

## DC Character Generation System

### Powers Cost

5-50 pts = 1 slot  
 75-150 pts = 2 slots  
 200-500 pts = 3 slots  
 750-1000 pts = 4 slots

### Skills Cost

General Skill = 3 slots  
 Specific Skill = 1 slot  
 Specialization = 1 slot  
 Advantages Costs:

- 5-10 pts = 1 slot
- 15-20 pts = 2 slots
- 25+ pts = 3 slots

### Drawbacks Bonus:

- 5-10 pts = +1 slot
- 15-20 pts = +2 slots
- 25+ pts = +3 slots

### Power Bonuses:

- +1 FC = -1 AP
- +2 FC = -2 Aps
- +3 FC = -3 Aps

### Power Limitations:

- -1 FC = +1 AP
- -2 FC = +2 Aps
- -3 FC = +3 Aps

### Character Generation

#### *Last Step Filling the Blanks*

1. What is your hero's name?
2. How old is he or she?
3. Does the hero have a secret ID? How do they keep it?
4. How do the hero earn a living?
5. Where does the hero live?
6. What is the hero's personality?
7. Does the hero have any hobbies?
8. What does the hero's costume look like?
9. Where did the hero get their powers?
10. What is the hero's history prior to becoming a hero?

### Dice # Physical Form

01-15	Normal Human/High Tech User
16-25	Mystical
01-10	Magically Enhanced
11-35	Possesses Magical Items
36-00	Magic Wielder
26-30	Induced Mutant
31-33	Natural Mutant
34-35	Breed Mutant
36-38	Android
39-46	Humanoid Race
48-49	Organic Modified Human
50-51	Muscular Modified Human
52-53	Skeletal Modified Human
54-57	Extra Parts Modified Human
58	Centaur Demihuman
59	Equiman Demihuman
60	Faun Demihuman
61-62	Felinoid Demihuman
63-64	Lupinoid Demihuman
65-66	Avian Demihuman
67	Chiropteran Demihuman
68	Lamian Demihuman
69	Merhuman Demihuman
70	Other Type of Demihuman
71-72	Artificial Limbs/Organs Cyborg
73-74	Exoskeleton Cyborg
75-76	Mechanical Body Cyborg
77-79	Mechanically Augmented Cyborg
80-82	Human Shape Robot
83-84	Usuform Robot
85-86	Metamorphic Robot
87	Computer Robot
88	Angel/Demon
89	Deity
90	Animal
91	Vegetable
92	Abnormal Chemistry
93	Mineral
94	Gaseous
95	Liquid
96	Energy
97	Ethereal
98	Undead
99	Compound
00	Changeling

### Primary Abilities & Power Rankings

APs	1	2	3	4	5
1-2	01-05	01-05	01-05	01-05	01-10
3-4	06-10	06-25	06-10	06-10	11-20
5-6	11-20	26-75	11-40	11-15	21-30
7-8	21-40	96-00	41-80	16-40	31-40
9-10	61-80	-	81-95	41-50	41-60
11-12	81-95	-	96-00	51-70	61-70
13-14	96-00	-	-	71-90	71-80
15-16	-	-	-	91-98	81-90
17-18	-	-	-	99-00	91-98
19-20	-	-	-	-	99-00

### Die # Pwrs Skls Advs Dbks

01-12	1/3	0/3	0/2	0/2
13-26	2/4	1/4	0/4	0/4
27-41	3/5	1/6	1/4	1/4
42-55	4/6	2/4	2/4	2/4
56-66	5/7	2/6	2/6	2/6
67-75	6/8	2/8	3/3	3/3
76-83	7/9	3/4	3/4	3/4
84-89	8/10	3/6	3/6	3/6
90-94	9/12	4/8	4/4	4/4
95-97	10/12	4/4	4/5	4/5
98-99	12/14	5/6	5/5	5/5
00	14/18	6/8	6/6	6/6

### Type Definitions:

- Normal Human/High Tech User: *Roll on Column 2.*
  - High Tech User: *Reason +IAPs. Resources +IAPs.*
- Mystically Enhanced: *Roll on Column 1. Raise one Ability +IAPs.*
- Possesses Magical Items: *Roll on Column 2. Reason +IAPs. Resources +IAPs*
- Magic Wielder: *Roll on Column 3. Psyche +IAPs. Popularity +IAPs.*
- Induced Mutant: *Roll on Column 1. Raise one Ability +IAPs.*
- Natural Mutant: *Roll on Column 1. Raise Endurance +IAPs. They gain 1 extra power. Resources -IAPs.*
- Breed Mutant: *Roll on Column 1. Endurance +IAPs. Intuition +IAPs. 1 Contact.*
- Androids: *Roll on Column 4. Influence -IAPs. Raise one Ability +IAPs. Gain one extra power. 1 Contact.*
- Humanoid Race: *Roll on Column 5. Raise one Ability +IAPs. Resources start at Poor. 1 Contact.*
- Surgical Composite: *Roll on Column 2. Fighting, Strength, & Endurance +IAPs. Resist Mental Domination -IAPs. Influence=0. Resources are at Poor. Heal*

- twice as quickly as humans. 1 Contact.*
- Organic Modified Human: *Roll on Column 1. Heal x2 rate. 1 Contact.*
- Muscular Modified Human: *Roll on Column 1. Strength +IAPs. 1 Contact.*
- Skeletal Modified Human: *Roll on Column 1. Resist Physical +IAPs. 1 Contact.*
- Extra Parts Modified Human: *Roll on Column 2. 1 Contact. Extra Parts.*
- Centaur Demihuman: *Roll on Column 3. Strength +IAPs. Running & 4 Legs/Hooves. Influence -IAPs.*
- Equimen Demihuman: *Roll on Column 3. Endurance +IAPs. Running & Hooves.*
- Fauns Demihuman: *Roll on Column 2. Endurance +IAPs. Running, Hooves, & Broadcast Empathy. Influence=0.*
- Felinoids Demihuman: *Roll on Column 3. Agility +IAPs. Claws, Night Vision, Running, Climbing.*
- Lupinoids Demihuman: *Roll on Column 3. Strength +IAPs. Tracking, Hyper Smell, Running. Influence -IAPs.*
- Avians Demihuman: *Roll on Column 3. Agility +IAPs. Wings, Winged Flight.*
- Chiropterans Demihuman: *Roll on Column 2. Agility +IAPs. Wings, Active Sonar. Influence -IAPs.*
- Lamians Demihuman: *Roll on Column 3. Agility +IAPs. Scales, Serpent Tail, lidless eyes and retractable fangs(50% Venomous). Influence=0.*
- Merhumnas Demihuman: *Roll on Column 2. Strength +IAPs. Fish Tail, Gills, Water Freedom/Breathing. Influence +IAPs.*
- Other Type of Demihuman: *Roll on Column 2. One Ability +IAPs. Extra Body Parts & Related Powers.*
- Artificial Limbs/Organs Cyborg: *Roll on Column 1. Intuition -IAPs. Exoskeleton Cyborg: Roll on Column 1. Body Armour.*
- Mechanical Body Cyborg: *Roll on Column 4. Intuition & Psyche -IAPs. Resist Disease & Poisons=Monstrous.*
- Mechanical Augmentation Cyborg: *Roll on Column 3. -1 Power.*
- Pure Robot: *Roll on Column 4. Immune Disease & Poisons. Influence=0. Usuforn Robot: Roll on Column 4. Immune Disease & Poisons.*
- Metamorphic Robot: *Roll on Column 4. Immune Disease & Poisons. 2 Body*

*Forms.*

- **Computer Robot:** *Roll on 4. Reason +2APs. Fighting -IAPs. Resources +IAPs. Immune Disease & Poisons.*
- **Angels and Demons:** *Roll on Table 4. All Physical Abilities +IAPs. Psychological Weakness Negates All Powers. Immune Disease & Poisons. Angels +2APs Influence, Demons -2APs Influence.*
- **Deity:** *Roll on Column 5. All Abilities +2APs. One Travel Power. Gain two Powers. Immune Disease & Poisons. Influence +2APs. Contacts=Followers. Honor bond not to actively promote a religion based on themselves/-2APs All Abilities/-IAPs Powers.*
- **Animals:** *Roll on Column 1. Powers=Normal Animal. Hunted by Trappers. Resources=0.*
- **Vegetable:** *Roll on Column 1. Powers=Normal Plant. Resources=0. Abnormal Biochemistry: Roll on Column 2. Endurance +IAPs.*
- **Mineral Life:** *Roll on Column 5. Immune Poisons and Diseases. Skin Armour=Material. Movement-IAPs. Vulnerability vs Vibration & Corrosion-IAPs*
- **Liquid Life:** *Roll on Column 5. Immune Poisons and Diseases. Phasing. Vulnerability vs Heat & Cold -IAPs.*
- **Energy Life:** *Roll on Column 5. Immune Poisons and Diseases. Energy Sheath. Vulnerability Vampirism & Opposite Energy Form -IAPs Resistance.*
- **Ethereal Life:** *Roll on Column 1. Immune Poisons and Diseases. Phasing.*
- **Undead Life:** *Roll on Column 1. Immune Poisons and Diseases. Strength & Endurance +IAPs. Weakness=Type.*
- **Compound:** *01-50 = 2, 51-75 = 3, 76-95 = 4, 96-00 = 5 Body Types. Influence -IAPs.*
- **Changeling:** *01-50 = 2, 51-75 = 3, 76-95 = 4, 96-00 = 5 Transformation Multiple Body Types*