

# DC ADVENTURES

## HERO'S HANDBOOK ERRATA

Updated January 12th, 2011

**Page 15 – Circumstance Modifiers:** Delete the second (repeated) paragraph and replace it with:

As a general rule, apply a modifier of plus or minus 2 if the character is at a minor bonus or minor penalty, and a modifier of plus or minus 5 if the character is at a major bonus or major penalty for the check:

**Page 17 – Basic Conditions:** Compelled should read:

**Compelled:** A compelled character is directed by an outside force, but struggling against it; the character is limited to free actions and a single standard action per turn, chosen by another, controlling, character. As usual, this standard action can be traded for a move or even free action. Controlled supersedes compelled.

**Page 17-18 – Basic Conditions:** Replace the entry for Dazed with:

**Dazed:** A dazed character is limited to free actions and a single standard action per turn, although the character may use that action to perform a move, as usual. Stunned supersedes dazed.

**Page 18 – Basic Conditions:** Under Impaired, add a period to the end of the entry.

**Page 18 – Under Stunned:** Add "including free actions" to the end of the condition description.

**Page 20 – Resistance:** Delete the entire paragraph and replace it with:

Gain an immediate additional resistance check against an ongoing effect. If you're compelled or controlled, the fatigue from the extra effort doesn't affect you until you're free of the effect; this is so you can't resist yourself to exhaustion as a way of avoiding being controlled!

**Page 20 – Cost of Extra Effort:** In the last sentence, delete the words "for free."

**Page 32 –** At the end of "Costume" the "and" in "Gadgets and Gear" should be an "&" to match usage in the chapter title and the rest of the book.

**Page 34 – Battlesuit:** Under Defense, change "Dodge 9" to "Dodge 8".

**Page 34 – Construct:** Under Defense, change "Dodge 8" to "Dodge 9".

**Page 35 – Crime Fighter:** Under Defense, change "Toughness 8/5"" to "Toughness 8/5\*". Change "\*\*Without Defense Roll bonus" to "\*\*Without Defensive Roll".

**Page 35 – Energy Controller:** Under Advantages, change "Precise Attack (Ranged, Cover)" to "Precise Attack (Ranged; Cover)". Under Skills, change "Ranged Combat: Energy Blast" to "Ranged Combat: Energy Control".

**Page 36 – Gadgeteer:** Change "\*\*Without Defense Roll bonus" to "\*\*Without Defensive Roll."

**Page 36 – Martial Artist:** Under Advantages, delete the second listing of Daze (Intimidation) and add Chokehold (alphabetically) instead. Change "\*\*Without Defense Roll bonus" to "\*\*Without Defensive Roll."

**Page 37 – Mimic:** Under Powers, Mimic should read:

**Mimic:** Variable 12 (60 points) for duplicating a subject's traits, Continuous, Move Action, Limited to One Subject, Resistible (Dodge; DC22) • 84 points.

**Page 38 – Paragon:** Under Abilities, change Presence from 0 to 1.

**Page 38 – Powerhouse:** Under Advantages, add All-out Attack and Ultimate Effort (Toughness checks). Under Power Points, change "Powers 87" to "Power 85" and change "Advantages 1" to "Advantages 3". Under Fun with Strength change the sidebar to read:

### FUN WITH STRENGTH

The Paragon and Powerhouse are among the strongest archetypes, able to lift and carry a lot of weight. Just to give you an idea, the Paragon can lift a loaded 747 aircraft, whereas the Powerhouse can lift four times that amount. Both can easily smash through stone or bend steel.

Both archetypes are pretty tough, too. With their 12 ranks of Impervious Toughness, both can shrug off the damage of most conventional weapons, including guns, grenade launchers, and flamethrowers, without even having to make a resistance check! It would take the equivalent of an exploding shell to penetrate their skin.

**Page 39 – Psionic:** Under Powers, change "Mind Reading 10" to "Mind Reading 5". Under Offense, change "Perception Range, Damage, Resisted by Will" to "Perception Range, Damage 5, Resisted by Will". Under Power Points, change "Skills 11" to "Skills 12" and "Defenses 27" to "Defenses 26".

**Page 39 – Speedster:** Under Powers, change the Fast Attack power to read "Damage 3, Strength-based, Multiattack and Selective on 5 Damage" and change the bulleted alternate power to read "Damage 3, Strength-based, Burst Area and Selective on 5 Damage". Change "\*Without Defense Roll bonus" to "\*Without Defensive Roll".

**Page 40 – Shapeshifter:** Under Advantages, delete Defensive Attack and Seize Initiative. Under Skills, change "Expertise: Zoology 6 (+7)" to "Expertise: Zoology 4 (+5)". Change "\*Without Defense Roll bonus" to "\*Without Defensive Roll bonus". Move "\*Varies based on shape." from below Offense to the empty space below Skills.

**Page 40 – Warrior:** Under Offense, change "Ranged +10" to "Ranged +8". Change "\*Without Defense Roll bonus" to "\*Without Defensive Roll".

**Page 41 – Weapon Master:** Change Gadgets: Variable (5 points)..." to "Gadgets: Variable 1 (5 points)..." and "\*Without Defense Roll bonus" to "\*Without Defensive Roll".

**Page 47 – Ability Ranks:** In P2 S3, change "Dexterity" to "Agility".

**Page 48 – Strength:** Change the second bullet "How far you can jump." to "How far you can jump (based on an Athletics skill check)."

**Page 48 – Intelligence:** In the second sentence, change "well educated" to "well-educated".

**Page 57 – Close Combat:** In the second paragraph, change "Close Combat (Swords)" to "Close Combat: Swords". Also change "Close Combat (Melee Weapons)" to "Close Combat: Melee Weapons" and "Close Combat (Unarmed)" to "Close Combat: Unarmed".

**Page 61 – Search:** Beneath the Search Difficulties table, replace the entire paragraph that begins "To determine how long..." with:

To determine how long it takes to search a given area, take the total area measurement (in square feet, yards, or miles), find the time measurement for that distance, and add 2. So searching 60 square feet (roughly an 8 ft. by 8 ft. room) takes the time rank of 60 feet (rank 1), plus 2, or 1 minute (time rank 3). Searching a square mile takes the time rank of 1 mile (rank 8), plus 2, or two hours (time rank 10).

**Page 63 – Persuasion:** Replace the last paragraph of the entry with:

If a Persuasion check fails, trying again is futile; the subject is too set against your arguments. At the GM's discretion, you can try again when the situation changes in some way: you find a new approach to your argument, new evidence appears, and so forth. The GM may consider you at a disadvantage in further negotiations, imposing a circumstance penalty as well.

**Page 64 – Ranged Combat:** Change "Ranged Combat (Guns)" to "Ranged Combat: Guns" and "Ranged Combat (Fire Control)" to "Ranged Combat: Fire Control". Also change "Ranged Combat (Powers)" to "Ranged Combat: Powers" and "Ranged Combat (Throwing)" to "Ranged Combat: Throwing".

**Page 65:** Technology should have "Manipulation" after "Trained Only"

**Page 70 – Combat Advantages:** Move Great Endurance from the list of Combat Advantages to General Advantages on page 71. Improved Hold and Improved Initiative need to swap positions (they should be in alphabetical order).

**Page 70 – Artificer:** Change "Expertise (Magic)" to "Expertise: Magic".

**Page 71 – Skill Advantages:** Under both Artificer and Ritualist, change "Expertise (Magic)" to "Expertise: Magic".

**Page 76 – Improved Trip:** Replace the entire entry with:

You have no penalty to your attack check to trip an opponent and they do not get the opportunity to trip you. When making a trip attack, make an opposed check of your Acrobatics or Athletics against your opponent's Acrobatics or Athletics, you choose which your opponent uses to defend, rather than the target choosing (see Trip

in the Action & Adventure chapter). This is a good martial arts advantage for unarmed fighters.

**Page 78 – Ritualist:** Change "Expertise (Magic)" to "Expertise: Magic".

**Page 78 – Teamwork:** Add the sentence to the end of the entry:

This bonus also applies to the Aid action and Team Attacks.

**Page 84 – Power Effects Chart:** Change the cost for Blast to 2 per rank. Change the cost for Duplication to 3 per rank. Change the Action for Mimic to Move. Change the cost of Shrinking to 2 per rank. At the bottom of the chart, add "The entries on this table appearing in italics are sample powers."

**Page 87 – Affliction:** Change the first paragraph to:

You can impose some debilitating condition or conditions on a target by making a close attack. You set the conditions your Affliction causes at each degree when you acquire it and they may not be changed. Higher degree conditions replace lower degree conditions and do not stack with them. See the possible conditions for each degree under the Affliction Resistance Check table. The target resists with Fortitude or Will defense (chosen when you take the effect):

Change the second paragraph to:

The target of an Affliction makes a resistance check at the end of each of his turns to remove first and second degree conditions. Third degree conditions require a minute of recovery time or outside aid, such as the Treatment skill or Healing effect (DC 10 + rank).

**Page 91 – Concealment:** Change the last sentence of the first paragraph from "See Concealment on page 91 for the full effects." to "See Concealment on page 173 for the full effects." Under Extras, change the cost of the Attack extra from "+1 cost per rank" to "+0 cost per rank".

**Page 92-93 – Create:** Under Dropping Objects, replace the first paragraph with "Simply dropping a created object on a target is treated like an Area Effect attack based on the object's size (see the Area extra in the Powers chapter). The object inflicts damage equal to its Toughness, and targets get a Dodge check to evade the falling object. A successful check results in no damage (rather than the usual half damage)." Under Flaws, "Proportional" should be written in blue.

**Page 94 – Dazzle:** In the first paragraph, replace "Two degrees leave it disabled (-5 penalty), while three degrees leave the sense unaware, plus the target automatically fails Perception checks involving the sense, and everything effectively has total concealment from that sense." with "Two degrees leave it disabled (-5 penalty) while three degrees leave the sense unaware: the target automatically fails Perception checks involving the sense, and everything effectively has total concealment from that sense."

Also, change the term "Dazzle effect" to just "Dazzle power".

**Page 95 – Energy Absorption:** Change "Effect: Enhanced Trait, Fades" to "Effect: Enhanced Trait, Fades, Reaction".

**Page 100 – Growth:** Replace Growth with the following power:

## GROWTH

## GENERAL

**Action:** Free • **Range:** Personal • **Duration:** Sustained • **Cost:** 2 points per rank

You can temporarily increase your size, gaining Strength and Stamina at the cost of becoming a bigger, heavier, less agile target, unable to maneuver through small spaces. Growth modifiers are restricted by power level limits.

Each rank of Growth adds 1 rank to your Strength and Stamina (constructs add 1 rank to Strength and Toughness if they lack Stamina) and adds 1 rank to your mass. Every two ranks adds a +1 bonus to Intimidation. Every 8 ranks adds 1 to your Speed. Every rank of Growth subtracts 1 from your Stealth checks. Every 2 ranks (rounded up) subtracts 1 from your Dodge and Parry defenses. Every 4 ranks of Growth increases your size rank by 1 (ordinary humans start out at size rank -2, between 3 and 6 feet tall). So at Growth 8, you have +8 Strength and Stamina, +4 to Intimidation, +1 Speed, but -8 to Stealth, -4 Dodge and Parry, and you are size rank 0 (around 24 feet tall). Increases to your Strength and Stamina also improve related traits like your Strength Damage, Fortitude, and Toughness.

## EXTRAS

**Permanent:** Permanent Growth, typically with Innate, suits giant-sized characters and creatures that are a fixed larger size. +0 cost per rank.

**Page 100 – Healing:** Under Extras, the "Action" extra should be written in blue.

**Page 101:** Under Illusion Size, change that paragraph to read:

Your illusion occupies an area with a maximum volume rank equal to your effect rank. To increase the size of the illusion you can create, apply the Area extra; each application increases the area your illusion covers by 1 rank.

**Page 103 – Immunity:** Under 5 ranks, change "dazzle effects" to "sensory Affliction effects" and change "grappling" to "grabbing". Under 10 ranks, insert a comma after "suffocation".

**Page 104 – Insubstantial:** Under Rank 4 – Incorporeal, change "Sensory effects and those targeting Will still work on you" to "Sensory effects (other than tactile) and those targeting Will still work on you". Under Extras, delete the text for the Affects Corporeal extra that reads "Flat +1 points per rank" and also delete the word "other" from that entry. Under Attack, add the sentence "The cost is +0 per rank if it is an Insubstantial Attack only, +1 cost per rank if you can both be Insubstantial and make an attack to make others Insubstantial." to the end of the entry. The "Progressive" extra should be written in blue.

**Page 105 – Deflect:** At the end of the first paragraph add: "Deflect is limited by power level limits."

**Page 106 – Luck Control:** Replace Luck Control with the following power:

## LUCK CONTROL CONTROL

**Action:** Reaction • **Range:** Perception • **Duration:** Instant  
• **Cost:** 3 points per rank

You can use hero points or ranks of Luck to affect others in various ways (see Hero Points, page 20). For each rank you have in this effect, choose one of the following capabilities:

- You can spend a hero point or use Luck on another character's behalf, with the normal benefits.
- You can bestow your hero point or use of Luck on others. You can use this only once on any given character in a round, but the recipient may use the bestowed point(s) normally.
- You can spend one of your hero point or uses of the Luck advantage to negate someone else's use of a

hero point, use of their Luck advantage, or a Gamemaster-imposed complication (at the GM's discretion). The latter also eliminates the complication, however, so no hero points are awarded for it.

- You can spend a hero point or use Luck to force someone else to re-roll a die roll and take the worse of the two rolls. The target of this last effect may spend a hero point or use Luck to avoid having to re-roll.

## EXTRAS

**Area:** Your Luck Control effect works equally on all targets in the affected area. You spend only one hero point or use of Luck, but the subjects are each affected individually. You must apply the same effect to all subjects at once. +1 cost per rank.

**Luck:** Each rank in this extra gives you the benefit of a rank in the Luck advantage (see Luck in the Advantages chapter). It is subject to the same limits as the Luck advantage set by the GM. Flat +1 point per rank of Luck.

**Selective:** This extra, applied to Area Luck Control, allows you to choose who in the area is or is not affected by it. +1 cost per rank.

## FLAWS

**Action:** If the action required for Luck Control is increased beyond a reaction, it is only usable during your turn each round, which limits its usefulness in responding to the actions of others. –1 cost per rank.

**Ranged:** Luck Control normally requires no attack check; if Ranged, it does. –1 cost per rank.

**Resistible:** Targets of your Luck Control get a resistance check—usually Dodge or Will—to avoid its effects. –1 cost per rank.

**Side Effect:** As a particular side effect of Luck Control, if your effort to alter luck fails, you suffer a setback without earning a hero point. Effectively the GM gains a "free" complication against you. –1 or –2 cost per rank.

**Page 107 – Mimic:** Under Effect, change "Variable" to "Variable, Move Action". In the first sentence, change "standard action" to "move action".

**Page 109 – Move Object:** Replace the text entry with the following:

"You can move objects at a distance without touching them. Move Object has no action/reaction; a moving object cannot drag the character "holding on" to it, for example. This effect is also not considered "physical contact" or "touch" for effects requiring it.

Your effective Strength for lifting and moving objects with this effect is equal to your rank. By taking a move action to concentrate you can increase this by +1 Str, changing the effect's duration to Concentration (see Duration at the start of this chapter). This is in addition to using extra effort to further increase your rank (see Extra Effort, page 19).

This effect can move objects, but cannot perform tasks of fine manipulation (like untying knots, typing, or manipulating controls) without the Precise modifier. Objects thrown into targets as attacks base their damage off your power rank as if it were your Strength rank.

Move Object cannot inflict damage directly; you can't "punch" or "crush" objects with it. You can use it to make disarm, grab, and trip attacks. See the Action & Adventure chapter for details."

Change the Extra: Continuous so it reads:

**Continuous:** Move Object generally cannot have a continuous duration, since it is an active effect and requires at least a modicum of attention to maintain. The GM may allow Continuous Move Object as a variation that is not disrupted when you are unable to maintain it, but that still requires your conscious attention to do anything other than have the affected object hang in midair. There's no change in the cost of the extra, this is just a limitation of the Move Object effect. You must make Move Object's duration Sustained (+1 cost per rank) before you can make it Continuous. +1 cost per rank.

**Page 109 – Movement:** in the header and text for Under the Hood, remove the hyphens after "Time" and "Space".

**Page 113 – Remote Sensing:** Under Extras; Simultaneous should be in blue.

**Page 114 – Senses:** Under Danger Sense, change "Failure means you are surprised (although, if you have Uncanny Dodge, you retain your dodge bonus to Defense)." to "Failure means you are surprised (although, if you have Uncanny Dodge, you are not vulnerable)."

**Page 115 – Under the Hood:** Normal Senses: Under Visual, change "accurate (able to pinpoint to locations of

things)" to "accurate (able to pinpoint the locations of things)".

**Page 117 – Shrinking:** Replace Shrinking with the following power:

## SHRINKING

## GENERAL

**Action:** Free • **Range:** Personal • **Duration:** Sustained • **Cost:** 2 points per rank

You can temporarily decrease your size, becoming smaller, harder to see — and hit — at the cost of losing Strength and speed. Every 4 ranks of Shrinking reduces your size rank by 1 (normal humans are size rank –2 by default) and each reduction in size rank subtracts 1 from your Strength and every two reductions in size rank subtract 1 from your ground speed rank. Add half your Shrinking rank (rounded down) to your active defenses. Add your Shrinking rank as a bonus to Stealth checks, since you are harder to spot, but apply half your rank (rounded down) as a penalty to Intimidation checks (hard to be imposing when you're tiny). Shrinking modifiers are restricted by power level limits.

So at Shrinking 12, you are size rank –5 (about 9 inches tall), and have a +6 bonus to active defenses and +12 Stealth bonus, but –3 Strength, –1 speed, and –6 Intimidation penalty.

## EXTRAS

**Atomic:** At Shrinking 20 (and size rank –7), you can shrink down to the molecular or even atomic level, allowing you to pass through solid objects by slipping between their atoms. It takes at least a full turn to do so, possibly longer for larger objects. You're effectively immune to damage and many effects at this scale, since you are essentially shifted out of the ordinary universe. The GM decides if a particular effect can reach you at the atomic level. If you have this extra, you might also acquire a Dimensional Travel effect allowing you to shift into a sub-atomic "universe" or similar realm. Flat +1 point.

**Normal Strength:** You retain your full Strength, Speed, and Intimidation while shrunk. +1 cost per rank.

**Page 118 – Summon:** In the first paragraph, replace the last sentence with "A summoned minion is limited to a Power Level equal to the rank of the Summon effect used to create it, is subject to the normal power level limits, and cannot have minions of its own, either from this effect or the Minions advantage."

**Page 121 – Variable:** Under Extras, the "Action" extra should be written in blue.

**Page 125 – Affects Corporeal:** Change the cost from "+1 cost per rank" to "Flat, +1 cost per rank".

**Page 130 – Indirect:** Under Indirect 4, change "(hitting a target in from of you from behind, for example)" to "(hitting a target in front of you from behind, for example)".

**Page 131 – Reaction:** In the example, change "They only way she can prevent this" to "The only way she can prevent this".

**Page 134 – Check Required:** In the example, change "Expertise (Magic)" to "Expertise: Magic".

**Page 136:** In the last paragraph under Quirk, change "Benefit feat" to "Benefit advantage".

**Page 137 – Sense-Dependent:** In the second paragraph, change the last sentence to "This gives you total concealment from that sense."

**Page 137 – Side Effect:** In the last sentence at the bottom of p. 137, remove the extra space between the word effect and the comma that follows it.

**Page 138 – Tiring:** Replace the third paragraph with "A Tiring effect can be combined with extra effort, but the fatigue stacks, causing a minimum of two levels of fatigue per use."

**Page 139 – Origin:** Under Bestowed, change the last word from "complication" to "setback".

**Page 146 – Magical Inventions:** Change "Expertise (Magic)" to "Expertise: Magic".

**Page 146 – Magical Rituals:** In the second and third paragraphs, change "Expertise (Magic)" to "Expertise: Magic".

**Page 150 – Sample Utility Belt:** Replace the text with this:

Feel free to modify this example (adding or omitting items) to create your own customized utility belts. The tear gas, as the most expensive effect, has full cost. The other items cost 1 point each for Alternate Equipment, making the total equipment point cost of the utility belt 25 equipment points, or 5 power points (for 5 ranks of the Equipment advantage).

**Tear Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • 16 points.

- **Bolos:** Snare 3 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • 1 point.
- **Boomerangs:** Ranged Damage 1, Strength-based • 1 point.
- **Explosives:** Ranged Burst Area Damage 5 • 1 point.
- **Cutting Torch:** Damage 1 Linked to Weaken Toughness 1. • 1 point.
- **Flash-Bangs:** Ranged Burst Area Dazzle 4 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware). • 1 point.
- **Pepper Spray:** see page 151. • 1 point.
- **Power Knuckles:** Damage 4, Strength-based • 1 point.
- **Sleep Gas Pellets:** Ranged Cloud Area Sleep 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep). • 1 point.
- **Smoke Pellets:** Ranged Cloud Area Visual Concealment Attack • 1 point.

**Page 153 – Other Ranged Weapons:** Under Bolos, change the last sentence to:

See Snare in the Powers chapter for details.

**Page 154 – Grenades and Explosives:** In the Grenades and Explosives chart, insert the word "Ranged" at the beginning of each entry in the Effect column for all grenades and explosives.

**Page 155 – Vehicles:** In the first sentence, insert "..." after the word "super-speed".

**Page 156 – Powers:** The costs for Armor, Cloaking Device, and Smokescreen should all be written in red.

**Page 157 – Tanks:** Change "Impervious Toughness 6" to "Impervious Toughness 12". Because of this, make the Cost for a tank on the Ground Vehicles chart 65 instead of 59.

**Page 157 – APCs:** Change "Impervious Toughness 4" to "Impervious Toughness 8". Because of this, make the Cost for a tank on the Ground Vehicles chart 35 instead of 31.

**Page 165 – Robot:** Under Offense, change "Attack +1" to "Attack +4." Under Power Points, change "Abilities -22" to "Abilities -24".

**Robot, Zombie, and Giant Robot:** Rearrange all their Power Points entries so they're in this order:

Abilities	Skills
Powers	Defenses
Advantages	Total

**Page 167 – Action Types:** Under Move Action, at the end of the second paragraph, insert the sentence "You can also make a DC 15 Athletics check as a free action to run faster: one or more degree of success increases your ground speed rank by +1 for one round."

**Page 171 – Sample Poison Ranks:** In the table, change all instances of "unconscious" to "incapacitated" (found under Chloroform, Mustard Gas, Chlorine Gas, Curare, and Nerve Gas).

**Page 171:** The description of the Ebola virus on the Sample Disease Ranks table should read (note punctuation changes):

Affliction with dazed, hindered, and impaired; stunned, immobilized, and disabled; and incapacitated, linked with Weaken Strength and Stamina.

**Page 175 – Actions:** Under Aid, in the last sentence, change "Four or more degrees of success grant a +5 bonus" to "Three or more degrees of success grant a +5 bonus".

**Page 176 – Escape:** In the second sentence, change "Make a check of your Athletics or Sleight of Hand" to "Make a check of your Acrobatics or Athletics".

**Page 177 – Move:** At the end of the entry, add the sentence "You can make a DC 15 Athletics check as a free action to run faster: one or more degree of success increases your ground speed rank by +1 for one round."

**Page 178:** After Defensive Attack, add:

## DEMORALIZE

You can use Intimidation in combat as a standard action to undermine an opponent's confidence. Make an Intimidation check as a standard action opposed by the better of your target's Insight bonus or Will defense. If your Intimidation check succeeds, your target is impaired (a -2 circumstance penalty on checks) until the end of

your next round. With four or more degrees of success, the target is disabled (a -5 penalty) until the end of your next round.

## FEINT

You can use Deception as a standard action to mislead an opponent in combat. Make a Deception check as a standard action opposed by the better of your target's Deception or Insight. If your Deception check succeeds, the target is vulnerable against your next attack, until the end of your next round (see Vulnerable in the Conditions section of The Basics chapter).

**Page 181 – Difficulty Class Examples:** In the Modifier column, change the entry for "Climb a knotted rope" from "-5 (Strength)" to "-5 (Athletics)"

**Page 184 – Saying Yes to Your Players:** Under Extra Effort, the word "lot" in the last sentence should be in italics.

**Page 187 – Defining the Threat:** Change "DC Adventures stories usally focus on a particular threat or challenge." to "DC Adventures stories usually focus on a particular threat or challenge."

**Page 192:** In the first paragraph at the top of the page (a continuation from the Setting section), change "particular types of campaigns" to "particular types of games"

**Page 209 – Sidebar "Why is Batman Power Level 12?":** Second paragraph, the second line up from the end, change that line to read:

"... Superman is 290, and Wonder Woman is 273!."

**Page 213 – Batman:** Under Skills, change "Technology 8 (+15)" to "Technology 8 (+16)". Add "Cumulative" to his Bolos.

**Page 215 – Black Canary:** Under Abilities change her Awareness and Presence both to 3. Under Powers, change all instances of "Hearing Debilitated" to "Hearing Unaware". Under Powers, add "Resisted by Fortitude" to all of her Affliction powers. Under Advantages, change "Distract (Intimidation)" to "Daze (Intimidation)".

**Page 219 – Flash:** Under Powers, insert "Run On Water: Movement 1 (Water Walking), Limited to While Moving • 1 point" and "Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • 2 points". Under Offense, replace the word "Grapple" from the Whirlwind attack with "Grab". Under Power Points, change "Powers

116" to "Powers 119" and "Total 211" to "Total 214".  
Under The Speed Force, change the word "stunts" to "tricks" in the last sentence.

**Page 221 – Green Arrow:** Under Advantages, add "Power Attack". Under Power Points, change "Advantages 28" to "Advantages 29" and "Total 145" to "Total 146".

**Page 233 – Superman:** Under Powers, change the alternate power under Flight from "Quickness 15, Speed 15 (64,000 MPH)" to "Quickness 7, Speed 15 (64,000 MPH)."

Under Advantages, add "Interpose".

Under Power Points, change "Advantages 13" to "Advantages 14" and "Total 289" to "Total 290".

**Page 235 – Wonder Woman:** Under Powers, change her Amazon Bracelets to: Impervious Toughness 10, Sustained, Removable (-2 points) • 8 points

And change her Magic Lasso to: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Vulnerable, Compelled), Limited to Telling the Truth, Limited Degree, Easily Removable (-16 points) • 22 points

Under Totals, change her Power total to 59, and her Total to 273.

**Page 249 – Circe:** Under Powers, change her Veil of Illusion power to, "Veil of Illusion: Illusion 8 (Visual and Auditory), Precise, Selective • 1 point"

**Page 251 – Darkseid:** Under Powers, change "Teleport Attack 20" to "Ranged Teleport Attack 20".

**Page 253 – Gorilla Grodd:** Under Abilities, change his Strength to 9.

Under Powers, in the entry for Ape-Senses, change "Scent" to "Acute Smell".

Under Skills, change his Athletics ranks to "6 (+15)."

Under Offense, change "Unarmed +13 Close, Damage 6" to "Unarmed +13 Close, Damage 9."

**Page 255 – The Joker:** Under Powers, change his Marbles to:

**Marbles:** Cone Area Affliction 8 (Resisted by Dodge; Hindered, Prone), Limited Degree • 8 points

**Page 257 – Lex Luthor:** In the Luthor's Warsuit sidebar:

Replace the last paragraph with: "The Warsuit typically has the effects listed here. It effectively raises Luthor to PL18 and 281 points, much closer in power to Superman."

Under Warsuit, in the Blasters array, under Ranged Damage 11, Multiattack, change "Accuracy 2" to "Accurate 2".

**Page 261 – Sinestro:** Under Powers, add "Dynamic" to the end of the Force Bubble power.

**Page 266 – Scientist:** Change "Vehicles 2 (+2)" to "Vehicles 2 (+3)".

**Page 268 – Thug:** In the header, change PL from 2 to 3.

**Page 268 – Animals:** For Shark, Ape, Lion, and Wolf, change "Scent" to "Acute Smell".

For the Ape and Lion, move Skills after the Powers and before Offense. And in their Totals section, move Skills after Powers.

For the Wolf, move the Advantages and Skills after the Powers and before Offense. And in its Totals section, move Skills after Powers.

Change the Hawk's statblock to:

STR -2, STA 0, AGL 3, DEX 0, FGT 3, INT -4, AWE 2, PRE 0

**Powers:** Flight 4 (30 MPH; Wings), Senses 2 (Extended: Vision, Low-light Vision), Shrinking 8 (Permanent, Innate; +8 Stealth, +4 active defenses). **Skills:** Close Combat: Unarmed 4 (+7), Perception 6 (+8). **Offense:** Init +3, Unarmed +7 (Damage -2). **Defense:** Dodge 7, Parry 7, Fortitude 2, Toughness 0, Will 2. **Totals:** Abilities 8 + Powers 23 + Skills 5 + Defenses 2 = 38

Change the Whale's statblock to:

STR 12, STA 12, AGL 0, DEX 0, FGT 2, INT -3, AWE 1, PRE -3

**Powers:** Growth 12 (Permanent, Innate; +6 Intimidate, -6 active defenses), Protection 1, Senses 4 (Accurate Auditory, Low-light Vision, Ultra-hearing), Swimming 5 (16 MPH). **Skills:** Athletics 2 (+14), Close Combat: Unarmed 2 (+4), Perception 10 (+11). **Offense:** Init +0, Unarmed +2 (DC 27). **Defense:** Dodge -4, Parry -2, Fort 12, Tou 13, Will 4. **Totals:** Abilities -6 + Powers 35 + Advantages 0 + Skills 7 (14 ranks) + Defenses 7 = 43

In the Wolf's statblock, replace "Scent" with "Acute Olfactory."

After Wolf add the line:



The wolf may also be used to represent other large canines.

**Page 269 – Glossary:** Replace the last sentence with "For the clearest explanation of what each term means it may be best to refer to the complete text in which the term was introduced."

**Page 270 – critical hit (also crit):** Change the last sentence to "A critical hit does +5 damage over the attack's normal damage, or you may add an effect, or use an alternate effect."

**Page 270 – dazed:** Replace the description for dazed with " A condition. A dazed character is limited to free actions and a single standard action per turn, although the character may use that action to perform a move, as usual. Stunned supersedes dazed."

**Page 272 – Under Stunned:** Add "including free actions" to the end of the condition description.

**Page 273 – Damage Resistance Matrix:** Add darker/ thicker lines every 5 ranks in both the rows and columns. So, between 5 and 6, then 10 and 11, etc.

**Page 273:** The first column of the Matrix should be labeled "Check Result" since M&M 3e doesn't use the term "Save" or "Saving Throw".

**Page 273:** At the bottom of the table, change the key to:  
No Effect, -1 Penalty, Dazed & -1 Penalty, Staggered & -1 Penalty

**Page 274:** Change the Height/Length entries on the Size Rank Modifiers table to:

250 feet  
120 feet  
60 feet  
30 feet  
15 feet  
6 feet  
3 feet  
1 foot  
6 inches  
3 inches  
1 inch