

DC UNIVERSE RPG

Errata

Errata for Rules in the Rulebook

Passive Defense Value (pp.36-38, 107-108): The *acrobatics* skill is NOT used to determine the Passive Defense Value; only Reflexes or Dodge are used.

Body Points (pg.38): Compare the faces of the result of your roll to the chart listed on page 38 of the rulebook to determine your hero's Body Points.

Acrobatics (pg.42, 108): This skill can be used as an active defense in place of the Passive Defense Value in combat at Short range or longer.

Point Blank range (pg.109): Point Blank range is considered between zero and three feet.

Base Damage Value (pp.109-110): Someone punching or kicking has an unarmed Base Damage Value of 1D with martial arts or no skill.

Lifting difficulties and modifiers (pg.208): The column on which a player rolls depends on the value of the hero's Physique attribute, plus the Superattributes: Physique power, if applicable (not on the lifting skill).

Errata for Equipment in the Rulebook

Weapons, Base Damage Value (pg.94): The Base Damage Value for missile weapons is per bullet, unless the description indicates that a larger amount of ammunition is used each time the weapon is fired.

Automatic weapons (pg.195): The total amount of damage done with an automatic weapon using concentrated fire equals the listed Base Damage Value times the amount of ammunition spent.

Bus (p. 98): The Base Damage Value is 7Dx5.

Full-size car (pp. 98-99): The Base Damage Value is 6Dx3.

Compact car, sports car (pg.99): The Base Damage Value is 5Dx3.

Motorcycle: The Base Damage Value is 4Dx3.

Motorboat: The Base Damage Value is 5Dx3.

Plane, small: The Base Damage Value is 6Dx6.

Truck, delivery: The Base Damage Value is 6Dx4 (empty).

Truck, pickup: The Base Damage Value is 6Dx3.

Van, minivan: The Base Damage Value is 6Dx3.

Errata for Powers in the Rulebook

All powers were redone in the Directive on Superpowers and the Magic Handbook so if you want the most complete versions of powers for the DC Universe Roleplaying Game, look there.

Maximum power die code at hero creation (pg.31): The maximum die code a power may have at hero creation is 2D or 10D, depending on the creation Power Level.

Disintegration (pg.59): The Base Damage Value is normal.

Jump (pg.60): The distance leaped is the total vertical and horizontal distance. It takes one round per 100 yards traveled to complete the jump.

Microwave Projection (pg.61): The Base Damage Value is normal.

Natural Weapons (p. 61): The Base Damage Value is normal. This power cannot have the Limited Range limitation.

Projectiles (p. 63): The Base Damage Value is normal. If the hero can change a body part into a weapon that shoots energy, then the power must have Microwave Projection or a specialization of an appropriate Manipulation power Linked to it (with the Linked Powers limitation).

Psychic Blast (p. 69): The Base Damage Value is normal.

Psychic Manifestation (p. 69-70): The Base Damage Value is normal.

Telekinesis (p. 70-71): The base cost is 15D. The specialization base cost is 5D. The maximum altitude a hero may obtain is limited only by the hero's ability to survive high altitudes.

Flight (p. 71): The Base Cost is 5. To increase his Speed, altitude, or length of time in the air, the hero uses his *flying* skill. [The hero can also increase his base Speed with Speed Manipulation (supermobility)]. A hero's base altitude is limited only by her ability to breathe.

Teleportation (p. 72): The minimum distance to the target for Teleportation: Long Range is one mile.

Invulnerability (p. 74): Combat using a power is considered armed combat.

Density Manipulation (pp. 77-78): The managing skill is *know-how* (Density Manipulation).

Elemental Manipulation Aspects (pp. 79-80): The duration of the 1D aspect is Semipermanent. In the 13D aspect, the Armor Value of the elemental sheath is three times the die code in the power.

Magnetic Manipulation (pp. 82-83): In the 12D aspect, the Armor Value of the bubble of protection is three times the die code of the power.

Energy Manipulation (p. 86): Examples of what the hero can do beginning at 7D include bending light to become invisible and creating hard-light holograms that give off radiation. The hero cannot increase his flying Speed.

Manipulation powers (p. 224-225): The Density Manipulation & Size Manipulation modifiers chart can

also be used for Gravity Manipulation. The Speed Manipulation chart is on page 226.

Size Manipulation (pp. 78-79): The managing skill is *know-how* (Size Manipulation).

Speed Manipulation (pp. 84-85, 225): The managing skills also include *running* and *flying*. The Speed Manipulation die code is used to determine the *running* or *flying* difficulty based on the Speed Manipulation chart on p. 226 of the rulebook (instead of using the normal movement rules). The Speed Manipulation die code does not replace the die code for *running* or *flying*. For example, with Superman's Speed Manipulation (supermobility) of 8D, he uses the Metahuman column to determine what his *running* or *flying* difficulty would be when he wants to move fast, though he uses his *running* or *flying* skill to determine his success.

Errata for Characters in the Gotham City Sourcebook

Black Canary: Black Canary has Sonic Manipulation (protection against sonic attacks) 14D. The difficulty to resist the Canary Cry is 7.

Sister Lilhy:

Here are Sister Lilhy's complete stats:

Reflexes 2D: Brawling 3D, climbing 4D, dodge 3D, driving 2D, sneak 4D

Coordination 2D: Thievery 3D

Physique 3D

Knowledge 3D: Arcane lore 5D (Order of St. Dumas +10D), languages 5D, medicine (first aid) 4D, research 4D, scholar 4D

Perception 3D: Hide 4D

Presence 3D: Charm 9D, command 5D, persuasion 5D, willpower 4D

Advantages/Disadvantages: Attractive Appearance -2D, Leadership Ability -2D; Dark Secret (breaking her vows) +1D.

Speed: 30

PDV: 2

Unarmed BDV: 3D

P/I Bonus: +1

Hero Points: 1

Villain Points: 2

Character Points: 24

Body Points: 23

Errata for Characters in the Metropolis Sourcebook

Eradicator: Eradicator has Invulnerability at 7D.

Maxima: (alternative additional powers suggested by Ralph Dula) Multiplicity 1D (limitation: Takes unspecified amount of time to create duplicate; enhancement: Mastery [Maxima's consciousness goes into duplicate, leaving original body comatose]), Sustenance 1D (limitation: Linked to Forcefield), Mind Control 10D, Telekinesis 5D, Forcefield 4D, Matter Manipulation (metal only) 15D.

Supergirl: Supergirl has Flame (Fire) Manipulation (flame blast [eyes], flame wings) at 13D each.

Errata for Characters in the JLA Sourcebook

Aquaman: Aquaman has 59 Body Points.

The Flash II: The Flash's PDV while running is 14.

Green Lantern (Hal Jordan): Hal has *know-how* (energy constructs) 6D.

Plastic Man: Plastic Man was a petty thief almost a decade ago.

Superman: Superman has a P/I bonus of +3 (+18).

Wonder Woman: Wonder Woman has a P/I bonus of +3 (+17). She has a PDV of 11 while using Speed Manipulation.

Hourman: Hourman has a PDV of 4 (9).

Prometheus: If there is any doubt about which CD Prometheus has in his helmet, make a Difficult roll against his *scholar* (hero weaknesses) to see if he has the right CD.

The General: The General is 10'5" and weighs 1,378 pounds.

The Queen Bee: The Queen Bee is 5'9" and weighs 226 pounds.