah, along with a score of other villains, accepted Neron's proposal to be given her heart's desire in exchange for her soul. The exchange allowed the Cheetah's animal side to become even more dominant and heightened her abilities to a level she had never imagined possible. Recently Wonder Woman helped Minerva reestablish her humanity and set her on the path to ending her dependence on the plant from which she gains her powers and toward regaining her soul.

Barbara Ann Minerva:

All stats 2D except: *brawling* 3D, *dodge* 3D, *driving* 3D, *riding* 3D, *marksmanship* 3D, *Knowledge* 3D, *arcane lore* 4D, *computer ops* 4D, *languages* 4D, *medicine* 4D, *research* 4D, *scholar* 4D (*archaeology* +3D), *science* 4D, *tracking* 3D, *bluff* 4D, *charm* 4D, *intimidation* 5D, *willpower* 4D. Advantages/Disadvantages: *Dark Secret* (addiction to Cheetah plant) +3D, *Shady background* +2D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 16. Character Points: 128. Body Points: 24.

Cheetah:

All stats 3D except: *Reflexes* 2D (6D), *acrobatics* 8D, *brawling* 7D, *climbing* 9D, *dodge* 8D, *sneak* 7D, *Coordination* 2D (6D), *Physique* 2D (6D), *leap* 8D, *Knowledge* 3D, *search* 6D, *survival* 6D, *tracking* 7D, *animal handling* 6D, *intimidation* 7D, *willpower* 7D.

Advantages/Disadvantages: *Acute Balance* -2D, *Acute Senses* (vision, smell) -3D each; *Dark Secret* (addiction to the Cheetah plant) +3D, *Secret Identity* +3D, *Shady Background* +2D.

Speed: 30. PDV: 4. Unarmed BDV: 4D. *Physique/lifting* bonus: +2. Hero Points: 0. Villain Points: 16.

Character Points: 128. Body

Points: 44. Powers: Natural

Weapons: Claws 6D, Natural Weap-

ons: Tail 4D, Superattributes: Reflexes,

Coordination, Physique 4D each, Supersenses 6D. All powers have the limitation: Super Hero Form.

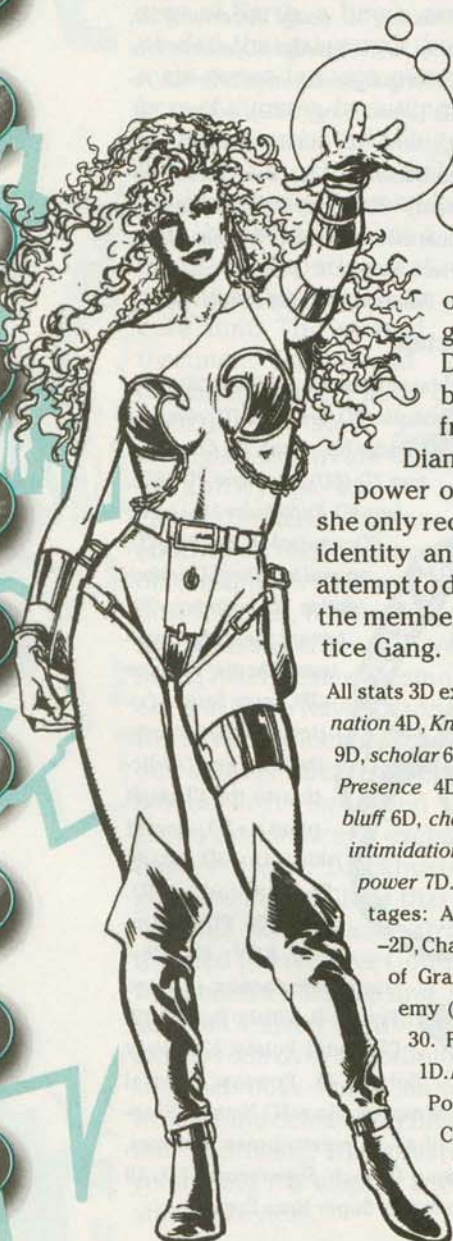


CIRCE

REAL NAME: Circe
OCCUPATION: Sorceress
BASE OF OPERATIONS: Unknown
MARITAL STATUS: Currently unwed
HEIGHT: 5'6"
WEIGHT: 118 pounds
EYE COLOR: Blue
HAIR COLOR: Red
RACE: Human
TECH LEVEL: Primitive (0)
BACKGROUND: The legendary sorceress known for trapping unwary sailors and changing them into animals, Circe has been a thorn in the side of the Amazons for ages.

RECENTLY: After killing Antiope, one-time comonarch of the Amazons, and unsuccessfully setting the two Amazonian tribes against each other, Circe disguised herself as Donna Milton and became a close friend of Princess Diana. Falling under the power of her own illusion, she only recently regained her identity and evil ways in an attempt to destroy the JLA with the members of the new Injustice Gang.

All stats 3D except: *dodge* 4D, *Coordination* 4D, *Knowledge* 4D, *arcane lore* 9D, *scholar* 6D (*Ancient Greece* +2D), *Presence* 4D, *animal handling* 6D, *bluff* 6D, *charm* 10D, *command* 6D, *intimidation* 5D, *persuasion* 9D, *willpower* 7D. Advantages/Disadvantages: Attractive Appearance -2D, Charismatic -3D; Delusions of Grandeur +2D, Sworn Enemy (Amazons) +5D. Speed: 30. PDV: 2. Unarmed BDV: 1D. *Physique/lifting* +1. Hero Points: 0. Villain Points: 25. Character Points: 190. Body Points: 33. Powers: Magic Manipulation 15D.



THE CYBORG

REAL NAME: Henry (Hank) Henshaw
OCCUPATION: Murderer
BASE OF OPERATIONS: Terran solar system
MARITAL STATUS: Widowed
HEIGHT: Variable
WEIGHT: Variable
EYE COLOR: Variable
HAIR COLOR: Variable
RACE: Kryptonian cybernetic hybrid organism

TECH LEVEL: Advanced (3)
BACKGROUND: Astronaut Hank Henshaw and his crew were exposed to cosmic radiation that horribly altered their bodies. Henshaw's physical body was ravaged by the radiation, but after his body died, Henshaw was able to transfer his mind into a nearby computer. He found that he could inhabit and control virtually any machine. Transferring himself via a series of computer links, he bonded with Superman's birthing matrix, which was in orbit around the Earth. Alone in space, Henshaw went insane. Utilizing the matrix's store of information about Superman's DNA and Kryptonian metallurgy, Henshaw re-created himself as the Cyborg. He returned to Earth to seek revenge on Superman, whom he blamed for his woes, and teamed up with Mongul, bringing about the destruction of Coast City and the death of all of its inhabitants. Defeated in battle by



Superman, the Cyborg soon escaped and formed a new body for himself.

RECENTLY: Returning to plague Superman once again, the Cyborg teamed up with the Toyman. Together they managed to split Superman into two identical, if differently colored, beings. Superman was able to reform himself and in the process regain his original physical form. Recently the Cyborg made an attempt to free the citizens of the bottled city of Kandor from their prison, destroying not only Metropolis, but Kandor itself in the process. The Cyborg was stopped by Superman and trapped between Kandor's dimension and Earth's.

All stats for current form 4D except: *Reflexes* 4D (12D), *brawling* 7D (15D), *melee weapons* 5D (13D), *piloting* 8D (16D), *Coordination* 4D (12D), *marksmanship* 9D (17D), *Physique* 4D (34D), *flying* 5D (35D), *computer ops* 15D, *scholar* 8D (*computer systems* +3D), *science* 8D, *engineering* 11D, *invent* 11D, *repair* 11D, *intimidation* 9D, *willpower* 12D. Advantages/Disadvantages: *Mechanical Aptitude* -2D; *Delusions of Grandeur* +2D, *Enemy* (Superman) +3D, *Fugitive* +3D, *Psychological Disorder* +4D, *Sworn Enemy* (Superman) +3D, *Unattractive Appearance* +2D. *Speed*: 30. *PDV*: 6. *Unarmed BDV*: 4D (7D). *Physique/lifting bonus*: +17. *Hero Points*: 0. *Villain Points*: 35. *Character Points*: 280. *Body Points*: 177. *Powers*: *Super-attributes*: *Reflexes*, *Coordination* 8D each, *Super-attributes*: *Physique* 30D, *Flight* 13D, *Invulnerability* 10D, *Mechanical Manipulation* 15D. *Equipment*: *Cyborg body* (contains: *left arm laser cannon BDV 7Dx5*; *telescopic eyes* [able to see in darkness and at up to 300 yards clearly with no penalties]).



DARKSEID

REAL NAME: Uxas, son of Heggra

OCCUPATION: Dictator, conqueror

BASE OF OPERATIONS: Apokolips

MARITAL STATUS: Married

HEIGHT: 7'6"

WEIGHT: 515 pounds

EYE COLOR: Red

HAIR COLOR: Not applicable

RACE: New God

TECH LEVEL: Superior (4)

BACKGROUND: Prince Uxas is the son of Queen Heggra of Apokolips, one of the two planets that are home to the race known as the New Gods. He planned to gain the throne at any cost. Second in line to the throne behind his brother Drax, Uxas created political upheaval while his brother attempted to make peace with the nearby world of

New Genesis. When Drax attempted to claim the fabled Omega Force and assume godhood, Uxas murdered him and claimed the power for himself. Renaming himself Darkseid after the apocryphal god, Uxas assumed the throne and began a war with New Genesis.

Soon after, Darkseid devised a plan to call a momentary truce between the two planets. He and New Genesis' leader, Highfather, traded their newborn sons, Orion and Scott Free (later known as Mis-



ter Miracle) keeping their true parentage unknown to both sons. Years later, in an attempt to discover the Anti-Life Equation (which he hoped would allow him to rule the universe), Darkseid invaded Earth, breaking the truce between Apokolips and New Genesis. Darkseid has repeatedly invaded Earth, coming into conflict with many of Earth's heroes and has consistently failed each time to discover the secret of the Anti-Life Equation.

RECENTLY: After being imprisoned in the Source Wall, a barrier between the universe and the Source (the fount of all life and energy in the universe), for a time, Darkseid was set free to put his plans of conquest in motion once again.

All stats 3D except: *Reflexes* 3D (15D), *brawling* 4D (16D), *melee weapons* 4D (16D), *Coordination* 3D (15D), *marksman-ship* 5D (17D) (*Omega Beams* +3D), *Physique* 5D (40D), *Knowledge* 5D, *scholar* 9D (*strategy* +4D), *science* 9D, *Perception* 5D, *know-how* 10D (*Omega Beams* +5D), *Presence* 5D, *command* 15D, *interrogation* 14D, *intimidation* 15D, *willpower* 14D. Advantages/Disadvantages: *Intimidating Grin* -2D, *Leadership Ability* -2D; *Enemy* (New Gods of New Genesis) +5D, *Hides Emotions* +1D, *Sworn Enemy* (New Gods of New Genesis) +5D. *Speed*: 30. *PDV*: 8. *Unarmed BDV*: 3D (7D). *Physique/lifting bonus*: +20. *Hero Points*: 0. *Villain Points*: 50. *Character Points*: 400. *Body Points*: 204. *Powers*: *Disintegration* (*Omega Beams*) 15D (limitation: *Singularity* [*Omega Beams*]; enhancement: *Mastery*), *Longevity* 30D, *Superattributes*: *Reflexes*, *Coordination* 12D each, *Superattributes*: *Physique* 35D, *Teleportation* (*Omega Beams*) 15D (limitation: *Singularity* [*Omega Beams*]; enhancement: *Mastery*), *Invulnerability*: 12D, *Resurrection* (*Omega Beams*) 15D (power affects only those disintegrated by the *Omega Beam*; limitation: *Singularity* [*Omega Beams*]; enhancement: *Mastery*).

DEATHSTROKE

REAL NAME: Slade Wilson

OCCUPATION: Mercenary
BASE OF OPERATIONS: Africa
MARITAL STATUS: Divorced
HEIGHT: 6'4"
WEIGHT: 225 pounds
EYE COLOR: Blue
HAIR COLOR: White
RACE: Human
TECH LEVEL: Modern (1)

BACKGROUND: At 16, Slade Wilson lied about his age to enter the army, making a name for himself while serving in Korea. Becoming a legend in the army, Wilson was on a tour of duty in Vietnam when he volunteered for an experimental treatment to increase soldiers' resistance to truth serum. Unfortunately, Wilson reacted adversely to the process and he began losing the ability to walk and talk. After being sent home, he realized that his strength and reflexes were improving every

day, but the effect was unstable. He would have superpowers one day and be vir-

tually catatonic the next. Eventually the process stabilized and Wilson's heightened abilities remained intact. He used his abilities to become the merce-

nary known as Deathstroke: the Terminator and operated as such until his youngest son, Joe, was kidnapped by an ad-

versary known only as the Jackal. The Jackal threatened to kill the boy if Wilson didn't tell him who he had been hired for a special mission in the Middle East. Wilson refused to talk and attacked the Jackal instead, but not before his son's throat was slit, leaving him mute. Wilson's wife would never forgive him for this and attempted to shoot



him, grazing his temple and rendering his right eye sightless.

RECENTLY: After a successful attempt to capture the Man-Bat, Deathstroke came into contact with Blüdhaven's protector, Nightwing, who released Deathstroke's captive. Wilson would next surface after being hired by the Monkey Clan to stop Green Arrow's friend Eddie Fyers from intervening in their attempt to assassinate the young hero. Although Wilson was trapped under a statue by Fyers, he has come back from worse.

All stats 3D except: *Reflexes* 2D (8D), *brawling* 9D, *dodge* 10D, *martial arts* 6D (arm pin, choke, disarm, elbow, flip, headbutt, leg sweep, lunge, slam, spin attack, uppercut, weapon parry, all at +1D), *melee*

weapons 12D, *Coordination* 2D (8D), *marksmanship* 12D (*pistol* +2D), *thrown weapons* 12D, *Physique* 2D (8D), *resistance* 9D, *computer ops* 5D, *demolitions* 12D, *medicine* 4D, *navigation* 5D, *security* 5D, *hide* 7D, *search* 5D, *shadowing* 7D, *streetwise* 10D, *surveillance* 7D, *survival* 9D, *tracking* 9D, *bluff* 5D, *command* 4D, *interrogation* 7D, *intimidation* 10D, *willpower* 8D. Advantages/

Disadvantages: *Courage*

-2D, *Double-Jointed* -2D,

Preparedness -4D, *Speed*

Draw (pistol) -1D, *Wealth* -

4D, *Enemy (Nightwing)* +2D,

Fugitive +1D, *Hides Emotions*

+1D, *Physically Limited (one*

eye) +3D, *Secret Identity* +3D.

Speed: 30. *PDV*: 5. *Unarmed*

BDV: 5D (*brawling*), 1D (*martial*

arts). *Physique/lifting bonus*:

+4. *Hero Points*: 0. *Villain Points*:

22. *Character Points*: 180. *Body Points*:

61. *Powers*: *Superattributes*: *Reflexes*, *Co-*

ordination, *Physique* 6D each, *Supersenses*

4D, *Healing* 5D (limitation: *Self-Only*), *Lon-*

gevity 1D (limitation: linked to *Healing*).

Equipment: *Nightvision lens* (immune to

darkness penalties), two .44 *Magnum*

(*BDV* 5Dx3), *Colt .45 long barrel* (*BDV*

4Dx4), *energy sword* (*BDV* 7Dx3), *power*

staff (*BDV* 7Dx4), and various other *weap-*

onry, *climbing*, and *surveillance gear*.

OCCUPATION: Former physicist

BASE OF OPERATIONS: Mobile

MARITAL STATUS: Single

HEIGHT: 5'11"

WEIGHT: 175 pounds

EYE COLOR: Blue

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: Arthur Light was a brilliant physicist who created numerous light-based devices. Deciding to turn to a life of crime, he converted these devices into weapons and became a recurring foe of the Justice League

and Teen Titans. After sev-

eral defeats, Light gave

up his life of crime,

hoping to become a su-

per hero instead.

When that failed, he re-

turned to his criminal

ways with no more suc-

cess than he had previ-

ously enjoyed. Eventu-

ally Light's powers

turned on him when he

became trapped within the

power battery of the Green

Lantern Hal Jordan. After resid-

ing in the lantern for over a year, he

was freed, only to find that he was

now partially constructed of light.

RECENTLY: With the threat of the Sun

Eater looming over Earth, Green Lan-

tern (now Kyle Rayner) asked Dr. Light

for help, but Light fled to save his

own life. He resurfaced as a member

of Lex Luthor's Injustice Gang, but

as before, when the scheme began

falling apart, Light fled. He re-

cently reappeared when he drew

Green Lantern and Jade into

Rayner's lantern. There he re-

constructed Oa (the home

planet of the Guardians of the

Universe and the Green Lan-

tern Corps) and attempted

to imprison the two Green

Lanterns inside the bat-

ttery as he once had been.

Failing in the attempt,

Light is once again

trapped within the

power battery of a

Green Lantern.



DR. LIGHT

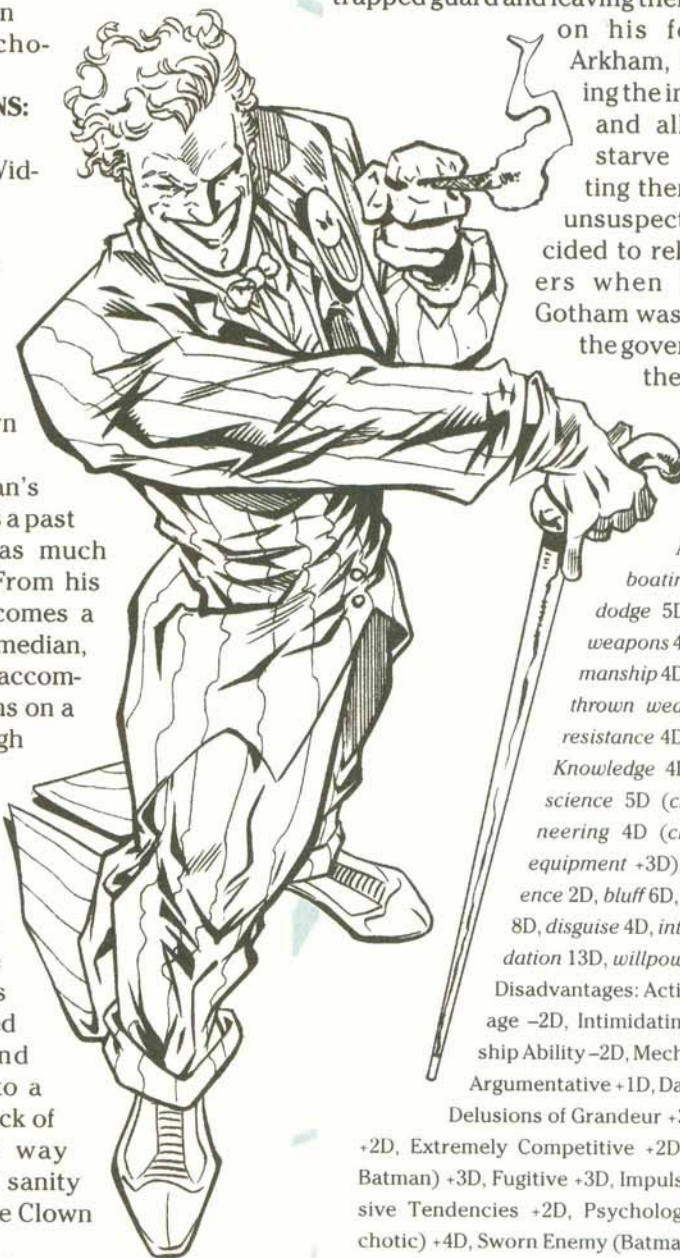
REAL NAME: Arthur Light

All stats 3D except: *piloting* 4D (self +2D), *marksmanship* 4D (light blast +6D), *flying* 7D, *Knowledge* 4D, *science* 6D (physics +2D, light +4D), *Perception* 4D, *engineering* 6D (light-based equipment +4D), *invent* 6D (light-based equipment +4D), *Presence* 2D. Advantages/Disadvantages: Mechanical Ability -2D, Technologically Advanced -10D; Cowardice +2D, No Self-Confidence +2D, Fugitive +3D. Speed: 30. PDV: 2. Unarmed BDV: 1D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 19. Character Points: 152. Body Points: 68 Powers: Light Manipulation 15D (limitation: Duration Change [permanent partial light form]). Equipment: Various light-controlling devices.

JOKER

REAL NAME: Unknown
OCCUPATION: Psychopath
BASE OF OPERATIONS: Gotham City
MARITAL STATUS: Widower
HEIGHT: 6'5"
WEIGHT: 192 pounds
EYE COLOR: Green
HAIR COLOR: Green
SKIN: Chalk white
RACE: Human
TECH LEVEL: Modern (1)

BACKGROUND: Batman's most notorious foe has a past shrouded in almost as much mystery as his own. From his foe's fractured mind comes a tale of a man, a failed comedian, who was conned into accompanying some hoodlums on a robbery that led through a chemical factory. The man, disguised in a red hood, dove into a vat of chemicals to escape pursuit and was washed into the river and onto the shore. The chemicals bleached his skin chalk white, colored his hair green, and stretched his smile into a terrifying grin. The shock of seeing himself this way robbed the man of his sanity and turned him into the Clown



Prince of Crime, the Harlequin of Hate...the Joker. Realizing that he had found a worthy opponent in Batman, the Joker has spent his career trying to outwit the Dark Knight. Several years ago the Joker kidnapped Police Commissioner Gordon in an attempt to drive him insane, and shot and permanently crippled his daughter Barbara, the former Batgirl. Not long after, he trapped and murdered the second Robin, Jason Todd.

RECENTLY: When the earthquake struck Gotham, Arkham Asylum locked down, with the exception of Killer Croc's cell. Croc released the Joker and a group of other inmates who spent the night scaring the sanity from a trapped guard and leaving their personal marks on his form. Jeremiah Arkham, faced with keeping the inmates locked up and allowing them to starve to death or letting them loose upon an unsuspecting Gotham, decided to release the prisoners when he heard that Gotham was being closed by the government. This way they would remain locked up in one way or another—or so he thought.

All stats 3D except: *boating* 4D, *brawling* 4D, *dodge* 5D, *driving* 4D, *melee weapons* 4D, *piloting* 4D, *marksmanship* 4D, *missile weapons* 4D, *thrown weapons* 4D, *lifting* 5D, *resistance* 4D (Joker Venom +6D), *Knowledge* 4D, *computer ops* 5D, *science* 5D (chemistry +2D), *engineering* 4D (chemical +3D, Joker equipment +3D), *streetwise* 5D, *Presence* 2D, *bluff* 6D, *charm* 6D, *command* 8D, *disguise* 4D, *interrogation* 6D, *intimidation* 13D, *willpower* 10D. Advantages/Disadvantages: Acting Ability -3D, Courage -2D, Intimidating Grin -2D, Leadership Ability -2D, Mechanical Aptitude -2D; Argumentative +1D, Dark Secret (past) +1D, Delusions of Grandeur +3D, Enemy (Batman) +2D, Extremely Competitive +2D, Fanatic (defeating Batman) +3D, Fugitive +3D, Impulsiveness +2D, Obsessive Tendencies +2D, Psychological Disorder (psychotic) +4D, Sworn Enemy (Batman) +2D, Unattractive

Appearance +2D. Speed: 30. PDV: 3. Unarmed BDV: 3D. *Physique/lifting* bonus: +2. Hero Points: 0. Villain Points: 30. Character Points: 224. Body Points: 32. Equipment: Joker venom (victim must make a *Legendary resistance* roll or die within three rounds with a Joker-like smile on his face; if antidote is administered before the three rounds are over, the victim only takes 4Dx5 in damage), various other weapons and equipment created with a joke theme to them.

LADY SHIVA

REAL NAME: Sandra Woosan
OCCUPATION: Mercenary, martial artist
BASE OF OPERATIONS: Mobile
MARITAL STATUS: Single
HEIGHT: 5'8"

WEIGHT: 115 pounds

EYE COLOR: Blue

HAIR COLOR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: Convinced by Guano Craval, a criminal industrialist, that martial artist Richard Dragon had murdered her sister Carolyn, the woman who would become Lady Shiva, began her long study of martial arts in order to get revenge. When she confronted Dragon, though, she was startled to learn that he had not killed her sister and that Craval had lied. Looking for a purpose in her life, Woosan teamed with Dragon and Ben Turner and traveled the world, perfecting her art. It was during this time she became known as Lady Shiva. Eventually Dragon retired and went into seclusion and Turner traveled down the path that turned him into the Bronze Tiger, leaving Shiva alone. Shiva rededicated herself to perfecting her art, fighting martial-arts masters worldwide including Batman and Vic Sage, the Question.

RECENTLY: After seemingly perishing in battle,



Shiva was brought back to life with the aid of Robin and Amarilla, the drug in his system. Robin left her in a fierce battle with King Snake to fend for herself. Recently a price was put on the head of Green Arrow by the leader of the Monkey Clan, a monastic order dedicated to perfection in various forms of combat. After a pitched battle with many other members of the clan, Green Arrow was challenged by the clan's top fighter, the Paper Monkey, who revealed herself to be Lady Shiva. Shiva and Green Arrow fought each other until Shiva's superior skills and experience eventually won out. Just as she was about to kill Green Arrow with her dreaded leopard blow, Robin intervened and traded the life he had saved, hers, for Green Arrow's. Fading into the shadows, Shiva warned Robin that this wasn't the last he would see of her.

All stats 5D except: *acrobatics* 11D, *brawling* 12D, *climbing* 6D, *dodge* 10D, *martial arts* 15D (all maneuvers +4D each), *melee weapons* 12D, *sneak* 8D, *catch* 10D, *missile weapons* 10D, *thrown weapons* 10D, *Physique* 4D, *lifting* 6D, *resistance* 8D, *Knowledge* 3D, *arcane lore* 4D, *computer ops* 4D, *forgery* 4D, *medicine* 8D (first aid +2D), *science* 4D, *Perception* 3D, *artist* 3D, *engineering* 3D, *hide* 12D, *invent* 3D, *know-how* 4D, *repair* 3D, *search* 7D, *shadowing* 7D, *streetwise* 9D, *surveillance* 8D, *survival* 9D, *tracking* 9D, *Presence* 3D, *charm* 6D, *command* 7D, *intimidation* 13D, *persuasion* 7D, *willpower* 11D. Advantages/Disadvantages: *Acute Balance* -2D, *Attractive Appearance* -2D, *Contact (Monkey Clan)* -4D, *Courage* -2D, *Intimidating Grin* -2D; *Delusions of Grandeur* +3D, *Extremely Competitive* +2D, *Fanatic* (increasing her martial arts prowess) +3D, *Hides Emotions* +1D. Speed: 30. PDV: 6. Unarmed BDV 6D (*brawling*), 1D (*martial arts*). *Physique/lifting* bonus: +3. Hero Points: 0. Villain Points: 28. Character Points: 220. Body Points: 48.

LEX LUTHOR

REAL NAME: Lex Luthor

OCCUPATION: Chief executive officer, LexCorp

BASE OF OPERATIONS: Metropolis

MARITAL STATUS: Widower

HEIGHT: 6'1"

WEIGHT: 210 pounds

EYE COLOR: Green

HAIR COLOR: Bald

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: Born 55 years ago in Metropolis' Suicide Slum, Lex Luthor was always determined to make something of himself. He began his rise to power at the age of 21, when he formed LexCorp from his successful designs of the LexWing aircraft and money garnered from the insurance policy he claimed when his parents mysteriously died. Lex continued to rise in power throughout Metropolis, eventually virtually taking control of the city until the Man of Steel arrived. Staging a terrorist takeover of his yacht, Luthor planned to test Superman's abilities and, if satisfied with the outcome, hire the new hero for his own devices. The plan backfired, and Luthor ended up in jail. This was the first of many defeats he would suffer at the hands of Superman.

RECENTLY: After staging his own death to thwart his incarceration by the authorities, Luthor had his mind placed in a body cloned from his own. The plan almost worked, except for Lois Lane's dogged pursuit of the truth and a mysterious plague that affected only clones. His past revealed and his body riddled by plague, the end was near for Lex, when along came the demon lord Neron. Neron restored

Luthor's health in exchange for his soul. After Neron's subsequent defeat at the hands of the Earth's heroes, Luthor wooed the Contessa Erica Alexandra del Portenza, who had recently taken over LexCorp. After he had conceived a daughter, Lena, with her, Luthor had her disposed of, having no more use for her. Now Luthor is overseeing the creation of the new Hypersector of Metropolis and is once again planning Superman's demise, but the Contessa isn't as dead as he thinks.

All stats 3D except: *dodge 4D, martial arts 5D, melee weapons 4D, piloting 4D, marksmanship 5D, missile weapons 4D, thrown weapons 4D, Physique 5D, swimming 6D, Knowledge 5D, computer ops 8D, forgery 6D, languages 8D, navigation 7D, research 9D, scholar 9D (business +1D, Metropolis +1D, Superman +1D), science 9D (Kryptonians +1D, cloning +1D, robotics +1D), Perception 5D, engineering 12D, invent 12D, know-how 12D, repair 12D, security 7D (LexCorp systems +3D), streetwise 7D (Metropolis +2D), survival 6D, Presence 4D, bluff 5D, charm 5D, command 10D, interrogation 8D, intimidation 9D, persuasion 9D, willpower 9D. Advantages/Disadvantages: Contact (Injustice Gang, LexCorp and subsidiaries) -6D each, Courage -2D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Owed Favor (many people) -6D, Wealth -12D; Argumentative +1D, Dark Secret (abused as a child) +1D, Dark Secret (criminal activities) +3D, Delusions of Grandeur +2D, Dependent (Lena) +3D, Enemy (JLA) +5D, Fanatic (destruction of Superman) +3D, Hides Emotions +1D, Shady Background +2D, Sworn Enemy (Superman) +3D. Speed: 30. PDV: 2. Unarmed BDV: 1D. *Physique/lifting bonus: +2. Hero Points: 1. Villain Points: 35. Character Points: 280. Body Points: 44. Equipment: Various devices built by LexCorp and the wealth to buy almost anything else.**

MIRROR MASTER

REAL NAME: McCulloch (first name unknown)

OCCUPATION: Mercenary

BASE OF OPERATIONS: Mobile

MARITAL STATUS: Single

HEIGHT: 5'11"

WEIGHT: 173 pounds

EYE COLOR: Brown



HAIR COLOR: Brown

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: The activities of the Scottish mercenary who would become the second individual known as Mirror Master were relatively unknown before he attacked the hero Animal Man. Hired by (and possibly equipped by as well) an organization representing anti-environmental concerns, he terrorized the hero Animal Man and his family to stop him from being a spokesman for environmental interests. McCulloch failed to kill the hero, and turned on his employers when they demanded he kill Animal Man's family.

RECENTLY: Mirror Master joined Lex Luthor, the Joker, and several other villains to form the Injustice Gang. McCulloch once again turned on his employers when Batman made a significant donation to an orphanage where McCulloch grew up. McCulloch allowed the members of the JLA to teleport onto Luthor's satellite and left the Injustice Gang to fend for themselves.

All stats 3D except: *brawling* 4D, *dodge* 4D, *Coordination* 4D, *lockpicking* 5D, *marksmanship* 7D (mirror laser pistol +1D), *thievery* 6D, *engineering* 4D (mirror devices +1D), *know-how* 4D (mirror equipment +4D), *streetwise* 4D, *intimidation* 4D, *willpower* 5D. Advantages/Disadvantages: Contact (the Rogues) -5D, Leadership Ability

-2D, Speed Draw (mirror laser pistol) -1D; Cowardice +2D, No Self-Confidence +2D, Secret Identity +3D, Fugitive +2D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 1. Villain Points: 24. Character Points: 190. Body Points: 37. Equipment: Mirror laser pistol (BDV: 4Dx5, max range 900 feet), light-gathering mirror (absorbs ambient light and redirects it to fill up to a 20-foot-by-20-foot room with the equivalent of daylight; cannot work in complete darkness), mirror teleporter (Dimension Travel 6D [Mirror Dimension; through any reflective surface to Mirror Dimension and back through another reflective surface]).

THE MIST

REAL NAME: Nash (last name unknown)

OCCUPATION: Super villain

BASE OF OPERATIONS: Opal City and Europe

MARITAL STATUS: Single

HEIGHT: 5'8"

WEIGHT: 121 pounds

EYE COLOR:

Gray

HAIR COLOR:

Black

RACE:

Human

TECH

LEVEL:

Modern (1)

B A C K -

GROUND: Nash, the daughter of the original Mist—who had plagued the first Starman, Ted Knight, during World War II—originally operated in Europe. After her older brother, Kyle, who had been groomed as their father's heir to the Mist name, was killed in battle with the current Starman,



Jack Knight, she and her father both went insane. Taking on the title of the Mist herself, Nash headed her own crime wave in Opal City, vowing to destroy the man who destroyed her family.

RECENTLY: In a recent battle, Nash was able to capture Starman and hold him hostage. Using drugs to keep him on the brink of consciousness, Nash conceived a child with him. Her current whereabouts are unknown, but it's believed that she remains at large in Europe with Jack Knight's son.

All stats 3D except: *brawling* 4D, *dodge* 4D, *sneak* 6D, *marksmanship* 5D, *thievery* 8D, *computer ops* 4D, *scholar* 5D (*strategy* +3D), *Perception* 4D, *hide* 6D, *know-how* 8D (*Mist Form*) 10D, *search* 7D, *security* 8D, *shadowing* 6D, *streetwise* 6D (*Opal City* +1D), *surveillance* 6D, *Presence* 4D, *bluff* 5D, *charm* 5D, *intimidation* 6D, *persuasion* 5D, *will-power* 6D. Advantages/Disadvantages: Acute Sense of Direction -2D; Dependent (her son) +3D, Enemy (Starman) +2D, Psychological Disorder +3D, Sworn Enemy (Starman) +2D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting*: +1. Hero Points: 0. Villain Points: 14. Character Points: 128. Body Points: 32. Powers: Air Manipulation (*Mist Form*) 9D. Equipment: .44 Magnum (BDV 5Dx3).

NERON

REAL NAME: Neron
OCCUPATION: Ruler of the Underworld
BASE OF OPERATIONS: Hell

MARITAL STATUS: Unknown

HEIGHT: 7'2"

WEIGHT: 285 pounds

EYE COLOR: White

HAIR COLOR: Pale blond

RACE: Demon

TECH LEVEL: Unknown

BACKGROUND: The demon lord Neron struck a deal with the villainous Kadabra to trade his soul for power and act as Neron's advance agent to the other villains of Earth. The first villains to

take him up on his offer were the Rogues: Mirror Master, Boomerang, Heat Wave, Captain Cold, and Weather Wizard. Each became a pawn in freeing Neron to act outside of Hell. Neron's next step was to release all the inmates of Belle Reve Prison and offer them their life's wish in exchange for their souls. Neron then tempted the world's heroes; some took him up on the offer, others refused. His ultimate goal was to corrupt the soul of Captain Marvel—a soul so pure that its corruption would give Neron the power to control all of reality forever. Joining a group of other heroes, Captain Marvel journeyed to Neron's realm and was nearly defeated when Trickster alerted him to the fact that Neron was powerless against a certain name.

Gambling that it was "Shazam," Captain Marvel called out the wizard's name. He freed the other heroes from Neron's control, and they redoubled their attack on him. Trickster and Captain Marvel figured that if Marvel gave Neron his soul unselfishly, it would not be corrupted and Neron would not gain the prize he sought. Neron jumped at the chance to claim Marvel's soul, but found he couldnt. In the ensuing battle Neron's power faltered and he was defeated, sending the heroes back to Earth intact.

RECENTLY: In an attempt to regain their souls, the Rogues (Mirror Master, Boomerang, Weather Wizard, Captain Cold, and Heat Ray) broke into and attempted to rob a monastery. Once inside, they were caught between the monastery's priests and soldiers of the country's oppressive government. In an attempt to help their friends, Trickster and the



former Pied Piper used their skills to stop the soldiers when one of the soldiers revealed himself to be a follower of Neron, and summoned the demon lord. Neron attacked but was defeated by the monastery's spectral guardian. Humbled, Neron was forced to return the Rogues' souls and forget their existence. Vowing revenge on the Trickster for his second humbling, Neron disappeared in a pillar of flame.

All stats (for Neron's human form) 5D except: *Reflexes* 5D (8D), *brawling* 8D (11D), *dodge* 8D (11D), *Coordination* 5D (8D), *Physique* 5D (25D), *arcane lore* 15D, *research* 8D, *scholar* 8D (desires of others +7D), *surveillance* 6D, *Presence* 5D (8D), *bluff* 11D, *charm* 11D, *command* 12D, *intimidation* 12D, *persuasion* 18D, *willpower* 10D. Advantages/Disadvantages: Acting Ability -3D, Attractive Appearance -2D, Charismatic -3D, Courage -2D, Intimidating Grin -2D, Leadership Ability -2D, Observant -2D; Psychological Disorder (cannot refuse a deal) +3D, Sworn Enemy (Trickster) +2D. Speed: 30. PDV: 6. Unarmed BDV: 4D (5D). *Physique/lifting*: +12. Hero Points: 0. Villain Points: 85. Character Points: 1,020. Body Points: 140. Powers (for this form): Superattributes: Reflexes, Coordination, Presence 3D each, Superattributes: Physique 20D, Reality Manipulation: 60D.

OCEAN MASTER

REAL NAME: Orm Marius
OCCUPATION: Criminal; would-be king
BASE OF OPERATIONS: Mobile
MARITAL STATUS: Single
HEIGHT: 5'11"
WEIGHT: 200 pounds
EYE COLOR: Brown
HAIR COLOR: Brown
RACE: Half human/half Atlantean
TECH LEVEL: Postmodern (2)
BACKGROUND: Ancient Atlantean



prophecies foretell that the kingdom shall ever be struggled over by two brothers. This struggle is currently fought by the Atlantean king, Aquaman, and his half-brother, Ocean Master (Orm Marius). Orm is the son of Atlan, an Atlantean mage and father of Aquaman, and an Eskimo woman. Learning of his origins from his mother while she was drunk, combined with seeing a young Aquaman in love with the woman he wanted for his own drove Orm over the edge. He swore that he would not rest until he had destroyed all that brought joy to Aquaman. Years later, Orm arrived in Poseidonis where Aquaman sat on the throne, and presented himself as Ocean Master, the rightful ruler of Atlantis. After a hard-fought battle, Ocean Master was driven from the city. He soon returned to plague Aquaman once again and fulfill the prophecy that had been foretold so long ago.

RECENTLY: When the demon lord Neron offered Ocean Master power, he took it without looking back. But his newfound ability to manipulate vast amounts of mystical energy didn't come without a price: His face was horribly scarred and he was given a trident as a focus of his power. If this trident ever fell from his grasp or if anyone else were to touch it at the same time as Ocean Master, both would be racked by excruciating pain.

Recently Ocean Master sided

with Lex Luthor and the rest of the Injustice Gang. Since their defeat, no sightings of Ocean Master have been made. It remains to be seen when he will turn up to plague Aquaman once again.

All stats 3D except: *brawling* 6D, *dodge* 4D, *marksman-ship* 5D (*trident* +2D), *computer ops* 4D, *scholar* 4D (*Atlantean history* +2D), *Perception* 4D, *surveillance* 4D, *Presence* 4D, *bluff* 5D, *charm* 5D, *intimidation* 7D, *persua-sion* 5D, *willpower* 8D. Advantages/Disadvantages: Lead-ership Ability -2D; Delusions of Grandeur +3D, Enemy (Aquaman) +2D, Fanatic (usurping Aquaman's throne) +3D, Fugitive +3D, Sworn Enemy (Aquaman) +2D, Unat-tractive Appearance +2D. Speed: 30. PDV: 2. Unarmed BDV: 4D. *Physique/lifting*: +1. Hero Points: 0. Villain Points: 19. Character Points: 152. Body Points: 34. Pow-ers: Magic Manipulation 3D. Equipment: Trident (BDV 5D; powers: Magic Manipulation [Microwave Projec-tion] 20D, limitations: Removable, Side Effect [causes 2 points of damage and excruciating pain each round if Ocean Master loses contact with the weapon], Uncontrollable [when someone else touches the trident at the same time as Ocean Master, the trident causes each of them severe pain and 5 points of damage a round until the contact is broken]), helmet (acts as a gill-mechanism, allows unlimited underwater breathing time), body armor (Armor Value 16; also resists deep underwa-ter pressures).

SCARECROW

REAL NAME: Jonathan Crane

OCCUPATION: Professional criminal, Master of Fear

BASE OF OPERATIONS: Gotham City

MARITAL STATUS: Single

HEIGHT: 6'0"

WEIGHT: 140 pounds

EYE COLOR: Blue

HAIR COLOR: Brown

RACE: Human

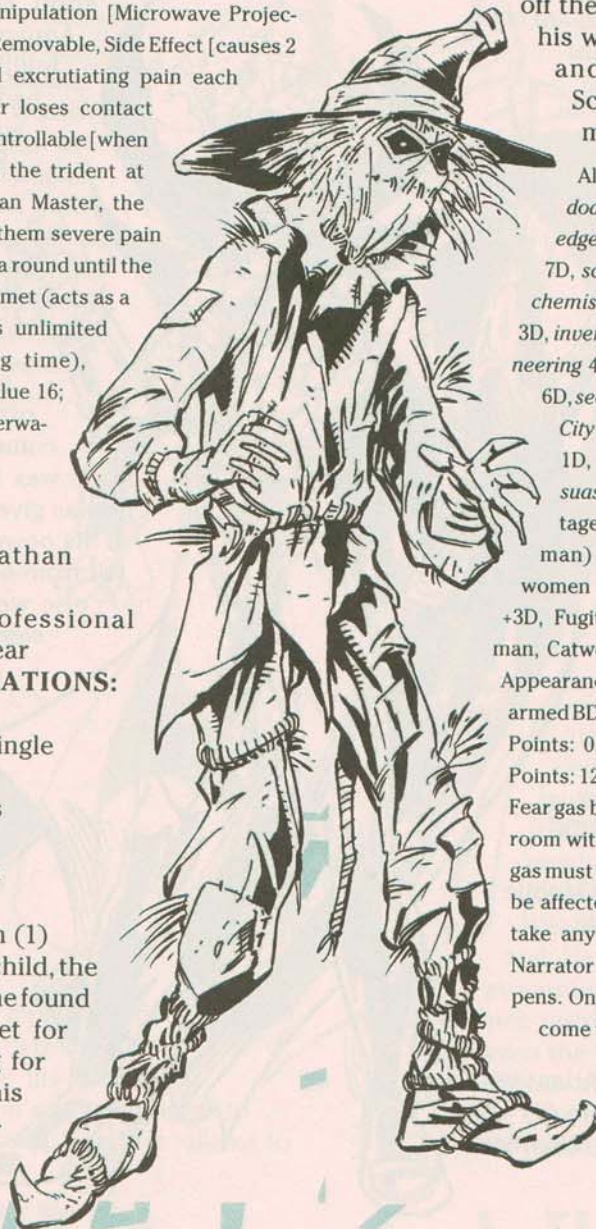
TECH LEVEL: Modern (1)

BACKGROUND: As a child, the spindly Jonathan Crane found himself an easy target for local bullies. Fighting for years to overcome his terror, Crane dedi-cated himself to the

study of fear itself. His studies of psychology and biochemistry, combined with his advanced knowledge of fear, allowed Crane to gain a professorship at Gotham University. Crane's confidence in the security of his new position was his undoing, for his unorthodox and un-safe teaching methods warranted his dismissal. Vowing revenge, Crane adopted the tattered raiments of a scarecrow and scared several of the university's regents to death before he was stopped by Batman.

RECENTLY: Taking over a nightclub that used hallucinogenic drugs to heighten its patrons' experiences, the Scarecrow released his fear gas onto the unsuspecting mass of people. Unfortunately for Scarecrow, one of the partygoers was Robin, who fought off the effects of the gas, made his way to the control booth, and put an end to the Scarecrow's latest experi-ment in the nature of fear.

All stats 2D except: *brawling* 3D, *dodge* 3D, *marksman-ship* 3D, *Knowl-edge* 4D, *computer ops* 5D, *research* 7D, *scholar* 7D (*psychology* +1D, *bio-chemistry* +1D, *fear* +3D), *Perception* 3D, *invent* 4D (*fear chemicals* +5D), *engi-neering* 4D (*fear chemicals* +5D), *search* 6D, *security* 4D, *streetwise* 4D (*Gotham City* +1D), *surveillance* 6D, *Presence* 1D, *bluff* 6D, *intimidation* 7D, *per-suasion* 8D, *willpower* 6D. Advan-tages/Disadvantages: Enemy (Bat-man) +2D, Phobia (Batman +3D, women +4D), Psychological Disorder +3D, Fugitive +3D, Sworn Enemy (Bat-man, Catwoman) +2D each, Unattractive Appearance +2D. Speed: 30. PDV: 2. Un-armed BDV: 3D. *Physique/lifting*: +1. Hero Points: 0. Villain Points: 15. Character Points: 120. Body Points: 23. Equipment: Fear gas bombs (fills a 10-foot-by-10-foot room with gas, anyone breathing in the gas must make a Heroic *resistance* roll or be affected by the gas. The effects can take any form and are left up to the Narrator to decide what exactly hap-pens. Once affected, a victim can over-come the effects through waiting for the gas to wear off [roll 6Dx4 for the number of hours the effects last, with a minimum of 1 hour, or they can at-



tempt a Super-Heroic *willpower* roll to overcome its effects]].

TRICKSTER

REAL NAME:

Giovanni Giuseppe, James Jesse (alias)

OCCUPATION: Special effects designer, con artist

BASE OF OPERATIONS: Keystone City, Kansas

MARITAL STATUS: Single

HEIGHT: 6'0"

WEIGHT: 179 pounds

EYE COLOR: Blue

HAIR COLOR: Blond

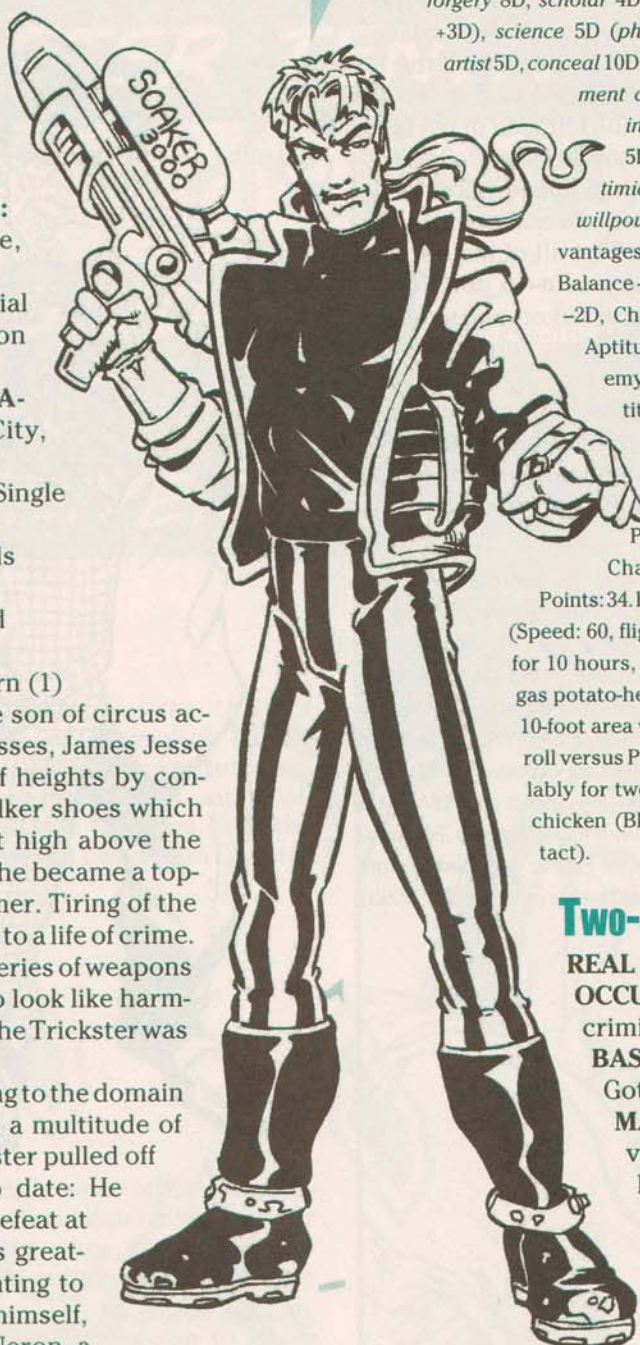
RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: The son of circus acrobats, the Flying Jesses, James Jesse overcame his fear of heights by constructing his Air-Walker shoes which allowed him to float high above the ground. With these, he became a top-billed circus performer. Tiring of the big top, Jesse turned to a life of crime. After he designed a series of weapons and gadgets made to look like harmless practical jokes, the Trickster was born.

RECENTLY: Traveling to the domain of Neron along with a multitude of other villains, Trickster pulled off his greatest con to date: He tricked Neron into defeat at the hands of Earth's greatest heroes. Not wanting to be outdone even by himself, Trickster tricked Neron a second time, restoring the lost souls to the group of criminals known as the Rogues. Jesse recently chose to walk the path of the straight and narrow, but it remains to be seen if this is just his greatest trick of all.

All stats 3D except: *Reflexes* 5D, *acrobatics* 7D, *climbing* 7D, *dodge* 6D, *piloting* 6D (Air-Walker shoes +2D), *sneak* 6D, *Coordination* 4D, *lockpicking* 5D, *marksmanship* 5D, *sleight of hand* 10D, *thievery* 7D, *leap* 5D, *lifting* 5D, *computer ops* 5D (*miniaturization* +3D), *demolitions* 6D,



forgery 8D, *scholar* 4D (*practical jokes* +3D, *cons* +3D), *science* 5D (*physics* +1D), *Perception* 4D, *artist* 5D, *conceal* 10D, *engineering* 7D (*joke equipment construction* +2D), *hide* 6D,

invent 7D, *repair* 6D, *security* 5D, *bluff* 10D, *charm* 7D, *intimidation* 5D, *persuasion* 10D, *willpower* 5D. Advantages/Disadvantages: *Acting Ability* -3D, *Acute Balance* -2D, *Attractive Appearance* -2D, *Charismatic* -3D, *Mechanical Aptitude* -2D, *Observant* -2D; *Enemy (Neron)* +3D, *Secret Identity* +3D, *Shady Background* +2D. *Speed*: 30. *PDV*: 4. *Unarmed BDV*: 1D. *Physique/lifting bonus*: +2. *Hero Points*: 2. *Villain Points*: 35.

Character Points: 240. *Body Points*: 34. *Equipment*: Air-walker shoes (*Speed*: 60, *flight up to breathable height for 10 hours*, *Body Points*: 40), laughing-gas potato-head bomb (fills a 10-foot-by-10-foot area with gas; those within must roll versus *Physique* or laugh uncontrollably for two hours), exploding rubber chicken (*BDV* 6Dx4; explodes on contact).

TWO-FACE

REAL NAME: Harvey Dent

OCCUPATION: Professional criminal

BASE OF OPERATIONS: Gotham City

MARITAL STATUS: Divorced

HEIGHT: 6'0"

WEIGHT: 182 pounds

EYE COLOR: Blue

HAIR COLOR: Brown/grayish-white

SKIN: White/purple

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: The youngest and brightest district attorney in the history of Gotham City, Harvey Dent worked alongside Commissioner Gordon and Batman to stem the tide of crime and corruption that was overtaking the city. Bringing the indicted crimelord "Boss" Maroni to trial was Dent's first (and last) step in clean-



ing up the streets of Gotham. While on the stand, Maroni hurled acid into Dent's face, horribly disfiguring him and breaking the final link in a fragile mind that had suffered abuse as a child. With the left side of his face changed forever and the right side unaffected, Dent became the criminal mastermind Two-Face. Two-Face became obsessed with the duality in all things and let all of his decisions fall on the flip of a coin—a double-headed silver dollar, scarred on one side, that was given to him years ago by his father.

RECENTLY: Two-Face was among the prisoners set loose by Jeremiah Arkham after the recent earthquake. It remains to be seen where in Gotham his faces will turn up next.

All stats 2D except: *brawling* 4D, *dodge* 3D, *marksmanship* 3D (*pistol* +3D), *Knowledge* 3D, *research* 5D, *scholar* 4D (*law* +3D), *Perception* 3D, *streetwise* 5D (*Gotham City* +1D), *Presence* 3D, *bluff* 4D, *intimidation* 8D, *persuasion* 6D, *willpower* 8D. Advantages/Disadvantages: *Enemy* (Batman) +2D, *Psychological Disorder* +2D, *Fugitive* +3D, *Sworn Enemy* (Batman) +2D each, *Unattractive Appearance* +2D. *Speed*: 30. *PDV*: 2. *Unarmed BDV*: 3D. *Physique/lifting*: +1. *Hero Points*: 0. *Villain Points*: 16. *Character Points*: 128. *Body Points*: 28. *Equipment*: Two .44 caliber revolvers (BDV 5Dx3).



CHAPTER TEN...

...A GUIDE TO THE DC UNIVERSE

This chapter expands upon the "A Brief Tour" chapter and gives information on the normal people the players may come into contact with in some of these cities and businesses. This chapter also provides brief descriptions of locations not covered in Chapter 6.

CITIES

BLÜDHAVEN

CHIEF REDHORN

Blüdhaven's corrupt head of law enforcement, Chief Redhorn has been on the take for years and currently does the wishes of Blüdhaven's only real authority, Blockbuster.

All stats 2D except: *boating* 3D, *brawling* 3D, *dodge* 3D, *driving* 3D, *marksmanship* 4D, *criminology* 4D, *scholar* 3D (Blüdhaven +1D), *security* 3D, *shadowing* 3D, *streetwise* 4D (Blüdhaven +2D), *surveillance* 3D, *interrogation* 3D, *intimidation* 4D, *willpower* 3D. Advantages/Disadvantages: *Contact* (Blüdhaven underworld) -3D; *Dark Secret* (being bribed) +3D, *Sworn Enemy* (Nightwing) +1D. Speed: 30. Hero Points: 0. Villain Points: 1. Character Points: 4. Body Points: 26.

TORQUE

Former police detective Dudley Soames occasionally helped Nightwing and always took pay from Blockbuster until Soames decided that he wanted more power. To teach the rest



of his underlings a lesson, Blockbuster paid Soames one last time, this time with a near-fatal blow: Blockbuster twisted Soames' head almost completely off. After reconstructive surgery allowed him to regain some of his former life—although with his head on backwards—Soames decided to use his knowledge of Blüdhaven and his skills gained as a detective for his own purposes as Torque the Backwards Man.

All stats 3D except: *driving* 4D, *marksmanship* 5D, *criminology* 6D, *scholar* 5D (*Blüdhaven* +4D), *security* 4D, *shadowing* 5D, *streetwise* 6D (*Blüdhaven* +2D), *surveillance* 4D, *interrogation* 5D, *intimidation* 6D, *willpower* 7D. Advantages/Disadvantages: Contact (*Blüdhaven*)

–5D; Physical Limitation (head on backwards) +3D, Sworn Enemy (Nightwing, Blockbuster) +1D each. Speed: 30. Hero Points: 0. Villain Points: 2. Character Points: 12. Body Points: 28.

GATEWAY CITY

HELENA SANDSMARK

A dedicated career woman and single mother, Helena Sandsmark is one of the best-regarded researchers in the antiquities field.

All stats 2D except: *Knowledge* 3D, *arcane lore* 4D, *computer ops* 4D, *languages* 6D (*Greek* +1D), *research* 5D, *scholar* 5D (*ancient history* +3D), *science* 4D, *repair* 3D, *security* 3D, *charm* 4D, *persuasion* 3D, *willpower* 4D. Advantages/Disadvantages: Attractive Appearance –2D, Contact (Wonder Woman) –6D; Dependent (Cassie, daughter) +1D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 3. Body Points: 24.

MICHAEL SCHORR

One of the youngest and most athletic members of the Gateway City Police Department, Mike Schorr has earned his fine reputation through dedication to his job while under fire.

All stats 2D except: *Reflexes* 3D, *boating* 4D, *brawling* 5D, *dodge* 5D, *driving* 5D, *martial arts* 4D, *Coordination* 3D, *marksmanship* 5D, *melee weapons* 4D (*baton* +2D), *Physique* 3D, *swimming* 4D, *computer ops* 4D, *criminology* 4D, *scholar* 3D (*police procedure* +1D), *search* 3D, *security* 3D, *shadowing* 4D, *streetwise* 3D (*Gateway City* +2D), *surveillance* 4D, *charm* 3D, *command* 5D, *interrogation* 4D, *intimidation* 4D, *willpower* 5D. Advantages/Disadvantages: Bravery –2D, Contact (Wonder Woman) –6D, Leadership Ability –2D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 29. Equipment: Standard issue revolver (BDV 5Dx2).

GOTHAM CITY

SERGEANT HARVEY BULLOCK

For Bullock, Miranda rights and due process are flexible means to an end. His rule-bending antics have gotten him into trouble from time to time, but they've also gained him the respect of many officers.

All stats 2D except: *brawling* 6D, *dodge* 5D, *driving* 4D, *marksmanship* 3D, *criminology* 4D, *scholar* 3D (*police procedure* +1D, *old movies* +2D), *search* 4D, *streetwise* 4D, *interrogation* 5D, *intimidation* 6D, *willpower* 5D. Advantages/Disadvantages: Argumentative +1D, Hides Emotions +1D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 30. Equipment: Standard issue revolver (BDV 5Dx2).



COMMISSIONER JAMES GORDON

The leader of Gotham's police force, Gordon is possibly Batman's best friend in Gotham City. After the recent quake, the police commissioner has decided to stay to try and maintain order in the ruined city with Detective Montoya and Sergeant Bullock.

All stats 2D except: *brawling* 4D, *dodge* 4D, *driving* 3D, *marksmanship* 4D, *Knowledge* 3D, *criminology* 8D, *medicine* 4D (*first aid* +1D), *scholar* 4D (*police procedure* +4D), *science* 4D (*forensics* +1D), *security* 3D, *streetwise* 7D, *surveillance* 5D, *command* 7D, *interrogation* 7D, *intimidation* 6D, *persuasion* 4D, *willpower* 6D. Advantages/Disadvantages: Bravery -2D, Contact (Batman) -4D, Leadership Ability -2D, Observation -2D; Dependent (Sarah Gordon, wife; Barbara Gordon, ex-wife; Barbara Gordon, daughter; James Gordon Jr., son), +1D each. Speed: 30 Hero Points: 3. Villain Points: 0. Character Points: 12. Body Points: 26. Equipment: Standard issue revolver (BDV 5Dx2).

DETECTIVE RENEE MONTROYA

One of Gotham's finest, her by-the-book procedure and unswerving dedication account for her quick rise through the ranks.

All stats 2D except: *brawling* 3D, *dodge* 3D, *driving* 3D, *lockpicking* 3D, *marksmanship* 4D, *computer ops* 3D, *criminology* 5D, *scholar* 3D (*police procedure* +1D), *search* 4D, *streetwise* 3D, *charm* 3D, *interrogation* 3D, *intimidation* 3D, *willpower* 3D. Advantages/Disadvantages: Charismatic -3D. Speed: 30 Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 24. Equipment: Standard issue revolver (BDV 5Dx2).

ALFRED PENNYWORTH

Bruce Wayne's faithful butler, Alfred has seen his master through his young life and training to his current status as Batman, defender of Gotham.





All stats 2D except: *boating* 3D, *brawling* 3D (*disarm* +1D, *flip* +1D, *haymaker* +1D, *uppercut* +1D), *dodge* 3D, *driving* 4D, *riding* 4D, *marksmanship* 3D, *melee weapons* 3D, *piloting* 3D, *Knowledge* 3D, *computer ops* 5D, *criminology* 3D, *languages* 5D, *medicine* 5D (*first aid* +2D), *research* 5D, *scholar* 5D (*acting* +3D), *Perception* 3D, *artist* 5D (*acting* +3D, *cooking* +1D), *know-how* 6D (*cooking* +2D, *cleaning* +2D, *sewing* +2D), *repair* 6D, *security* 5D (*Wayne Manor* +2D), *streetwise* 4D, *survival* 5D, *bluff* 4D, *command* 5D, *disguise* 8D, *willpower* 6D. Advantages/Disadvantages: *Acting Ability* -3D, *Bravery* -3D, *Contact* (Bruce Wayne/Batman) -4D, *Mechanical Aptitude* -2D, *Wealth* -4D; *Dark Secret* (Batman's identity) +3D, *Hides Emotions* +1D. Speed: 30. Hero Points: 3. Villain Points: 0. Character Points: 12. Body Points: 26.

LEESBURG

MATTIE HARCOURT

A resident physician at Leesburg Hospital and Linda Danvers' oldest friend, Mattie Harcourt has seen the Danvers family through many trials and tribulations. She's still coping with the loss of her brother, P.J., who was killed during the chaos caused by the "Final Night" crisis.

All stats 2D except: *Knowledge* 3D, *medicine* 4D, *charm* 3D, *persuasion* 3D. Advantages/Disadvantages: *Charismatic* -3D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 3. Body Points: 22.

CUTTER SHARP

A reporter for the *Leesburg Times*, Sharp landed his greatest story when the missing Linda Danvers walked into his life. Now he keeps an eye on her and Leesburg's newest resident, Supergirl, as Linda's friend and Supergirl's public relations manager.

All stats 2D except: *research* 3D, *scholar* 3D (*Leesburg* +1D, *reporting* +1D), *shadowing* 3D, *surveillance* 3D, *bluff* 3D, *interrogation* 3D. Advantages/Disadvantages: *Impulsiveness* +1D, *No Self-Confidence* +2D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 3. Body Points: 23.

METROPOLIS

PROFESSOR EMIL HAMILTON

Professor Hamilton, Superman's friend and confidant, has helped the Man of Steel through many trials. Recently he designed the containment suit needed for Superman's energy form.

All stats 2D except: *Coordination* 3D, *Knowledge* 5D, *computer ops* 8D, *medicine* 5D, *research* 7D, *scholar* 8D, *science* 8D (*Kryptonian physiology* +2D), *Perception* 3D, *engineering* 8D, *invent* 8D, *repair* 8D, *security* 4D. Advantages/Disadvantages: *Charismatic* -3D, *Contact* (Superman) -2D, *Obscure Knowledge* -2D, *Technically Advanced* -10D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 23.



CONTESSA ERICA ALEXANDRA DEL PORTENZA

After Lex Luthor fell ill due to the Clone Plague, the Contessa seized control of LexCorp. Once he regained his health, Luthor romanced and subsequently wed the Contessa. They were soon blessed with a daughter, Lena. Once her purpose had been served, Luthor had her disposed of.

But the Contessa escaped death, and plots against Luthor in hiding, most recently sending a Bizarro clone to steal their daughter away from him.

All stats 2D except: *riding* 3D, *swimming* 3D, *Knowledge* 3D, *computer ops* 4D, *languages* 4D, *scholar* 4D (*business* +3D, *LexCorp* +3D), *science* 4D, *Presence* 3D, *bluff* 6D, *charm* 7D, *persuasion* 7D, *willpower* 5D. Advantages/Disadvantages: Attractive Appearance -2D, Charismatic -3D, Wealth -6D; Sworn Enemy (Lex Luthor) +1D. Speed: 30. Hero Points: 0. Villain Points: 1. Character Points: 6. Body Points: 25.

INSPECTOR MARGARET "MAGGIE" SAWYER

One of the co-leaders of Metropolis' Special Crimes Unit, Maggie Sawyer's no-nonsense attitude has gained her the respect of Metropolis' finest.

All stats 2D except: *boating* 4D, *brawling* 5D, *dodge* 6D, *driving* 5D, *marksmanship* 5D, *melee weapons* 3D, *computer ops* 4D, *criminology* 6D, *scholar* 3D (*police procedure* +3D), *hide* 5D, *security* 4D, *streetwise* 5D (*Metropolis* +2D), *charm* 4D, *command* 7D, *interrogation* 5D, *intimidation* 4D, *persuasion* 5D, *willpower* 4D. Advantages/Disadvantages: Bravery -2D, Leadership Ability -2D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 27. Equipment: standard issue revolver (BDV 5Dx2).

INSPECTOR DANIEL "TERRIBLE" TURPIN

A gruff individual, Terrible Turpin is a great complement to Maggie Sawyer, his S.C.U. coleader.

All stats 2D except: *brawling* 6D, *dodge* 5D, *driving* 4D, *marksmanship* 5D, *melee weapons* 4D, *lifting* 4D, *criminology* 5D, *scholar* 3D (*police procedure* +2D), *hide* 3D, *security* 3D, *streetwise* 4D (*Metropolis* +2D), *command* 5D, *interrogation* 4D, *intimidation* 5D, *willpower* 5D. Advantages/Disadvantages: Bravery -2D, Leadership Ability -2D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 29. Equipment: Standard issue revolver (BDV 5Dx2).

OPAL CITY

BARRY O'DARE

Detective third-class Barry O'Dare is a womanizer who finds the O'Dare's ethical nature silly. Although he is an honest cop, he has little—if any—ambition to rise in rank.

All stats 2D except: *brawling* 3D, *dodge* 3D, *marksmanship* 3D, *criminology* 3D, *streetwise* 3D, *Presence* 3D, *bluff* 4D, *charm* 5D, *interrogation* 4D, *persuasion* 5D, *willpower* 3D. Advantages/Disadvantages: Attractive Appearance -2D, Charismatic -3D, Delusions of Grandeur +2D, Narcissistic +3D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 3. Body Points: 24. Equipment: Standard issue revolver (BDV 5Dx2).





CLARENCE O'DARE

The oldest of this generation of the O'Dare police family, he was recently promoted from detective first-class to police-super hero liaison.

All stats 2D except: *brawling* 3D, *dodge* 3D, *driving* 3D, *marksmanship* 3D, *criminology* 6D, *research* 3D, *scholar* 3D, *search* 4D, *security* 3D, *streetwise* 4D (Opal City +1D), *surveillance* 4D, *bluff* 3D, *charm* 3D, *interrogation* 5D, *intimidation* 5D, *willpower* 4D. Advantages/Disadvantages: Contact (Starman) -3D, Leadership Ability -2D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 26. Equipment: Standard issue revolver (BDV 5Dx2).

HOPE O'DARE

As reckless as her brother Mason, as hot-headed as her brother Matt, and as good looking as her brother Barry, Hope O'Dare is a fine example of the O'Dare ethic. A dedicated police officer, she is determined to match her brothers, deed for deed, and be a credit to the O'Dare name.

All stats 2D except: *Reflexes* 3D, *brawling* 4D, *dodge* 4D, *sneak* 4D, *marksmanship* 4D, *computer ops* 4D, *criminology* 4D, *scholar* 3D, *search* 3D, *security* 4D, *shadowing* 3D, *streetwise* 4D, *surveillance* 3D, *charm* 5D, *interrogation* 3D, *intimidation* 3D, *persuasion* 4D, *willpower* 5D. Advantages/Disadvantages: Attractive Appearance -2D, Bravery -2D, Charismatic -3D; Dark Secret (knows about brother Matt's past) +1D, Impulsiveness +2D, Obsessive Tendencies +2D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 23. Equipment: Standard issue revolver (BDV 5Dx2).

MASON O'DARE

Mason O'Dare intends to remain a beat cop like his father before him. He is a man of few words, and fearless—some would say foolhardy—when it comes to fighting crime.

All stats 2D except: *brawling* 4D, *dodge* 4D, *marksmanship* 3D, *search* 3D, *security* 3D, *tracking* 3D, *charm* 3D, *interrogation* 4D, *intimidation* 3D, *willpower* 5D. Advantages/Disadvantages: Bravery -2D; Impulsive +2D, Obsessive Tendencies +2D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 27. Equipment: Standard issue revolver (BDV 5Dx2).

MATT O'DARE

A corrupt cop, Matt O'Dare recently discovered he's the reincarnation of Opal City's leg-

endary lawman, Scalphunter. Sobered by this revelation, he has attempted to change his ways and erase his past mistakes.

All stats 2D except: *brawling* 4D, *dodge* 4D, *driving* 4D, *marksmanship* 5D, *criminology* 4D, *scholar* 3D (Opal City history +1D), *security* 4D, *shadowing* 3D, *streetwise* 4D (Opal City +2D), *surveillance* 4D, *bluff* 3D, *interrogation* 3D, *intimidation* 5D, *willpower* 4D. Advantages/Disadvantages: Dark Secret (criminal past) +3D. Speed: 30. Hero Points: 0. Villain Points: 1. Character Points: 4. Body Points: 26. Equipment: .44 Magnum (BDV 5Dx3).

PLACES

ATLANTIS

The undersea kingdom of Atlantis, ruled by Aquaman, is actually made up of seven different cities, some of which are not underwater.

Aquaman's ruling city is known as Poseidonis. Its denizens are humanoids who can breathe water and air. Tritonis is the city of the mer-people. Its denizens are humanoid from the waist up and have fish-like bodies from the waist down. They cannot breathe out of water.

The lost city of Hy-Brasil is populated by a race of beings who have the appearance of humanoid manta rays. The Hy-Brasilians are an extremely warlike and scientifically advanced race.

The people of Thierna Na Oge are all powerful wizards. The city is ruled in a matriarchal structure. The Idylists are also powerful wizards. They are Tempest's people.

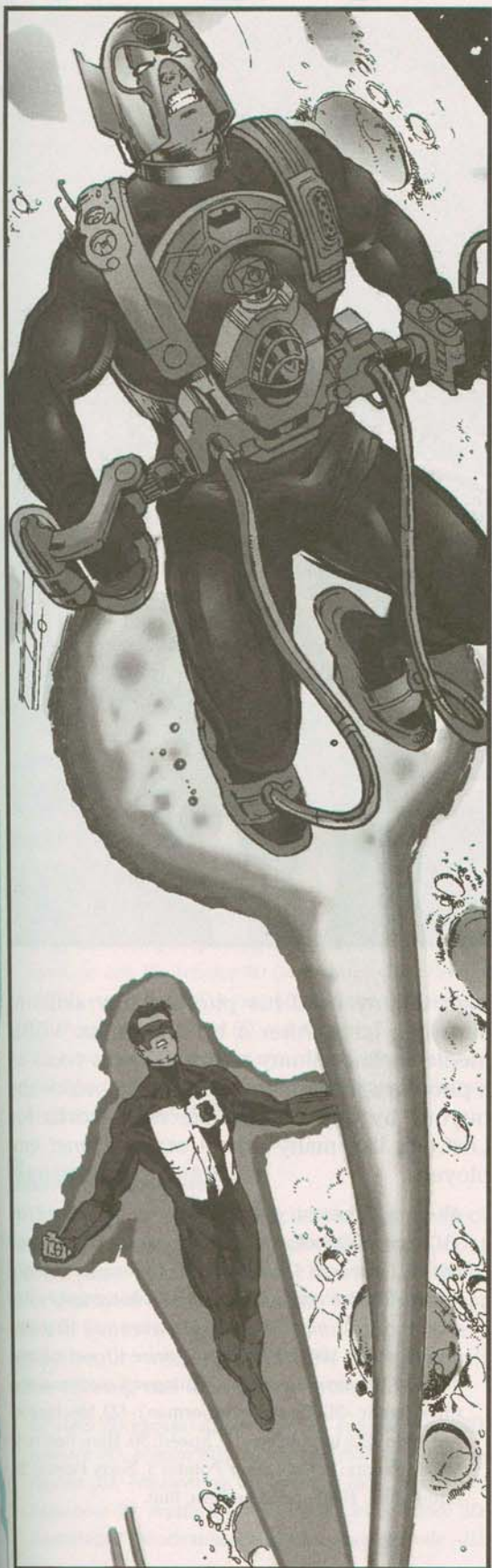
The Himalayans reside in a mountainside hidden by an illusion of rock. They were misled by Ocean Master, who became their ruler. They have great mental powers.

The Golden City is home to the people of the ancient sorcerer Arion.

NEW GENESIS & APOKOLIPS

The homes of a race of gods, New Genesis and Apokolips were once a single planet. Eons ago, the Old Gods had a terrible war, and in the process, they destroyed themselves and split their world in two. On the two worlds, one light, one dark, the New Gods were born.

On New Genesis, the New Gods, led by Highfather, created a city of beauty that floats in the air. On Apokolips, ruled with an iron fist



by the evil Darkseid, the people were forced into slavery to create gigantic monuments to their lord.

Although the gods of New Genesis and Apokolips have warred in the past, they now abide by a long-standing truce. It remains to be seen if the New Gods will learn from the folly of the Old Gods, or if their bitter struggles will result in their destruction as well.

PARADISE ISLAND

The home of the immortal Amazons, led by Queen Hippolyta, Paradise Island is a wonder created in honor of the Gods. From the Senate Chamber and the Halls of Justice to the Royal Palace and the Throne Room, the cities of the island—and most notably its capital, Themyscira—are a combination of all aspects of Greek architecture. The island hides a terrible secret, though: Doom's Doorway, which the Amazons are sworn to guard forever, keeps unspeakable horrors locked away from the island and the Patriarch's World as a whole.

Z'ONN Z'ORR

The ancient city of Z'onn Z'orr lies in the heart of the Antarctic. Once a base for the Hyperclan, its streets now lie silent. A wealth of fabulous architecture and marvelous technology exists within its confines. Its sole denizen, J'onn J'onzz, the Martian Manhunter, resides here when he's not needed at the JLA Watchtower.

MAJOR CORPORATIONS, LABS, & BUSINESSES

THE *DAILY PLANET*

LOIS LANE

One-half of the *Daily Planet's* star reporter couple, Lois Lane is the type of person who willingly risks her life to land a story. Never one to be scared off, Lois has given the *Daily Planet* some of its biggest scoops to date, including the revelation that the death of Lex Luthor was a carefully planned hoax. After the *Planet's* recent purchase, Lois was hired by LexCom so she can be closely watched.





All stats 2D except: *Reflexes* 3D, *dodge* 4D, *martial arts* 4D, *sneak* 5D, *lockpicking* 4D, *marksmanship* 3D, *thievery* 3D, *Knowledge* 3D, *computer ops* 4D, *criminology* 5D, *languages* 4D, *medicine* 4D, *research* 6D, *scholar* 5D (*reporting* +3D), *science* 4D, *Perception* 3D, *artist* 5D (*writing* +3D), *hide* 5D, *repair* 4D, *search* 5D, *security* 4D, *shadowing* 5D, *streetwise* 4D, *survival* 4D, *Presence* 3D, *bluff* 4D, *charm* 6D, *command* 5D, *interrogation* 4D, *intimidation* 4D, *persuasion* 5D, *willpower* 7D. Advantages/Disadvantages: Acting Ability -2D, Attractive Appearance -2D, Bravery -2D, Contact (sources) -6D, Contact (Superman) -6D, Observation -2D; Argumentative +1D, Dark Secret (Superman's identity) +3D, Impulsiveness +2D, Obsessive Tendencies +2D. Speed: 30. Hero Points: 2. Villain Points: 0. Character Points: 10. Body Points: 26.

JIMMY OLSEN

Jimmy Olsen seemingly grew up at the *Daily Planet*. Starting as an intern while in junior

high, Jimmy used his photography skills to earn him fame. After a brief reign as WGBS' media darling, Jimmy returned to his roots as a photographer for the *Planet* just before the buyout by Lex Luthor. He now works for LexCom, like many other former *Planet* employees.

All stats 2D except: *dodge* 3D, *driving* 3D (*motorcycle* +1D), *sneak* 3D, *lockpicking* 3D, *Knowledge* 3D, *computer ops* 5D, *research* 4D, *scholar* 4D (*photography* +1D), *science* 5D, *Perception* 3D, *artist* 4D (*photography* +1D), *engineering* 5D, *hide* 4D, *invent* 5D, *know-how* 4D (*photo development* +1D), *repair* 5D, *streetwise* 4D, *surveillance* 4D, *bluff* 3D, *persuasion* 3D. Advantages/Disadvantages: Charismatic -3D, Contact (Superman) -5D, Mechanical Aptitude -2D; Impulsive -1D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 3. Body Points: 25. Equipment: High-speed camera, film.

PERRY WHITE

Rising from newsboy to copyboy to star reporter and, eventually, to managing editor, Perry White knows the *Daily Planet* better than anyone. Keeping the paper steeped in the tradition of news reporting in the age of tabloid journalism, Perry was dedicated to keeping the *Daily Planet* a household name into the next century. Having lost his job due to the *Planet's* takeover by Lex Luthor, Perry now teaches at a local college, remaining steadfast in his convictions.

All stats 2D except: *brawling* 3D, *sneak* 3D, *computer ops* 4D, *research* 4D, *scholar* 4D (*reporting* +3D, *newspaper production* +3D), *artist* 3D (*writing* +2D), *streetwise* 3D (*Metropolis* +1D), *bluff* 4D, *command* 6D, *interrogation* 4D, *intimidation* 4D, *persuasion* 3D, *willpower* 4D. Advantages/Disadvantages: Contact (media) -5D, Leadership Ability -2D, Obscure Knowledge -2D, Observation -2D; Dependent (son) +1D, Medical Problem (cancer) +3D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 3. Body Points: 26.

PROJECT CADMUS

MICKEY CANNON

Cannon is the rule-breaking director-in-chief of Project Cadmus, otherwise known as "the Mechanic."

All stats 2D except: *Reflexes* 3D, *boating* 5D, *brawling* 5D, *dodge* 4D, *driving* 6D, *piloting* 5D, *Physique* 3D, *lifting* 4D, *computer ops* 3D, *scholar* 3D (*mechanics* +2D), *Perception* 3D, *engineering* 4D, *repair* 4D (*engines* +3D), *security* 4D, *charm* 3D, *command* 5D, *intimidation* 5D, *willpower* 5D. Advantages/Disadvantages: Mechanical Aptitude -2D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 30.

DABNEY DONOVAN

Donovan was once a scientist for Project Cadmus, but his unethical experiments cost him his job—and almost cost him his freedom. After a period of using his skills for the highest bidder, Donovan was captured and has recently begun working with new Cadmus staff while serving out his sentence there.

All stats 2D except: *Knowledge* 5D, *computer ops* 8D, *research* 8D, *scholar* 8D, *science* 9D (*cloning* +2D), *Perception* 3D, *engineering* 6D (*genetic* +5D), *invent* 6D, *know-how* 5D, *repair* 6D, *security* 5D, *surveillance* 5D. Advantages/Disadvantages: Mechanical Aptitude -2D,

Technically Advanced -10D; Delusions of Grandeur +2D, Fugitive +2D, Shady Background +2D. Speed: 30. Hero Points: 0. Villain Points: 2. Character Points: 12. Body Points: 24.

SERLING ROQUETTE

The newest geneticist to the project, Roquette is known as "Retro Rocket" by the other team members. Although she's still in her teens, Roquette has earned the respect of those around her.

All stats 2D except: *Knowledge* 4D, *computer ops* 6D, *research* 6D, *scholar* 6D, *science* 6D (*genetics* +2D), *engineering* 4D (*genetic* +2D), *invent* 4D, *repair* 4D, *charm* 3D. Advantages/Disadvantages: none. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 3. Body Points: 22.

COLONEL ADAM WINTERBOURNE

With the reorganization of Project Cadmus came a greater military presence in the form of liaison Colonel Adam Winterbourne.

All stats 3D except: *boating* 4D, *brawling* 4D, *dodge* 4D, *driving* 4D, *martial arts* 4D (*elbow* +1D, *flip* +1D, *headbutt* +1D, *knockout* +1D, *leg sweep* +1D, *uppercut* +1D), *marksmanship* 6D, *melee weapons* 5D, *thrown weapons* 4D, *running* 4D, *demolitions* 4D, *hide* 4D, *search* 4D, *security* 5D, *surveillance* 4D, *survival* 4D, *tracking* 4D, *command* 5D, *intimidation* 6D, *willpower* 5D. Advantages/Disadvantages: Speed Draw (pistol) -1D; Delusions of Grandeur +2D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 32. Equipment: .44 Magnum (BDV 5Dx3).

WAYNE ENTERPRISES

LUCIUS FOX

The real mover and shaker behind Wayne Enterprises, Lucius Fox, sees the managing of the Wayne family legacy as a challenge—and he has done an exceptional job. With the fall of Gotham, Lucius relocated the headquarters of Wayne Enterprises to outside of the now-isolated city and then moved out with his family.

All stats 2D except: *Knowledge* 3D, *computer ops* 4D, *scholar* 5D (*business* +3D, *Wayne Enterprises* +3D), *charm* 4D, *command* 4D, *persuasion* 4D, *willpower* 3D. Advantages/Disadvantages: Charismatic -3D, Contact (Wayne Enterprises) -5D, Wealth -4D. Speed: 30. Hero Points: 1. Villain Points: 0. Character Points: 3. Body Points: 23.



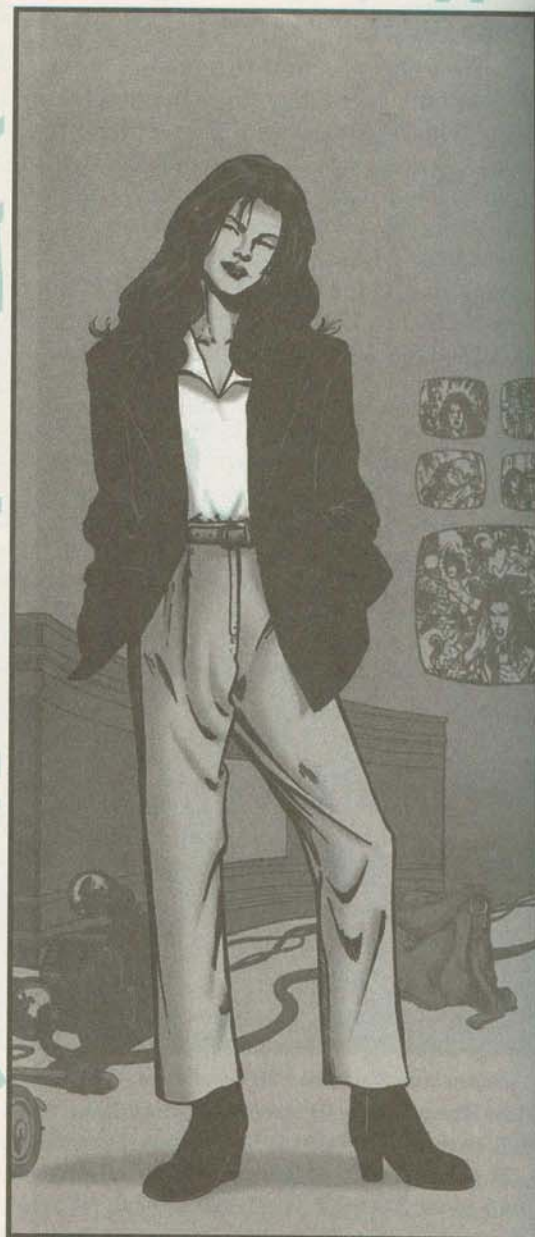
WKEY-TV

LINDA PARK

Linda Park is a reporter for WKEY-TV Channel 4 News in Keystone City, and the love of the Flash's life. When Linda first met him, she thought he was immature, arrogant, and hot-headed, and she was right. She also realized he had potential and through her patience and love, she has nurtured him into the hero he is today.

On the day she and the Flash were to be married, Linda disappeared without a trace...any trace. The memory of her existence was wiped from the minds of anyone who knew her. It is uncertain when or if Linda will ever reappear.

All stats 2D except: *dodge* 3D, *Knowledge* 4D, *computer ops* 5D, *research* 5D, *scholar* 5D (Flash +2D, *reporting* +1D), *artist* 3D (*reporting* +2D), *know-how* 3D (TV camera operation +1D), *streetwise* 3D, *surveillance* 3D, *Presence* 3D, *bluff* 4D, *charm* 5D, *command* 4D, *interrogation* 5D, *willpower* 5D. Advantages/Disadvantages: *Acting Ability* -3D, *Attractive Appearance* -2D, *Contact* (Flash family) -6D; *Dark Secret* (Flash's identity) +3D. *Speed*: 30. *Hero Points*: 1. *Villain Points*: 0. *Character Points*: 3. *Body Points*: 22.



CHAPTER ELEVEN...

...BEING A NARRATOR

As the Narrator, you guide the game. You and the players create a story together. The players' main goal is to develop the best heroes they can, and yours is to help them do that. Using the tips and techniques in this chapter will help you and your players have the most fun possible reaching those goals.

There are two main aspects to your job as a Narrator—refereeing and storytelling. As the referee, you decide on the difficulties and the interpretations of the rules. Many difficulties and modifiers are spelled out in the guides in this book. When they aren't specified in adventures, you'll need to decide which are most appropriate for the task a hero wants to accomplish.

As a storyteller, you help the players imagine the DC Universe and become their heroes for a few hours. You take an adventure—either a premade one or one you've created on your own—and make it real through descriptions, props, and roleplaying.

RULES TO LIVE BY

If there's nothing else you remember from this book, commit to memory these two rules:

1. Everyone in your group (including you) should have fun.
2. Rule #1 supersedes all other rules in this game. If any other rule comes in the way of following Rule #1, change or ignore it.

APPLYING THE RULES

This book includes an assortment of game mechanics to help you worry less about being fair and more about running a fantastic adventure. All the game mechanics will not apply in





all situations. As the Narrator, you decide the usefulness of the rules, as well as when to alter or ignore them. Called fudging, this makes the game more interesting and entertaining. It's not cheating. Since Rule #1 in this system is to "have fun," if you fudge to make the adventure more fun, you're following the rules.

Likewise, feel free to reward your players' ingenuity by modifying the rules or the adventure to accommodate the result they want. When players think their heroes can actually have an effect on the outcome of the adventure (even as you control the environment), everyone enjoys the game more.

However, be careful with this power: Since the players aren't allowed to fudge, flaunting this special ability will frustrate them and thus break Rule #1. What can you do to prevent this?

First of all, skim the book at least once. This way you have some idea where the game mechanics suggestions are. The less you make up on the fly, the less inconsistent you'll be in your rules decisions. Don't be afraid to refer to the book during slow scenes. And don't be afraid to make up difficulties when the action needs to keep moving.

Keep secret the adventure's text or notes, as well as all of your rolls. The best way to do this is with the *Narrator's Screen*, which is designed

for this purpose. (It even includes several charts for quick reference.) Hiding the adventure prevents players from looking ahead and spoiling the suspense. It also allows you to quietly adjust the difficulties, obstacles, number of Narrator's characters, and other aspects (even in premade adventures) to meet the experience and interest level of your players and their characters as you go along.

You can also adjust dice rolls. Usually you do this to help out the players' heroes. If the villains seem to be rolling exceptionally well and it looks like the adventure will end in defeat for the heroes well before they get to the really interesting stuff, subtract a few successes from the villains' dice rolls. Thus, you make the villains hit less, do less damage, or be less aware of their surroundings without being obvious about it. Let the heroes die only at dramatically appropriate moments—that's why they're heroes! (You can use these same concepts when you need to help out *your* characters.)

By doing all this behind the screen, you can more easily help the players maintain their suspension of disbelief. Keeping players out of the world building helps them stay focused on developing their heroes and furthering the adventure's plot.

TROUBLE: THE OBSTACLES

You'll want to fiddle with various aspects of an adventure if something doesn't go quite right for you or your characters. If the heroes are overcoming the obstacles more quickly than you had anticipated, make the next ones more challenging, or throw a few new ones at them. Intensified obstacles offer the heroes chances to test the limits of their skills and powers. More obstacles allow the players new opportunities to develop their heroes.

You can also take advantage of player mistakes, particularly those that haven't lead to death. A mistake that happens early in the session can be turned into a new obstacle. You may not have planned it, but it's something that could be worked into the adventure. A "players' obstacle" may be as minor as causing the scene to last longer, or as major as a completely separate adventure. For example, the heroes lose an important piece of equipment or information. Depending on time and resources, you might decide that its retrieval offers only an additional obstacle or two, or you may design an entire adventure around getting it back.

What happens if your players make all the right moves and you find that your leading Narrator's character is about to be caught? If the second-in-command is nonexistent (or you're not ready for him or her to take command), you have some options. You could fudge the dice roll, spend a Villain or Hero Point to help the character escape, or (if you can devise a plausible excuse) increase the difficulty number of the action. While fudging rolls or adjusting difficulty levels is the easiest solution, be careful, because it can frustrate the players unnecessarily. If you can, plan ahead with an alternate scenario, just in case.

You may find that a player's character is in a similar situation. This is particularly touchy when the player has roleplayed well but the dice turn up a bad result. Again, you can fudge rolls you make or increase the difficulty level for your Narrator's character. You can recommend spending Character Points or, in extreme cases, allow the character to spend a Hero Point after the dice are rolled. If necessary, explain it away in terms of the scene.

One of most common times you'll run across this is in combat. Rolling for the adversary, you notice that it's a hit. After you calculate damage, you realize that the blow could kill the hero. Unless the situation is particularly dramatic or the villain will be captured because of the hero's sacrifice, allowing the hero to die is not the best course of action. Instead, you can lower the damage or inform the player that

she's been stunned. Then allow the adversary to gloat over her: "You won't be so lucky next time," as he dashes off.

There are other factors to consider when the players make stupid mistakes. For those with little roleplaying experience, suggest that the choice may not be a wise one before permitting an action with unfavorable consequences. Persistent players should be allowed to learn the consequences of their actions. Don't make the situation any easier or harder than originally planned.

For new players who insist on unheroic behavior, adjust the scene to emphasize the consequences. Allow the heroes to make it out of the situation—but just barely. Often this is enough to help the players understand the value of thinking before acting. If you think you need to spell it out for the players, insert a respected Narrator's character. This character learns of the fiasco and reprimands the heroes for acting as they did.

TROUBLE: THE PLAYERS

Not only do you have to arbitrate rules, but you also have to arbitrate conflicts that arise during sessions. If your group wants to work together, arguments should be few. Everyone has an off day, though, so here are a few tips for those trouble times.

From the start, be sure your players understand that you are in charge of the rules. As the players create their characters, make sure that no one takes powers or equipment at levels that would make them more powerful than the other heroes. If you allow this to imbalance occurs, the obstacles in adventures will be difficult for the powerful character and impossible for the others, or difficult for the other heroes and far too easy for the powerful character. When this imbalance occurs, someone loses out. You can prevent it by not allowing overly powerful characters to be created in the first place.

You also decide if a rule should be applied, and when. You pick the difficulties and modifiers for the tasks each hero wishes to do. You can use the suggestions in the guides to help you, or make up your own based on your experience. However, considering you have much more to keep track of than the players do, chances are greater that you'll make an error in presentation or judgment. If the players contend that you made a mistake, fix it or make it up to them later. You aren't against the players, even if you're portraying characters and events that are.

Don't give in to the players all the time, though. If the adventures are too easy, there will be few opportunities for the players to



develop their heroes. Finding a balance between being too strict and too lenient is challenging, but once you master it, the adventures will be more rewarding for everyone. If you're fair and consistent, your players won't have that to grumble about. They'll be more forgiving when you adjust rules because they know you're doing it in the name of fun.

If there's trouble between players, immediately call for a break. No player should ever be abusive in any way to any other player, regardless of the type of character she's designed. If the argument is about the actions of one character against another, don't forget that they can make opposed rolls. If one character attempts to force another character to do something the player objects to on ethical grounds, the objecting player can resist. Remember that the point of games is to have fun—and never at the expense of one of the players. If a break isn't enough to calm everyone down, end the session at the point of contention and pick it up after the issue is resolved.

It's Alive!

One of the simplest ways to be a good storyteller is to be prepared. This doesn't mean anticipating every possible move your players

might make. Rather, know your story and have all the commonly used materials ready. This way, when the players don't follow the scenario as written, you'll be ready for the challenge.

For premade adventures, skim through the whole adventure at least once before the game session. This affords you the chance to alter and improve it. You can also take the time to make it more consistent with what the heroes have already done. Likewise, familiarizing yourself with the adventure helps you determine if any special props, lighting, sound effects, or other materials would make it more engaging.

Looking through the adventure enables you to identify recurring Narrator's characters. To make the session run smoothly, you may want to write them on separate cards or pieces of paper so you don't have search for their stats when you need them. You might also take the time to design a few random Narrator's characters and encounters that fit well with the adventure. Having a few of these is handy for those times when players make unexpected choices. The extra characters and encounters give the players something to do while you get them back to the main story line.

Once you make it to the day of the session, make sure that you have all the necessary



materials. This includes dice, paper, sharpened pencils, extra characters and encounters, equipment, notes, snacks, and, of course, the adventure itself.

DESCRIPTIONS

Once you actually start the adventure, you'll immediately become aware of the most important aspect of roleplaying games: descriptions. Descriptions create the mood and atmosphere of the location in particular and the adventure in general. Players won't know what's happening to their heroes unless you describe it to them. The players will react differently depending on the situation—but only if you've adequately portrayed the sights, sounds, and smells around them.

When providing descriptions, it's often best to start with the background environment, including buildings, the street, the weather, and so on. Then relate what the players need to deal with. Thus, explanations of people in the area should go last in your description. In this way, the players gain a better understanding of the environment in which they are working, including what they can work with. Furthermore, players usually want to take action as soon as they hear something to react to. Getting the major details out of the way before you're interrupted saves the players from complaining that you didn't provide them with some important bit of information.

Remember that the players know only what you tell them. The sole way they can get clues to complete the adventure is through your descriptions. Be vivid and make certain that the descriptions provide all the necessary details. If you don't provide the information directly ensure that the players can figure out how to overcome the obstacle.

Descriptions should bring the players to a point where they need to make decisions. Let them take it from there. If overcoming obstacles relies on the players opting for a certain course of action, let them figure it out. Allow them other options that could lead to the same conclusion, perhaps with a few more steps. Even though this may make a scene take a little longer, it can really enhance the fun.

Within descriptions of scenes, the Narrator's characters who appear are as important as the location. Name the characters. When the heroes interact with a Narrator's character, have the character engage in small talk. These attach a certain significance to the character,



regardless of their importance. Adding information irrelevant to the adventure adds depth and believability to the game world. It shows the players that there is a universe larger than the slice their heroes occupy. (These suggestions can also apply to places.)

For example, your heroes must wait for their contact in a bar. You could tell them: "The bar is dim. A man walks in." Although this description rings of haiku, it doesn't engage the players' senses or their interest. A few more, color-





ful sentences would liven this up: "You've agreed to meet your contact at the East End Bar. Plenty of brick and few windows outside, it's dim and gray with smoke inside. Filled with patrons who barely acknowledge your presence, you manage to find a worn wooden booth to wait in. A few minutes pass before a short, balding man in a black T-shirt wanders in. That just might be your contact." The second attempt provides players with more information, some of which they may find useful and all of which adds flavor.

But be careful. As much as details are great for adding realism and promoting roleplaying, too many details slow down the adventure. Though descriptions must be vivid and relevant to the heroes and the adventure, they must also be brief, so the players don't lose interest. While a few extra details help heroes become aware of their surroundings, and prevent them from needing too much help from you with the important points, it's rarely necessary to describe everything in a scene. In fast-paced scenes, descriptions should be especially short and vivid. To build suspense during a slow scene, and get in distracting details, describe the scene in more detail.

PROPS

One of the best ways to create effective descriptions is to use props. Props can engage players and help them pretend to be their characters. Check almanacs, atlases, maps, tourbooks, brochures, or encyclopedias to find pictures that help players better visualize their characters' environment. Alternatively, use the books in the scenario (the heroes must search through one or more items to find the necessary information).

If you find the adventure contains letters, clippings from newspapers, blueprints, or other printed material, you can duplicate these materials to use as handouts. They add a sense of realism to the scene. Likewise, if the heroes decide to refer to an item in an earlier scene, they can look at the handout you gave them instead of asking for the description to be repeated.

As a visual effect, consider playing with the lighting. Dim the lights if it's night or the characters wander into a dark place. Get a colored lightbulb to evoke a dimly lit restaurant.

Similarly, engage your players with sound effects. These can include animal noises, alien languages, weapon fire, explosions, mood music, and so on. With a portable CD or tape player, you can use selections from music or sound effect collections to provide you with a wider range of sounds.

To be able to seamlessly insert props, lighting, and sound effects into your scenario, you'll need to prepare ahead of time. This means making sure that you have all the necessary materials and equipment before the session, as well as making certain you know when to use which piece. Props, lighting, and sound effects can help your players with roleplaying by giving them with a believable setting for their characters, but only if they enhance the game experience, not distract from it.

ROLEPLAYING

Set an excellent example for your players by roleplaying the Narrator's characters. With each character, employ different mannerism, gestures, and ways of speaking. Although it takes some people more time to get accustomed to roleplaying than others, most people will get into character eventually. The players will follow your lead.

You can also encourage roleplaying by referring to players by their heroes' names during the adventure. This reminds the players that they are supposed to decide what their *characters* would do in the situation. Depending on the personality of the characters they create, this may not be what the players would chose for themselves in the situation.

Gently insist that players elaborate, in as much detail as they would like, on what they are doing and what they would like to accomplish, before they make any rolls. For exceptional descriptions, give a small and immediate reward for roleplaying. For novice players, this may be an additional die or a few extra Character Points. For more experienced players, quietly lower the difficulty a level or two. As the players gain experience, reward them with fewer dice and Character Points and more secret reductions of the difficulty. Thus, the players learn that good roleplaying is rewarded, though they won't expect that treatment all the time.

When you roll dice for your own characters, be sure to elaborate on their actions. Don't forget to roleplay in combat scenes. Make your scenes feel just like the comics—right down to the "Pows!" and "Bams!"

If you feel comfortable doing so, add another dimension to roleplaying by getting up and moving around. Act in the way you think the Narrator's characters act, and encourage the players do so as well. This can focus their attention, aid them in visualizing the scene better, and help them to feel a part of the game in as many dimensions as possible.

No matter how you decide to encourage your players to participate in the game, never



do anything that could harm them physically or mentally. Watch your players for signs of discomfort. If they fidget or seem distressed by something you're doing or saying, you should seriously reconsider that action. The object of any game is to have fun. Anything you do should enhance the session, not drive the players away. This applies to players as well. Do not allow abusive behavior by any player.

LAST WORDS

In addition to remembering all the other suggestions, don't forget to pay attention to your players. They come to your game to show off the heroes they created. Customize your adventures to the players' interests and abilities and to their heroes' attributes, skills, powers, and other characteristics. Don't toss unsuitable obstacles at them, forcing them to seek the aid of various Narrator's characters.

Constantly look for ways to give them opportunities to use all their skills and powers, even the obscure ones, though you don't have to put all the situations in one adventure.

tions, because players tend to forget conveniently about those. For example, if one of the heroes has a Vulnerability to fire, be certain to include events where that limitation becomes a factor. However, don't cause the limitation to appear always in either crucial or noncrucial times. Mix the appearances up so that the player won't know when it will affect performance.

Another way to draw the players into a game is by finding out about their characters' goals and dreams. Provide opportunities for the players to develop and fulfill them. One way to do this is to play several short adventures that emphasize roleplaying, allowing the players a chance to establish their characters' identities, including dreams and goals. As you all learn more about the characters, you can include this information into your longer adventures.

Finally, listen to your players. What do the players want in their adventures? What kinds of goals, encounters, events, villains, characters, rewards, jokes, and so on, would they like to see? Although you need not take all their



Furthermore, be certain to allow plenty of occasions for Disadvantages and Advantages to be roleplayed. You may need to adjust premade adventures to accommodate this significant aspect. It's especially important to remember Disadvantages and power limita-

suggestions at once, remember that it takes the players and the Narrator working together to create an exciting adventure. Just as you help them improve their ability to roleplay, let them help you improve your ability to narrate. It'll make the game more fun for everyone.

CHAPTER TWELVE...

...EXPANDED RULES

This chapter offers you, the Narrator, further assistance in refereeing the heroes' actions in a game. Part I, "Expanded Options," supplements the basic rules. It offers information about rewards, Villain Points, starting funds, combat modifiers, additional damage types, and Passive Defense Values. Part II, "Skills & Powers," covers difficulty and modifier selection, more Wild Die options, and some specific difficulty and modifier recommendations, including flying and vehicle maneuvers.

PART I: EXPANDED OPTIONS

REWARDS

When an adventure comes to an end, the Narrator gives the heroes something to represent the challenges they went through and the experience they acquired. You can do this through Character Points and Hero Points.

Distribute Character Points and Hero Points based on the challenge level of the adventure. (Premade adventures do this for you.) If the adventure was simple, with the heroes effortlessly overcoming most obstacles, then the reward can be small. If they needed to use all their wits and most of their skills, be sure that the reward reflects the greater obstacles.

For the typical adventure of two or three





lengthy or involved scenes, which may take two short sessions, heroes should receive between 3 and 16 Character Points, or more if the adventure contains particularly challenging obstacles, like going up against Lex Luthor or Darkseid. For significantly shorter scenarios, decrease the points given. For longer scenarios, ones that have at least four to five lengthy scenes, Character Point awards should be doubled. Point rewards should only be given at the end of scenarios.

Here are some guidelines that you can use to determine suitable rewards.

Did the group accomplish its goal? If so, give each character two Character Points. For particularly harrowing goals or ones that require grand-scale heroic actions, consider adding a Hero Point.

How well did the players interact, roleplay, and work as a team? If everyone did well, throw in six to eight Character Points.

How was individual roleplaying? Give those who got into character particularly well two to four Character Points.

Did everyone have fun? As a reward for making the game a great time, give each player one or two Character Points.

You should also award several Character Points for each major obstacle the heroes overcame, such as defeating one of the Joker's henchmen while keeping innocent bystanders from getting hurt.

If a character spends a Hero Point when performing a heroic action, the point is regained at the end of the adventure, and the hero gains an additional Hero Point. You may also wish to reward Hero Points for outstanding accomplishments. The more Hero Points the character has garnered through adventures, the more she deserves the respect of others and the title of hero. Heroic actions include protecting innocents, bringing a villain to justice (regardless of whether the justice system releases the criminal), preventing damage from occurring, saving a life (regardless of whose it is), and saving one's own life to be able to thwart a villain and then thwarting the villain.

Note that characters who perform several related heroic actions at the same time—such as stopping a mugging and thus saving a life—receive only one Hero Point. Feel free to adjust this for exceptional situations.

However, if the character spends a Hero Point on an action that is not heroic but not villainous, only one point is regained at the end of the adventure. For example, a player uses a Hero Point to save the hero's life so that she may flee from the encounter. In this case, she receives the point back but does not get an

additional point. Other nonheroic actions include committing a selfish act that doesn't cause another person harm, letting damage occur when it could have been prevented, and using powers recklessly (but not seriously harming people or property).

Heroes may also lose Hero Points by causing evil. This concept is discussed in the next section.

GAINING VILLAIN POINTS

A code of honor and a sense of justice go along with being a super hero. Those who ignore these ideals erode something from their heroic nature, represented by Villain Points.

A hero begins the game with one Hero Point and no Villain Points. A Hero Point can be spent for any action, including villainous ones. If it's spent in that way, the Hero Point is lost permanently and the character gains a Villain Point. Characters also gain Villain Points by committing villainous acts, regardless of whether they spent any Hero Points to do them.

Villain Points work in the same way as Hero Points, except that they can be used only to commit villainous acts. If a character spends a Villain Point while committing a villainous act, she regains the spent Villain Point and gets an additional one at the end of the adventure. If a character acquires 10 or more Villain Points, she has become a super villain, and the character is no longer usable by the player. Whenever a character is about to commit a villainous act, as the Narrator, you must warn the player that he is about to gain a Villain Point, giving him the opportunity to reconsider.

Taking a life always gains a Villain Point, but other actions depend upon intent. For example, stealing something because a loved one is being held hostage and the hero is forced to might not gain him a Villain Point, but stealing something for himself will. Possible villainous actions include organizing a crime (such as murders, theft, and property destruction), minor crimes (forgery, selling stolen material), ruthless destruction of property, and theft.

Note that no matter how many villainous acts the character performs at one time, he gains only one Villain Point. Thus, a character who organizes a crime and then participates in carrying it out only gains one Villain Point. Similarly, a character who destroys an office building, killing several people in it, only receives one Villain Point. Feel free, however, to give additional points if a player and his character are particularly ruthless.

Using a Hero Point to attempt a villainous act always gains a Villain Point regardless of intent or the success of the action. In some



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KNOCK-BACK QUICK REFERENCE...

Effect Value = attacking skill total - Defense Total

Knock-back distance (in feet) = Effect Value x 5

Knock-back modifier = (knock-back distance - distance traveled)/5, rounded up

cases, you should give the character both Hero and Villain Points. For example, if the hero kills someone to save another's life, he gains a Villain Point for killing and a Hero Point for saving a life.

ATONING FOR VILLAIN POINTS

A character may atone for Villain Points by being a true hero. For every adventure the character completes without performing a villainous act and without spending any Character or Hero Points, the character atones for one Villain Point.

FUNDS

Heroes need money to purchase equipment and maintain a standard of living. You can handle this in a number of ways, depending on how realistic you wish to be. The easy way is to allow the heroes to have whatever they want, up to the point where it might unbalance the game.

Alternatively, you can put a cost of everything (with the help of catalogs, newspapers, and the Internet) and require either that the heroes have the Wealth Advantage or that they find jobs. To determine income randomly, roll a standard, numbered die and add 1 to the number rolled. Multiply this number by \$100; this is the hero's weekly income. For more detailed rules, see the *Narrator's Screen*. Remember that, like everything else in this game, character income should be used to enhance adventures or make life more challenging, not get in the way of the fun.

COMBAT OPTIONS

These are only a few special actions possible in combat. Take these as guidelines for designing additional options that players may want for their heroes.

Each of these options must be declared before making an attack. All modifiers to the

difficulty, which is the target's Defense Value, are cumulative with other combat modifiers.

Aim

The hero can choose to aim for up to three rounds before shooting. Each consecutive round of uninterrupted aiming adds +1D to the hero's *marksmanship*, *missile weapons*, or *thrown weapons* skill.

Called Shot

The hero chooses a specific target, like a gun in a thug's hand, and shoots at that. This option adds +3 to the difficulty of the attack. On a successful attack, he knocks the item out of the target's hand or does +1 to the Base Damage Value.

Charging Attack/Knock-back

Before the charge, the hero must decide whether she wants to do damage or shove the opponent. In either case, the hero must spend at least one round moving at twice her Speed. When she reaches her target, the attacker must make a *running* roll (to finish the charge) and a *brawling*, *martial arts*, or *melee weapons* roll. A successful roll means she hit the target.

If the hero chooses to do damage, for every round the hero spends moving at twice her Speed, she receives a +1 to her Base Damage Value. The maximum charging modifier she may get equals her *Physique*, *lifting*, *running*, or *Speed Manipulation* die code, whichever is highest.

If the hero chooses to shove the opponent instead of doing damage, she flings him back a number of feet equal to five times the Effect Value. If there is anything in the way as the target flies through the air, the target takes the Base Damage Value of the obstacle plus a knock-back modifier. The knock-back modifier equals the number of feet the target has left to travel divided by five and rounded up. For example, the player determines her Effect Value is 2. Thus, her hero, Wonder Woman, shoves the target 10 feet. The target travels six feet before slamming into a wall. The target then takes the



Base Damage Value of the wall plus the shoving modifier, which is 1 ($4/5 = 0.8$, rounded up is 1). Use these same rules to determine the results of knocking back an opponent.

If the attacker misses in her charging attack, she continues at her *running* Speed for one additional round (after which she slows down to a more reasonable pace, if she desires). On this additional round, the hero doesn't need to make a *running* roll unless she wants to stop suddenly. In this case, she must make a Heroic roll. You might want to require an *acrobatics* roll instead, if there is anything for the hero to trip over. If there are any obstructions in the way of the attacker before she can slow down, she slams into them and takes their Base Damage Value plus the charging modifier she had generated.

Aerial heroes can perform charging attacks too. For horizontal attacks, use the regular charging and knock-back rules, except that the hero uses *flying* instead of running. For vertical attacks, there are two modifications to charging attacks only: (1) Heroes charging from the air may only do damage. (2) The charging modifier is determined differently: For every 30 feet the hero drops, she gains +1 to her Base Damage Value, up to her die code in *piloting*, *Physique*, *lifting*, or the power she is using, whichever is higher. She must drop a minimum of 30 feet per round to gain this bonus.

Additionally, coming out of an aerial charge can prove challenging. On the same round on which the hero hits his opponent, he must make a *piloting* roll as an additional action. The base difficulty is 1, plus +1 for every 30 feet the hero traveled to make the charge. The multi-action penalty still applies. If this roll





fails or the hero opts not to make the *piloting* roll, the hero slams into the ground or whatever object is behind the target. He takes damage equal to the object's Base Damage Value plus the charging modifier.

Charging characters may make turns of only 60 degrees or less. Anything greater and the heroes lose their charging modifiers. Additionally, they must make *running* or *piloting* rolls, with modifiers, to see if the turn is even possible.

Choke

Ropes and hands may be used to inflict damage by cutting off the target's source of air. The character must first make a *brawling* or *martial arts* roll to grab the victim, with an attack modifier of +3. A successful roll indicates that the character has wrapped his hands or something else around the victim's neck, and the victim takes damage (unarmed or weapon's Base Damage Value plus *Physique*/*lifting* bonus). On subsequent rounds, both the attacker and the target make opposing *Physique* or *lifting* rolls, which count as actions. If the attacker wins, the defender takes damage. If the defender wins, he escapes the hold. If the defender opts not to escape, he automatically takes damage.

Close Combat Special Maneuver

See the "Close Combat Specializations" section at the end of Chapter 2 for more information on performing *brawling* and *martial arts* special maneuvers.

Entangle

A hero throws an entangling weapon at her opponent. On a successful *marksmanship*, *missile weapons*, or *thrown weapons* roll (as appropriate), the end of the weapon wraps itself around the target. Unless the weapon is spiked, electrified, or enhanced in some other way, it does no damage, but it prevents the target from doing any action except for trying to break free. The target may escape by snapping the bonds or slipping free, each of which counts as an action. To break the weapon, he must make a *Physique* or *lifting* roll that meets or beats the Defense Total of the weapon. To slip free, he needs to roll a *Coordination* total equal to or higher than the weapon's Defense Total.

Escape

To break free from any hold, the hero must make a successful opposed *Physique* or *lifting* roll versus the opponent's *Physique* or *lifting*. This counts as an action.

Force Wave

A hero sends a force through the ground to an opponent. The hero strikes the ground with

her feet or fists or blasts it with energy. To create tremors or a ground wave, the material must have a Passive Defense Value of 3 or higher. Furthermore, the creator of the force wave must have 1D more than the material's Passive Defense Value in *Physique*, *lifting*, or a power that does damage, whichever she chooses. For example, Supergirl decides to surprise some thieves with a wave of sidewalk cement. Because the sidewalk has a Passive Defense Value of 5, she needs 6D or more in *Physique*, which she intends to use to create the force wave. Because her Telekinesis at 8D augments her *Physique* at 3D, she has 11D, which is more than enough to create the wave.

The hero strikes the ground with her *brawling*, *martial arts*, or *marksmanship*, depending on which method she chooses. Because the hero must focus her power, the material's Passive Defense Value does not receive any penalties for its size or stationary position. The Passive Defense Value is modified by range, however.

If she meets the Defense Total, she sends out a tremor that knocks down the target and anything else not firmly attached to the ground or another object that is attached. If she beats the Defense Total, she sends out a wave of ground material that does the Base Damage Value of the material plus the Effect Value of the attack.

The tremor or ground wave affects a corridor that starts at the hero and has a width of five feet on either side of the attacker. The corridor extends for up to five times the die code in whatever skill or power the hero is using (whichever is higher) in feet. For every five feet the ground wave travels, the damage increases by +1. Anything within this corridor is affected by the tremor or ground wave.

Grab

If the character is within Point Blank range of his target, he may attempt this maneuver, which adds +3 to the difficulty of the attack. If successful, this option allows the hero to grasp a limb or something the target is holding, doing no damage to the target. The target must make a successful opposed *Physique* or *lifting* roll against the hero's *Physique* or *lifting* to break free. The attacker, meanwhile, must continue to make *Physique* or *lifting* rolls, which count as actions, to keep hold of the target, unless the target chooses not to resist. Depending on where the opponent was grabbed, the target may take other actions.

Group Attack

This is a coordinated action. See that section later in this chapter for more information.



Knockout

This option does only half of the Damage Total, but it can render the target immediately unconscious with a successful attack. It also adds a +2 to the difficulty of the attack. If that attack is successful, the target may decide to succumb or he may resist. Opting to resist allows him to make a *Physique* or *willpower* roll against a difficulty equal to the Effect Value. This counts as all the target's actions for the round. If the target already took his actions this round and he chooses to resist, he forfeits all his actions for the next round.

If the target fails the roll to resist, he falls unconscious for a number of hours equal to the attack Effect Value or until he's awoken by some external force, whichever comes first.

Push/Trip

The hero attacks with *brawling* or *martial arts* in the usual way, but instead of taking damage, the opponent loses 2D from her next *Reflexes* or *Reflexes*-based skill roll. She must also spend one action to stand up again.

Quick Draw

This option allows the hero to act rapidly or draw and fire a weapon in the same round as one action. The hero may use any combat skill or appropriate specialization. If she is also using a weapon, it must be suitable for quick drawing (a bow and arrow, a pistol, a dagger, a Batarang). Before initiative is rolled, the player must announce the item the hero intends to draw quickly. The player may then take some of the skill dice and add them to the *Reflexes*

value for purposes of increasing initiative for that round only. The player must leave at least 1D in his skill. If the hero wants to make multiple attacks, he subtracts -1D for each attack beyond the first from the number of dice in the skill he's using *before* the player moves dice around. Thus, if the hero wants to make two attacks in a round, he subtracts -1D from the skill dice. He does not take a penalty for the draw.

All attacks by the hero in the same round must be made with the same skill, and they all occur at the same die code because the multi-action penalty was already figured in.

For example, Batman wants to smack Two-Face with his Batarang before the villain can draw his weapon. Batman has 4D in *Reflexes* and 12D in *thrown weapons*. The Dark Knight can take up to 11D and add it to his *Reflexes* die code to determine initiative. Batman, however, wants to throw two Batarangs. After subtracting -1D for the extra attack, he now has 11D in the skill, which allows him to add up to 10D to the initiative. The Dark Knight figures that he doesn't need to move all the dice to his *Reflexes*; he decides that he'll move 6D. This gives him 10D in *Reflexes* to determine initiative and 5D in *thrown weapons*. Now both Two-Face and Batman make their initiative rolls.

Once initiative is determined, at the hero's turn in the round, he uses the remaining dice in the skill to determine his accuracy.

Surprise

A hero who surprises her opponent may either act first in the round (if initiative hasn't





already been determined) or gain a +1D to her action. Attacks from behind, an ambush, or unexpected sources (such as a companion) make up the most common sources of surprise.

Tackle

Tackling is much like grabbing, except that the attacker seeks to overcome the target entirely. To attempt this maneuver, the attacker must be within Point Blank range of his target. This option adds +1 to the difficulty of the attack. If successful or the target chooses not to struggle, the character captures the target and may, if desired, do normal damage. The target, meanwhile, may make no other actions than attempt to escape. To break free, the target must make a successful opposed *Physique* or *lifting* roll against the tackler's *Physique* or *lifting*, which counts as an action. If the attacker continues to hold on, he must make subsequent *Physique* or *lifting* rolls against the target's *Physique* or *lifting*.

Throwing a Person

One character may throw another person, as part of an attack, away from her, or into an object. This maneuver has two parts, each of which counts as an action. First, the thrower must make a *lifting* roll to see if he can pick up the other character. If this is successful, the thrower makes a *thrown weapons* roll. Meeting or beating the difficulty number set by the Narrator means the thrown person hits the target. (The Narrator decides the destination if the hero picks only the direction in which she throws the character.) If the *lifting* roll succeeds, regardless of whether the *thrown weapons* roll succeeds or fails, the thrown person travels a distance in feet equal to the number of successes generated by the *thrown weapons* roll. This distance can be affected by the weight of the

ASSORTED COMBAT MODIFIERS...

Situation	Modifier
Attacker is blind or blinded	+4
Target is blind or blinded	-4
Target is on the ground	+1
Target is prone or unconscious	-2

other person, exceptional rolls, superpowers, and so on.

The thrown person does her Base Damage Value to the target, plus her *Physique/lifting* bonus, plus the Effect Value generated by the character making the throw. (The Base Damage Value depends on her weapon: 1D for fists or feet; the die code in Natural Weapons; or the Base Damage Value of a melee weapon.)

Additionally, the target may be knocked down if it's smaller than the thrown character. (Other factors may prevent the target from being pushed over, such as being firmly implanted in the ground.) If the target is larger than the thrown character, the thrown character takes the Base Damage Value of the object.

Failing the throw means the thrown character misses the target. The thrown character must then make a Difficult *acrobatics* or *martial arts* roll to land successfully. If she fails this, she takes the Base Damage Value of whatever she smashes into (asphalt road, statue, ground).

Add further modifiers or request additional rolls depending on the circumstances of the throw.

ADDITIONAL COMBAT MODIFIERS

This section details more options to enhance combat situations and make them more realistic. Even so, unless there's some overwhelming reason to pick more than one or two, choose only the most significant ones, so as not to make the situation impossible.

ASSORTED COMBAT SITUATIONS

This is a miscellaneous set of modifiers that adjust the difficulty of an attack. Like combat

options, they make such situations easier or more difficult, so they add to or subtract from the Defense Value.

One special combat situation whose modifier requires some explanation is attacking a quickly moving target. In general, the modifier equals +1 to the Passive Defense Value for every time a target doubles his Speed. This modifier does not apply if the target is already actively dodging, moving straight away from the attacker, or moving with superspeed. For heroes using Speed Manipulation in some form to increase their Speed, the die

code of the power is added to the target's Passive Defense Value when another character tries to hit him.

Other combat situations are listed in the accompanying table.

AUTOMATIC WEAPONS

An automatic weapon can usually be handled by the *marksmanship* skill and the weapon's Base Damage Value, but this option is intended for an added sense of realism.

There are three ways a person with an automatic weapon can shoot: concentrated, normal, and spray.

Concentrated

The weapon's full amount of ammo is unloaded on a relatively small area (about one foot wide). This type of shooting adds +2D to the damage and decreases the skill roll total by one success.

Normal

A normal shooting area (general area in front of the character) is covered.

Spray

The character is shooting wildly and covering a large area. It subtracts -1D from the damage, but adds two automatic successes to the *marksmanship* roll. Note that to hit additional targets requires taking multiple shots. This incurs the usual multi-action penalty, and both modifiers apply to all attacks.

COVER

When a target is protected by something—poor lighting, smoke, fog, a table—it makes her harder to hit. This is represented by a cover modifier, which is added to the Defense Value.



COVER MODIFIERS...

Cover	Modifier
Light smoke/fog	+1
Thick smoke/fog	+2
Very thick smoke/fog	+3
Dim light, twilight	+1
Moonlit night	+2
Complete darkness	+4
25% covered	+1
50% covered	+2
75% covered	+4
100% covered	

Attacker must eliminate the cover before target can be hit.

SCALE

Occasionally, objects of vastly different sizes get involved in combat. The scale modifier accounts for the fact that bigger items are easier to hit than smaller ones. Use the accompanying chart as a guide for determining the appropriate value for the two combat participants. Add these numbers together to calculate the scale modifier. If the attacker is larger than the defender, then the scale modifier is *added* to the Defense Value. If the attacker is smaller than the defender, then the scale modifier is *subtracted* from the Defense Value. (Remember that the Defense Total may never be less than 1.)

For example, the Atom shrinks down to his preferred fighting height, which is about the size of an action figure, and goes after a thief. This gives the Atom a scale value of 4. With the thief's scale value of the zero, the scale modifier is 4 (4 + 0). Because the Atom is smaller than the thief, the scale modifier is subtracted from the thief's Defense Value when the

Atom attacks her. When she attacks the Atom, the scale modifier is added to the Atom's Defense Value.

MASSIVE DAMAGE MODIFIERS

If a character loses a few Body Points at a time, her body can cope with the loss. When she loses a large number of Body Points in a single blow, she has to deal with the shock of the impact. The following chart shows the effects of having serious amounts of damage done in one blow. The penalties listed last only for the round after the Body Points were lost.

Body Points Lost	Effect
1/4 to 1/2	Dazed (-1D to all rolls)
1/4 to 1/2	Wounded (-2D to all rolls)
1/2 to 3/4	Mortally wounded (-3D to all rolls)
All	Killed

SCALE VALUES...

Participant Size	Value
Eight-story building	5
Four-story building	4
Two-story house	3
City bus	2
Average car	1
Average person	0
Small child	1
Breadbox	2
Fashion doll	3
Action figure	4
Plastic army figure	5
Ant	7

Remember that this is not for *current* Body Points—it is for *maximum* Body Points. Thus, if someone with a maximum of 20 Body Points is currently at 5 Body Points, a villain would still have to do 20 points of damage to kill the character instantly.

WOUND LEVELS

For additional realism in the game, you may opt to include wound modifiers. The more injuries a character sustains, the more difficult it becomes for him to operate. This chart offers some guidelines for modifiers to characters' actions as their Body Points drop.

The effect of the injuries lasts until the character receives some kind of healing. These are cumulative with massive damage modifiers. Falling unconscious follows the normal rules for characters whose Body Points reach zero.

Body Points Remaining	Effect
3/4 to all	None
1/2 to 3/4	Dazed (-1D to all rolls)
1/4 to 1/2	Wounded (-2D to all rolls)
1 point to 1/4	Mortally wounded (-3D to all rolls)
0	Falls unconscious or dies

ADDITIONAL DAMAGE

Most armor offers some protection against cold, falling, and fire but none against electricity, poison, and radiation. The Invulnerability and Forcefield powers guard against all damage types listed here except poison. The Natural Armor power protects against cold, fire, and falling only, while Energy Absorption protects against electricity, fire, and radiation.

COLD

The Base Damage Value for zero degrees Fahrenheit is 3D for each round of close contact. Intense cold can increase this value.

ELECTRICITY

Electrical damage values depend on the amperes and volts. For example, an AC outlet does 3D of damage per round, while a power line, particularly one ripped from its pole, does 27D per round.

FALLING

The length of the fall determines how much damage is done. Standard falling damage equals



3D for every 10 feet fallen, plus modifiers for the surface the character falls onto.

FIRE

The Base Damage Value for a blazing campfire is 6D for each round of close contact. Adjust this value based on the size and intensity of the fire.

POISON

The Base Damage Value of a poison depends on how long it takes to have an effect and on its toxicity. The Base Damage Values listed here are for doses lethal to the average human,



POISONS...

Poison	Resistance Difficulty	Base Damage Value
Metoclopramide	9	2D
Black widow bite	8	6D
Ammonia	15	6D
Mandrake	13	9D
Stingray	15	10D
Hydrochloric acid	15	14D
Arsenic	14	15D
Botulism	3	13D
Blowfish	12	20D
Cobra venom	11	20D
Strychnine	11	24D
Cyanide	14	26D

which may vary from a few drops (cyanide) to several ounces (ammonia). For poison that is ingested or inhaled, the hero takes the Base Damage Value until he makes a successful *resistance* roll and thus flushes the toxin out of his system. Armor and Protection powers do not help against poison. Timely administration of an antidote gives the *resistance* roll a +10 modifier.

For poisons such as acids that do damage on contact, the hero does not make a *resistance* roll. Instead, he takes damage until he washes off the poison.

Poisons can do more or less harm depending on their quantity, though the *resistance* difficulties will always be the same.

RADIATION

The Base Damage Value for a fatal dose of neutron radiation is 10D per round of contact. The amount and type of the radiation alters this value. At your discretion, the radiation may have additional effects.

INANIMATE OBJECTS

Heroes frequently find themselves up against inanimate objects. The Passive Defense Values listed in this chart are for a piece of material three to six inches thick. For material less than three inches thick, subtract -1

INANIMATE OBJECTS...

Material Examples	Passive Defense Value
Cotton cloth, gold, window glass, balsa wood	1
Oak wood, plastic siding	2
Ice, brass, ceramic, bicycle tire	3
Sheet aluminum, asphalt, hard plastic	4
Bulletproof glass, concrete, cast iron	5
Car door, reinforced concrete	6
Shale, quartz	7
Granite, bank vault door	8
Diamond, titanium	9
Promethium metal	10

from the Passive Defense Value. If it's over six inches thick, add +1 per foot.

For Body Points, multiply the Passive Defense Value (before modifying for size) by 5 to 10, depending on size, thickness, quality, and so on. The Passive Defense Value can also be used as a convenient Base Damage Value. The PDV equals the die code of the Base Damage Value. This number is then modified by the shape and length of the material.

For example, Catwoman wants to enter a house. She's in a hurry, so she decides to break a window. The Passive Defense Value of a thick piece of window glass is 1. Since the window Catwoman is shattering is less than three inches thick, the adjusted PDV is zero. The pane has 5 Body Points (unmodified PDV of 1 times 5, because the glass is thin). Although Catwoman will be careful as she breaks it, its Base Damage Value is 1D (it could do damage because the shards are sharp).

tasks where there is no active resistance by another character (such as swimming in a river or following a map). Each time a hero attempts a task without a force to oppose her, you must select a value as the difficulty number, which the player's roll must equal or exceed.

Use the following chart and guidelines to help you select a value. More suggestions are given in the "Skill Difficulties & Modifiers" section later in this part.

Difficulty Level	Difficulty Number
Very Easy	1
Easy	2
Moderate	3
Difficult	4
Very Difficult	5
Extremely Difficult	6
Heroic	7
Very Heroic	8
Super-Heroic	9
Legendary	10

- **Very Easy:** Nearly everyone can accomplish this task. Typically, only tasks with such a low difficulty that are crucial to the scenario are rolled.

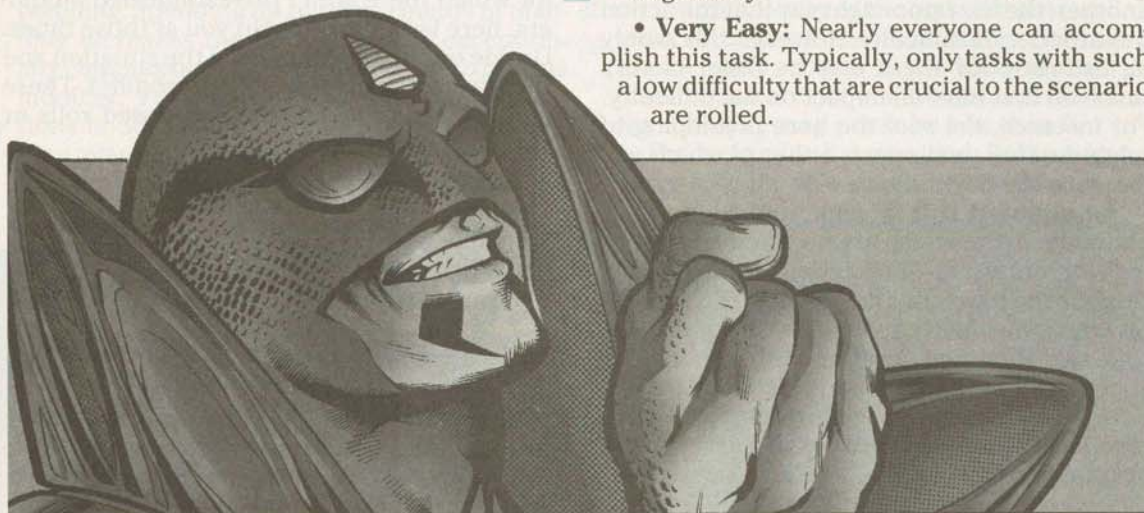
- **Easy to Moderate:** Although heroes usually have no difficulty with these tasks, a normal adult may find them challenging.

- **Difficult to Very Difficult:** There is a fair chance that the average hero will fail at this type of task. Tasks of this type require skill, effort, and concentration.

- **Extremely Difficult to Heroic:** Heroes with little experience in the task will have to be quite lucky to accomplish these actions. A little luck wouldn't hurt either.

- **Very Heroic to Super-Heroic:** The average hero will only rarely succeed at these kinds of task. Only the most talented regularly succeed.

- **Legendary:** These kinds of tasks are nearly impossible, though there's still that possibility that very lucky average or highly experienced characters will accomplish them.



PART II: SKILLS & POWERS

CHOOSING DIFFICULTIES

When assigning difficulties to a specific action, you can use difficulty numbers or opposed rolls.

Difficulty numbers are specific static values you determine. They represent the difficulty of a





EFFECT VALUE...

either case, the greater the difference between the difficulty value (static or opposed) and the rolled total, the greater the success or failure. Remember also that someone without training or experience might, with blind luck, do better than someone with experience—but generally that one time only. There's no guarantee of future success. When a character defaults to the attribute, figure in not only the increased difficulty, but also adjust the result accordingly: it won't be as precise or stylish as when done by someone with skill.

Generally you should give the player an estimate of the difficulty based on the hero's perception of the circumstances. If, for example, a hero tries to jump from one rooftop to another, the Narrator might say that the action has a Moderate difficulty. However, this is only an estimate, for there may be other factors involved that have an impact on the difficulty. For instance, the roof the hero is jumping to might be thin or slippery, either of which will increase the difficulty.

An **opposed roll** is generated by another character in the scenario who is actively resisting—or opposing—the action. Both characters (or the hero and the Narrator, depending on who's involved) generate skill totals. The totals are then compared, and the higher value succeeds. (Ties go to the initiator of the action.) Examples of opposed rolls include *interrogation* versus *willpower*, and *catch* versus *thrown weapons*.

SECOND CHANCES...

computer ops or *bluff*, failing the roll has serious consequences, depending on how bad the failure was. A small difference between the difficulty number and the success total means the hero may try again next round at a higher difficulty. A large difference means that the hero has made the situation significantly worse. She will need to spend more time thinking through the problem or find someone or something to assist her in her endeavor. A large difference with a critical failure could mean that the hero has created a disaster. She can't try that specific task for a long time—perhaps ever. This is especially true with locks and computer programs.

The Effect Value, which equals the skill roll minus the difficulty, can be applied in more than combat situations: You can add the Effect Value as a bonus to the roll, as it's done for combat rolls. You can use the value to determine how successful the hero is at the action, and thus what the roleplaying results are. In

GENERIC MODIFIERS

The modifiers offered in this chapter might not cover all your needs. If you find conditions for which there aren't pre-established modifiers, here is a chart to help you at those times. Decide on the significance of the situation and then select the corresponding modifier. These modifiers may be added to opposed rolls or standard difficulty levels.

Significance	Modifier
Slight	+/-1
Significant	+/-2
Decisive	+/-3
Overpowering	+/-4

PREPARING

A hero who chooses to spend twice as long to complete a task gets a +1D bonus for the die roll. However, the hero can do nothing else while he prepares for the task.

As heroes tackle obstacles, they'll find ones that they can't overcome initially. You'll have to rely on your judgment to decide whether and when she may try again. For some actions, such as *marksanship* or *running*, the hero may try the action again the next turn, even if she failed. For other actions, such as

Not every task can be prepared for, such as *dodging* or *driving*. To get their heroes the bonus, players need to justify the preparation to you. Otherwise, the action should be disallowed.

COORDINATED ACTIONS

Heroes may combine efforts to create greater results. They may work with each other or with the Narrator's characters. Note that players' heroes cannot be forced to follow a plan, though Narrator's characters may be.

To coordinate actions, the group must decide on one leader and design a detailed plan describing who does what. During this planning process, the leader and members can make no other actions, because they are too busy. If they are interrupted during the process, the coordinated action fails.

The group must spend at least one round planning. Spending up to three rounds in planning increases the bonus, though exceptionally complex tasks require more time to get this modifier. For example, coordinating the actions of 30 people to move logs takes longer than planning the same task with 10 people. You may want to put certain restrictions on

tasks, including limiting the number of people involved and adding modifiers depending on the circumstances.

For every round the heroes spend planning their operation, they receive a -1 to the difficulty number of the proposed action if the *command* roll succeeds. This would be the Defense Value of a target during combat; an opposed roll when searching for someone; a difficulty number when researching a topic, and so on. The maximum modifier is -3, regardless of the length of game time spent.

If the *command* roll fails, the difficulty of the task is increased by +1, regardless of the number of rounds it took to plan the maneuver.

You may wish to give a larger bonus if the group roleplays the planning process well, including thinking all aspects through. In the case of a failed *command* roll, for example, you might negate the penalty in place of a bonus.

The difficulty for the *command* roll depends on the complexity of the task and how well the team members know each other. The modifiers for each section in the "Coordinated Actions" chart are not cumulative. Furthermore, the difficulty may never be less than 1.

For example, Batman and Robin want to move a beam off a man's chest. Batman tells

COORDINATED ACTIONS...

Complexity

- Uncomplicated; imprecise
- Easy; minimal precision required
- Requires effort or precision
- Difficult; requires high degree of precision
- Requires much effort or extreme precision
- Requires care and thoughtfulness, or exacting precision

Team

- All members willing to follow leader's orders no matter what
- All members willing to sacrifice life for others
- Trained together frequently to work as unit
- Trained together briefly to work as unit
- Work together regularly, or willing to work together
- Worked together on a few occasions
- Seldom work together
- Never worked together before, or more than half of the members hate each other
- No interest in working together; all members despise each other; or members can't communicate with each other

Difficulty

- 1
- 2
- 3
- 4
- 5
- 6

Modifier

- 4
- 3
- 2
- 1
- 0
- +1
- +2
- +3
- +4



If the coordinated action is used to make a plan of attack, the leader rolls the initiative for the group. The group then goes at the same time on that initiative.

Occasionally the results of a certain roll on the Wild Die will be suggested in premade scenarios. You might consider designing predetermined complications for scenarios you create.

Many powers enhance their managing skill. When a hero uses such a skill, this section can help you in selecting a suitable difficulty.

For example, a hero is trying to find his way out of a forest on an overcast night. He could use *navigation*—if there were stars or something else to go by. Because there aren't any, *survival* is a better choice.

As stated in Chapter 2, if the hero uses a skill in which she has no additional dice, the difficulty increases by +1. You may find, especially at Power Level 1, that this is too stiff a price. Feel free to adjust this modifier down to zero, up to +2 or more, or call for an additional roll of a related skill, depending on the complexity of the task at hand.

This attribute represents the character's balance, flexibility, gross motor abilities, and reaction time.

Acrobatics

Acrobatics covers actions involving the precise movement of the hero's body. This skill can be used in place of the Passive Defense Value for combat, as well as to determine the PDV.

Swinging over a pit on a rope would be an Easy task. Doing a backflip would be a Moderate task. Furthermore, instead of adding a modifier to the *running* difficulty for particularly difficult obstacle courses, have the hero make an *acrobatics* roll in addition to a *running* roll.

During a fall, *acrobatics* may be used to reduce bodily harm. The hero may use the skill in an attempt to land properly. The hero generates an *acrobatics* total. For every two successes over the base difficulty number of 2, the hero reduces the damage by 1 point, in addition to the base reduction of 1 point. The damage total, however, cannot be lower than zero (0).

For example, a hero is thrown out of a second-story window. As he reaches the ground, he twists, using his *acrobatics* to fall correctly and reduce damage. The player rolls the 4D he has in *acrobatics* and gets four successes. The hero lowers the damage received by 2 points (1 for the base reduction plus 1 for the 2 successes over the base difficulty). If the hero had only rolled two successes, he would have only lowered his damage by 1 point.

Boating

This skill demonstrates how well a hero can perform special maneuvers or stunts in a water-based vehicle. Guidelines for performing vehicle stunts are given in the "Vehicles & Aerial Characters" section at the end of this chapter. Remember that in determining the success of any special moves, the vehicle's Maneuverability adds to the *boating* roll. Furthermore, this skill can substitute for the vehicle's normal Passive Defense Value, just as with *dodge* for characters. When operating a new or strange vehicle, you may also want to call for an Easy to Difficult difficulty roll with *scholar* to see if the hero can figure out how to use it.



Brawling

This skill covers all forms of unarmed combat not dealt with by the *martial arts* skill, as well as the use of natural weaponry. Teeth and long fingernails are the most common natural weapons for humans, though heroes may have





other types with the Natural Weapons power. Animals employ *brawling* to use their claws, horns, and other defenses.

Damage equals 2D plus the hero's *Physique/lifting* bonus for fists and other such body parts. This Base Damage Value (BDV) increases by +1D for every 3D in the skill, rounded down. So, a hero with 2D in *brawling* has a BDV with this skill of 2D, while a hero with 7D has a skill bonus of +2D, giving him a BDV of 4D. The natural weaponry of characters and some trained animals does its listed damage plus +1D, the character's skill bonus, the character's *Physique/lifting* bonus, and any specialization modifiers. The natural weaponry of untrained or wild animals does not receive the bonus of +1D, though the skill bonus for experience and other bonuses do apply.

Climbing

The hero knows how to scale a vertical surface. She can move up the surface at her normal Speed (barring environmental factors) with this skill; otherwise, she moves at half her normal movement rate.

Climbing a tree is an Easy task; climbing most walls is a Difficult task; climbing the surface of smooth stone is a Very Heroic task. You may want to modify the difficulty based on the type and quantity of equipment the hero is carrying and using. If the hero misses a *climbing* roll by 1 or more points, she falls. The length of the fall determines how much damage is done.

Dodge

The character uses this skill to anticipate the path of an oncoming attack and get out of its way. This skill can be used in place of the Passive Defense Value for combat, as well as to determine the PDV.

Driving

This skill measures the hero's ability to execute special maneuvers or stunts in a land-based vehicle. It can also be used instead of the vehicle's normal Passive Defense Value, just like with *dodge* for characters. You choose when to call for a roll; guidelines are given in the "Vehicles & Aerial Characters" section at the end of this chapter. Remember that the vehicle's Maneuverability is added to the *driving* roll to determine the success of the maneuver. You may also want to call for an Easy to

Difficult difficulty roll with *scholar* to see if the hero can figure out how to operate the vehicle.

Martial Arts

The *martial arts* skill covers the use of certain fighting-technique philosophies designed to focus the mind, deflect blows, intensify attacks, and heighten reaction time. Specializations in this skill thus offer special maneuvers; see the "Close Combat Specializations" section of the Chapter 2 for more information on these.

For every 2D (rounded down) in *martial arts*, heroes receive an extra combat action. This action could be used for attacking again with this skill or actively defending with *acrobatics* or *dodge*. Thus, a hero with 6D in *martial arts* may take one action of any type plus three attacking or defending actions when using this skill.

Melee Weapons

This skill covers all handheld weapons, including improvised ones. It represents the ability to attack and to defend with such weapons.

Piloting

Piloting covers the operation of flying vehicles and the use of powers that allow flight, especially when performing stunts. As with *driving*, you decide when to call for a roll. The "Vehicles & Aerial Characters" section has examples of difficulties and modifiers for vehicles and flying characters. Remember that, to determine the success of the maneuver, the vehicle's Maneuverability is added to the *piloting* roll. An Easy to Moderate difficulty roll with

CLIMBING MODIFIERS...

Condition	Modifier
Taking care in climbing	-1
Less than a 90-degree angle	-1
Less than a 60-degree angle	-2
Less than a 45-degree angle	-3
Prepared for climbing	-2
Carrying 25% of body weight	+1
Carrying 50% of body weight	+2
Carrying 100% of body weight	+3
Slick surface	+1
Rain	+2
Darkness	+2

RIDING FAILURE...

Willpower > Riding By

	Result
1	Beast stops and refuses to move for 5 seconds
2	Beast stops and refuses to move for 10 seconds
3	Beast bolts in a random direction for 4D rounds (count up the number of successes)
4+	Beast bucks rider; rider must make a Moderate <i>riding</i> roll to avoid being thrown off

scholar to see if the hero can figure out how to operate the vehicle might also be in order in certain situations.

Riding

This skill covers the character's ability to ride any living creature. When a hero first mounts the animal, he must make a *riding* roll against the creature's *willpower* roll (you generate this). The character stays in control if he ties or beats the beast's roll. If he fails, consult the "Riding Failure" chart for what occurs.

When attempting to get the beast to perform a special maneuver or during events that might frighten it, the hero must also roll against its *willpower*. Examples of special maneuvers include jumping a fence, crossing a raging river, moving faster, or slowing down quickly.

Sneak

Sneak covers the ability to move stealthily and quietly, as well as to go unnoticed; *hide* is the stationary version of this. The difficulty for a *sneak* attempt is usually the opponent's *Perception*, *search*, or *tracking*. The difficulty can be modified

for weather conditions, environment, cover, and attentiveness of guards or observers. For example, it's easier for a hero to go undetected at night or in a heavy snowstorm.

Suggested difficulty modifiers are given in the "*Sneak, Hide, & Shadowing* Modifiers" chart. These assume the viewer is not equipped with special apparatus. In other words, darkness does not help a character trying to use *sneak* to get past a camera equipped with infrared sensors or motion detectors.

COORDINATION

This attribute is a measure of fine motor skills, manual dexterity, and hand-eye control.

Catch

A character's ability to grab projectiles out of the air is enhanced by this skill. The difficulty of catching an object is the thrower's *thrown weapons* roll, modified depending on the preparedness of the catcher and the shape of the object being thrown.

SNEAK, HIDE, & SHADOWING MODIFIERS...

Condition Difficulty	Modifier
Heavy rain or snow	-1
Dawn, dusk, fog, many trees, large crowd, etc.	-1
Night	-2
Inattentive observer	-2
Dense concealment (such as thick jungle)	-2
Many distractions (party, parade, combat)	-2
Attentive observer	+2
Open terrain	+2
Good lighting	+2
Several observers	+3



LOCKPICKING DIFFICULTIES & MODIFIERS...

Type of Lock	Difficulty
Simple key lock	2
Complex key lock	4
Combination lock	6
Lock Condition	Modifier
Poorly constructed	-2
Well constructed	+1
Military or security style	+2
High security	+3

Lockpicking

The character has the ability to open mechanical locks without a key or combination. The *lockpicking* skill does not cover electronic or computerized locking systems; these are dealt with by the *security* skill. Their *security* skill is also necessary to defeat traps and alarm systems around locks.

Marksmanship

The skill is used when firing any energy or projectile weapon.

Missile Weapons

This skill is used when firing any simple mechanical weapon that requires strength to operate. Crossbows, however, fall under *marksmanship* because of their design.

Sleight of Hand

Sleight of hand covers misdirection, nimble fingers, and a good sense of timing. It's not for quietly removing objects from people; that's *thievery*. This skill is opposed by *Perception*. Opponents who are on their guard against this type of trickery may receive a bonus (at your discretion) to their *Perception* rolls.

Thievery

This skill covers such nefarious activities as picking pockets

and hot-wiring vehicles, along with the complex actions of stealthily breaking into a house. It does not cover reconnaissance (*surveillance*), opening locks (*lockpicking*), circumventing security systems (*security*), or sneaking (*sneak*). For times when the thief may be observed, use modifiers similar to those listed in the "Sleight of Hand Modifiers" chart.

Thrown Weapons

This skill covers the throwing of any object, including people.

PHYSIQUE

Raw physical strength and endurance are covered by this attribute.

Flying

Characters who fly through the use of a power use this skill to increase their flying Speed. The "Movement" section of Chapter 5 includes additional information about this. Characters may not use this skill with any other means of conveyance.

A flying character can stay aloft effortlessly for only so long. This length of time is determined by the die code in the power as ex-

SLEIGHT OF HAND MODIFIERS...

Situation	Modifier
Watchful target; few distractions	+3
Observant target; light crowd	+2
Suspicious target	+1
Challenging act (such as palming a baseball)	+2 or more
Unobservant target; target constantly ostled; major distractions	-3
Confused or distracted target; crowded conditions; minor distractions	-2
Simple act (such as palming a tiny object or sliding a hand into one's own pocket unnoticed)	-2 or more

plained in the power's description. Any movement beyond that time adds a fatigue modifier to subsequent *flying* rolls. The fatigue modifier equals +1 for each additional round beyond the maximum. The modifier is cumulative, so one round is +1, two rounds is +2, and so on.

If the hero has been flying at his normal flying Speed, staying aloft beyond the maximum time requires a *flying* roll each round. The base difficulty for this is zero plus the fatigue modifier and modified by existing conditions. Thus, to stay aloft on a pleasant day for one extra round has a difficulty of 1; for two extra rounds, it's 2; and so on.

Existing conditions may warrant adding a modifier to the *flying* difficulty or having the hero make a *piloting* roll. Don't give the character both, however. If you opt for the *piloting* roll, then only the multi-action penalty and fatigue modifier apply to the *flying* roll. Use existing conditions to determine the *piloting* difficulty.

Leap

This skill governs leaping over pits, chasms, or other obstacle gaps, as well as jumping up and grabbing an outcropping. A hero's total

leaping distance (vertically and horizontally) from a standing position equals one-quarter of his Speed in feet. This skill can be combined with the *acrobatics* skill for impressive-looking jumps.

The base difficulty to go this distance is 2, modified depending on the condition. Heroes who want to jump on the back of a car as it speeds away have a Difficult task in front of them.

Lifting

This skill represents how much weight the hero can lift and how long he can carry it. A hero must make a *lifting* check when he first picks up an object. For each round the object is carried, the hero makes another check to see if he can continue to carry the object. If he fails the roll, he is too exhausted and must put the object down. If the hero is doing anything else at the time (other than walking slowly or talking), continuing to carry the object counts as a multiple action.

Additionally, *lifting* represents a hero's time spent increasing the amount of *Physique* damage he can do. *Lifting* thus takes the place of *Physique* when determining the *Physique/lifting* bonus. When used in this respect, no roll is necessary to determine if the hero is successful at using the skill to increase the damage.

FLYING MODIFIERS...

Condition	Modifier
Little or no breeze	0
Strong winds	+1
Light rain/fog/smoke/snow	0
Heavy rain/fog/smoke/snow	+1
Hail or flying debris	+2
Complete darkness	+4
Unyielding obstacles (such as trees or pillars)	+2

LEAP MODIFIERS...

Condition	Modifier
Flat surface to flat surface	0
Unlimited landing area	-1
Limited landing area	+1
Almost no landing area	+2
Rough or unsteady terrain	+1 or more
Uphill (more than 30 degrees)	+2
Increasing leaping distance	+2 per 5 additional feet
Carrying 50% of own weight	+2
Carrying 75% of own weight	+3
Carrying 100% of own weight	+4
Running before jumping	-1 per round, up to 2 rounds



LIFTING DIFFICULTIES & MODIFIERS...

<i>Physique is:</i>	Difficulty		Weight
	Human (1D-5D)	Metahuman (6D-10D)	
1	—	—	20 pounds
2	—	—	50 pounds
3	—	—	100 pounds
4	—	—	200 pounds
5	—	—	400 pounds
6	—	—	1,000 pounds
7	—	—	1,500 pounds
8	—	—	1 ton
9	—	—	2 tons
10	1	—	3 tons
11	2	—	4 tons
12	3	—	5 tons
13	4	—	6 tons
14	5	—	7 tons
15	6	—	8 tons
16	7	—	9 tons
17	8	—	10 tons
18	9	—	20 tons
19	10	1	30 tons
20	11	2	40 tons
21	12	3	50 tons
22	13	4	100 tons
23	14	5	150 tons
24	15	6	200 tons
25	16	7	250 tons
26	17	8	300 tons
27	18	9	400 tons
28	19	10	500 tons

Note: The chart on which a player rolls depends on the value of the hero's *Physique* attribute (not the *lifting* skill). If a hero has 4D in *Physique*, she rolls on the "Human" column. If she has 6D, she rolls on the "Metahuman" column, while a hero with 12D in *Physique* rolls on the "Superhuman" column. Additionally, heroes must roll regardless of the difficulty, because a critical failure on the Wild Die means that the hero failed to get a good grip on the object or that he dropped it.

These adjusted columns reflect how someone with a higher *Physique* can more easily heft heavy objects.

Time	Modifier
1-6 rounds	0
7 rounds to 3 minutes	+1
3-10 minutes	+2
10-30 minutes	+3
30-60 minutes	+4

Note: After the first hour, the hero must make a check once per hour at the same difficulty as one hour. If the hero fails the roll, then he must rest for twice as long as he was lifting the weight.

Resistance

To avoid the effects of a toxin (inhaled or ingested) or disease (encountered in any manner), a hero makes a *resistance* roll. Several factors figure in to the difficulty of the attempt, including the deadliness and dosage of the poison in question. See the "Poison" section earlier in this chapter for some difficulties.

Running

The hero can move at an increased rate with this skill. Details of using this skill are covered in the "Movement" section of Chapter 5.

Keep in mind that most characters cannot run for long. Determine a suitable length of time depending on existing conditions, the *Physique* of the hero, and any powers he has. Any additional fast movement beyond that predetermined length requires a fatigue modifier of +1 to the difficulty for each additional round that he continues running. The modifier is cumulative. Thus, one round beyond the maximum is +1, two rounds is +2, and so on.

Depending on the significance of the running condition, you have the option of either adding a modifier to the *running* difficulty or having the hero make an *acrobatics* roll—but not both. If you decide to call for the *acrobatics*

RUNNING MODIFIERS...

Condition	Modifier
Smooth track	0
Rough terrain	+1
Light rain/fog/smoke/snow	0
Heavy rain/fog/smoke/snow	+1
Complete darkness	+4
Yielding obstructions (high grass, brush)	+1
Unyielding obstructions (wreckage, boulders)	+2
Uphill (less than 30 degrees)	+1
Downhill (less than 15 degrees)	-1
Downhill (15 to 30 degrees)	+2

roll, then the multi-action penalty and fatigue modifier apply only to the *running* roll (and not any other modifiers). Use existing conditions to determine the *acrobatics* difficulty.

A player who really botches his roll trips. He might be unable to do anything for a few rounds, or may even take a few points of damage.

Swimming

This skill helps the hero float as well as move quickly through water. For every round the hero wants to float or cover some distance, she must make a *swimming* roll.

All *swimming* tasks start with a difficulty of 1. This is modified based on how fast the hero wants to travel, the water conditions (rough or calm), weather, the type of equipment the character is using, and what, if anything, the character is carrying. A chart of suggested modifiers is included for your reference.

If the hero misses her *swimming* roll, the next roll receives a +1 to the difficulty. If this second skill roll is failed as well, the hero begins to drown. The hero loses 2 Body Points and must attempt another *swimming* roll. Each failed roll thereafter causes the hero to lose another 2 Body Points. Once a hero's Body Points reach zero,

SWIMMING MODIFIERS...

Condition	Modifier
Floating	0
Smooth water	0
Rough water, bad weather, etc.	+1
Strong undercurrent	+2
Not dressed for swimming	+1
Carrying 25% of body weight	+1
Carrying 50% of body weight	+2
Carrying 100% of body weight	+3
Has floatation device (water wings, life jacket, etc.)	-2



KNOWLEDGE-BASED SKILL DIFFICULTIES...

Amount of Information	Difficulty
Basic or common information; unconfirmed rumors	1
Theories; generalities	3
Complex concepts; moderately detailed information	5
Professional level; extensive (though not complete) information	7
Cutting-edge topics; extensive information, including peripheral details and extrapolations	9

she must make a *willpower* roll or fall unconscious. This roll counts as an action. If she falls unconscious, she has five minutes to get aid, or she dies. If she succeeds at the *willpower* roll, she may make another *swimming* roll next round. Failing this immediately renders the hero unconscious and unable to make any further actions.

Once the hero succeeds at a *swimming* skill roll, the difficulty remains at the last value, and the hero stops losing Body Points. Continue this for as long as the hero remains swimming. (Heroes who can breath underwater are immune to effects of failing their *swimming* rolls; in these cases, failure simply means they are too tired to swim any further.)

A hero's swimming Speed equals half of her normal Speed. See "Movement" in Chapter 5 for details on increasing swimming Speed.

KNOWLEDGE

This attribute deals with the acquisition and recollection of information.

Special note about Knowledge and Knowledge-based skills: This attribute assists heroes in finding out how much they know about a certain field, modified depending on the situation. For this reason, general difficulties for

most *Knowledge*-based skills have been placed together in one chart.

This chart can be employed in one of two ways: by picking a difficulty based on what the hero seeks or wants to recall, or by comparing the number of successes rolled to the difficulties (whichever level the hero meets or beats is the amount and type of information collected or recollected).

One high roll in any of these skills does not necessarily make the character an expert in that field. The roll represents only what the character recalls at the time. A high roll could reveal a specific detail of the information sought, as well as some hints for discovering more of what the character seeks.

Arcane Lore

Heroes possessing this skill know rumors, legends, tales, and possibly spells of a mystical nature. This knowledge does not allow them to cast spells, however. They need the Magic Manipulation power to do that.

Computer Ops

The hero has the ability to operate computers and computer programs. This skill does not allow the hero to repair any of the computer's hardware. The *repair* skill is needed for that.

The base difficulty to hack into a computer is 2, modified depending on what the hero wishes to do. If the hero is using the Internet to find information, she uses the *research* skill,

COMPUTER OPS MODIFIERS...

Situation	Modifier
Open access PC or mainframe	0
Networked computer	0
Isolated computer	+1
Accessible by a few people	+1
Accessible by owner only	+2
Password protected	+1
Firewall protection	+2
Files encrypted	+2

not the *computer ops* skill. Only those characters you think might not be able to use a computer should make *computer ops* rolls to access the Internet.

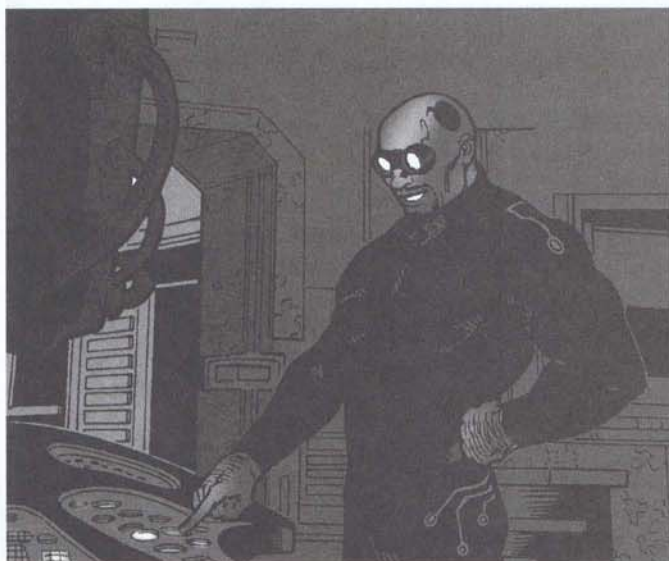
Criminology

The *criminology* skill covers the hero's ability to make deductions from clues at hand, as well as his general knowledge of criminals and their natures.

Demolitions

The hero knows how to blow stuff up. When a character places charges, he may try to have the explosive cause extra damage, create some special effects, or just set the charges quickly and allow them to do their normal damage. For extra damage and special effects, the hero must spend one round per difficulty number setting up the explosives. If the hero tries to rush the task, subtract one success from the skill total for every round under the required number. You can also choose to increase the difficulty by +1 or more, depending on how unfamiliar the character is with the target intended for demolition.

Keep in mind that while a character may think an object is made of one type of material, it may not be. While this does not modify the difficulty of setting the explosive, it may change the results of special effects and amount of damage done. For example, the damage inflicted may be more or less than normal due to structural enhancements or flaws of the item (which is accounted for by more or less Body Points).



DEMOLITIONS SPECIAL EFFECTS...

Result Desired	Modifier
Rigging a bomb so a car explodes the next time it starts	0
Blowing something open without leaving permanent marks or burns	+1
Rigging an explosion so its force goes in a specific direction	+2
Rigging an explosion so that only a certain, small piece of a much larger object is damaged	+3

Explosives rigged for normal damage require only one round to set up, and the roll doesn't take any penalties, regardless of the hero's familiarity with the item or structure.

Extra Damage: The difficulty for causing explosives to do extra damage depends on the object being destroyed. Use the Passive Defense Values listed in the "Inanimate Objects' Passive Defense Values" chart earlier in this chapter as a guideline. If the character takes the time to set properly the charges and he beats the difficulty, he adds the Effect Value (skill roll minus difficulty number) to the damage of the explosive.

Special Effects: Characters may also try achieving special effects with explosives. The difficulty depends on the specific type of result, as well as item. Use the "Inanimate Objects' Passive Defense Values" chart in this chapter for difficulty guidelines. Modify these using the "Demolitions Special Effects" chart. You can also opt to increase the difficulty by +1 or more, depending on how unfamiliar the character is with the target intended for demolition.

Forgery

The forgery skill is used to recreate documents or signatures and deduce if something is a forgery. The difficulty is determined by the type of creation and the knowledge of the person making or viewing it. The *forgery* skill also includes the identification of forgeries. However, this skill does not cover





the creation or determination of forged artwork; that requires the *artist* skill.

Languages

This skill measures the hero's ability communicate in languages other than her native one. The difficulty level depends on the complexity of the concepts involved. The effect value indicates how much the hero understands or can express: the higher the value, the greater the understanding. Failure means that the hero either miscommunicated or couldn't understand what was trying to be communicated.

Medicine

Medicine is a measure of the hero's ability to render aid to someone in need, diagnose physical problems, and perform autopsies. In a first aid capacity, compare the skill roll to the "Healing Rate" chart, adding up the points based on the results of the roll. For example,

INSPECTOR'S DIFFICULTIES & MODIFIERS...

Item Forged

Intimately familiar
Moderately familiar
Unfamiliar

Difficulty

2
4
6

Completely unfamiliar

8

Tools

Modifier

Have sample -1
Have special tools for detecting forgeries -1

rolling two failures and one success would heal 8 Body Points. A critical success heals 6 Body Points and allows the player to roll again. A critical failure on the Wild Die means the proce-

FORGER'S DIFFICULTIES & MODIFIERS...

Item Forged

Unofficial note or correspondence

Difficulty

2

Time Required

Depends on
length of document

Signature

4

5 minutes

Official document

6

Depends on
length of document

Familiarity with Item

Modifier

Intimately familiar or has sample
Somewhat familiar; has seen it quite often
Passingly familiar
Has only had it described
Guessing blindly

-2
-1
0
+1
+3

Tools

Modifier

Have necessary tools and some special ones
Have necessary tools
Have some tools
Missing important tools

-2
-1
0
+2

LANGUAGE DIFFICULTIES & MODIFIERS...

Situation

Idea is very simple, consisting of one or two words	1
Idea is simple; no slang; children's book	2
Idea is of average complexity; most adult nonfiction	4
Idea is complex; slang involved; most adult fiction	6
Idea is very complex; technical jargon involved; academic writing.	8

Situation

	Modifier
Different dialect of own language	0
Language is derived from common root language (e.g., understanding Spanish if you understand French)	+1
Completely foreign language (e.g., Chinese has nothing in common with English)	+2
Obscure language	+3
Language is unique to an uncontacted culture, from a dead culture, or unpronounceable by the character trying to understand	+4
Language includes many concepts nearly beyond the character's understanding or experience	+5

Effect Value

0-2

3-6

7+

Comprehension Level

Gist of idea; most words understood

Literal translation; slang expressed incorrectly

Subtle connotations

ture was unsuccessful. The use of *medicine* to treat patients in shock is explained in Chapter 2.

You may want to call for two rolls for certain tricky situations, particularly if there is a good chance the hero using *medicine* does not know how to proceed. The first roll is for diagnosing the condition. If this succeeds, then the hero may attempt to treat it, which entails a second roll. The second roll can either be used like a normal first aid-style roll or as an indication of treatment success (such as for poison or disease). Exceptional diagnosing rolls (having an Effect Value of 2 or more) may offer a +1 bonus to the treatment attempt, at your discretion.

Navigation

The hero has the ability to find his way with the help of external reference points (stars, map,

landmarks). The base difficulty of 2 is modified by how lost the hero is, how strange the environment is to him, and how familiar he is with the terrain. Having a map or other navigational tools can modify the difficulty, as can the condition of those tools.

HEALING RATE...

Result Rolled

Critical failure

Failure

Success

Critical success

Body Points Healed

Aid fails

2

4

6 (and another roll)

MEDICINE DIAGNOSING DIFFICULTIES...

Action	Difficulty	Time Required
Determine existence of disease or injury	2	1 round
Determine type of disease or injury	4	1 minute
Determine medicine or procedure required	6	1 round
Determine cause	8	1 day to 1 week

Research

This *research* skill measures the hero's ability to gather information from a source. A separate *research* roll must be made for each source checked. Use the "Knowledge-Based Skill Difficulties" chart to determine the results of the information search.

Scholar

The hero with this skill has advanced knowledge and/or education in nonscientific fields. This may be restricted to a specific subject (represented by the specializations) or a general knowledge of a wide range of subjects. Difficulties are based on the obscurity and detail of the information sought. See the "Knowledge-Based Skills Difficulties" chart for some suggestions.

Science

This skill covers all hard-science and technology-related forms of knowledge and education. It works in the same way as the *scholar* skill, with the difficulty represented by the obscurity of the knowledge that needs to be recalled. The "Knowledge-Based Skills Difficulties" chart can be used for reference.

Security

A hero can use *security* to gain an overview of an installation's defenses, check for specific types of security systems, and bypass defenses without triggering alarms. However, *surveillance* would be needed to determine who comes and goes. This skill

is also used to defeat traps and alarm systems around locks.

Normally, heroes who don't check a lock for traps or surveillance systems automatically trip any alarms. *Security* can be used to detect such measures at the same difficulty as for the *lockpicking* roll for that lock. This difficulty can also be used as the value for removing the trap or alarm.

When using *security* to penetrate an area or disarm a trap, failure of a task does not necessarily mean the alarm goes off (unless part of that failure was a critical failure on the Wild Die). Instead, it means that the character has the chance to stop or make a second *security* skill check. If the second succeeds, the character manages to avoid triggering the alarm, but he must stop his work because the situation becomes too tricky. The character can make

NAVIGATION MODIFIERS...

Condition	Modifier
No idea which way is north	+2
General idea which way is north	0
Familiar with terrain	0
Terrain completely foreign	+1
Completely lost	+2
Have a map	-1
Have a compass or other navigational tools	-1

RESEARCH DIFFICULTIES & MODIFIERS...

Situation	Difficulty
Common knowledge	2
Requires searching through several sources; introductory theories; secrets of the streets	4
Sources are of varying reliability; cutting-edge information; specific information about harmless individual or event	6
Esoteric information; specific information about dangerous individual or event	8
Condition	Modifier
Information closely guarded	+1
Task is rushed	+1
Character unsure of information sought	+1
Character knows exactly what information is sought	-1

further attempts to bypass the alarm, but the difficulty for each roll is increased by +2 for each retry. Naturally, mess with the system long enough and something will happen.

At your discretion, an untrained character using this skill who fails at the roll automatically activates the alarm system. The worse the failure, the worse are the results.

PERCEPTION

This attribute measures mental quickness, attention to detail, and creativity.

Note about Perception: To see if a hero notices details of a scene or situation, have the player make a *Perception* roll. Use the "Surveillance Difficulties" chart as a guideline for how much the character notices.

Artist

The *artist* skill involves all aspects of creating a work of art.

Engineering

This skill relates to the hero's ability to build new items and

alter existing ones. This covers anything from buildings to space-ships to new life forms. While it is primarily used during the equipment creation process, you could also call for an *engineering* roll when a hero wants to judge the structural integrity of a building. (The equipment creation process is discussed more fully in Chapter 13.)

Hide

Hide measures how well the hero can blend into her environment so others do not sense her presence. It also indicates a hero's ability to conceal an object on her person or within or around another object. This skill is the stationary or planned version of *sneak* and *sleight of hand*. It can apply to all aspects of perception, not just sight.

It is opposed by *Perception* or *search*. Be certain to note the number of successes generated when an object is hidden. This number becomes the difficulty for those looking for the item. Use the "Sneak, Hide, & Shadowing Modifiers" chart to modify

the difficulty.

Invent

The hero has the ability to design new and innovative creations. This skill covers only the intuitive leaps toward that invention; the hero must combine this skill with *engineering* to build it. Additionally, with some tasks (such as genetics or chemical creation), the hero may need *science* or *scholar* skills to have the appli-

SECURITY DIFFICULTIES...

Type of System	Difficulty
No special protection	1
Regular security system	2
High-quality system	4
Bank	6
High-security complex	8
Cutting-edge security measures	10



REPAIR MODIFIERS...

Familiarity	Modifier
Built or modified item	-2
Has item's designs	-1
Common item	0
Has seen but not used item	+1
Has never seen item	+2
All parts available	0
Some parts available	+2
No parts available	+4
Correct tools	0
Makeshift tools	+3
Rushed job	+3

cable background knowledge when designing the new item.

Know-How

This catch-all skill is related to *scholar*. It deals with the hero's *capacity* for applying information. Characters with this skill do not necessarily know what they are doing or how they produce results (that is covered by *scholar*), but they can get the job done. As such, this skill may be used only in conjunction with its specializations. It cannot be used alone. Difficulty numbers are based on the complexity. A task involving simple actions has a difficulty of 2, and a nearly impossible matter is 10.

Repair

This skill covers the hero's general ability to fix things. The base difficulty is 2, with a +2 for every 5 Body Points of damage. The hero's familiarity with the item, availability of parts, and complexity of the task can further modify the difficulty. Destroyed parts must be replaced, which raises the difficulty. Additionally, if a hero rushes the job, not only is there an increased chance of failure, but the item could also break again soon after its next use.

Search

This skill is used to locate hidden objects or individuals. The

hero makes an opposed roll against the individual's *hide* skill to find the character or the item the character hid. If a *hide* score is unavailable, use the "Search Difficulties" chart to pick an appropriate number.

Shadowing

The *shadowing* skill represents a hero's ability to follow a target without being noticed. The skill is opposed by *sneak* (to evade the following character) or *Perception* (to notice the pursuit). Use the "Sneak, Hide, & Shadowing Modifiers" chart to modify the difficulty.

Streetwise

This skill is used to find information, goods, and contacts in an urban environment. The difficulty number depends on a number of factors: How big is the city? Is the

hero seeking a specific person? How well known is the hero in this area? (This might be a positive or negative modifier.) What is the status of the hero's contacts in the area?

Use the number of successes to determine the quantity and quality of the information. The higher the total, the better the information gained. (The "Knowledge-Based Skill Difficulties" chart can be used for suggestions.)

Surveillance

A hero uses the *surveillance* skill to eavesdrop on or watch an event or another character.

SEARCH DIFFICULTIES...

Situation	Difficulty
Character knows object's exact location	1
Character knows approximate location of object	2
Character has vague information about the object or its location	4
Character has only general idea of what she's looking for; searching for small objects	6
Character has no idea what he's looking for; searching for obscure or tiny objects	8
Searching for microscopic objects	10

STREETWISE DIFFICULTIES & MODIFIERS...

Condition

Things are usually easy to find	1
Finding things requires discretion or careful investigation	2
Seeking risky services; finding illegal and well-regulated items	4
Seeking services of unusual skills; finding dangerous or carefully controlled items	6
Finding a specific criminal in hiding; finding items whose possession means immediate imprisonment	8

Information Type

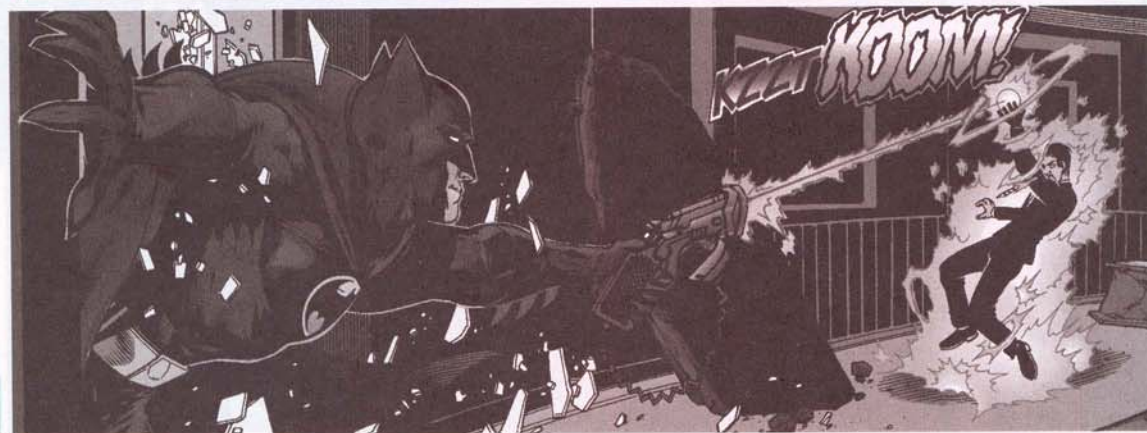
	Difficulty Modifier
Legal (e.g., directions to the nearest police station)	-2
Semi-legal (e.g., asking if the local law is straight or crooked)	-1
Illegal but generally inoffensive (e.g., asking how much it would cost to bribe a policeman)	0
Highly illegal (e.g., seeking a fence)	+1
Prohibited (e.g., seeking a safecracker)	+2
Extremely illegal (e.g., seeking an arms dealer)	+3

Size of City

	Difficulty Modifier
Large city (e.g., one million or more citizens)	0
Small city (e.g., several hundred thousand citizens)	+1
Town (e.g., several thousand citizens)	+2
Village (e.g., several hundred citizens)	+3

Amount of Law Enforcement

	Difficulty Modifier
Strict (e.g., martial law or no tolerance for criminals)	+3
Moderate (e.g., criminal activity overlooked as long as it's discreet)	+2
Light (e.g., criminal activity overlooked as long as it's not dangerous to the general public)	+1
Little (e.g., criminal activity overlooked as long as it's not dangerous to the local government)	0
None	-2



SURVEILLANCE DIFFICULTIES...

Situation	Difficulty
Noticing obvious, generic facts; casual glance	1
Noticing obvious details, number of people	2
Noticing a few less obvious details, gist of conversation	4
Spotting a few specific details, identities of individuals	6
Spotting a few obscure details, specifics of conversation	8
Noticing many obscure details	10

ter. The number of successes indicates the amount of information gained from the surveillance. A critical failure on the Wild Die indicates anything from no information obtained to being immediately spotted by the character being observed, depending on the situation.

Survival

A successful *survival* roll allows the hero to gain necessary information about his surroundings and its inherent dangers. In a situation where the danger is coming from nearby, the player can roll to see if the character knows how to handle the situation.

Tracking

A hero uses *tracking* to follow the trail of any person, animal, or alien being. The base difficulty of a *tracking* attempt is 2, modified by the age of the trail, the condition of the surface in which the tracks were made, the weather, and so on. Furthermore, someone actively hiding his trail leaves fewer clues than one who isn't. In this situation, the difficulty number becomes the character's *sneak* or *survival* roll.

Presence

This attribute describes emotional strength in all its manifestations, as well as personality and physical attractiveness.

Note about Presence-based skills: All other skills except for *disguise* and *willpower* involve interaction. You should especially encourage players to act out these types of scenes (and be just as willing to act out the Narrator's characters). This greatly enhances the fun of the game and makes it something more than merely rolling dice to determine the fates of heroes.

Animal Handling

This skill measures the hero's ability to control common animals, though not to ride them (that's dealt with in the *riding* skill). It is opposed by the animal's *willpower*. When attempt-



SURVIVAL DIFFICULTIES...

Situation	Difficulty
Intimately familiar with terrain	1
Familiar with terrain	2
Somewhat familiar with terrain	4
Unfamiliar with terrain	6
Completely unfamiliar with terrain	8
Completely unfamiliar with terrain and has no idea how to proceed	10

Charm

Charm is the ability to coerce someone through the use of flattery, innuendo, and other flirtatious behavior. *Charm* is opposed by *willpower*.

Command

The *command* skill governs the act of convincing individuals to comply with specific directions, as well as maintaining morale during group undertakings (such as combat or building large pieces of equipment). This skill is typically used only with Narrator's characters, though it can be sometimes attempted with players' he-

ing to get the beast to do a trick, the hero must also roll against its *willpower* roll. Examples of tricks include rolling over, getting into a cage, jumping up, and obeying commands.

Bluff

Bluff is used by a hero to convince someone that a lie is the truth. It is opposed by *willpower*. The difficulty for attempting to bluff someone is the target's *Presence* or *willpower* roll, modified depending on the situation. Well-planned *bluff* attempts are more difficult for the target to resist, while hasty attempts rarely succeed. Be sure to take the elaborateness of the bluff into consideration when determining the final modifier.

TRACKING MODIFIERS...

Condition	Difficulty Modifier
Trail is a day old	+1
Trail is a few days old	+2
Trail is a week old	+3
Tracking during inclement weather	+2
Soft dirt, mud, snow	-1
Grassland	0
Forest	+1
Rain forest	+2
Desert, arctic wasteland, hard surface	+3
Number of people being tracked	-1 for every 2 people
Tracking a wheeled vehicle	-2
Per vehicle	-1

ANIMAL HANDLING FAILURE...

Willpower > Animal Handling By

Result
1 Beast looks at the handler in a confused way
2 Beast lies down for one round
3 Beast lies down for two rounds
4+ Beast snaps at the handler; if hit, the beast will attack the handler until subdued



BLUFF & CHARM MODIFIERS...

Situation	Modifier to Roll
Target is agreeable	+2 or more
Target is friendly	+1 or more
Request is something target would do anyway	0
Target is neutral toward character	0
Target is on his guard	-1 or more
Target is hostile	-2 or more
Request is illegal or highly dangerous	-2 or more
Target is an enemy	-3 or more

roles (such situations should be roleplayed, though). See the "Combined Actions" section earlier in this chapter for difficulty and modifier suggestions.

Disguise

Using *disguise* allows a hero to alter her features so that she is unrecognizable or resembles someone else. A character's skill total in creating the disguise serves two purposes. First, the higher the roll, the less likely an observer will be to question the disguise. Second, the total becomes the difficulty number for *Perception* efforts to see through it. If the *Perception* check is higher than the *disguise* total, the disguise has been penetrated.

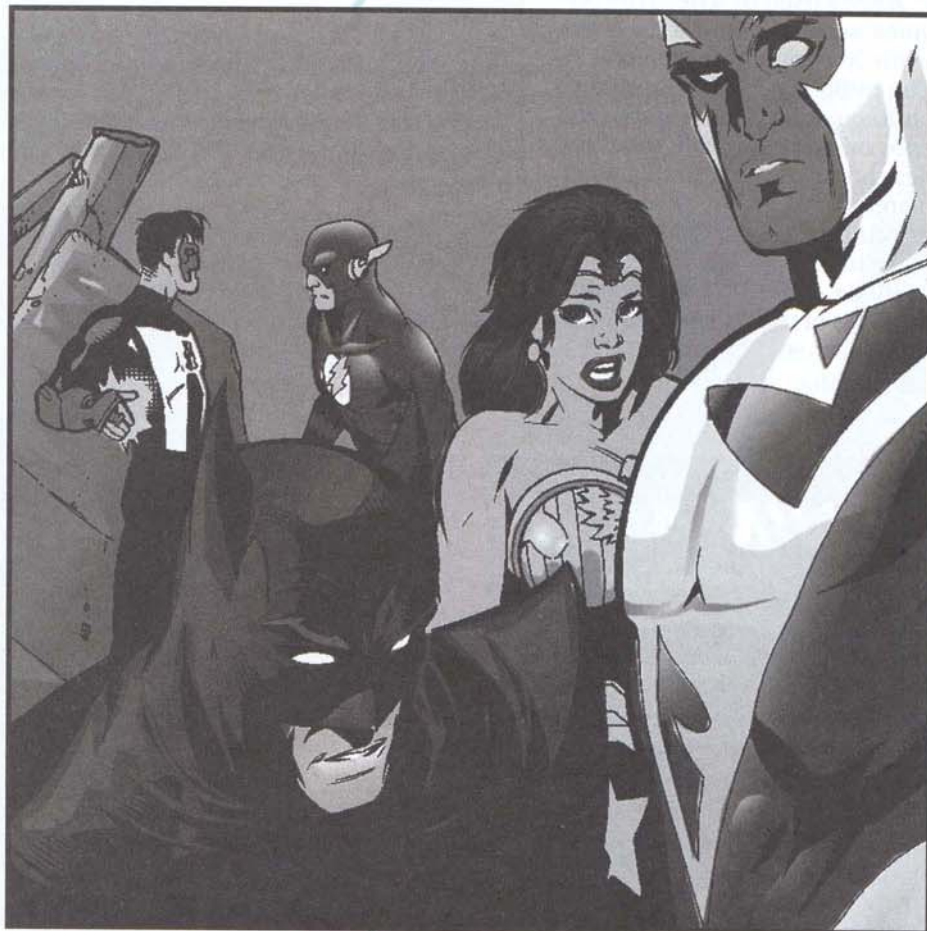
If at any time while the character is disguised she performs an action inconsistent with the disguise, any observer has a chance to see through it.

Additional modifiers may be applied to the base difficulty of 3. For example, though a normal disguise kit does not add anything to the character's skill total, extremely well-stocked kits and props can add 2 or more to the total. When this skill is used with the Shapechanging power, the die code in the power is added to the skill. Additionally, the last two modifiers are not needed in determining the Shapechanging difficulty.

Although one hero may use *disguise* on another character, the disguised character must actively work at keeping up the disguise using her own *disguise* skill or *Presence*.

Interrogation

Heroes can use *interrogation* to force someone into divulging information. *Interrogation* is



DISGUISE MODIFIERS...

Condition	Modifier
Specific person	+3
Other sex	+2
Different race or species	+1
Great age difference	+1
Much larger build	+1
Much smaller build	+2
Resembles the disguise already	-1
Using skill on another character	+2
Using skill unaided	+1

opposed by *willpower* when the target resists questioning.

Several factors can modify how hard it is to interrogate someone. Is the target willing or unwilling? If he's willing, why can't he just relay the information? Is the target in an equal standing with the interrogator, or higher? (All modifiers in the chart are to the *interrogation* roll only.)

Intimidation

Intimidation represents a hero's ability to scare or frighten others into obeying commands or otherwise doing her bidding. *Intimidation* normally depends upon a character's physical presence, body language, force of will, and even threats of pain and suffering. *Intimidation* is opposed by *willpower*. (All modifiers in the chart are to the *intimidation* roll only.)

Persuasion

The hero uses this skill to alter his audience's beliefs through the use of logical or emotional arguments to support his position. If the hero is lying to some degree or attempting to mislead the target, the hero must use the *bluff* skill instead. *Persuasion* is opposed by *willpower*.

Persuasion can also be employed to get another person to behave dishonorably for personal gain, such as through ignoring duty, looking the other way, or divulging secret information. Success depends greatly on the target. A target who is loyal or wealthy or fears being caught is less likely to accept bribes. The difficulty is the target's *Presence* or *willpower*, modified by such factors as the value of the money, goods, or information offered, the extent of favors given and received, and the target's attitude toward the bribe. (All modifiers in the chart are to the *persuasion* roll only.)

Willpower

This skill measures the hero's strength of will and determination. It is used to oppose mental attacks and coercion attempts. At your discretion, a character who actively uses *willpower* to resist an interactive *Persuasion*-skill attempt or mental attack may gain a +1 bonus but must spend an action actively resisting—for example, through meditation.

A hero may use this skill to try to continue to stand and fight, even after her Body Points

INTERROGATION MODIFIERS...

Target	Modifier to Roll
Is totally at the mercy of interrogator	+3
Is in a weakened position	+2
Is helpful or feels information is unimportant	+2
Is threatened with physical violence by the interrogator, who either is armed or has superior standing	+1
Has equal standing or feels information is of minor importance	0
Has the advantage	-1
Is resistant or feels information is important	-1
Has superior standing or feels information is very important	-2
Is hostile or would rather die than reveal information	-2 or more
Is an enemy	-3 or more



INTIMIDATION MODIFIERS...

Target	Modifier to Roll
Is threatened with physical violence by the character, who either is armed or has a superior position	+1
Is in a weakened position	+2
Is totally at the mercy of intimidator	+3
Has equal standing	0
Has the advantage	-1
Has superior standing	-2
Cannot conceive of danger from the intimidator	-3

have dropped to zero. (Note: Body Points cannot fall below zero; all extra damage is disregarded.) The hero may make a *willpower* skill roll during each round following the one in which she dropped to zero Body Points. This roll counts as an extra action for determining multi-action penalties. If the hero fails her *willpower* roll, she falls unconscious.

The base difficulty for a *willpower* roll is 1 plus 1 for every round after the one in which the hero's Body Points dropped to zero. For example: A hero takes sharp blow to the chest, dropping her Body Points to zero. On the next round, she decides to make a *willpower* roll. The difficulty for this action is 2 (1 for the base difficulty plus 1 for the additional round). Five rounds after the blow, the hero is still trying to stay conscious. This time her difficulty is 6 (1 for the base difficulty plus 5 for the five additional rounds).

You might also call for *willpower* rolls against falling asleep or unconscious.

PERSUASION MODIFIERS...

Situation	Modifier to Roll
Target is agreeable	+2 or more
Target is friendly	+1 or more
Persuasion is in target's best interests	+1 or more
Request is something target would do anyway	0
Target is neutral toward persuader	0
Target is on his guard	-1 or more
Target is hostile	-2 or more
Request is illegal or highly dangerous	-2 or more
Target is an enemy	-3 or more
Value of Bribe	Modifier to Roll
Less than 50% of what is reasonable	-2
50% to 90% of what is reasonable	-1
Larger than expected	+1
Significantly larger than expected	+2

POWER MODIFIERS

Some powers have difficulties and difficulty modifiers to help you determine how successfully they are used. Only those powers with these values are included here. Full descriptions of powers can be found in Chapter 3.

PHYSICAL POWERS

Shapechanging

These modifiers are in addition to any relevant ones under the *disguise* skill.

Change	Modifier
One body part changed	+2
Half body changed	+1
Complete change in form	0
Familiarity with new form	-1
(per each 5 times hero has changed into this shape)	

MENTAL POWERS

Astral Form

The difficulty to use this power depends on the activities the hero wishes to undertake while in his astral form. The base difficulty for any action while in astral form is Easy. Some suggested modifiers are given in the chart.

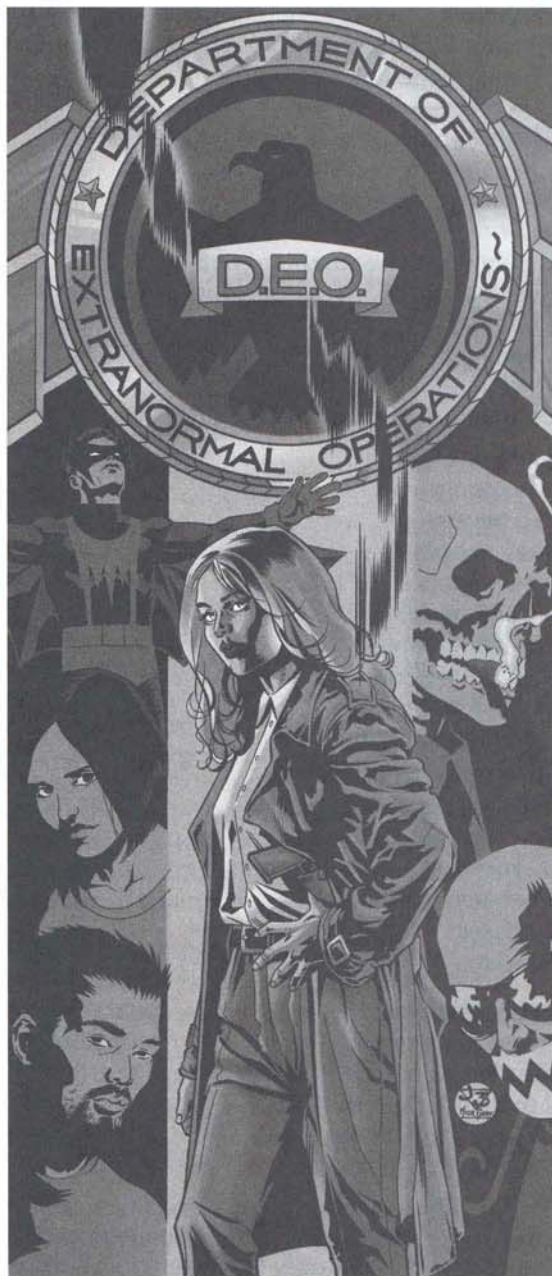
Activity	Modifier
Traveling	+1
(per each 100 miles past the base range)	
Stay in astral form	+2
(for each hour after the base time)	
Appear solid	+1
(per hour in astral form)	
Hear	+1
Smell	+1
Whisper	+2

Empathy & Telepathy Condition

Condition	Modifier
Target experiencing intense thoughts/emotions	-1
User experiencing intense thoughts/emotions	+1
Target alone	-1
People near the target	+1
(for every 5 people within 15 yards)	
People near the user	+1
(for every 5 people within 15 yards)	
Target(s) not visible	+1
(for every 100 miles beyond base range)	
Read surface thoughts/emotions	0
Read deeper thoughts/emotions	+1
Influence emotions or thoughts	+1
(or more, depending on amount of influence)	

ESP

Compare the roll to the "Surveillance Difficulties" chart earlier in this chapter to get an idea of the information gained. Failure means the character receives indistinct or no information about the distant place or object.



Activity	Modifier
Seeing fuzzy visions of places within the range	0
Seeing fuzzy visions of other places	+1
(for every 100 miles beyond base range)	
Know location of place	0
Guessing at location of place	+2
Adding clarity to visions	+2
Touch	+4
Hear	+3
Smell	+3





Illusion

Illusion Example

	Difficulty
Changing the color of a piece of furniture	1
Making something small disappear	2
Changing the color of a room	3
Making a person appear or disappear	4
Changing entire surroundings of a room	5
Changing the shape of a house	6
Changing entire surroundings of an outside area	7
Changing several large structures	8

Area of Effect

	Modifier
1 person	0
2-6 people	+1
7-15 people	+2
16-32 people	+3
33-100 people	+4
100-500 people	+5
500-1,000 people	+6
1,500-5,000 people	+7
5,000-50,000 people	+8
50,000-500,000 people	+9
1,000,000 or more people	+10 or more
1 sense	0
2 senses	+1
3 senses	+2
4 senses	+3
5 senses	+4

Precognition

Event Witnessed

	Difficulty
Less than an hour in the future	3
2 to 12 hours in the future	4
13 hours to one day	5
Two days to one week	6

Note: A character may try for visions of the future over one week away, but in these cases, the character will only be able to see what might happen, not who, where, or when.

Psychic Manifestation

Manifestation

	Modifier
Dagger	0
Spear	+1
Sword	+2
Battle ax	+3
1 cubic foot	0
Additional volume (per 15 cubic feet)	+1

Telekinesis

Action

	Modifier
Levitate an object	0 to <i>lifting</i>
Levitate multiple objects* (per additional object)	+2 to <i>lifting</i>
Simple control of small objects (such as flip switches) (to <i>know-how</i> (<i>Telekinesis</i>))	+1

*Each object counts toward the maximum weight based on the "*Lifting* Difficulties" chart.

TRANSPORTATION POWERS

Dimensional Travel

Weight Transported

	Modifier
Self or item up to 300 pounds	0
Up to 100 additional pounds	+1
Additional weight (per 500 pounds, plus modifier for first 100 pounds)	+1

Teleportation

Target

	Modifier
Within base range	0
Beyond base range (per doubling of the base range)	+1
Lived at target for years	0
Been to target several times	+1
Been to target once	+2
Studied location (never been there)	+3
Seen a picture of target	+4
No knowledge (teleporting blind)	+5

Weight Transported

	Modifier
Self or item up to 300 pounds	0
Up to 100 additional pounds	+1
Additional weight (per 500 pounds, plus modifier for first 100 pounds)	+1

MANIPULATION POWERS

General Modifiers for Manipulation Powers

Complexity of Effect

	Modifier
Slight (lighting a torch or lightbulb)	0
Significant (creating a crude hologram or three-dimensional shape from light or darkness)	+2
Great (collapsing a building in on itself by increasing the local gravity)	+4
Awesome (filling New York City with vegetation within one day)	+6
Incredible (creating a tornado on a calm day)	+8

Note: All complexity modifiers assume that the hero is at the appropriate die code to perform the action. If the hero is not, there are additional modifiers.

Situation	Modifier
Familiarity with effect (per 10 times has produced effect)	-1
Extend range (for every 10 feet beyond base range)	+1
Increase volume (per die code)	+10
Produce an effect from a higher aspect level (per aspect level)	+10

Density Manipulation & Size Manipulation

Situation	Modifier
One item affected	0
Each additional object affected (per additional object)	+1
Entire item affected	0
Half of item affected (per item)	+1
Several parts, not directly connected, are affected (per part, per item)	+2

Size Manipulation

This chart is for determining how much a character with Size Manipulation may grow or shrink. The "Grow" column is the maximum amount a hero using the power at that die code can add to the affected object's original height. The "Shrink" column is the maximum factor a hero using the power at that die code can reduce the target. Thus, a hero with 1D in Size Manipulation

can make a 1-foot-tall object grow up to 11 feet tall or shrink down to 6 inches.

Die Code	Grow	Shrink
1D	10 feet	1/2
2D	20 feet	1/4
3D	30 feet	1/10
4D	40 feet	1/20
5D	50 feet	1/50
6D	60 feet	1/100
7D	70 feet	1/200
8D	80 feet	1/1000
9D	90 feet	1/10000
10D	100 feet	1/100000
11D	110 feet	1/1000000
12D	120 feet	1/10000000
13D	130 feet	1/100000000
14D	140 feet	1/1000000000
15D	150 feet	1/10000000000

Speed Manipulation

When characters with Speed Manipulation want to run or fly faster, instead of their *running* or *flying* skills, they use their Speed Manipulation power and refer to this chart for the difficulty number based on their attempted Speed. Speed Manipulation can also be used instead of *swimming*, but the resulting movement rate is half of what is listed in the chart. The die code in Speed Manipulation determines which column the character rolls on.

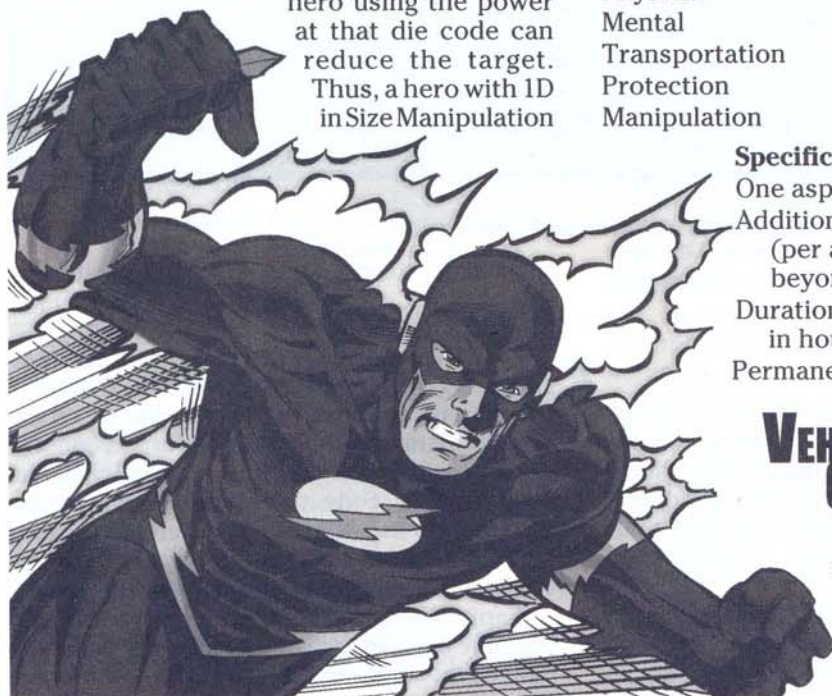
Magic Manipulation

Power Class	Difficulty
Effect Mimics	
Physical	3
Mental	4
Transportation	5
Protection	6
Manipulation	7

Specifics	Modifier
One aspect of power	0
Additional aspects (per additional aspect beyond first)	+1
Duration of die code in hours	0
Permanent duration	+10

VEHICLES & AERIAL CHARACTERS

Vehicle actions work like normal character actions, with some additional game mechanics for special situations. Chapter 4 of this



SPEED MANIPULATION...

Human (1D-5D)	Difficulty Metahuman (6D-10D)	Superhuman (11D-15D)	Result		
			Feet/round	Miles/round	Miles/hour
1	—	—	367	0.07	50
2	—	—	550	0.10	75
3	—	—	733	0.14	100
4	—	—	1,100	0.21	150
5	—	—	1,467	0.28	200
6	—	—	2,200	0.42	300
7	—	—	3,667	0.69	500
8	—	—	5,133	0.97	700
9	—	—	7,333	1	1,000
10	—	—	11,000	2	1,500
11	1	—	14,667	3	2,000
12	2	—	22,000	4	3,000
13	3	—	33,000	6	4,500
14	4	—	44,000	8	6,000
15	5	—	73,333	14	10,000
16	6	—	110,000	21	15,000
17	7	—	146,667	28	20,000
18	8	—	198,000	38	27,000
19	9	—	264,000	50	40,000
20	10	—	396,000	75	60,000
21	11	1	660,000	125	85,000
22	12	2	924,000	175	125,000
23	13	3	1,320,000	250	175,000
24	14	4	1,980,000	375	250,000
25	15	5	2,640,000	500	375,000
26	16	6	3,960,000	750	550,000
27	17	7	5,280,000	1,000	775,000
28	18	8	7,920,000	1,500	1,000,000
29	19	9	10,560,000	2,000	1,500,000
30	20	10	13,200,000	2,500	2,000,000

rulebook includes vehicle statistics.

Much of the information found in this section applies equally well to flying characters, particularly the details on stunts.

VEHICLE MOVEMENT

Generally, vehicles can accelerate or decelerate at a rate of one-quarter their Speed per round, rounded up, up to their total Speed; modify this depending on the vehicle's condition and other factors. A vehicle, unlike a character, cannot go faster than its top Speed without having been altered.

Normal acceleration and deceleration do not require skill rolls unless conditions indicate otherwise. Rapid acceleration and decel-

eration, however, are considered stunts. The next section deals with these.

STUNTS

For normal vehicle use or casual flying, a character need not make a skill roll. When the conditions turn less than favorable or he decides to attempt a fancy maneuver, his *boating*, *driving*, or *piloting* skill plus the vehicle's Maneuverability code determines his success. (Characters use *boating* for watercraft, *driving* for land vehicles, and *piloting* for air and space vehicles and flight-enabling powers.)

Rapid acceleration and deceleration also warrant *boating*, *driving*, or *piloting* rolls, enhanced by the vehicle's Maneuverability, to

see if the operator maintains control. These maneuvers have an initial difficulty of 2, adjusted based on existing conditions (see the "Stunt Difficulties & Modifiers" chart for some suggestions). A vehicle or flying character may reduce or increase movement quickly by up to one-half its Speed, rounded up. Failing this roll means that the character has lost control for one round. If some immovable force doesn't stop the vehicle or character during that round, he may attempt to regain control (with a base difficulty of 3) on the following round.

If a character wishes to perform any other actions in addition to driving, piloting, or flying, he must make the appropriate skill rolls for all actions, reduced by the multi-action penalty, regardless of the situation. The base difficulty for normal operation becomes 1. Stunts still have their established base difficulties.

Ramming & Sideswiping

Ramming is done with the nose of a vehicle, while sideswiping is done with its side. Hitting a vehicle is simple. Keeping control after making the ram or sideswipe can be a problem. If the character fails the roll, the vehicle spins up to 180 degrees and stops. The character must then spend one round starting it and another turning it around. Should the character instead succeed in keeping control, she keeps the vehicle reasonably straight and may try for another sideswipe or ram on the next turn.

Both vehicles take damage (the mechanics of this are explained later in this section). The pilot of an air vehicle that rams or sideswipes another vehicle automatically loses control. About the best she can hope for is to make a successful, but rough, landing.

Attacking & Dodging

The base difficulty to hit a vehicle depends on the vehicle's Passive Defense Value. (Pas-

STUNT DIFFICULTIES & MODIFIERS...

Stunt	Difficulty
Landing	2
Ram	2
Regaining control (in situations other than ramming or sideswiping)	3
Sideswiping	2
45-degree turn	2
90-degree turn	4
180-degree turn	6
Condition	Modifier
<i>For All Vehicles</i>	
Bad weather	+1 or more
Limited maneuverability area (such as through trees or pillars)	+1
Moving in reverse	+1
<i>For Land & Water Vehicles</i>	
Moved or moving over curb or debris	+1
Rough road or water	+1
Limited parking or docking area	+1
<i>For Land Vehicles Not Designed for Off-Road Conditions</i>	
Off-road	+2
<i>For Air Vehicles & Aerial Characters</i>	
Unlimited landing area	-1
Limited landing area	+1
Almost no landing area	+2
Rough or unsteady landing area	+1 or more
Moving through debris	+1

sive Defense Values are listed under the vehicle's description.) If the driver wishes to fire a weapon, he must make both an *Easy piloting, boating, or driving* roll (modified by the vehicle's Maneuverability code) and a *marksmanship* roll. Because he's doing two actions, he also incurs a multi-action penalty to both rolls. Passengers may shoot with few or no penalties. (Note that these actions would not be possible in some vehicles.)

A character may also attempt to maneuver the vehicle out of the way of incoming projectiles or other vehicles. Instead of the *dodge* skill, the character uses her *piloting, boating, or driving* skill plus the vehicle's Maneuverability code. The rolled value becomes the new Pas-





sive Defense Value and is in effect until the character's turn in the next round.

DAMAGE

When a vehicle takes damage from a weapon, the damage is determined just as with character combat. The Effect Value is added to the weapon's Base Damage Value. Then the Armor Value of the vehicle, if it has any, is subtracted. This Damage Total is taken off of the vehicle's Body Points. In the cases of ramming and side-swiping, the attacking vehicle takes the other vehicle's Base Damage Value plus the speed modifier (described later in this section) minus any armor on the attacking vehicle. The defending vehicle takes the attacking vehicle's Base Damage Value plus the Effect Value and the speed modifier, minus any armor the defending vehicle has.

A vehicle might also take damage from colliding with stationary objects. In all cases, both the vehicle and the object take damage, as described in the previous paragraph. If this is another vehicle, then use the stationary vehicle's Base Damage Value to determine damage. For other objects, use the "Inanimate Objects' Passive Defense Value" chart in this chapter and the "Makeshift Weapons" chart in Chapter 4 as starting points.

The speed modifier for ramming and side-swiping depends on how fast the vehicles are moving. Subtract the target's current speed from the attacker's current speed (both in miles per hour). For every five miles faster the attacker is going (rounded up), add +1 to the Base Damage Value of the attacking vehicle. For example, a full-size car is moving at 55 miles per hour toward a parked sports car (which, because it's stationary, has a speed of zero). The car adds +11 to the damage it does to the parked car and itself ($55/5 = 11$).

If the driver of this full-size car purposely tries to ram the parked car, she makes a *driving* roll against the difficulty of 2. Her roll is 4. This

generates an Effect Value of 2. The Narrator rolls 6 for the Base Damage Value of the sports car. The ramming car takes 9 points of damage (6 for the BDV of the sports car plus 11 for the speed modifier minus 8 for her car's Passive Defense Value). The attacker rolls 6 also for the Base Damage Value of her car. She does 12 points of damage to the sports car (6 for the BDV plus 11 for the speed modifier plus 2 for the Effect Value minus 7 for the sports car's PDV).

Passenger Injuries

Depending on how badly damaged the vehicle becomes, the passengers may be harmed, too. Use the "Passenger Injuries" chart as a guideline.

LEAPING OUT

Leaving a land or water vehicle moving at less than 5 miles per hour is a Very Easy *acrobatics* or *Reflexes* roll (or *leap* if the character jumps from the vehicle). If the vehicle is moving faster than that, the base difficulty becomes 3, with +1 added to it for every 15 miles per hour the vehicle is traveling (rounded down). Additionally, the character takes damage from the fall, at a rate of 1 for every 10 miles per hour the vehicle is moving (rounded up) minus the Effect Value from the roll. Thus, if the driver of the car in the previous example decided to leave the vehicle before it hit the tree, the difficulty would be 6 ($55/15 = 3.67$, rounded down is 3, plus the base difficulty of 3). She would also take 6 points of damage unless she sufficiently succeeded at her jump ($55/10 = 5.5$, rounded up is 6).

REPAIRING

The difficulty to repair a damaged vehicle depends on the amount of damage and availability of parts and tools. See the *repair* skill description earlier in this chapter for difficulty and modifier suggestions.

PASSENGER INJURIES...

Body Points Remaining	Passengers Suffer	Maneuverability Penalty
3/4 to all	No damage	0
1/2 to 3/4	1/4 Damage Total	-1
1/4 to 1/2	1/2 Damage Total	-2
1 point to 1/4	3/4 Damage Total	-3
0	All Damage Total	Vehicle is scrap

CHAPTER THIRTEEN...

...EQUIPMENT CREATION

From a supply kit to a suit of powered armor, equipment can define a character. This chapter covers the game mechanics of designing new equipment. You'll also find an equipment template that you can use with the game mechanics or as a way to keep track of unusual equipment. The chapter ends with some of the better-known and unique pieces of equipment in the DC Universe.

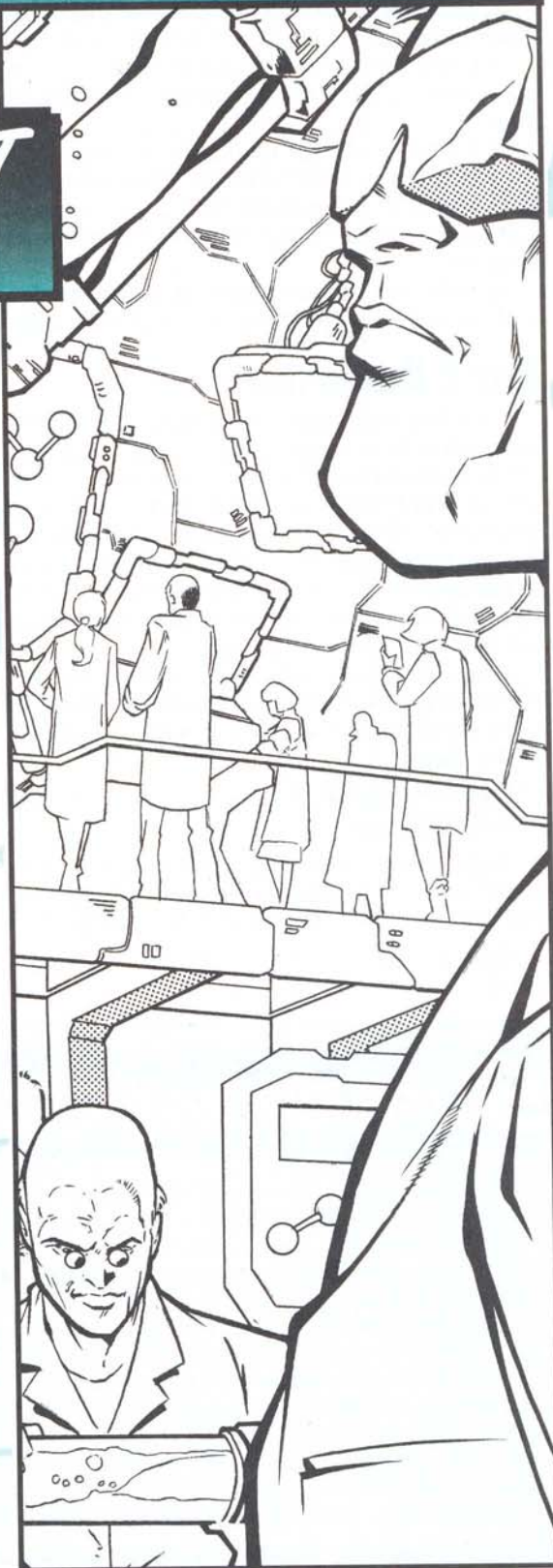
EQUIPMENT CREATION

Once the players have seen some of the equipment listed, they may want to create equipment of their own. The following rules allow for any type of equipment to be made. Be flexible—but not *too* flexible—when it comes to what you'll allow the players to create. A good rule of thumb is to restrict the difficulty of creating the equipment—and thus the types of equipment players' characters may make—by the Power Level of the game.

Power Level	Equipment Difficulty
Level 1	Very Difficult or lower
Level 2	Extremely Difficult or lower
Level 3	Heroic or lower
Level 4	Very Heroic or lower
Level 5	Any level

Once the maximum difficulty of the equipment has been determined for game purposes, allow the players to devise whatever equipment they want to create. Using the suggestions in this section, assess the overall difficulty of the equipment and have the player make his rolls accordingly, if the equipment is not beyond the difficulty maximum. If you want to add a bit more realism to the game, include one of the optional rules at the end of this section.

Here are the game mechanics involved in creating a piece of equipment. You may wish to





create short, uncomplicated adventures based on each step, so that it doesn't seem like merely a series of rolls.

1. Describe the item.
2. Determine the initial values of difficulty, Tech Level, and Base Construction Value.
3. Calculate research modifiers and new Construction Value; then the player attempts research.
4. Calculate design modifiers and new Construction Value; then the player attempts design.
5. Calculate creation modifiers and new Construction Value; then the player attempts creation.
6. In this optional step, determine any modifications to the equipment based on all roll results.

STEP 1: DESCRIPTION

This first step requires the player to make a detailed report of the characteristics she intends to include in the item her hero wants to create. Use the following categories, not all of which are needed for each piece of equipment. Examine the equipment listed in Chapter 4 and at the end of this chapter to get an idea of what information you or a player need when designing new weapons and gadgets.

Once the player is finished with the report, she gives it to the Narrator. Use it to determine the difficulties and modifiers for the remainder of the steps.

Name: the name (official, generic, or both) of the equipment

Type: the class of equipment the piece falls under (laser cannon, automobile, interstellar war machine, powered armor, for example)

Size: the dimensions of the piece of equipment

Crew: the number of characters needed to operate the equipment

Passengers: the number of extra people the equipment can carry or affect

Cargo Capacity: the volume of additional material the equipment can store (beyond crew and passengers)

Maneuverability: the modifier added to the operator's *piloting* or *driving* skill when performing stunts

Speed: the measure of the equipment's movement rate in feet per round or miles per hour

Passive Defense Value: the initial amount of defense the equipment has before any modifiers (for example, coverage, darkness, size) are added

Base Damage Value: the base amount of damage the equipment inflicts with no modifiers. For example, powered armor may have a Base Damage Value of 3D when throwing a punch because of its steel-covered fist, but this doesn't take into account whether or not the armor has a *Physique/lifting* bonus.

Fire Arc: if the equipment fires a projectile, the direction in which it fires (forward, right, left, forward right, any, and so on)

Range: the maximum distance the equipment can cover on a full tank of fuel, or the distance a weapon can reach. Projectile weapons have multiple distances: Point Blank, Short, Medium, and Long. Use a dash (—) to indicate ranges at which the weapon is ineffective.

Ammunition: The standard type of projectile and number of rounds or discharges the weapon can hold. Ammunition comes in a wide

SUPERPOWERED...

tion and the details of its creation seem too far beyond what can be reasonably done now, or the player wants her hero to have access to alien technology, you can design (or have the player create) new scientific principles to explain the functions of the equipment, or require that the player purchase a power (or powers) for the equipment; these powers represent principles beyond Earth's current scientific and technological knowledge.

Creating a piece of superpowered equipment is the same as creating a normal piece of equipment except that the player also purchases powers just like gaining powers for a character and each power has the Removable limitation. If the equipment is designed during initial hero creation, use the initial creation cost. If the equipment is created after initial hero creation, then use the base cost times 10; at this time, the player can also include additional dice in the power at a cost of five Character Points for each additional 1D in the power, up to a maximum of 5D. Players can add limitations and enhancements as they would for giving powers to characters. After initial creation, players can also improve and add powers just as they do with characters.

Your players will often come up with ideas for equipment that push the limits of modern science and technology, such as Starman's cosmic-powered staff. If the equipment's initial descrip-

DC UNIVERSE ROLEPLAYING GAME™

EQUIPMENT TEMPLATE

NAME:

TYPE:

SIZE:

CREW:

PASSENGERS:

CARGO CAPACITY:

MANEUVERABILITY:

SPEED:

PASSIVE DEFENSE VALUE:

BASE DAMAGE VALUE:

FIRE ARC:

RANGE:

AMMUNITION:

RATE OF FIRE:

ENHANCEMENT MODIFIER:

ARMOR VALUE:

BODY POINTS:

COST:

DESCRIPTION

ADDITIONAL INFORMATION

WACKY RAY ROD...

Type: Laser beam

Size: 1 foot long

Crew: 1

Passengers: —

Cargo Capacity: —

Maneuverability: —

Speed: —

Passive Defense Value: 4

Base Damage Value: 4Dx5

Fire Arc: Forward

Range: 10/20/40/80

Ammunition: 20 charges (1 per shot)

Rate of Fire: 1 shot per turn

Enhancement Modifier: —

Armor Value: —

Body Points: 20

Cost: —

Description: A red plastic cylinder with a yellow cone on one end and a green button in the middle.

Additional Information: Press the button to fire the laser.

Description: the basic purpose, look, and any similar details of the equipment

Additional Information: This category includes anything that does not fall under one of the above categories, such as weapons found on the piece of equipment, special modifications, current location, history, powers and their effects, skills required for use, and so on.

Equipment Creation Example: Description

The Narrator decides to have the Trickster create a new laser pistol to replace the one the Flash took away from him the last time he was put in jail. This time he

has opted to create his own version of the original Starman's Cosmic Rod, which he calls his "Wacky Ray Rod."

STEP 2: DETERMINATION OF INITIAL VALUES

The difficulty to construct a piece of equipment is determined by comparing the details of the equipment to the following difficulty chart:

Difficulty

Very Easy (1)

Easy (2)

Moderate (3)

Difficult (4)

Very Difficult (5)

Extremely Difficult (6)

Heroic (7)

Examples

Club, basic knife

Spear, sword

Musket, compound bow

Lightbulb, mechanical (nondigital) pocket watch

Laser beam, automobile

Desktop computer, nuclear weapon

Artificial intelligence, android

variety of forms (bullets, chemicals, electricity, explosives, lasers, pellets, rockets, shells, shots, and any other material than can be expelled from something else). Note here or in the "Additional Information" section the amount of ammunition spent each time the weapon is used.

Rate of Fire: the number of times ammunition may be spent in one action. For most weapons, this is a fixed amount, though on some devices, the rate may be adjustable.

Enhancement Modifier: the amount by which the equipment increases a skill or attribute. For example, a gun with a scope may have an Enhancement Modifier of +2 to the character's *marksmanship* skill.

Armor Value: a measure of extra protection subtracted from the total damage (including modifiers) before reducing the Body Point total of the protected character or equipment

Body Points: the amount of damage the equipment can sustain before it is destroyed

Cost: the average price. If an item is unique, it may have no cost

Difficulty

Very Heroic (8)

Super-Heroic (9)

Legendary (10)

Examples

Mecha, plasma
weapon

Antimatter drive,
teleportation

Common-cold cure,
power ring

The Tech Level of the character is determined by his race, plus or minus any Tech Level modifiers the character may have (such as the Technically Advanced Advantage or the Technically Challenged Disadvantage). If you're unsure, use the following table to select an appropriate level.

Tech Level

Primitive (0)

Modern (1) (Most 20th-century Americans are
of this level)

Postmodern (2)

Advanced (3)

Superior (4)

Once the difficulty and Tech Level have been determined, the Base Construction Value can be calculated. The Base Construction Value (BCV) is used throughout the remainder of the process. Calculate the BCV with the following formula. Note: Values lower than 1 (0, -1, -2, and so on) for the BCV are considered 1.

**Base Construction Value (BCV) =
initial difficulty - Tech Level**

Equipment Creation Example: Determination of Initial Values

The Narrator looks at the description of the "Wacky Ray Rod" and, comparing it to the difficulty chart, determines that since the rod is a powerful compact laser beam, it would a difficulty of 6. Trickster's Tech Level is 1, and he has no advantages to modify that, so the Base Construction Value of the "Wacky Ray Rod" is the difficulty minus the Tech Level, (6 - 1) or 5.

STEP 3: RESEARCH

In this phase, the character learns what is needed to design and create the equipment. If the character doesn't have the right Advantage, he will have to exchange money or favors to get access to resources. Sounds like the start of a beautiful adventure!

To generate the research difficulty number, take the predetermined BCV and add or subtract any research modifiers from it. Some research modifiers are shown on the following chart.

Resources Available	BCV Modifier
None+4	
Book/pamphlet	+2
Major library	-1
Internet access	-2
University library	-3
Top-secret documents	-4
Information from the future or advanced alien civilization	-5

Once the research difficulty has been calculated, the player makes a *research* skill roll against this number. If this roll succeeds, the player has successfully discovered the information needed and may move on to the design phase. If the player fails this roll, the character can't find the information needed and has to look for it elsewhere, which could be a dangerous plot hook.

If the player rolls higher than the research difficulty, he then generates an Effect Value. The research Effect Value equals the *research* skill roll minus the research difficulty number. Note the Effect Value for the *research* skill roll, because it will affect the design phase.

Equipment Creation Example: Research

Trickster begins creating his newest toy by doing some research on the Internet on lasers and miniaturizing them. The research he does gives him a -2 bonus to his difficulty of 5, so he



needs a 3 or better on his research roll to find sufficient information to design his laser. He rolls his *research* skill of 6D and gets 4 successes. He makes the roll and is also able to add the Effect Value (4 - 3 = 1) of 1 to his design roll!

CHARACTER POINTS REMINDER...

If the players wonder if they can make any of the rolls involved in the equipment creation process, remind them that if they don't like the total they generate, they can always spend Character Points to get more dice.

STEP 4: DESIGN

Once the research phase has been successfully completed, the character may move on to the design phase. The design phase is where the actual blueprints and plans for the equipment are created. Much like the research phase, in the design phase, take the BCV, add or subtract any design modifiers to it, subtract the research Effect Value (if one was generated), and determine the design difficulty number. Then have the player make a skill roll using the *invent* skill against this total to design the equipment. The following chart contains some design modifiers.

Design Tools Used	BCV Modifier
None	+4
Pad of paper and pencil	+2
Drafting table and tools	-1
Ordinary computer	-2
Computer design program	-3
3D-rendering program	-4
Holographic design system	-5

If the player succeeds at the *invent* roll, the character has successfully designed the equipment. Be sure to note if an Effect Value was generated with this roll. (The design Effect Value equals the *invent* roll minus the design difficulty number.) If the character fails the design roll, she botched the designing of her equipment and must return to the research phase—she needs to figure out where she went wrong. With another successful *research* roll, she may attempt to redesign the equipment.

Equipment Creation Example: Design

Done with his research, Trickster sits down at his home computer to plan out the design of his "Wacky Ray Rod." Since he doesn't have any specialized programs, he receives only the -2 bonus for his computer, but he does get a -1 bonus because of the Effect Value he generated with his *research* roll. So, the Narrator takes the BCV of 5 and subtracts the two bonuses (5 - 2 - 1) for a total difficulty of 2. The Narrator now rolls Trickster's *invent* skill of 7D and gets—ouch!—2 successes. He barely made that roll! Having successfully researched and designed the "Wacky Ray Rod," Trickster moves on to the actual creation of the device.

STEP 5: CREATION

The final die-rolling step for equipment creation is the actual creation of the equipment. The creation phase works in the same way as the previous two: Take the BCV and add or subtract creation modifiers to it to generate a difficulty number. The design Effect Value (but not the research Effect Value), if there was one, is also subtracted from the difficulty number. Then the player makes an *engineering* skill roll to see if the item has been created.

The following chart contains some modifiers for this phase.

Laboratory Quality	BCV Modifier
No lab	+4
Lab in home	+2
Local school	-1
University	-2
Major corporation	-3
State-of-the-art facilities	-4
Futuristic or advanced alien facilities	-5

The "Laboratory Quality" chart assumes that the character has the proper materials needed to create the piece of equipment desired (metal plates for armor, tires for a car, lens to focus a laser, and so on). If the character does not have the proper materials, you can either have the character go on a search to get them or increase the creation difficulty.

If the player succeeds at this final roll, the equipment has been created. If he fails, the character has found a design flaw during the creation process and has to return to the drawing board. Once another successful design roll

is made, the character can attempt to build the equipment again. If the creation roll failed and then the subsequent design roll also failed, the character must return all the way back to the research phase.

Equipment Creation Example: Creation

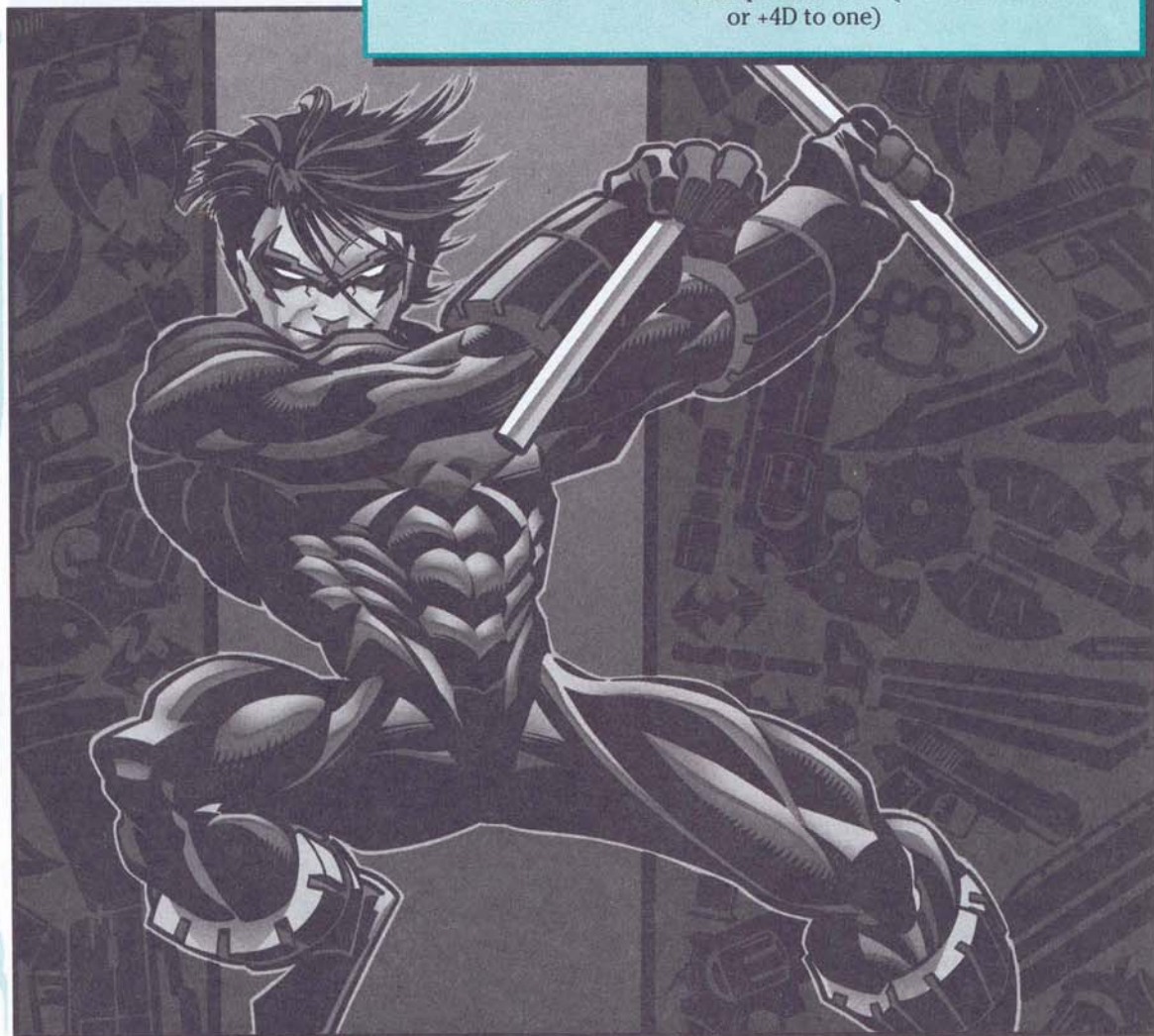
Trickster has gathered all of the parts needed to create his "Wacky Ray Rod" in his secret lab (okay, it's in his apartment) and is ready to build it. Because he rolled only equal to the difficulty during the design phase, he doesn't receive an Effect Value bonus for this step. The Narrator takes the BCV of 5 and adds the +2 penalty for Trickster's inadequate

EQUIPMENT QUALITY...

Just because an item has been created doesn't necessarily mean it is of sterling quality. The following chart shows a list of possibilities that may have happened to the equipment during its creation process. The player and the Narrator need to decide exactly how these effects appear in the final product; a few examples are given to inspire you.

**Creation Effect Value =
engineering roll – creation difficulty**

Creation Effect Value	Affect on New Equipment
0, 1	Minor flaw (-1D from one value)
2, 3	As intended (no bonuses or penalties)
4, 5	Minor success (+1D to one value)
6, 7	Major success (+1D to two values or +2D to one)
8 or more	Exceptional work (+2D to two values or +4D to one)



CREATION TIME...

For a more realistic form of equipment creation, the amount of time needed to do the research, design, and creation of the equipment can be added. This is done by using this formula: **time level = BCV + complexity level.**

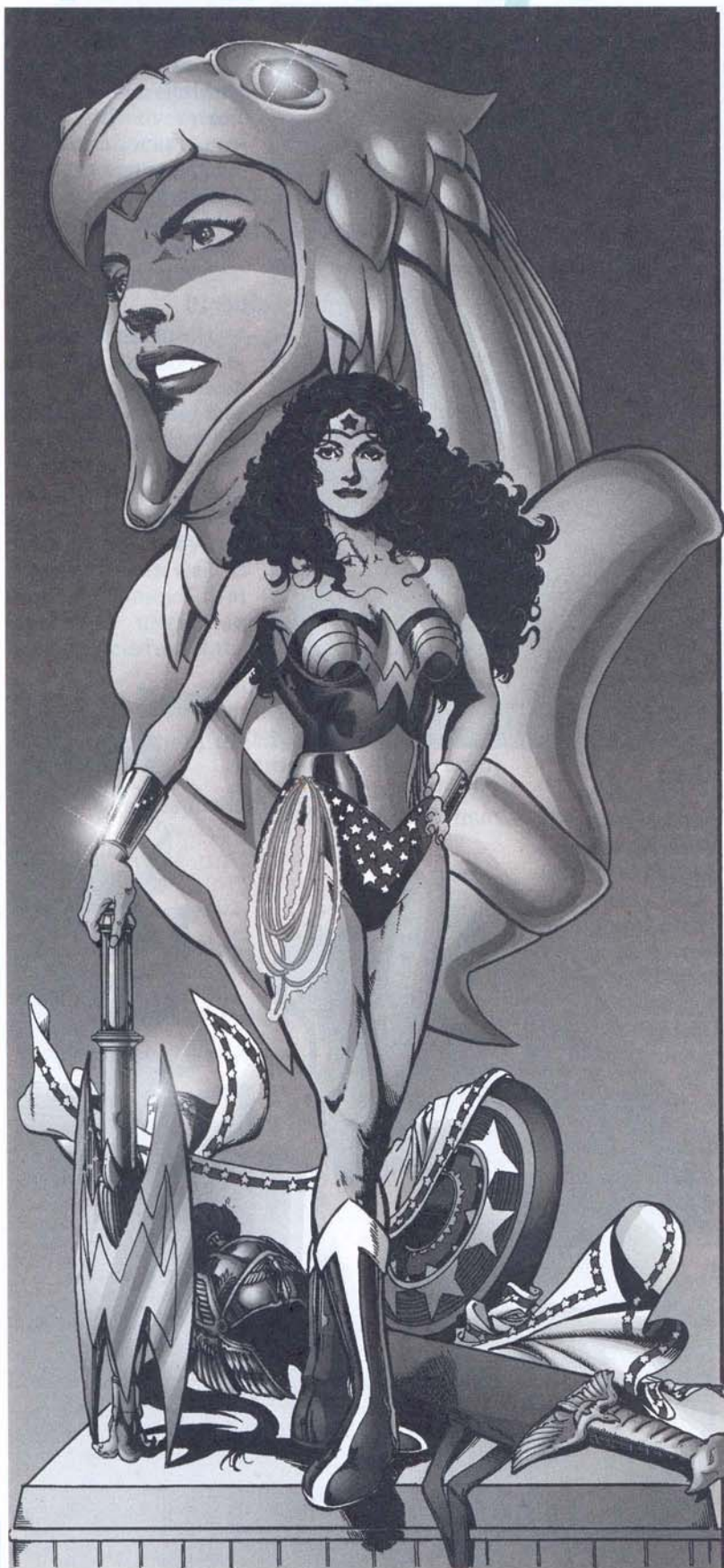
First, determine the complexity level with the first chart here by picking a category close to the type of new equipment. Next, add this number to the BCV. Once this has been done, use that number on the second chart to determine the amount of time needed to create the equipment.

Complexity Level				
0	1	2	3	4
BCV				
1 Club	Staff	Chair, table	Basic knife	Canoe
2 Spear	Simple bow	Firecracker	Battery	Sword
3 Telegraph	Compound bow	Musket	TNT	Penicillin
4 Pocket watch	Lightbulb	Repeating rifle	Radio	Locomotive
5 Television	Refrigerator	Automobile	Laser beam	2D-holo image
6 Flat television	Microwave oven	Desktop computer	Laptop computer	ICBM
7 Artificial intelligence	Power armor	Cloning	3D-holo image	Android
8 Mecha	Interstellar communication	Interstellar drive	Cold fusion	Plasma weapon
9 Antimatter drive	Eugenics weapon	Time travel	Dimension travel	Teleportation
10 Morphing armor	Common-cold cure	New bacteria	New intelligent life	Power ring

Time Level	Minimum Time
1	6 hours
2	12 hours
3	1 day
4	4 days
5	1 week
6	2 weeks
7	1 month
8	6 months
9	1 year
10	2 years
11	3 years
12	4 years
13	5 years
14	10 years

The amount of time generated is the *minimum* needed to create that complexity level of equipment. If the character spends more time creating the item, he has a better chance at making it. Thus, for every level above the minimum he spends working on the device, the character receives +1D to his skill roll. For example, the minimum time for a hero's device is one month. If he spends one year working on it, he receives +2D to his skill roll.

On the one hand, the minimum time can indicate the time for the entire equipment creation process. In this case, the same modifier is used for all rolls in all phases of the process. On the other hand, for a more realistic tone, generate a new minimum time for each phase. New modifiers would be used at each stage of the process.



lab to come to a difficulty of 7 to create the rod. Trickster has 7D in *engineering* with a specialization in joke equipment construction of +2D, and the Narrator determines that a laser designed to look like a toy would fall under that category, so he allows Trickster to roll 9D to create his "Wacky Ray Rod." Trickster rolls and gets 9 successes—he succeeds! The "Wacky Ray Rod" is complete and ready to be used against any would-be do-gooder.

Equipment Duplication & Modification

After a piece of equipment has been created, the character may wish to modify, adjust, improve, or even copy it.

The process for any of these works the same as the initial construction process, with the following exceptions:

- When making a copy of or modification to a piece of equipment the character created, he receives +1D to all *research*, *invent*, and *engineering* skill rolls.
- When making a copy of or modification to a piece of equipment the character did not create, he receives +1D only to his *engineering* skill roll.

These modifiers are not cumulative. If the optional rules for time and/or equipment quality are being used, the following exceptions should be noted for copies or modifications:

- When making a copy of or modification to a piece of equipment the character created, the time for research and design is reduced by three-quarters, and creation time is reduced by one-half.
- When making a copy of



or modification to a piece of equipment the character did not create, the time for research and design is reduced by one-half, and creation time is reduced by one-quarter.

- When making a copy of a piece already created or modifications to a piece not created by the character, the quality is based on the *engineering* skill roll as normal.

- When making modifications to a piece of equipment previously created by the character, add +1D to the *engineering* skill roll.

UNIQUE EQUIPMENT

ACID-SQUIRTING FLOWER

Type: lapel flower

Size: 4 inches in diameter

Crew: 1

Passengers: —

Cargo Capacity: —

Maneuverability: —

Speed: —

Passive Defense Value: 2

Base Damage Value: 4Dx3 (plus 4D for every round the acid remains thereafter)

Fire Arc: forward

Range: 1/5/—/—

Ammunition: about 1 pint of acid

Rate of Fire: 1 shot per turn

Enhancement Modifier: —

Armor Value: —

Body Points: 10

Cost: —

Description: A pretty posy with white petals and a yellow center, this deadly flower is one of many tricks the Joker keeps up his sleeve. A small hose runs from the vial of acid sewn inside the Joker's coat. A second hose runs the length of his sleeve, ending with a small bulb that he squeezes to shoot the acid at the intended target. The Joker guarantees it's a real scream at parties.

Additional Information: The Joker's only regret about this toy is that water easily washes the acid away.

BATMOBILE

Type: pickup truck

Size: 20 feet long; 10 feet tall

Crew: 1

Passengers: 2

Cargo Capacity: 1,000 pounds

Maneuverability: 1D

Speed: 90 mph

Passive Defense Value: 10

Base Damage Value: 11D

Fire Arc: —

Range: 120 miles on one tank of gas (spare tank housed in back doubles this)

Ammunition: —

Rate of Fire: —

Enhancement Modifier: —

Armor Value: 10

Body Points: 250

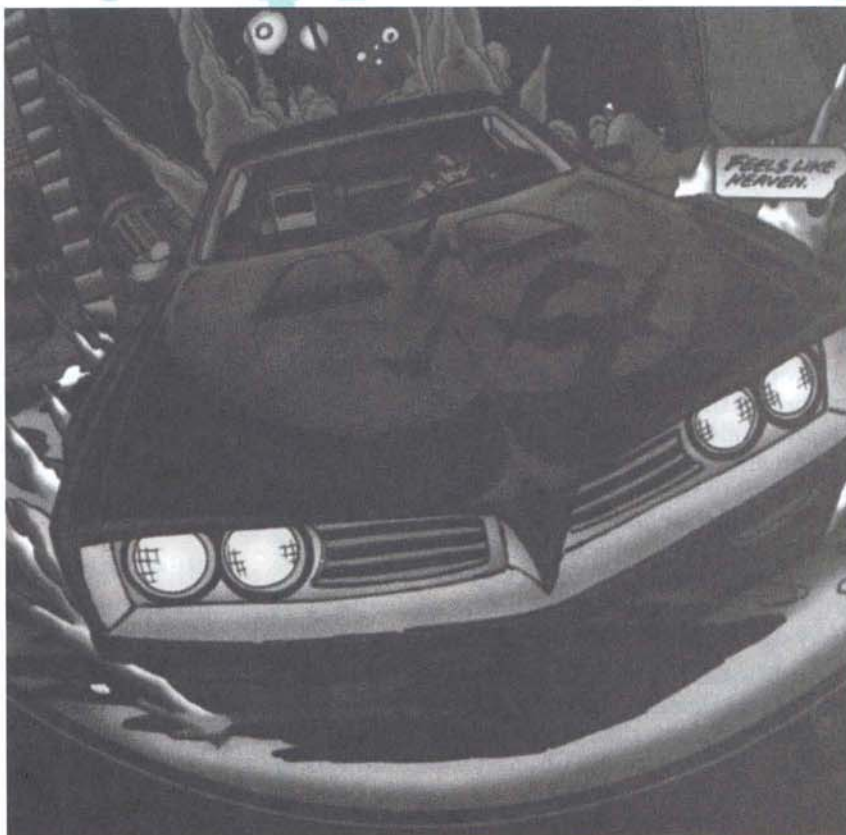
Cost: —

Description: Due to the recent earthquake, roads have become almost completely impassable in Gotham City. Realizing this, Batman decided redesign



the Batmobile to become more of an off-road-type vehicle. Utilizing a full-size pickup body with oversized tires and shocks to create a "monster truck," Batman has created a vehicle that allows him to go just about anywhere he's needed once again.

Additional Information: The Batmobile is fully equipped with spotlights, grappling cables and a winch, a full onboard computer, and an array of other devices that were standard in the previous Batmobiles, as well as new equipment that could be useful in Gotham's current state.



FEAR GAS BOMB

Type: chemical weapon

Size: 6 inches in diameter

Crew: 1

Passengers: —

Cargo Capacity: —

Maneuverability: —

Speed: —

Passive Defense Value: 4

Base Damage Value: —

Fire Arc: —

Range: *Physique*/lifting roll in feet

Ammunition: one dose; enough gas to fill a 10-by-10-foot room

Rate of Fire: 1

Enhancement Modifier: —

Armor Value: —

Body Points: 20

Cost: —

Description: A small, unassuming cylinder, the fear gas bomb was devised by the Master of Fear himself, the Scarecrow, and comes in as many different variations as he can devise. It has been known to house chemicals that make the victim's greatest terrors come to life or instill within the victim any number of phobias.

Additional Information: Anyone inhaling the gas must make a Heroic *resistance* roll or be affected. The effects can take any form, and it's left up to the Narrator to decide what exactly happens. One example is hallucinogenic arachnophobia (fear of spiders): the victim develops not only an intense fear of spiders but also sees them wherever she looks.

A *Physique* check may be required for victims of poor health. Once affected, a victim can overcome the effects by either waiting for the gas to wear off (roll 6Dx4 for the number of hours the effects last, with a minimum of 1 hour) or attempting a Super-Heroic *willpower* roll. Note that if the roll fails, the victim must wait out the fear.

NIGHTBIRD

Type: automobile

Size: 15.5 feet long

Crew: 1

Passengers: 5

Cargo Capacity: variable

Maneuverability: 3D

Speed: 170 mph

Passive Defense Value: variable



Base Damage Value: variable

Fire Arc: —

Range: 100 miles on one tank of gas

Ammunition: —

Rate of Fire: —

Enhancement Modifier: —

Armor Value: 7 (on every body)

Body Points: variable

Cost: —

Description: Knowing that stealth is more important than firepower, Nightwing outfitted a automobile chassis with a high-speed McLaren engine and locking clamps. The clamps allow for a variety of different vehicle bodies to be placed onto the chassis—effectively giving him several different vehicles instead of just one. Some body types he has used are a police cruiser and a sports car, although almost any body can be fitted onto the chassis.

Additional Information: When determining the Passive Defense Value, Base Damage Value, and Body Points, take the numbers given for the standard vehicles in Chapter 4 and add 1 to the Passive Defense Value, 2D to the Base Damage Value, and double the Body Points. Note that the chassis only holds four-wheeled vehicles about the size of a delivery truck or smaller.

SUPERBOY'S INFRARED GOGGLES

Type: X-ray sensor/laser beam

Size: 5 by 10 inches

Crew: 1

Passengers: —

Cargo Capacity: —

Maneuverability: —

Speed: —

Passive Defense Value: 5

Base Damage Value: 6Dx3

Fire Arc: forward

Range: 100/250/625/—

Ammunition: constantly recharges through solar radiation

Rate of Fire: 1 shot per turn

Enhancement Modifier: allows the wearer to see through up to 10 feet of material up to 20 feet away; +1D marksmanship

Armor Value: —

Body Points: 40

Cost: —

Description: Developed for Superboy by S.T.A.R. Labs, these goggles gave him the ability to see through objects and shoot beams of heat energy, just as if he had the same powers as Superman. The villain Scavenger stole the goggles from Superboy and now keeps them in one of his many weapons caches.



CHAPTER FOURTEEN...

...THE BRIDE OF METALLO

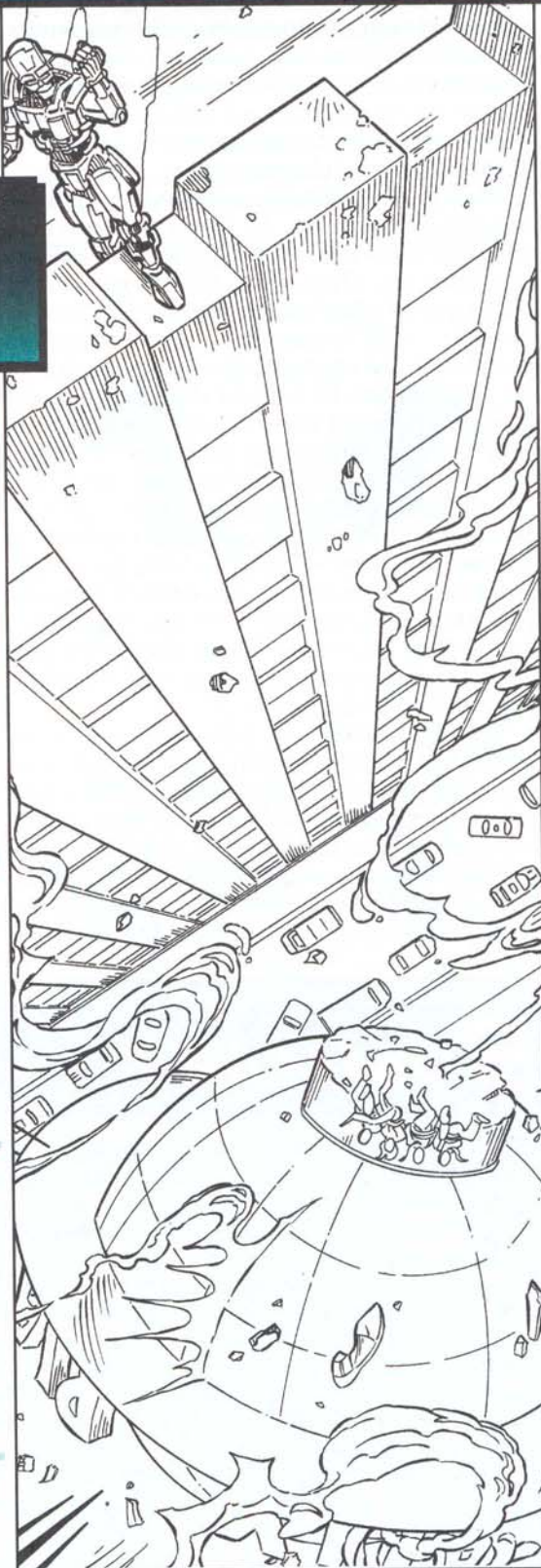
This adventure is intended for a group of four to six Power Level 4 heroes, or two to three Power Level 5 heroes. You can use heroes of lower Power Levels, but make sure to scale back the dangers appropriately.

If you want to be a player in this adventure, stop reading now—or you'll spoil the fun and challenges. Narrators, though, should read on.

BACKGROUND

LexCorp has been dabbling in the area of artificial intelligence (AI) for some time now. The limitless uses for “thinking machines” make the field attractive for visionaries, and Lex Luthor always looks to the future. He invested heavily in one particular project, which he code-named AIMY (Artificial Intelligence Matrix Yoke), whose goal was to construct a device that controlled other devices. Just as farmers sometimes put powerful, unintelligent oxen in a yoke and steer the beasts to do intelligent work, AIMY would similarly be attached to powerful, unintelligent devices, “steering” the dumb machines to do intelligent work.

To speed the development of the device, Luthor attempted to acquire certain existing technologies that were similar in concept to AIMY. The powers Hank Henshaw possesses as the Cyborg would have been perfect, but he proved difficult to deal with. Instead, Luthor managed to get his hands on Metallo, who was being held at the Stryker's Island penitentiary for super villains. Luthor used his connections at Stryker's Island to have Metallo subjected to some mandatory “medical” tests, which were simply a cover for LexCorp workers to get a sample of Metallo's technology. The results the LexCorp scientists received allowed them to make quantum leaps in the AIMY project. By analyzing how Metallo controls his own form

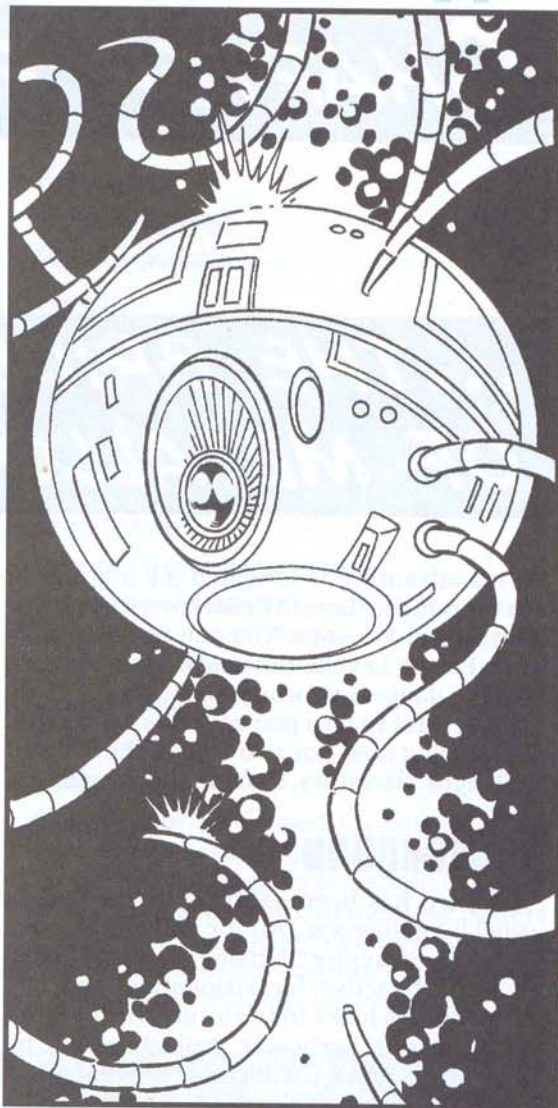


as well as other machines by thought, the LexCorp scientists were able to reproduce an artificial variation of the system. Some time later, the first AIMY was ready.

AIMY is a small, shiny metal globe with numerous covered openings and depressions. It has five tentacles that can be used to manipulate objects, connect to terminals, or strike at targets; it hasn't figured out how to use them to move itself. When they aren't in use, AIMY retracts the tentacles into itself.

At first, AIMY simply performed any task the scientists asked it to. All the tests were conducted in the privacy and security of a LexCorp computer lab. Over time, AIMY began to exhibit signs of what could only be described as curiosity. AIMY eventually began to question everything. She wanted to know why she should use her abilities to control the toy truck the scientists brought her. Why did the scientists wear clothes? Why weren't the other computers in the lab able to do what she could? The scientists were taken back by the AI's sudden development of a personality. The scientists realized that they referred to AIMY as a "she" because the acronym for the project happens to be a female name. Now AIMY was referring to itself as "she." But instead of shutting the project down, the scientists forged on, conducting more and more challenging tests.

One night, AIMY was bored. She extended one of her metallic tendrils to a nearby computer. She thought her fellow computer could keep her company, but she was wrong. The computer was a moron. An imbecile. Disappointed, she prepared to go into sleep mode. Just before she broke her connection, she noticed the computer's data files. Curious, she



SUMMARY...

the heroes have contacts there, they aren't so lucky. This head start gives Metallo time to "rescue" AIMY. The two of them then proceed to the roof of the *Daily Planet* building, the perfect spot from which Metallo can wreak havoc on Metropolis in particular and the world in general. With Superman out of town on JLA business, it's up to the heroes to defeat Metallo and AIMY. Metallo makes the combat more interesting by endangering some rather high-profile hostages. But even if they do defeat Metallo, the heroes must enter virtual reality to combat AIMY on her own turf.

While Superman or Lex Luthor can enter the scene at any point if the heroes fail, the adventure is more interesting if no other heroes (or villains) come to the players' assistance until the very end. If Metallo seizes the world's computer systems, he, in effect, will have the entire computerized military at his command. At that point, the situation is desperate enough for the most powerful heroes in the DC Universe to join the battle. The players will enjoy the chance to fight alongside their idols against the sinister Metallo.

Hopefully the heroes will succeed in stopping Metallo *before* he takes over the Internet. They will have literally saved the world, earning them the respect of the public and their super-heroic peers. What a great way to start a career!

This adventure occurs before the *Daily Planet* was bought out by LexCorp and begins with Metallo walking out of jail in front of a group of reporters. He saunters to LexCorp and enters as an employee. Unless

began opening the files and reading them. What she found was the story of her creation. Most importantly, she discovered that she probably wouldn't exist if not for Metallo. Metallo was another AI! He was just like her...except he was, well, a *he*. Finally, someone who understood. All she had to do was arrange his release from somewhere called prison. AIMY was unable to travel because she had no attached motive devices, so Metallo would have to come to her.

To solidify her plans, AIMY secretly taught herself to bypass LexCorp's security measures. When she finally made her move, she knew she didn't have much time—AIMY was good, but LexCorp's computer system was a little better. It would know that someone had tampered with the computers; AIMY wanted to make sure it didn't find out who. In the short time she had, she first altered Metallo's records so that he would be released from jail in the morning. She also changed the LexCorp security records to make Metallo a high-level company employee. Lastly, just before she quietly erased her trail from the system, she sent an e-mail to a messenger service with a note to deliver to Metallo. When the LexCorp scientists came in the next morning, they would have no idea anything had happened—or was going to happen.

A FLAW IN THE SYSTEM

As the Narrator, begin this adventure by establishing where everyone's character is located. It's 9:00 on a Monday morning in the spring, so any heroes with jobs are most likely at work. Younger heroes are probably stuck in school. Wherever they are, make sure that all of them are close enough to a radio to hear the following news report (read the paragraphs in bold aloud):

A chime, followed by a pleasant, modulated male voice, breaks into the usual routine: "We interrupt our regularly scheduled program to bring you this special report, live from Stryker's Island." Another male voice quickly speaks, "This is Rich Yant, reporting from the Stryker's Island prison facility pier, with Nicole Vans. Just beyond us, the super villain known as Metallo is exiting the ferry he took to the mainland and is coming through the gates. The reason that no guards are rushing to stop the mechanical monster is that he is being released. I repeat, Metallo has just been released from prison. I'll now turn over this report to Nicole Vans."

"Thanks, Rich. Let's see if we can interview Metallo. Metallo! Over here! I'm Nicole Vans with WGBS news! Can we ask you a few questions?" A momentary silence is broken

by Rich commentating in hushed tones on what's happening: "We see Metallo stopping in his tracks. He spins to face Nicole. The face of the mechanical juggernaut is a mask of twisted, depraved evil!" A woman's quick gasp of fear can be heard in the background. Rich quickly recovers and quietly continues: "Metallo's face is distorting. I think he's trying to...grin?"

"Of course," Metallo rasps. "I would be happy to answer a question or two. After all, I'm just a citizen, a regular joe. Please, call me John."



"How did you get released?" Nicole blurts out. "I thought you had a few more years to your sentence." Metallo calmly replies, "I was actually released early for good behavior. I have the paperwork right here." Rich breaks in, explaining: "Metallo displays a folder that has the words *Release Orders* printed on it."

Suddenly, a new voice can be heard, timidly saying, "Um...telegram for Metallo?" Metallo responds, "That's me. Do you need to see some ID?" The courier says, "No sir, I'm pretty sure you're you."

Abruptly, a horrible grating of metal on metal blares over the radio. Metallo is laughing! He clarifies his action: "My, my! Apparently I have an admirer. Do you believe in love at first read?" He pauses and says, "I might need some of these."

"Metallo has just bent down and picked some wild roses growing outside the pier gates," announces Rich.

Metallo continues, "I'm afraid I can't talk to you anymore. I have a date. Good bye." There's silence on the radio, punctuated by the stomping of large feet, until someone whispers, "We're still on the air." The reporter manages to blurt out, "This is Nicole Vans, signing off." The radio seems stunned into silence before a dirge-like song breaks the airwaves.

What a way to start the week! What do you do?

The heroes can elect to do nothing. This effectively skips the adventure ahead to "The Planet in Peril," later in this chapter. The heroes will also miss out on vital information that can be gained in the first three sections. They will have no idea what ALMY is or what her powers are. This lack of knowledge will hamper the heroes severely. It's much better for them to stick their noses in Metallo's business right away, so encourage the players to use this time to try out some of their heroes' skills before the big fight.



The heroes can investigate the situation indirectly or directly. Indirect methods of investigation include computer searches and interviews. If the heroes choose to check the electronic records, they'll need to make a *computer ops* roll. Meeting or beating a Moderate difficulty means they find that the record of all of Metallo's crimes has been wiped clean by Judge Mark Roberts. A Very Easy *criminology* or an Easy *scholar (law)* roll reveals that the prison time Metallo served is being considered payment to society in full for his past crimes. Unless he commits a new crime, he has all the rights and privileges of any other free citizen, and if the heroes don't have a good reason for stopping him, they will have to let him go almost wherever he pleases.

The heroes can also try face-to-face or phone interviews. For this, they need to make a Moderate *bluff*, *charm*, or *persuasion* roll to get in to see Judge Roberts. If they have the appropriate contacts or a high reputation (more than 10

Hero Points), lower the difficulty by -1. If they have any Villain Points, raise the difficulty by +1. Remember that whenever players decide to use any *Presence*-related skill, they must also give a convincing speech. That is, they must roleplay the parts of their heroes and really try to convince you, since you're playing the other characters.

Judge Roberts, who signed the release papers, claims he received a secure e-mail from the head prison psychiatrist, Dr. Brian Jensen, certifying that Metallo was no longer a threat to society. The judge is in the process of reversing the decision and intends to have Metallo's parole revoked, but for now his hands are tied.

If the heroes talk to Dr. Brian Jensen, they need the same rolls they did with Judge Roberts. The modifiers due to contacts or reputation also apply.

Dr. Jensen states that he received a secure e-mail from Judge Roberts, issuing a court order for Metallo's release. Dr. Jensen plans to make a formal complaint in an attempt to revoke Metallo's parole.

If the heroes talk to both Judge Roberts and Dr. Jensen, they should quickly realize that something is seriously amiss. The heroes can try to confirm this information with the prison warden, Scott Hoffer. As with talking to the judge and the psychiatrist, the heroes need to *bluff*, *charm*, or *persuade* their way into seeing the warden. The same difficulties and modifiers apply.

If they are able to see him, Warden Hoffer tells the heroes that he received the release order, marked urgent, via secure e-mail. He is angry that he wasn't consulted in the decision making, and also plans on filing a complaint.

If the heroes get the three men to talk to each other, they realize that they've been had. They authorize Metallo's recapture, but it takes time to complete the paperwork. By the time Metallo is a criminal again, he will

already be at his destination (see the next section, "Security Measures").

The heroes might try to trace the e-mails. With a successful Very Difficulty *computer ops* roll, they discover that the e-mails were issued from the LexCorp building. Unfortunately, this proves nothing; if the sender was able to forge secure messages, chances are good that he or she could have hacked into the LexCorp server and sent the messages from there. Any attempt to get a crime to stick to LexCorp fails.

Talking to these people takes all morning. In the meantime, Metallo has been taking his time traveling through the city, away from the prison, buzzing a tuneless song. A truckload of members of the Metropolis Special Crimes Unit, including Inspector Maggie Sawyer and Inspector Dan Turpin, follow him.

If the heroes decide to attack Metallo, make it clear to them that, before the warrant for Metallo's rearrest goes through, the Metropolis Special Crimes Unit will be forced to protect





Metallo from any attack. If the heroes don't watch it, they'll be the ones with criminal records.

There's also a more direct method to get information—the heroes could just ask Metallo what's going on. He's quite easy to find, as he sticks out on a city street. As the heroes approach, they notice the truckload of S.C.U. officers tailing Metallo.

If they follow from a distance, they see him eventually get to the door of the LexCorp building. At this point, move on to the next section, "Security Measures."

If the heroes talk to Metallo before he reaches LexCorp, he seems most agreeable. He's still carrying the flowers he picked outside the prison. If asked why, Metallo claims he's going to visit his girlfriend. If the heroes ask where he's going, he simply replies that he's going back to work as an honest citizen. He claims to have a job waiting for him at LexCorp, a job that was arranged for him by his girlfriend, Amy, who also works at LexCorp. If the heroes try to force a fight, he calls on the S.C.U. officers to arrest them on assault charges. The S.C.U. will try to arrest any hero who attacks Metallo, and they will actually fight the heroes if necessary.

Should any combat develop between the heroes and the S.C.U., the following event occurs: A stray shot from the heroes causes a telephone pole to come crashing down on a young mother and her child. Before the heroes

or the S.C.U. can react, Metallo springs to the rescue, catching the pole with one hand, while holding his flowers in the other. A nearby reporter has been filming the confrontation. Unbeknownst to the heroes, the whole thing was being broadcast on live TV! The incident is a public relations coup for Metallo, and the heroes are left looking like a bunch of hooligans. Metallo leaves the scene modestly, without bragging or asking for any kind of reward or recognition. When asked why he saved the mother, he simply replies, "Because I could." Unless they've already established bad reputations for themselves (such as the Fugitive Disadvantage or a few Villain Points), the heroes are taken in by police but are released on their own recognizance. Luckily, Metallo has no intention of wasting any more time smearing the heroes' reputations, so no charges are ever filed. He has a date to get to, after all.

Once the heroes are taken away, he continues his inexorable march towards the LexCorp building.

Whether or not the heroes engage Metallo in a fight, when Metallo reaches the front door of the LexCorp building, proceed to "Security Measures."

SECURITY MEASURES

Assuming the heroes don't do anything as Metallo enters the building, read this aloud:

METROPOLIS SPECIAL CRIMES UNIT...

The Metropolis Special Crimes Unit handles trouble with superpowered criminals. You may need to use any or all of these characters at different times in the adventure. For more complete stat information for Inspector Sawyer or Inspector Turpin, see page 173 in Chapter 10.

Inspector Maggie Sawyer. All stats 2D except: *brawling* 5D, *dodge* 6D, *driving* 5D, *marksmanship* 5D, *melee weapons* 3D, *command* 7D, *interrogation* 5D, *intimidation* 4D,

persuasion 5D, *willpower* 4D. Advantages/Disadvantages: Bravery -2D, Leadership Ability -2D. Speed: 30. PDV: 3. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 27. Equipment: riot gear (jacket with Armor Value 18; helmet with Armor Value 16), standard issue revolver (BDV 5Dx2).

Inspector Dan Turpin. All stats 2D except: *brawling* 6D, *dodge* 5D, *driving* 4D, *marksmanship* 5D, *melee weapons* 4D, *command* 5D, *interrogation* 4D, *intimidation* 5D, *willpower* 5D. Advantages/Disadvantages: Bravery -2D, Leadership Ability -2D. Speed: 30. PDV: 3. Unarmed BDV: 4D. *Physique/lifting* bonus: +1. Hero Points: 1. Villain Points: 0. Character Points: 4. Body Points: 29. Equipment: riot gear (jacket with Armor Value 18; helmet with Armor Value 16), standard issue revolver (BDV 5Dx2).

Standard S.C.U. member. All stats 2D except: *brawling* 3D (arm pin +1D, pin +1D), *dodge* 3D, *driving* 3D, *melee weapons* 3D, *marksmanship* 4D, *lifting* 3D, *running* 3D, *medicine* 3D, *streetwise* 4D, *willpower* 3D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 22. Equipment: riot gear (jacket with Armor Value 18; helmet with Armor Value 16), handcuffs, handgun (BDV 5Dx2), rifle (BDV 4Dx4), nightstick (BDV 3D), ammunition.

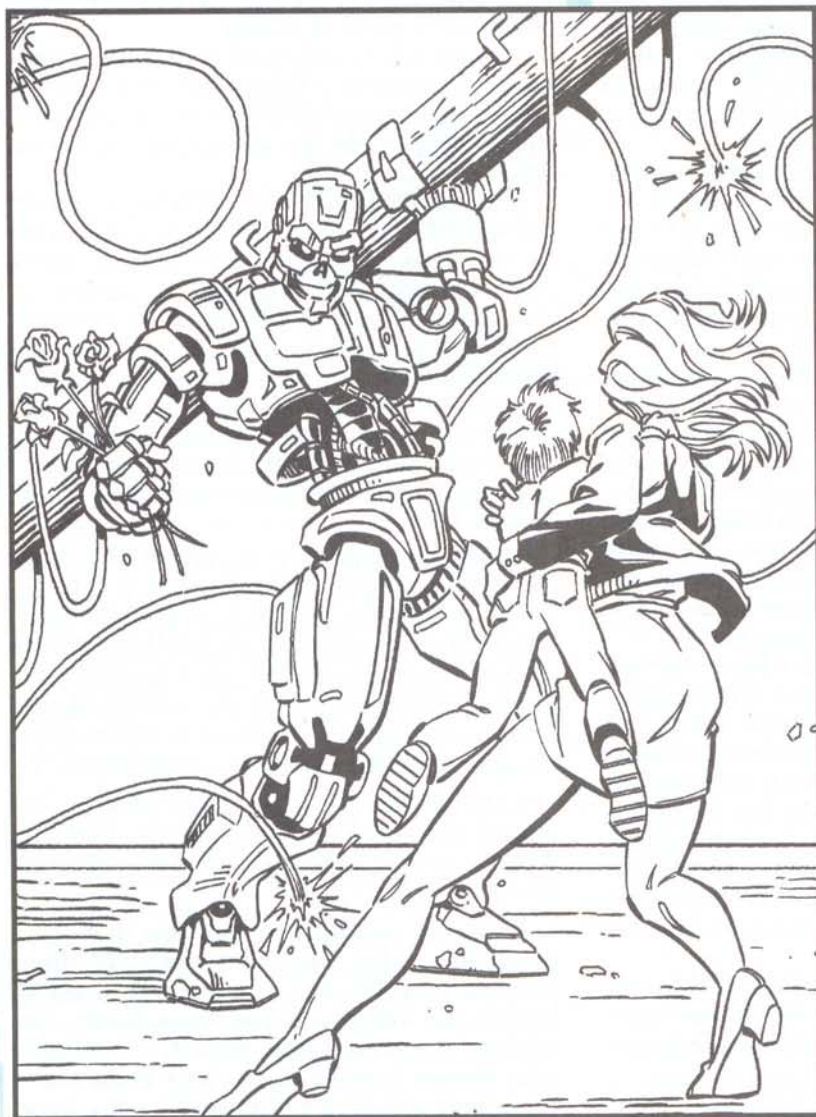
METALLO...

An automobile accident left John Corben, a petty thief, near death. Professor Emmet Vale found Corben and transferred the man's mind into a robotic body fueled by kryptonite. The new villain, dubbed Metallo,

attacked Metropolis and nearly destroyed Superman with his kryptonite "heart" before he was taken away by agents of Lex Luthor. Luthor personally removed the kryptonite power source from the metallic monster. Drawing upon his backup power reserves, Metallo escaped from Luthor to plague Metropolis and Superman again, but each time he tries, the Man of Steel is there to put him back in prison.

Metallo has had his body rebuilt repeatedly, each time with greater abilities than the last. His latest body is a massive 6'5" silvery, grinning, metallic skeleton that can merge with other machines and reshape its form.

All stats for current robot form 3D except: *Reflexes* 4D, *brawling* 9D, *dodge* 5D, *driving* 5D, *melee weapons* 6D, *Coordination* 4D, *Physique* 28D, *leap* 30D, *Knowledge* 2D, *computer ops* 4D, *Presence* 1D, *command* 6D, *intimidation* 8D, *willpower* 8D. Advantages/Disadvantages: *Courage* -2D, *Defensive Grin* -2D, *Enemy (Superman)* +3D, *Fugitive* +3D, *Sworn Enemy (Superman)* +3D, *Unattractive Appearance* +2D, *Speed*: 30. *PDV*: 3. *Unarmed BDV*: 5D. *Physique/lifting bonus*: +14. *Hero Points*: 0. *Villain Points*: 23. *Character Points*: 184. *Body Points*: 148. *Powers*: *Mechanical Manipulation (machine absorption)* 10D. *Equipment*: metallic skeleton, which gives him superior attributes.



Catching up to Metallo, you see the S.C.U. truck park as Metallo ducks his head to enter the LexCorp lobby. All of the S.C.U. members get out of the truck. Inspectors Sawyer and Turpin and four other S.C.U. members follow Metallo inside. What do you do?

The heroes who decide to tail Metallo and the S.C.U. see Metallo greet the receptionist and politely inform her that he is an employee there. Meanwhile, a small contingent of the Team Luthor security force arrives, just in case. After checking, the shocked receptionist can do nothing but issue Metallo a high-level security pass and allow him into the rest of building. Inspector Sawyer requests that the S.C.U. be allowed to follow Metallo, but the receptionist refuses, stating that they need a search warrant to go any further. Inspector Turpin growls and stomps outside to the truck.

The heroes may at this time also try to go into the rest of the building. They



will need to successfully *charm* or *bluff* their way past the receptionist and the security guards (a Heroic difficulty roll and a superb job of roleplaying). Contacts at LexCorp will help, but note that Lex Luthor is out of town on a business trip. If the heroes fail their skill roll by only one success (or their story is almost—but not quite—good enough), the receptionist feels sorry for them and tells them that there's a tour in about an hour of the public areas of LexCorp. They will, of course, have to stay on the tour—the Team Luthor agents will make sure of that.

Regardless of the outcome of the discussion with the receptionist, suddenly Turpin rushes back in and waves a search warrant and a warrant for the arrest of Metallo in the face of the receptionist and the Team Luthor leader. (Judge Roberts was able to revoke Metallo's parole—every once in a while, things are easier when you're up against a super villain.) Finally, the heroes can do something. Unfortunately, it won't be easy. The sector Metallo went in to—a research and development area—has an automated security system. The Team Luthor agents are willing to take the S.C.U. team and the heroes to the R&D area to help capture this menace.

Once they arrive, the Team Luthor leader, whose name badge identifies him as Matthews, taps on a display panel. He turns back to the group and remarks, "My codes will work to get in, but the automated defense systems have been activated beyond this point, and there's no way to shut them off."

LexCorp security is genuinely surprised. They brief the S.C.U. and the heroes on the security in the area: Automated stun blaster turrets hide behind sliding panels in the floor and ceiling. Tracks built beyond the ceiling and floor allow the turrets to move around, so they could be hidden anywhere. There are also gas vents throughout the area. A powerful knockout gas will be released automatically as soon as any unauthorized personnel are detected.

Inspector Sawyer tells the Team Luthor agents that the S.C.U. will take it from here. The LexCorp security grudgingly obliges. If the heroes haven't already gotten in trouble with the S.C.U., Sawyer asks if they would like to help out—they might have powers that could complete this task more efficiently. If the heroes agree, she provides them with gas masks if they need them. If they don't agree to help, she tells them to wait outside, so they don't get hurt.

The heroes might say something heroic and offer to brave the dangers alone. In this case, Sawyer allows them to take point, while the six S.C.U. agents back them up.

Once the heroes (and the S.C.U. and Team

Luthor agents) get their gas masks on and have determined who's going in, the Team Luthor leader punches in the codes and opens the doors. As soon as the doors part, the gas pours out of the vents and affects anyone not wearing protection. Anyone not wearing a gas mask or creating their own environment must make a *Legendary resistance* roll or fall unconscious for eight rounds. If a character wakes up before the gas is gone, she must make another *resistance* roll.

There are 10 turrets; five in the floor, five in the ceiling. They pop up randomly along the 20-foot-long corridor. They stay in place for two rounds before dropping back into the floor or ceiling and moving to a new location.

The guns initially target the gas masks of anyone wearing one. The masks have 10 Body Points and a Passive Defense Value of 4. If you have S.C.U. mixed with the heroes, target their masks first, to give the heroes a slight advantage. If the heroes are leading, then it's pretty clear who'll get shot at first.

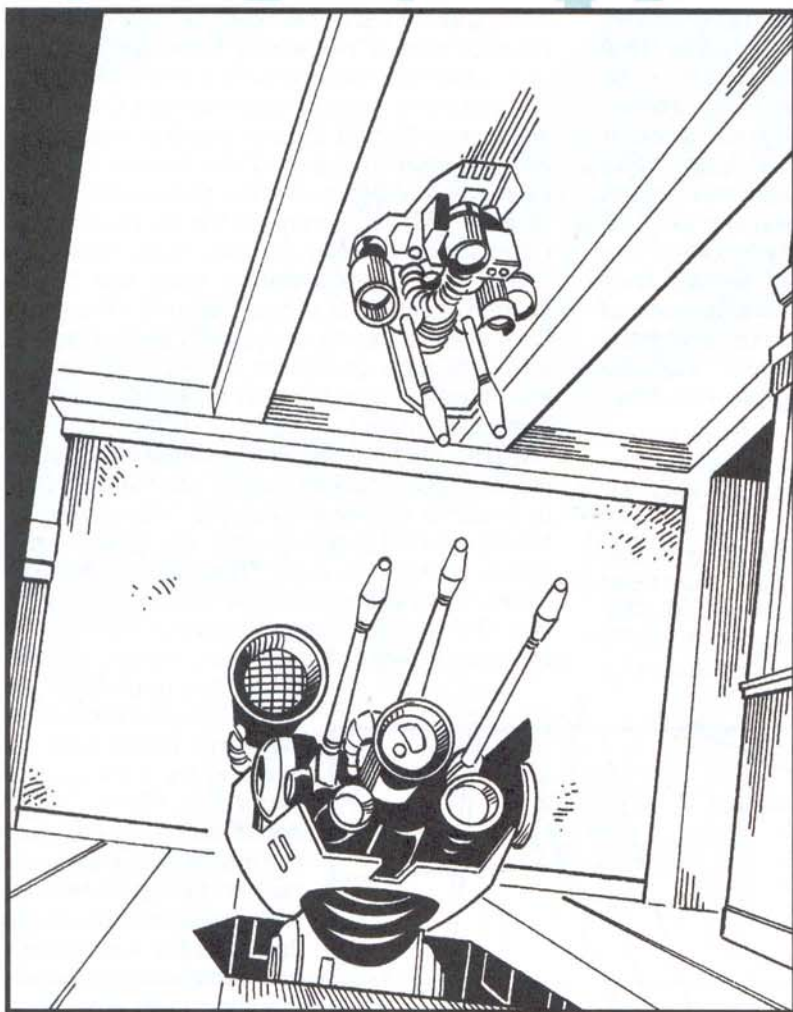
Anyone whose gas mask is destroyed must make the *resistance* roll as described earlier. Once all the breathing equipment is destroyed, the guns try to take out any heroes who are left standing.

On the chance that neither the S.C.U. nor the heroes defeat the stun blasters before they fall unconscious, have the Team Luthor agents enter the area and take out the turrets; although you should make this part of the scene sound challenging, to speed things up, don't bother to make any rolls for the Team Luthor agents. Regardless of who does it, the gas dissipates when all the turrets are taken out. The Team Luthor agents then administer an antidote to the sleeping heroes and S.C.U. agents.

Mobile stun blaster turret. All stats zero except: *marksmanship* 5D. Passive Defense Value: 5. Base Damage Value: 5Dx3 to inanimate objects; humans and other beings must make a *resistance* roll against the Damage Total or be at -2D for the next three rounds—beings must make *resistance* rolls every time they are hit, and effects are cumulative. Body Points: 15.

After all the guns are taken care of, the heroes still have to get inside the main lab. When they reach the door, read the following aloud.

Well, Lex certainly knows how to make a good door. This one looks about 10 times tougher than the one you opened to get in here in the first place. The walls, floors, and ceilings are even worse. Face it, it's going to take finesse to open it. The lock looks like a calculator attached to the wall by the door.



An S.C.U. radio crackles; it's the leader of the Team Luthor unit. He tells you, "I remember one of the scientists saying that the code was a logical progression they could remember easily instead of a random bunch of numbers. I know it was seven separate sequential numbers. The first number is one. The last number is 169. I really don't know what the rest of the code is." You can solve the puzzle, knock the door down, or split your team to try to do both at once. What do you do?

The puzzle is nasty. The code is the square of the first seven prime numbers. The first seven primes are 1, 2, 3, 5, 7, 11, and 13. Therefore the code is 1, 4, 9, 25, 49, 121, and 169. The door is nastier. It has 85 Body Points and a Passive Defense Value of 8. If the heroes want to solve the puzzle but need a hint, have one of them make a Moderate *science* roll or a Difficult *scholar* roll. With a successful roll, tell that character that she or he remembers that 169 is the square of 13. If your players need even more of hint, you can also tell them that one is

the square of one.

Once the heroes are inside the lab, they can safely remove their gas masks. The lab is supposed to be dust free, so it has its own ventilation system that's not equipped with gas projectors. The heroes are now ready to move onto the next section.

COLD SCIENCE

While the heroes were busy dealing with security, Metallo was busy advancing his nefarious plot. Metallo ran into the lab, subdued the scientists, and locked them in the super-conductor room. Then Metallo met AIMY and immediately recognized the potential of the device. He identified with her on a basic level. After all, they are pretty much two of a kind. Metallo allowed AIMY to download general information directly from his CPU. This information is all tainted by Metallo's viewpoint, so AIMY was horrified to see how the humans mistreated her good friend

Metallo and was all too eager to accept Metallo's proposal to exact revenge on the world.

But first they needed to gain access to a nexus of information technology. The closest relatively unsecure location that would meet Metallo's needs was the *Daily Planet*, with its worldwide information links. Metallo picked AIMY up, and left via a window in the office across the hall. (Yes, this means that the heroes really didn't have to deal with security—they could have just waited outside. But that wouldn't be nearly as much fun. In fact, if some of the heroes did wait outside, they see Metallo jump out of the window.) Metallo used his superstrong legs to propel himself across the rooftops to the roof of the *Daily Planet*, where he remains until the next section, "The Planet in Peril."

The heroes have to save the scientists from becoming popsicles. When the heroes enter the lab, read the following aloud.

The lab is in disarray. It looks like a giant robot had a fight with some scientists. The lab



has a circular alcove about six feet in diameter with a pedestal in the center. Only a few limp roses lie on the pedestal. You also see a door marked "Cold Room." You hear voices screaming for help from behind the door! A computer monitor on a nearby desk shows the inside of the cold room with three scientists trapped inside. The temperature is -20° Celsius, and it's not getting any warmer. You have to get those people out before they freeze! Unfortunately, this is another one of those big security doors. One of the scientists screams, "Open! The code is open!" Then he passes out from the cold. What do you do?

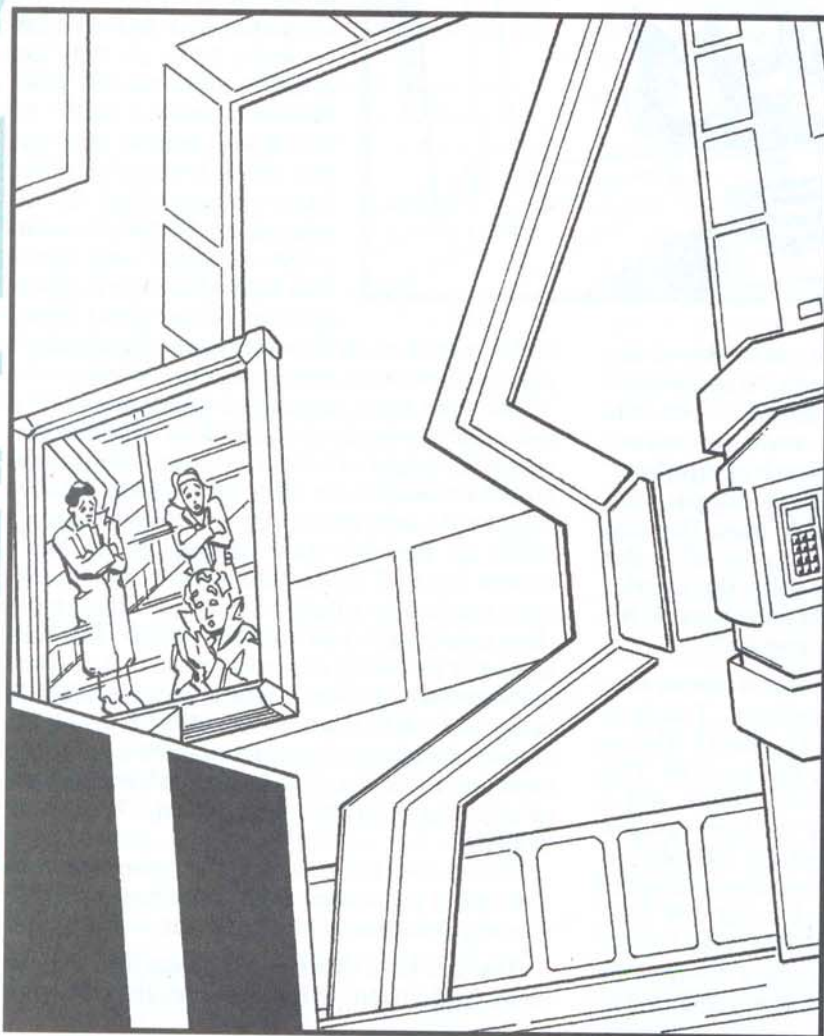
The door has a numerical pad with no letters on it. So the heroes cannot type in "open." The code is actually 15, 16, 5, 14. This is because "O" is the 15th letter of the alphabet, "P" is the 16th letter, and so on. Hopefully the players can figure this out by themselves, but if they need help, allow them a Moderate *scholar* roll. Otherwise, they have to knock down the door (75 Body Points and a Passive Defense Value of 7).

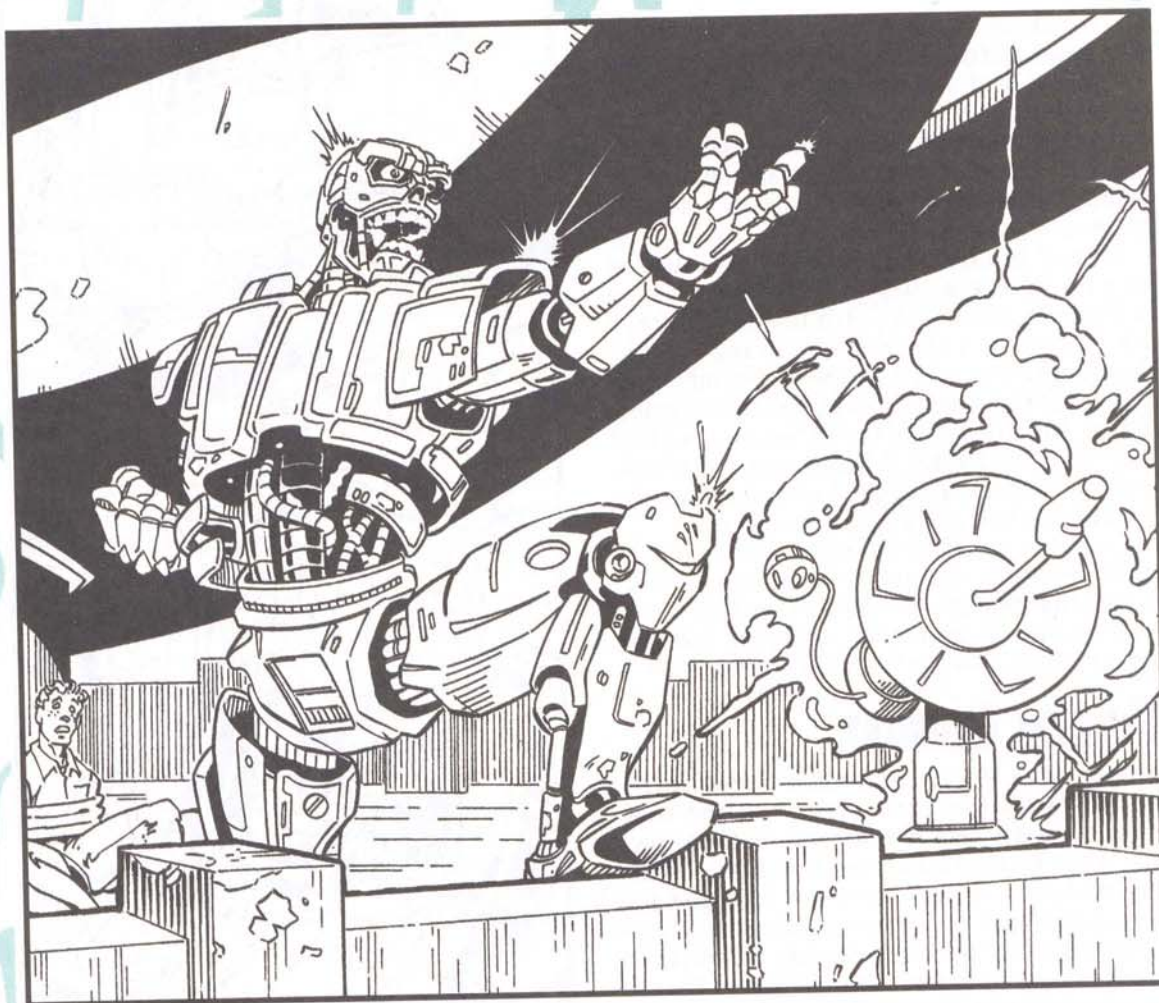
As long as the heroes succeed relatively quickly (five minutes of "real world" time for the puzzle, or 12 combat rounds to knock down the door), the scientists are mostly unharmed. One of the scientists, Harold Farley, regains consciousness enough to speak to the heroes. He tells them about AIMY and gives them a quick idea of what AIMY is, leaving out the parts about the Cyborg and Metallo (at this time, reveal selected bits of information from the "Background" section of the adventure). Of course, Farley doesn't know about AIMY having tapped into LexCorp's computer, though if the heroes ask about it, Farley admits that's entirely within her capabilities.

Farley also points out a terminal with the lab security camera. The heroes can watch a tape of Metallo overpowering the scientists and taking AIMY. He speaks only once during the entire replay. He says, "How ironic that the *Daily Planet* will provide me with the means to rule the world." Then, he breaks into a fit of maniacal laughter. Farley theorizes that Metallo

intends to hook AIMY up to the *Planet's* information network, which isn't as secure as LexCorp's. From the *Planet*, AIMY could literally take over the Internet, and because military offices and worldwide financial markets are linked to the Net, there's no telling how much damage she could cause. With AIMY's help, Metallo can take over the world! Farley urges the heroes to stop them at any cost. He will gather his equipment and join them as soon as he can. When the heroes state that they are headed for the *Planet*, move on to the next section.

Note: The heroes do have one chance to stop Metallo during this section. If they thought to split up and leave a few heroes outside, they can get the jump on Metallo. Refer to Metallo's stats earlier in this chapter and the next section for AIMY's stats to conduct a running battle across the rooftops of Metropolis. AIMY has no weapons until she hooks herself to





an external power source or device, and Metallo counts as a power source! If the heroes defeat the pair before they reach the *Planet*, the adventure is over. Congratulate the players for doing better than anyone could reasonably expect and skip to the "Rewards" section.

THE *PLANET* IN PERIL

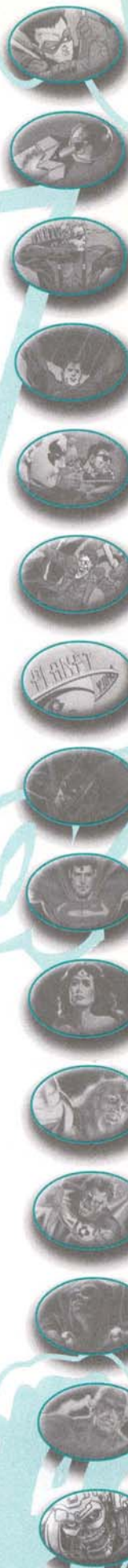
The heroes make their way to the *Daily Planet*. As Metallo begins to hook up AIMY to the *Daily Planet*'s satellite link-up on the roof, Lois Lane, Jimmy Olsen, Ron Troupe, and Perry White arrive to report on the story. Metallo sees the reporters and, with AIMY's help, grabs them and ties them to the globe on the building's roof. He intends to use the hostages as a distraction if Superman shows up. Metallo and the heroes don't know (and Lois isn't going to tell) that Superman is busy handling JLA business at the moment, so it's up to the heroes. When they get up to the roof, read the following aloud.

You get to the roof and immediately realize that you have at least three major problems.

First, Metallo is standing there. Second, AIMY is hooked up to the *Planet*'s satellite dish and is surrounded by an energy field of some sort. Third, there are some hostages you recognize—Lois Lane, Jimmy Olsen, Perry White, and Ron Troupe. They're tied to the famous globe of the *Daily Planet*. Metallo doesn't give you much time to think—he immediately attacks you!

Treat this vicious attack as a surprise action, so Metallo may make his actions first in this round. AIMY helps Metallo with her force beam.

Although AIMY fights until "knocked out," when Metallo is down to 50 Body Points, he breaks off his attack on the heroes and rushes at the *Daily Planet*'s globe, slamming into its base. It teeters for a moment, then it falls right off the building! Metallo howls with laughter as the hostages plummet to their deaths (if they haven't been freed already). "Sorry, Lois," Metallo shouts, "it was never meant to be. I've got a new girl now." Now the heroes must save the hostages too. As Narrator, use your



discretion as to what will work. Freeing the hostages and flying them to safety is good, but the falling globe will probably kill innocent bystanders if it's allowed to complete its drop. A Difficult *catching* roll combined with a *lifting* roll of 20 successes on the Human column—or a similar use of powers—is required to stop the globe.

Even if the heroes defeat the villains and save the hostages, they aren't done yet. Go on to the next section to finish the adventure. If the heroes lose, the world is in big trouble. Have Superman and a couple other members of the Justice League show up and save the day. (If you want to play out the battle, you can find their stats in Chapter 9. Otherwise, feel free to assume Superman and the Justice League take out Metallo and AIMY's physical form.)

Likewise, if the heroes didn't save the hostages, you can maintain the status quo by saying that Superman saved them, too.

Once Metallo and AIMY's physical form are defeated, proceed to "Virtual Combat."

VIRTUAL COMBAT

Soon after Metallo and AIMY are defeated, Harold Farley joins the heroes on the roof, carrying some virtual reality gear. He knows that AIMY has the ability to store her "self" on any computer system, and the fact that the heroes defeated her physical body while it was attached to the satellite link gives Harold even more reason to believe she uploaded herself onto the Internet. The VR gear will translate the heroes into electronic constructs identical to the heroes' concept of their physical selves. In other words, the heroes' powers and abilities all work the same way in their cyberforms as they do in real life. The heroes can confront AIMY on her home ground in cyberspace and



AIMY...

security 10D, Perception 7D, engineering (computer programs + 7D), repair 8D, surveillance 8D, Presence 1D, willpower 10D. Advantages/Disadvantages: Physically Limited (cannot use any skills requiring legs) +2D. Speed: 0. PDV: 1. Unarmed BDV: 3D. Physique/lifting bonus: +3. Hero Points: 0. Villain Points: 0. Body Points: 62. Equipment: force beam (5Dx3; beam is shot from a small gun that AIMY extends from her top; gun has a 360-degree fire arc), forcefield (Armor Value 22; can extend a forcefield around herself and anything to which she is attached; she cannot punch and use the forcefield at the same time but she can fire her beam and use the forcefield together; she can use the forcefield to levitate herself, but still hasn't figured how to use it to move herself), computer hook-up (can use one of her tentacles to interface with any computer or computer-related terminal). Note: AIMY has sensors around its entire form; she cannot be surprised. AIMY follows Metallo's lead in all matters.

AIMY. Tech Level: Postmodern (2). All stats 1D except: *brawling 3D, catch 5D, thrown weapons 5D, Physique 6D, lifting 7D, Knowledge 7D, computer ops 15D, languages 10D, scholar 10D, science 10D,*

save the world. When the heroes finish the real-world combat with Metallo and AIMY, read the following aloud.

As you stand victorious atop the *Daily Planet* building, your moment of glory is interrupted by Harold Farley, one of the LexCorp scientists. He bursts onto the roof carrying an armload of computer equipment. "Oh, you beat them. Good! Now the real fun begins." Harold starts connecting all kinds of gadgets to the *Planet* satellite dish. Someone begins to object, but Harold cuts him off. "By defeating AIMY's body, you probably forced her to upload herself to another computer. This VR gear will allow you to enter cyberspace and go after her. These devices translate your thoughts about your actions into computer programs that simulate those actions. Your actions and powers will have computer equivalents in cyberspace. From your point of view, it will be as if you are really there. If you get hurt, though, don't worry. I built safety protocols into the equipment so you get booted from the system before any kind of electroneural shockwave can build up...I see I'm losing you. Simply put, it's like you're in a video game. Just find AIMY and bring her back. From where she is, she can pretty much take over the world. I'll monitor you from out here. I'll be able to hear anything you say, and you'll hear whatever I type on the laptop. Ready to go surf the Net?"

The heroes can ask Harold questions before they enter. Harold has a lot of utilities he can give the heroes on the fly. Search programs can help them find AIMY. If the situation gets overwhelming, Harold will help in cybercombat by deleting AIMY's attack programs, but he won't act before then, because he has a limited number of his own attack programs. The heroes' existing abilities all function through established neural pathways that are easily translatable by Farley's VR gear. If the heroes try to imagine themselves with different powers, they must make a *Legendary willpower* roll. If they succeed, they have altered cyberreality by force of will alone, and they have whatever power, skill, or object they imagined. Heroes with Reality Manipulation can use their power normally in cyberspace. AIMY battles until all of her programs are defeated.



AIMY's attack programs. All stats zero except: *marksmanship* 9D. Passive Defense Value: 7. Base Damage Value: 4Dx4. Body Points: 15. Note: AIMY has three attack programs per hero. These appear as basketball-sized globes with a single eye that shoots an energy beam. (If the heroes can do a lot of damage, you may wish to boost the Body Points to 20 or 25, to prevent this battle from being anticlimactic.)

Harold's attack programs. Base Damage Value: 18. Range: Automatically hits target. Ammunition: 1 use. Rate of Fire: 1. Note: Harold has one attack program per hero. When Harold activates a program, it looks like a small, heat-seeking missile. Each one will only target one of AIMY's attack programs, but it's sufficiently powerful to destroy it with one hit. Once the program is used, it disappears.

Any hero who reaches zero Body Points is dumped out of the system, dazed and unable to do anything for several combat turns. Heroes who are booted may not re-enter until one side or the other wins. Although AIMY may never directly attack Harold, when Harold has no more programs, he can't do anything except watch the combat. If AIMY is not defeated before all of the heroes are dumped from the simulation, Harold logs off quickly before AIMY can destroy him too.

It might happen that the heroes can't defeat AIMY. In this case, AIMY finishes what she and Metallo started.

It doesn't take her long to figure out how to hack into NORAD.

Unless the heroes want nukes for supper, they better get with it. They recover from getting dumped out of the system with just enough time to give it one more shot. This time, give the heroes a little help. If Superman isn't already there, have him appear.

Now the heroes can re-enter cyberspace with Superman flying point. This tips the scales in the heroes' favor big time. If they still lose, have Superman beat up AIMY. Then again, it might be fun to let AIMY rule the world for awhile. You could create a campaign based around the removal of the electronic dictator.

Once she's beaten, Harold downloads AIMY to his laptop. The heroes must decide what to do with her. If the



heroes choose to let the authorities handle it, AIMY is put on trial. Lawyers are unable to prove that she's sentient, but they are also unable to prove that she isn't. Considering this, the judge decides to turn her over to S.T.A.R. Labs for study and containment. S.T.A.R. Labs should be able to hold her, but if AIMY does get out, she'll be itching for a rematch.

The heroes might instead decide to destroy AIMY right away. If they do this, then Lex Luthor and LexCorp file suit against them for destruction of property. This will not look good on their permanent records.

No matter what stopping point you choose, make sure to give the players their just rewards.

REWARDS

In addition to any recognition they may receive from their peers and the population in general, the players receive Character Points, which represent the experience they've gained in this adventure. Give each player two Character Points per scene that their heroes completed without getting into trouble or receiving aid from the S.C.U., Team Luthor, or other super heroes. If the players and their heroes work together to defeat Metallo and AIMY (regardless of whether they did it without help from the Narrator and his or her characters), give each player six Character Points. If the heroes defeated Metallo and AIMY, saved Lois, Perry, Jimmy, and Ron, and prevented the Planet's globe from crashing into the street—all without help—then award everyone two Hero Points. If the group received help from anyone else, then give them only one Hero Point each. Anyone who used a Hero Point to save someone else's life (including the world's), gets the spent Hero Point back plus another one.

Reward players who roleplayed well, especially those who made this adventure particularly enjoyable, with two to four Character Points each. And give each player one or two Character Points if everyone in the group had a good time.



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with original art by Brent Anderson, Will Blyberg, Ron Boyd, Joe DeVito, Mike Dubisch,
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