Makeshift Weapons

Item	Base Damage Value (BDV)
City mailbox	6D
Fire hydrant	6D
Manhole cover	5D
Park statue (depending on size and material)	5Dx2 or more
Parking meter	3D
Street sign	3D
Streetlight	4Dx2
Telephone pole	8Dx2
Tree (depending on size)	5D or more

Note: Use the Base Damage Value as the Passive Defense Value of the item. Its total number of Body Points equals 10 times the Base Damage Value. Modify these values depending on the circumstances.

Common Armor

Armor	Armor Value (AV)
Bulletproof vest	16
Flak jacket	18
Leather, light	6
Leather, heavy	10

Combat Basics

Defense Total = Defense Value + defense modifiers

Defense Value = Passive Defense Value or any active defense skill roll

Passive Defense Value = (*Reflexes* or *acrobatics* or *dodge* + modifiers)/2

Damage Total = Base Damage Value + attack modifiers − Armor Value

Effect Value = skill roll − Defense Total

Note: Defense modifiers include range, cover, scale, and other Narrator options. Attack modifiers include the Effect Value, the *Physique/lifting* bonus, and other Narrator-chosen modifiers.

Damage Basics

- *Brawling* damage equals 2D plus the hero's *Physique/lifting* bonus for fists, feet, and other such body parts.
- *Martial arts* damage equals 1D plus the hero's *Physique/lifting* bonus for fists, feet, and other such body parts.
- Unarmed damage without a skill is 1D plus the hero's *Physique/lifting* bonus for fists, feet, and other such body parts.
- Thrown weapons, melee weapons, and most missile weapons do their listed damage plus the hero's *Physique/lifting* bonus. Other weapons do the damage listed.
- For powers that do damage, see Chapter 3.
- The *Physique/lifting* bonus equals the *Physique* or *lifting* die code divided by 2, rounded down.

DC Universe Skill List

REFLEXES
Acrobatics
Boating
Brawling
Climbing
Dodge
Driving
Martial arts
Melee weapons
Piloting
Riding
Sneak

COORDINATION
Catch
Lockpicking
Marksmanship
Missile weapons
Sleight of hand
Thievery
Thrown weapons

PHYSIQUE
Flying
Leap
Lifting
Resistance
Running
Swimming

KNOWLEDGE
Arcane lore
Computer ops
Criminology
Demolitions
Forgery
Languages
Medicine
Navigation
Research
Scholar
Science
Security

PERCEPTION
Artist
Engineering
Hide
Invent
Know-how
Repair
Search
Shadowing
Streetwise
Surveillance
Survival
Tracking

PRESENCE
Animal handling
Bluff
Charm
Command
Disguise
Interrogation
Intimidation
Persuasion
Willpower

Generic Difficulties

Level	Number
Very Easy	1
Easy	2
Moderate	3
Difficult	4
Very Difficult	5
Extremely Difficult	6
Heroic	7
Very Heroic	8
Super-Heroic	9
Legendary	10

Generic Modifiers

Significance	Modifier
Slight	+/−1
Significant	+/−2
Decisive	+/−3
Overpowering	+/−4

Die Code Comparison

Die Code	Description
1D	Below average
2D	Average human
3D	Average hero
4D	Competent
5D	Skilled
6D	Professional
7D	Exceptional
8D	Brilliant
9D	Nationally renowned
10D	World renowned
11D	Grand master
12D	Sector renowned
13D	Galactically renowned
14D	Legendary
15D	Mythical

DC UNIVERSE
ROLEPLAYING GAME™
NARRATOR'S SCREEN

Common Weapons

Weapon	BDV	Range
Axe	3D (edge)*/ 2D (handle/flat of head)*	PHYS−2/PHYS−1/—†
Baseball bat, large stick	3D*	
Baton, nightstick	3D*	PHYS−2/PHYS−1/—†
Bo staff	2D*	
Boulder, small	3D*	PHYS−4/PHYS−2/PHYS−1†
Bullwhip	2D*	6/—/— (to strike)
Composite bow with target arrows	3D*	30/75/130
Dagger	2D*	15/30/50
Escrima fighting stick	3D*	PHYS−1/PHYS/PHYS+1†
Handgun, large	5Dx3	30/90/165
Handgun, small	5Dx2	30/75/150
Laser pistol	6Dx3	75/225/450
Laser rifle	5Dx4	750/3000/6000
Nunchaku	2D*	
Pocket knife	0*	PHYS−1/PHYS/—†
Rifle	4Dx4	60/180/360
Rifle, assault	6Dx3	60/180/540
Rock, large	1D*	PHYS−2/PHYS−1/PHYS†
Rock, small	0*	PHYS−1/PHYS/PHYS+1†
Shotgun	5Dx3	30/60/150
Submachine gun	5Dx3	30/60/150
Shuriken	1D*	15/30/45
Sword	4D (edge)*/2D (flat)*	

Explosives	BDV	Range	Blast Radius
Dynamite	5Dx3	PHYS−1/PHYS−1/PHYS†	2/5/10
Fragmentation grenade	6Dx3	PHYS−1/PHYS/PHYS+1†	3/8/16
Plastic explosive	5Dx3	0	1/—/—†
Smoke grenade	‡	PHYS−1/PHYS/PHYS+1†	86 square feet
Tear gas	‡	PHYS−1/PHYS/PHYS+1†	86 square feet

†Range equals the total times 10, in feet.

§Smoke grenades and tear gas give all within blast area a −1D penalty to all *Reflexes*, *Coordination*, and sight-based *Perception* rolls.

*These weapons get a *Physique/lifting* bonus as their attack modifiers.

Actions in Rounds

Bash: Hit an opponent with a blunt weapon. (*melee weapons*)

Catch: Stop the movement of a thrown or dropped object or person. (The catcher must act later in the round than the person doing the throwing or dropping.) (*catch*)

Choke: Grab a person's neck and grip tightly. (*brawling* or *martial arts*)

Communicate: Relay plans or exchange complex ideas and information with other characters (more than a few words or one sentence).

Disarm: Remove an object from an opponent's hand. This action is treated as a called shot. (*brawling*, *martial arts*, *melee weapons*, *marksmanship*, or *thrown weapons*)

Dodge: Actively evade an attack. (*dodge*)

Entangle: Throw an entangling weapon at an opponent. (*thrown weapons*)

Escape: Break a hold. (*Physique* or *lifting*)

Grab: Latch onto an opponent. Depending on where the opponent was grabbed, he can take other actions. (*brawling* or *martial arts*)

Kick: Strike out at an opponent with a foot. (*brawling* or *martial arts*)

Leap: Jump over an opponent or onto a table or any other such maneuver. (*leap*)

Lunge: Stab forward with a pointed weapon, such as a sword or a knife. (*melee weapons*)

Move: Maneuver around the area up to your Speed.

Parry: Block an opponent's blow. (*brawling*, *martial arts*, or *melee weapons*)

Pin: Pin an opponent by either holding him to the ground or tacking a piece of his clothing to a wall or other nearby object. When pinning clothing, this is a called shot. When pinning the whole opponent, use the tackling rules. (*brawling*, *martial arts*, *melee weapons*, *marksmanship*, or *thrown weapons*)

Punch: Strike out at an opponent with a fist. (*brawling* or *martial arts*)

Push: Forcibly move an opponent. Use the charging attack/knock-back rules to determine the result. (*brawling* or *martial arts*)

Quick Draw: Act rapidly in a round, such as draw and fire a weapon in one smooth motion. This option counts as all the actions for hero's turn. (any attack skill)

Ready a Weapon: Draw a gun, unsheathe a knife, reload a rifle, and similar actions.

Run Away: Flee from the scene. (*running*)

Shoot: Fire a missile weapon. (*marksmanship*)

Slash: Swing an edged weapon. (*melee weapons*)

Tackle: Overcome an opponent by attacking him with your body. Once tackled, the opponent can do nothing other than attempt to break the attacker's grip. (*brawling* or *martial arts*)

Throw a Weapon: Toss a weapon at an opponent. (*thrown weapons*)

Trip: Quickly force one or both of an opponent's legs upward. (*brawling* or *martial arts*)

Use a Skill or Power: Perform an action related to a power the hero possesses or a skill he wants to use.

Vehicle Maneuver: Perform a stunt in a moving vehicle. (*driving* or *piloting*)

Villainous Acts

- organizing a crime
- minor crimes (forgery, selling stolen material)
- ruthless destruction of property
- theft
- murder

WEG!

Combat Basics

Defense Total = Defense Value + defense modifiers

Defense Value = Passive Defense Value or any active defense skill roll

Passive Defense Value = (*Reflexes* or *acrobatics* or *dodge* + modifiers)/2

Damage Total = Base Damage Value + attack modifiers – Armor Value

Effect Value = skill roll – Defense Total

Note: Defense modifiers include range, cover, scale, and other Narrator options. Attack modifiers include the Effect Value, the *Physique*/lifting bonus, and other Narrator-chosen modifiers.

Damage Basics

- *Brawling* damage equals 2D plus the hero's *Physique*/lifting bonus for fists, feet and other such body parts.
- *Martial arts* damage equals 1D plus the hero's *Physique*/lifting bonus for fists, feet, and other such body parts.
- Unarmed damage without using a skill is 1D plus the hero's *Physique*/lifting bonus for fists, feet and other such body parts.
- Thrown weapons, melee weapons, and most missile weapons do their listed damage plus the hero's *Physique*/lifting bonus. Other weapons do the damage listed.
- For powers that do damage, see Chapter 3.
- The *Physique*/lifting bonus equals the *Physique* or lifting die code divided by 2, rounded down.

Natural Healing

Activity	Body Points Healed Per Day
Full rest	5
Light activity	3
Heavy activity	1

Medicine Healing Rate

Die Face	Body Points Healed
Critical failure	Aid fails
Failure	(2)
Success	4
Critical success	6 (and another roll)

Healing Power Rate

Die Face	Body Points Healed
Critical failure	2
Failure	4
Success	6
Critical success	8 (and another roll)

Range Modifiers

Range	Defense Modifier
Point Blank	–1
Short	0
Medium	+1
Long	+2

Cover Modifiers

Cover	Defense Modifier
Light smoke/fog	+1
Thick smoke/fog	+2
Very thick smoke/fog	+3
Dim light, twilight	+1
Moonlit night	+2
Complete darkness	+4
25% covered	+1
50% covered	+2
75% covered	+4

Scale Values

Object	Value
Eight-story building	5
Four-story building	4
Two-story house	3
City bus	2
Average car	1
Average person	0
Small child	1
Bread box	2
Fashion doll	3
Action figure	4
Plastic army figure	5
Ant	7

Inanimate Objects Passive Defense Values

Material Examples	Passive Defense Value
Cotton cloth, gold, window glass, soft wood	1
Hard wood, plastic siding	2
Ice, brass, ceramic, bicycle tire	3
Sheet aluminum, asphalt, hard plastic	4
Bulletproof glass, concrete sidewalk, cast iron	5
Car door, reinforced concrete	6
Shale, quartz, reinforced steel	7
Granite, bank vault door	8
Diamond, titanium	9
Promethium metal	10

Note: For Body Points, multiply the Passive Defense Value by 5 to 10, depending on size, thickness, quality, and so on. The Passive Defense Value can also be used as a quick Base Damage Value, modified by the shape and length of the material.

Die Roll Chart

Result	Standard Die	Hero Die
Failure	1–2	[symbol]
Success	3–6	[symbol]

Result	Wild Die	Wild Hero Die
Critical failure	1	[symbol]
Failure	2	[symbol]
Success	3–5	[symbol]
Critical success	6	[symbol]

Sneak, Hide, & Shadowing Modifiers

Condition	Difficulty Modifier
Heavy rain or snow	–1
Dawn, dusk, fog, trees, crowd, etc.	–2
Night	–2
Inattentive observer	–2
Dense concealment (such as thick jungle)	–2
Many distractions (party, parade, combat)	–2
Attentive observer	+2
Open terrain	+2
Good lighting	+2
Several observers	+3

Skill List

REFLEXES
Acrobatics
Boating
Brawling
Climbing
Dodge
Driving
Martial arts
Melee weapons
Piloting
Riding
Sneak

COORDINATION
Catch
Lockpicking
Marksmanship
Missile weapons
Sleight of hand
Thievery
Thrown weapons

PHYSIQUE
Flying
Leap
Lifting
Resistance
Running
Swimming

KNOWLEDGE
Arcane lore
Computer ops
Criminology
Demolitions

KNOWLEDGE (cont.)
Forgery
Languages
Medicine
Navigation
Research
Scholar
Science
Security

PERCEPTION
Artist
Engineering
Hide
Invent
Know-how
Repair
Search
Shadowing
Streetwise
Surveillance
Survival
Tracking

PRESENCE
Animal handling
Bluff
Charm
Command
Disguise
Interrogation
Intimidation
Persuasion
Willpower

Generic Difficulties

Level	Number
Very Easy	1
Easy	2
Moderate	3
Difficult	4
Very Difficult	5
Extremely Difficult	6
Heroic	7
Very Heroic	8
Super-Heroic	9
Legendary	10

Generic Modifiers

Significance	Modifier
Slight	+/–1
Significant	+/–2
Decisive	+/–3
Overpowering	+/–4

Die Code Comparison

Die Code	Description
1D	Below average
2D	Average human
3D	Average hero
4D	Competent
5D	Skilled
6D	Professional
7D	Exceptional
8D	Brilliant
9D	Nationally renowned
10D	World renowned
11D	Grand master
12D	Sector renowned
13D	Galactically renowned
14D	Legendary
15D	Mythical

Lifting Difficulties & Modifiers

	Difficulty			
Human (1D–5D)	Metahuman (6D–10D)	Superhuman (11D–15D)	Weight
1	—	—	20 pounds
2	—	—	50 pounds
3	—	—	100 pounds
4	—	—	200 pounds
5	—	—	400 pounds
6	—	—	1,000 pounds
7	—	—	1,500 pounds
8	—	—	1 ton
9	—	—	2 tons
10	1	—	3 tons
11	2	—	4 tons
12	3	—	5 tons
13	4	—	6 tons
14	5	—	7 tons
15	6	—	8 tons
16	7	—	9 tons
17	8	—	10 tons
18	9	—	20 tons
19	10	1	30 tons
20	11	2	40 tons
21	12	3	50 tons
22	13	4	100 tons
23	14	5	150 tons
24	15	6	200 tons
25	16	7	250 tons
26	17	8	300 tons
27	18	9	400 tons
28	19	10	500 tons

Note: The chart on which a player rolls depends on the value of the hero's *Physique*. If a hero has 4D in *Physique*, she rolls on the "Human" column. If she has 6D, she rolls on the "Metahuman" column, while with 12D in *Physique* and lifting rolls on the "Superhuman" column. Additionally, heroes must roll regardless of the difficulty, because a critical failure on the Wild Die means that the hero failed to get a good grip on the object or that he dropped it.

Time	Difficulty Modifier
1–6 rounds	0
7 rounds to 3 minutes	+1
3–10 minutes	+2
10–30 minutes	+3
30–60 minutes	+4

Note: After the first hour, the hero must make a check once per hour at the same difficulty as one hour. If the hero fails the roll, then he must rest for twice as long as he was lifting the weight.

Common Weapons

Weapon	BDV	Range
Axe	3D (edge)*/	PHYS–2/PHYS–1/—†
	2D (handle/flat of head)*	
Baseball bat, large	3D*	
Baton, nightstick	3D*	PHYS–2/PHYS–1/—†
Bo staff	2D*	
Boulder, small	3D*	PHYS–4/PHYS–2/PHYS–1†
Bullwhip	2D*	6/—/— (to strike)
Composite bow with target arrows	3D	30/75/130
Dagger	2D*	15/30/50
Escrima fighting stick	3D*	PHYS–1/PHYS/—†
Handgun, large	5Dx3	30/90/165
Handgun, small	5Dx2	30/75/150
Laser pistol	6Dx3	75/225/450
Laser rifle	5Dx4	750/3000/6000
Nunchaku	2D*	
Pocket knife	2D*	PHYS–1/PHYS/—†
Rifle	4Dx4	60/225/600
Rifle, assault	6Dx3	60/180/540
Rock, large	1D*	PHYS–2/PHYS/PHYS†
Rock, small	0*	PHYS–1/PHYS/PHYS†
Shotgun	4Dx4	60/90/225
Submachine gun	5Dx3	30/60/150
Shuriken	1D*	15/30/45
Sword	4D (edge)*/2D (flat)*	

Explosives	BDV	Range	Blast Radius
Dynamite	5Dx3	PHYS–1/PHYS/PHYS+1†	2/5/10
Fragmentation grenade	6Dx3	PHYS–1/PHYS/PHYS+1†	3/8/16
Plastic explosive	5Dx3	0	1/—/—
Smoke grenade	‡	PHYS–1/PHYS/PHYS+1†	86 square feet
Tear gas	‡	PHYS–1/PHYS/PHYS+1†	86 square feet

†Range equals the total times 10, in feet.

‡Smoke grenades and tear gas give all within blast area a –1D penalty to all *Reflexes*, *Coordination*, and sight-based *Perception* rolls.

*These weapons get a *Physique*/lifting bonus as their attack modifiers.

Knowledge-Based Skills Difficulties

Amount of Information	Difficulty
Basic or common information; unconfirmed rumors	1
Theories; generalities	3
Complex concepts; moderately detailed information	5
Professional level; extensive (though not complete) information	7
Cutting-edge topics; extensive information, including peripheral details and extrapolations	9

Makeshift Weapons

Item	Base Damage Value (BDV)
City mailbox	6D
Fire hydrant	6D
Manhole cover	5D
Park statue (depending on size and material)	5Dx2 or more
Parking meter	3D
Street sign	3D
Streetlight	4Dx2
Telephone pole	8Dx2
Tree (depending on size)	5D or more

Note: Use the Base Damage Value as the Passive Defense Value of the item. Its total number of Body Points equals 10 times the Base Damage Value. Modify these values depending on the circumstances.

Common Armor

Armor	Armor Value (AV)
Bulletproof vest	16
Flak jacket	18
Leather, light	6
Leather, heavy	10

Surveillance Difficulties

Situation	Difficulty
Noticing obvious, generic facts; casual glance	1
Noticing obvious details, number of people	2
Noticing a few less obvious details, gist of conversation	4
Spotting a few specific details, identities of individuals	6
Spotting a few obscure details, specifics of conversation	8
Noticing many obscure details	10

Villainous Acts

- organizing a crime
- minor crimes (forgery, selling stolen material)
- ruthless destruction of property
- theft
- murder