CHAPTER 1: HISTORY

FOREWORD

THE MODERN AGE

HEROES OF TIMES OF THE ANCIENT HISTORY

Invasion

Zero Hour

The League Everlasting

1941-1950

1800 A.D.

1600 A.D.

1500 A.D.

700 A.D.

7,000 Years Ago

10,000 Years Ago

15,000 Years Ago

45,000 Years Ago

65 Million Years Ago

3.5 Billion Years Ago

Sgt. Rock

G.I. Robot

Arion, Lord of Atlantis

CHAPTER 2: EARTH

THE EASTERN

UNITED STATES

Geography

Special Crimes Unit

Dan Turpin

Whisper A’Daire

Kyle Abbott

Bruno Mannheim

Intergang Thug

Religion of Crime Cultist

Gotham City

Geography

James Gordon

Maggie Sawyer

Harvey Bullock

Jim Corrigan

Jesse Mac

New York City

Johnny Thunder

Johnny Thunder

Jakeem Thunder

The Thunderbolt

Liberty Belle

Liberty Belle

Liberty Belle

D.E.O.

Director Bones

Cameron Chase

D.E.O. Agent

Opal City, Maryland

Geography

Terebonne Parish, Louisiana

St. Roch

Houma

Belle Reve

Across the Eastern

United States

Adams Crossing

Kentucky

Amnesty Bay, Maine

New Hampshire

Bludhaven, New Jersey

Calvin City, Connecticut

Charlotte, North Carolina

Civic City, Pennsylvania

Covina, Maine

Everglades, Florida

Fairfax, Maine

Ferris Island, New York

Happy Harbor, Rhode Island

Hartford, Connecticut

Hatton Corners, New Hampshire

Ivy Town, New York

Leesburg, Virginia

Manchester, Alabama

New Carthage, New York

Rutland, Vermont

Salern, Massachusetts

Viceroy, South Carolina

Washington, D.C.

THE CENTRAL

UNITED STATES

Central City, Missouri and Keystone City, Kansas

Keyword City

Central City

Fawcett City, Wisconsin

Hub City, Illinois

Midway City, Michigan

Across the Central United States

Blue Valley, Nebraska

Chicago, Illinois

Detroit, Michigan

El Paso, Texas

Fallview, Iowa

Front Branch, Minnesota

Illumination, Texas

Lone Star, Texas

Mount Rushmore, South Dakota

Pittsfield, Iowa

Smalville, Kansas

Waymore, Nebraska

THE WESTERN

UNITED STATES

Coast City, California

Star City, California

Across the Western

United States

Challengerville, Colorado

Gateway City, California

Indian Park, Colorado

Littleville, Colorado

Middleton, Colorado

Mount Thunder, Nevada

San Francisco, California

Vanity, Oregon

Warpath, Arizona

ARGENTINA

Argentina

Brazil

Buena Suerte

El Segundo

Hasaragua

Mexico

Pago Island

Parador

Peru

Santa Prisca

Tropidor

Uruguay

EUROPE AND AFRICA

Austenburg

Cerdia

Democratic Republic of the Congo

Gorilla City

Solovar

England

Knight

Squire

France

Greenland

Khandag

Koroscova-Transbelvia

Lamumba

Markovia

Modora

Sonar

Naboa-Cana

Vlata

Zandia

THE MIDDLE EAST

AND ASIA

Bahndisia

Bialya

China

The Great Ten

Dinosaur Island

Hsuan

Iran

Japan

Karoccan Emirate

Kooey Kooey Kooey

Oolong Island

Qura"u

Rheelasia

Russia

Rocket Red/Rocket Elite

Tibet

CHAPTER 3: BEYOND EARTH

THE SOLAR SYSTEM

Venus

Mars

The Green and White

Martians

The Hyperclan

Yellow Martians

New Krypton

The Asteroid Belt

Replikon

Saturn

Servant Races of the

Martians

Blackrock

Recent Arrivals

TABLE OF CONTENTS

FOREWORD

INTRODUCTION

CHAPTER 1: HISTORY

BEFORE

IN THE BEGINNING

13 Billion Years ago

10 Billion Years ago

5 Billion Years ago

4.5 Billion Years ago

3.5 Billion Years ago

EARTH’S EARLY DAYS

200 Million Year

65 Million Years ago

100,000 Years ago

80,000 Years ago

45,000 Years ago

Ariane, Lord of Atlantis

35,000 Years ago

20,000 Years ago

15,000 Years ago

11,000 Years ago

10,000 Years ago

7,000 Years ago

Ancient History

4,500 Years ago

3,200 Years ago

Amazon Warriors

3,000 Years ago

2,000 Years ago

100 A.D.

700 A.D.

1000 A.D.

Times of the

Birth & the Bold

1100 A.D.

1400 A.D.

1500 A.D.

1600 A.D.

Black Pirate

Heroes of

The New World

1700 A.D.

1800 A.D.

“Bat” Lash

Scalp Hunter

The Golden Age

1900-1941

Enemy Ace

Wartime Heroes

1941-1950

G.I. Robot

Sgt. Rock

The Unknown Soldier

1950-1985

The Modern Age

A Titanic Legacy

The League Everlasting

A Society of Heroes

Zero Hour

Invasion

Villainy & Conspiracy

End of the Ninth Age

Dreams

The Threat of Darkseid

New Universes

The Final Crisis

Darkest Night

Sasha Bordeaux

Checkmate Knight

The Eastern

Metropolis

Geography

Special Crimes Unit

Dan Turpin

Whisper A’Daire

Kyle Abbott

Bruno Mannheim

Intergang Thug

Religion of Crime Cultist

Gotham City

Geography

James Gordon

Maggie Sawyer

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Civic City, Pennsylvania

Covina, Maine

Everglades, Florida

Fairfax, Maine

Ferris Island, New York

Happy Harbor, Rhode Island

Hartford, Connecticut

Hatton Corners, New Hampshire

Ivy Town, New York

Leesburg, Virginia

Manchester, Alabama

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Rutland, Vermont

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The Central

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Illumination, Texas

Lone Star, Texas

Mount Rushmore, South Dakota

Pittsfield, Iowa

Smalville, Kansas

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The Western

United States

Challengerville, Colorado

Gateway City, California

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Littleville, Colorado

Middleton, Colorado

Mount Thunder, Nevada

San Francisco, California

Vanity, Oregon

Warpath, Arizona

Latin America

Argentina

Brazil

Buena Suerte

El Segundo

Hasaragua

Mexico

Pago Island

Parador

Peru

Santa Prisca

Tropidor

Uruguay

Europe and Africa

Austenburg

Cerdia

Democratic Republic of the Congo

Gorilla City

Solovar

England

Knight

Squire

France

Greenland

Khandag

Koroscova-Transbelvia

Lamumba

Markovia

Modora

Sonar

Naboa-Cana

Vlata

Zandia

The Middle East

And Asia

Bahndisia

Bialya

China

The Great Ten

Dinosaur Island

Hsuan

Iran

Japan

Karoccan Emirate

Kooey Kooey Kooey

Oolong Island

Qura"u

Rheelasia

Russia

Rocket Red/Rocket Elite

Tibet

Chapter 3: Beyond Earth

The Solar System

Venus

Mars

The Green and White

Martians

The Hyperclan

Yellow Martians

New Krypton

The Asteroid Belt

Replikon

Saturn

Servant Races of the

Martians

Blackrock

Recent Arrivals
CHAPTER 4: OTHER DIMENSIONS .......... 139
DIMENSIONAL TRAVEL .......... 139
Travel (Optional Rule) .......... 139
PARALLEL EARTHS .......... 140
The Bleed .......... 140
The Multiversal Nexus .......... 141
The Monitors .......... 141
The Source Wall .......... 142
THE TOUR OF WORLDS .......... 143
Earth-Prime .......... 143
Earth-Zero a.k.a. .......... 143
New Earth .......... 143
Earth-One .......... 143
Earth-Two .......... 143
Earth-Three .......... 143
Earth-Four .......... 143
Earth-Five .......... 143
Superboy Prime .......... 144
Earth-8 .......... 146
The Extremists .......... 146
Earth-9 .......... 149
Earth-10 .......... 149
Earth-11 .......... 149
Earth-12 .......... 149
Neo-Gotham .......... 149
Earth-15 .......... 150
Batman Beyond .......... 151
Bruce Wayne .......... 153
Catwoman .......... 153
Earth-19 .......... 154
Earth-21 .......... 154
Earth-22 .......... 154
Earth-26 .......... 154
The Zoo Crew .......... 154
Earth-30 .......... 157
Earth-31 .......... 157
Earth-40 .......... 158
Earth-43 .......... 158
Earth-48 .......... 158
Earth-50 .......... 159
Earth-51 .......... 159
Kamandi .......... 160
MYSTIC DIMENSIONS .......... 161
"You will NOT Bar
MY passage!" .......... 161
Asking for a Little Help .......... 161
Astral Plane .......... 162
Mister E .......... 162
Azarath .......... 162
Doctor Occult .......... 163
The Dreaming .......... 164
Fiddler's Green .......... 165
Gate of Horns and Ivory .......... 165
House of Mystery
& House of Secrets .......... 165
Lucien's Library .......... 165
Palace of Morpheus .......... 165
The Endless .......... 165
Death .......... 167
Delirium .......... 167
Desire .......... 167
Despair .......... 167
Destiny .......... 167
 Destruction .......... 167
Dream .......... 167
Divine Realms .......... 167
Afterworlds .......... 168
Olympus .......... 168
Faerie .......... 168
Gemworld .......... 169
Amethyst .......... 170
The Green, the Gray,
and the Red .......... 172
Heaven and Hell .......... 172
Hell .......... 172
Purgatory .......... 174
The Silver City .......... 174
The Land
of Nightshades .......... 174
Limbo .......... 174
Doctor Thirteen .......... 175
Myrra .......... 175
Pytharia .......... 175
Realms of Order
and Chaos .......... 176
Democratic Order
and Chaos .......... 176
Darkworld .......... 176
Druspa Tau .......... 177
The Rock of Eternity .......... 177
The Shadowlands .......... 177
Skartaris .......... 177
Sorcerer's World .......... 178
OTHER REALMS .......... 178
Bgtzl .......... 178
The Fifth
Dimension/Zrff .......... 178
The Fourth World .......... 179
Apokolips .......... 179
Mantis .......... 180
The Female Furies .......... 180
Stepwenwolf .......... 183
Virman Vandabar .......... 183
New Genesis .......... 183
The Meta-Zone .......... 184
Shade the
Changing Man .......... 185
The Phantom Zone .......... 185
"Pocket" Dimensions .......... 185
Barter's Shop .......... 185
The Hidden City .......... 186
The Oblivion Bar .......... 186
Wintersgate Manor .......... 186
The Anti-Matter
Universe .......... 186
Anti-Earth .......... 187
Qward .......... 187
Weapones of Qward .......... 187
Thunderers of Qward .......... 187
Shadow Demons .......... 188
The Speed Force .......... 188
Xebel .......... 188
ANTI-MONITOR .......... 189
CHAPTER 5: INTO THE FUTURE .......... 191
TIME TRAVEL .......... 191
The Time Stream .......... 191
The Problem with Time
Travel .......... 191
Changing History .......... 191
Time Traveling .......... 192
THE UNITED PLANETS .......... 192
Earth .......... 192
EarthGov .......... 194
The Legion of
Super-Heroes .......... 194
The Legion Academy .......... 198
The Government of The
United Planets .......... 199
Science Police .......... 199
The Time Institute .......... 200
Other Worlds
of the United Planets .......... 201
Colu .......... 201
Daxam .......... 201
Duria .......... 202
Noltor .......... 202
Titan .......... 203
Beyond The
United Planets .......... 203
The Dominion .......... 203
Dark Circle .......... 204
Khund Empire .......... 205
THE SYSTEM .......... 206
The United Galaxies .......... 206
Power Icons .......... 206
Justice Legions .......... 206
The Return of
Superman-Prime .......... 207
Vanishing Point .......... 208
TIME MASTERS AND
TEMPORAL TYRANTS .......... 209
Black Beetle .......... 209
Epoch, Lord of Time .......... 210
The Infinite Man .......... 211
Time Commander .......... 211
Time Trapper .......... 212
Waverider .......... 213
AFTERWORD .......... 214
APPENDIX .......... 215
INDEX .......... 221
LICENSE .......... 223
The DC Universe is a vast and amazing place, breaking free of the primeval with Anthro the first boy and in a sense culminating with Kamandi the last boy. You see, unlike other vast and wondrous comic universes, the DCU has vital characters living in all time periods and all parts of our universe and into many others, too.

Although DC Comics technically began with “New Fun” comics, the DCU can be said to have truly begun with the premiere issue of Action Comics featuring comics’ first real Super Hero: Superman. Within a year he was joined by Batman, then Wonder Woman, Green Lantern, Flash, Hawkman and all the original Golden Age characters. And though the heroes would often share space on covers, there was no real attempt to actually have them meet in the stories until a few years later, and that ultimately resulted in the first Super Hero team comic, All-Star Comics, featuring the fabled Justice Society of America. Suddenly, what was originally a series of separate tales of heroes fighting evil became a massive shared universe which was like nothing anyone had ever seen before.

The original creators of the comics were the ones who had to find their way through a great, unexplored universe. They didn't do it with a plan; in most cases they came up with ideas, threw them out and saw what stuck then rinsed and repeated. Because most of them were not fans of comic books—there had been no comics for them to have been fans of, they probably didn't read the other comics, so they didn't think they were creating a single, vast world. That changed almost five years after the majority of the Golden Age heroes disappeared into the darkness of cancellation.

Under the editorial guidance of Julius Schwartz, DC brought back the Flash. But Julie and his team didn't simply resurrect the Golden Age Flash; they created a brand-new character. Then they created a new Green Lantern, and Atom, Hawkman, and slowly all the others. These new characters happened to appear just as a vast number of baby boomers reached the age where comics would be of interest and the books sold through the roof.

Understanding what they had, DC quickly put them into a brand-new version of the JSA only this time it was called the Justice League of America. A new shared universe was started. DC's characters existed in fictional cities like Metropolis, Gotham, Ivy, Coast, Central City and others, so they didn't always interact, but they did as members of the Justice League of America.

Slowly, all the original creators moved on. Some left comics, others, became icons. The characters were then taken over by a new generation of creators like myself who, because we grew up with a fully established DCU, took the idea of the shared universe even further. We now had thousands of characters we loved and we got to play with them, to pit them against each other in new and untried ways. For many of the Golden Age creators, working in comics was just that: work. For us, raised on comics, we were having fun.

The power of a shared universe is that as new writers, artists and editors, we looked at various characters and scenarios and because we hadn't created them, we were able to see ideas that not even the original creator may have intended or suspected were there. We were looking at the characters with a fresh eye. And as our generation evolved, a new generation followed us, and another followed them, and each looked at the characters with a different attitude and mindset. Some of us remained in the business and evolved our craft, others left and were replaced with creators who had radically new ideas. But all of us were taking ideas that were shared with us and we found ways to share them with new fans and new readers, always trying to keep the characters not only current, but able to adapt to all new world views. Our goal was to take the shared universe and, honoring what came before, keep it constantly fresh and evolving.

Personally, showing respect for what came before and yet moving the DCU into its next phase, was my major goal when I came up with and wrote the first massive crossover book in comics, 1985’s Crisis on Infinite Earths.

I believe the goals of all the major crossovers since Crisis are the very same as I had: keep the characters fresh and exciting. Find a new way to tell our stories so they reflect the attitudes of a new time. If we didn't regularly update our shared characters and universes the comics would, I fear, fade into irrelevance. The world around us changes whether we want it to or not. Everything changes and grows and adapts or becomes extinct. Fortunately each generation of comic book writers understands the need to have our characters grow as well.

The book you're reading is all about the DC Universe and its ever changing landscape. Enjoy it as it tells a story that is vast and always new.

Marv Wolfman, December 2012
DC ADVENTURES: Universe is the third book to explore the DC Universe and the final book in the DC ADVENTURES Roleplaying Game line. Inside is information about the past, present, and future of the universe, as well as the other dimensions, which together make up the entirety of the DC Universe. In these pages are hundreds of characters, from alien races like the Psions and Thanagarians to heroes and villains like Arion, Lord of Atlantis and Sonar—along with friends, relatives, and enemies like Commissioner Gordon, Cameron Chase, Bruno Mannheim, Crime Cultists, and many more!

The DC ADVENTURES: Hero's Handbook gave you the rules you needed to play a game set in the DC Universe, the two-volume Heroes & Villains books populated that world, and this book gives you its history and completes the picture no matter where or when your series takes place! Welcome to the DC Universe! Welcome to DC ADVENTURES: Universe!

OVERVIEW

DC ADVENTURES: Universe is an overview of the setting DC comics take place in—no matter what the time period, planet, or dimension is. Unlike the two-volume DC ADVENTURES: Heroes & Villains books, which were organized alphabetically, this book is arranged into chapters that cover broad subjects like the history of the DC Universe or other dimensions. For the most part these chapters present information about the setting, such as the many cities, historical periods, or alien worlds shown in the comics and why they're important. However, these chapters also include hundreds of characters from the mundane to the fantastic. A number of these characters are the friends, loved ones, and allies of the most popular heroes in the world, while others are the street thugs, criminal masterminds, and super-villains that face off against those same heroes. Each of these characters includes game information (statistics or "stats") that work with the rules presented in the DC ADVENTURES: Hero's Handbook, along with some information about each character's history or personality.

As the previous books in the line took an "iconic" view of the characters they presented, this book takes an "iconic" view of the DC Universe, so you can use the information to present the world the way that makes the most sense for your games. With the changes that have occurred over the years, it's difficult to present a single, unified vision of the DC Universe, but everything included here has been in some way significant to the setting and is included for that reason. Instead of being a complete and accurate history, this book focuses on the essence of the DC Universe, including the high points and important events that make it the universe you see in the comics!

HOW TO USE THIS BOOK

As an overview of the history of the DC Universe, filled with locations strange and wonderful, populated by characters from the ordinary to the super-powerful, this book can be used in a number of ways for both players and Gamemasters, depending on your needs.

First, it's a resource for the Gamemaster. With hundreds of characters included in this book, you should be able to find any number of allies and enemies for your player's heroes. All the work of writing up the characters has been done for you, so you can spend your time coming up with a fun game to run for your friends!

Second, this book is filled with information to inspire story ideas—long-term and short-term plots by villains—probably even more so than the previous books in the DC ADVENTURES line, because the information is drawn from every corner, time, world, and dimension of the universe!

Third, some of these characters can be run by your players. We've highlighted the ones that are exactly the right power point total for new characters of their power level. If someone is playing for the first time, forgot their character, or just wants to sit in for a game session, just grab one of these characters and start playing!

Fourth, you can use the information here to create your own heroes and villains—and tie them in to the aspect of the DC Universe you find the most interesting or inspiring! As with the Heroes & Villains volumes, you can pick and choose powers you like, adapt them to the character concept and power level you want and with a little bit of work you have a new creation that's all your own! When a player asks, "How do I create a character like...?" all you need to do is flip open the book and see!

Really, there's no wrong way to use this book. It's a resource for you and your players to become more familiar with both the well-known and the hidden places of the DC Universe. However it helps make your games more fun and interesting, then that's the correct way to use it.
INTRODUCTION

From the beginning of time to Vanishing Point, Amazon Warriors to the Time Trapper, Metropolis to Oa, and everywhere and everywhen in between, this book is the Game-master’s number one resource for setting a game in the DC Universe.

Chapter 1: History is all about the past. From the beginning of time up to the modern day, it covers the most important times and characters in history. As you might expect, the rest of the book builds on this foundation.

Chapter 2: Earth covers the planet Earth in the modern day. Since it’s likely the default setting for most DC ADVENTURES series, it covers everything from the small towns and big cities in America to other countries—along with their inhabitants, whether they be normal people or super-powered like China’s team, the Great Ten.

Chapter 3: Beyond Earth expands the scope to all the worlds and places of significance in the modern day, but throughout the entire universe. It includes information on the Guardians, Oa, and the Green Lantern Corps, other planets like Rann, Colu, Bizarro World, and Appellax, and many of the races found on these worlds.

Chapter 4: Other Dimensions takes a trip into worlds other than the one in which Earth is found. Here, places such as Azarath, the Green, the Dreaming, and the 52 parallel worlds that make up the multiverse are explored along with the people and entities that dwell there.

Chapter 5: Into the Future, finally, covers everything from the near-future of tomorrow through the end of time. The 31st Century of the Legion of Super-Heroes is covered in some depth, including many of the worlds and people (or rather, aliens) that populate that setting. The chapter wraps up discussing the end of time, Vanishing Point and the Linear Men.

The characters and groups on the following pages appear in the chapter and section that makes the most sense for them in terms of their place in the world. Commissioner Gordon appears in Gotham City, “Bat” Lash is in the 18th and 19th Centuries, a Thanagarian Wingman is alongside Thanagar, and so on. Admittedly that can make finding a specific character a bit tricky because it assumes some knowledge of the DC Universe, but each of the characters also appears in the Table of Contents and Index, so those are good places to look if you can’t find what you’re looking for.

Lastly, since it wasn’t possible to include every character ever mentioned in the comics, or even every character mentioned in this book, the characters included can often be used as the basis for similar characters. So, “Bat” Lash is included and can easily and quickly be modified to represent any number of other gunfighters of the same time period.

HOW TO READ CHARACTERS

In order to save space, and because most of the characters in this volume don’t require it, each character is presented in a “short form” stat block. While these are more compact than what most characters from the previous books have used, they contain everything you need to use the character in your game.

Every character entry and many of the team entries include game information so you can use them in your games. Each entry follows a few rules to make them consistent and easier to understand at a glance.

- If appropriate, characters are presented in their super-powered identity. This means when you look at Captain Carrot, what you’re seeing is him in his super-powered form, not plain ol’ Rodney Rabbit, all-star writer/artist of the Just’A Lotta Animals comic series.

- If a character can vary their abilities in some way, say due to the Growth power or because they can change forms somehow, then there are two numbers separated by a slash. Characters like this are also accompanied with asterisks and notes to call attention to what scores are affected and when they have their higher scores or their lower scores. Lastly, unless a character’s powers say otherwise, you can always choose to have them operate at less than full power if it fits your game better.

NOT WHAT YOU EXPECTED?

The characters and information may not match up exactly with your expectations of how you feel they should be presented in terms of the history of the DC Universe or how they should be presented in the DC ADVENTURES game. That’s unfortunate, but while writing this book and designing these characters the writers and developer had to make choices, settle on what they felt was the best choice, and move on. Our goal was to make the setting and the characters as iconic and representative as possible.

As with all games, realism often took a backseat to writing up a character that was effective given his or her role in the DC Universe. So, some characters may have an ability score, attack or defense value, or power that just doesn’t look right to you. That may very well be. These characters were created to reflect how they appear to operate in the comics. Maybe Kilowog should have a higher Dodge and Parry along with a lower Toughness than he has, but if that were the case he wouldn’t be the juggernaut he’s shown to be in the comics. Since he is, his values needed to reflect that.

You are, of course, welcome to change any of these characters—or the history of the DC Universe—to suit your tastes; the goal of the authors was to present you with a useful sourcebook with information and characters as similar as possible to how they appear in the comics. On the whole this book does that, even if some of the details may not mesh with your concept of how things should be. We hope you enjoy our efforts.
• Characters that lack Powers, Equipment, Advantages, or Skills don’t have a space for that category of ability. For example, Harvey Bullock doesn’t have any powers, so you won’t see a Powers entry for him, instead it goes right to Equipment, then Advantages and Skills.

• A character with the Equipment advantage may have only some of their equipment points spent. If this is the case, then you can spend the remaining points as you see fit. Usually this means the character varies his or her arsenal depending on need. You may also elect to leave those points unspent to avoid the additional bookkeeping. Those characters accompanied by a list of equipment always show what that character typically carries.

• Skills and Advantages granted by a power (using the Enhanced Trait effect) appear both in the listing for that power and in the Skills or Advantages section of the character in italics. These aren’t the same skill or advantage purchased multiple times, instead they’re included under the appropriate headings for ease of reference.

• The Offense section of a character includes shorthand notations about the character’s attack values and powers (if any). This section does not list all the information about those powers and may not even include all of the powers or abilities that character is capable of using. Be sure to look at the full write-up of the character’s powers and advantages in order to learn exactly what they’re capable of and what your options are.

• Characters whose point values exactly match the starting number of points they should have for their power level are highlighted in green in the Appendix. They are usable as player characters, either using them with their name and history intact or as the basis of very similar characters with a different name and background.

• Power Level X: A number characters—such as the Monitors and Dream—are listed as “Power Level X” or “PLX” and given no game traits (or very few). This is because these characters are so massively powerful, often to the point of near-omnipotence, that there’s little point in trying to quantify their abilities. Game traits covering everything they could do would take up pages and add up to thousands of power points! Power Level X characters are more plot devices than they are playable characters, meant to provide the heroes with serious challenges that cannot necessarily be overcome with sheer might. Often, defeating them requires a different approach. The GM should see to it that there is some way for the heroes to succeed—and for the players to figure it out!—when it comes to PLX foes.

Overall, the characters should be easy to decipher, but the notes above should help if something is unclear. If a character breaks any of the guidelines above, that will be made clear in the character’s entry either with notes called out using asterisks or with information in that character’s write up.