DC UNIVERSE RPG
House Rules

Flying Skill (DCU rpg, pp.45, 206-207), **Flight** (DCU rpg, pp.71-72, DoS pp.84-86)
by Brian Mendus
Problem: Flying skill does not make sense; what about a character's Physique allows them to repel gravity faster? Flapping their arms? Also, a normal human could take flying, if he wanted to. A problem I could live with, but then there's another…
Problem: WEG seemed desperate to come up with a reason to have a die code for Flight power. The 1000 times die code in feet is maximum altitude is okay, but still kind of lame.
Solution: Remove *flying* skill. Instead of the *flying* skill, the hero rolls the die code of Flight to increase speed. This makes sense when you consider that the Flight power itself is where the speed is derived from. You still have a managing skill (*piloting*), and the maximum altitude doesn't need to be changed.

Leap Skill (DCU rpg, pg.45, 207)
by Foster Coker
Problem: Page 45 of the Rulebook states that "a hero's total leaping distance (vertically and horizontally) from a standing position is one-quarter of his Speed". This would mean that Ma Kent and Darkseid, for example, have the exact same leaping ability. Unlikely.
Solution: Make jumping distance Physique-dependent. Standing Broad Jump distance equals a character's Physique times two in feet, Running Long Jump distance is Physique times six in feet. I realize that still enables Ma Kent to jump the same distance as much younger characters such as Arrowette, Lois Lane and Jimmy Olsen, but at least it allows for longer distances for those with really good attributes.

Elasticity (DCU rpg, pg.60, DoS pg.47)
by Brian Mendus
Problem: Elasticity gives one point of AV: Physical (AVP) for every 5 dice? Plastic Man has Elasticity 12D, giving him AV 2, and yet the man caught Steel's hammer in his stomach and lived. Something's not right.
Solution: AVP is equal to the die code.

Mimicry (DCU rpg, pg.61, DoS pp.102-103)
by Brian Mendus
Problem: Mimicry allows a player with 1D to duplicate a power at any die code automatically.
Solution: Must make a *know-how* (Mimicry) roll opposed by a roll of the mimicked power's die code.
OPTIONAL: If it succeeds, the power is gained and the EV is added to the die code of power received, or for every 1 EV, may remove -1D of a limitation (must remove total limitation or none at all). Still tooling around with this one…

Flight (DCU rpg, pp.71-72, DoS pp.84-86)
by Ray Raymer
The hero can fly through the air without any external help. Flying speed equals the hero's base speed times the die code in the power (in feet). The die code of the power in hours determines

how long the hero can stay aloft. To increase flying 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.

Forcefield (DCU rpg, pg.73, DoS pg.89)
by Brian Mendus
Problem: Forcefield is just like Natural Armor (but with protection against energy attacks) or Invulnerability.
Solution: The Forcefield is a separate protection. If a successful attack is targeted to an object protected by a forcefield, review the damage versus the force field's AV. Should any damage pass through (when Damage – AV > 0), the remaining damage is applied to the object's AV (without the force field AV) as normal.

Active Defenses, Parry (DCU rpg, pp.108-109)
by Quim Ball-llosera

Using the core rules in hand, when a hero makes an Active Defense, it generates an Active Defense Value (ADV), thus if somebody else wants to hit that hero the attack must overcome this ADV. So how exactly does a shield work? If the foe's attack roll doesn't reach the ADV it is assumed that the strike fails, and if he indeed overcomes the ADV then the defender takes damage (assuming the defender has no other protection).

Here is my solution to that question, and what I have house-ruled (I hope you like it, please comments) in my campaigns. I'll explain it with an example:

A hero has PDV 2 and a shield (*melee weapons* 10D). When it's his turn the hero takes two actions: (1) Attack and (2) prepare to block the incoming blows. So, the attack is made (the result doesn't matter for this example) and the defending hero rolls his *melee weapons* skills to generate a new ADV (let's say the result of this roll is 6, pretty good roll with 9 dice rolled), so his ADV till his next initiative is 6. Then, another foe attacks him… let's see what can happen:
(1) Attack overcomes the ADV: Defender takes damage as normal.
(2) Attack doesn't reach ADV but is higher than the PDV of the defender (in the example above, between 3 and 6): Attacks hit the shield and defender gets the AV from it (the shield absorbs as much damage as it has AV). Any more damage above the AV is taken by the defender (as normal).
(3) Attack is lower than the defender's PDV: The defender dodges the attack without needing the shield. No damage taken.

If the defender above had rolled lower than his own PDV, any attack that doesn't overcome his ADV is assumed to hit the shield. That's that; hard to explain, but easy to apply.

Force Wave (DCU rpg, pg.192)
by Quim Ball-llosera
Problem: In pg. 192 of the rule book, under the Force Wave entry, in its last paragraph, it is said that "the corridor [of the force wave] extends for up to five times the die code in whatever skill or power the player is using (whichever is higher) in feet". Using a skill such as *brawling*, *martial arts* or *melee weapons* for length purposes doesn't make sense to me, because, for me, a skill means precision and not raw force (except for *lifting*, of course).
Solution: I think the best way to fix this is by changing the "die code in whatever skill [...] is using" for the "Physique or lifting die code". I think the die code in the power should remain untouched, because it indeed means how hard it hits the surface.

Throwing a Person (DCU rpg, pp.194-195)
by Quim Ball-llosera

The same problem as in "Force Wave" happens in the "Throwing a Person" Combat Option (pg. 194): "The thrown person travels a distance in feet is equal to the number of successes generated by the *thrown weapons* roll". I think that this can be changed to the effect value generated in the previous *lifting* roll that had been made to lift the person. Thus the stronger the hero, the further he can throw a person, but maybe with no precision (which is established by the *thrown weapons* roll against the PDV of the target).

Rounds & Initiative (DCU rpg, pp.103-106), **Flash** (DCU rpg, pp.141-142), **Superman** (DCU rpg, pp.149-151)
by Brian Mendus
Problem: Superman has higher possible initiative than the Flash.
Solution: The die code of Speed Manipulation is added to Reflexes when (and only when) determining initiative. The other modifiers do not apply.

Magic Handbook
Alternative Magic Rules *by Brian J. Kilkowski*
Problem: According to the rules for magic in the Magic Handbook, spells cast by a high-powered mage are no more powerful than those cast by a lesser mage, inherently.
Solution: Default dice code of the effect is at the value of the Wizardry/Sorcery power. Difficulty of casting the spell can be reduced by reducing the intensity, on a one-for-one basis.

Legend:
DCU rpg – core rulebook
DoS – Directive on Superpowers