

Character Building Index (Power, Skills, etc) compiled by Adam Fuqua v1

Abbreviation	Book/Source
BOH	Blood of Heroes: Special Edition
DCH3e	DC Heroes 3rd Edition
DC1PS	DC Heroes 1st Edition Powers & Skills Book
BRPG	Batman RPG (MFG299)
WW#	Who's Who with the number indicating which volume
JLI	Justice League Sourcebook
MAG	Magic Sourcebook
WaW	World at War Sourcebook
DA	Don't Ask (MFG218- 1st Edition Module featuring Ambush Bug)
FI	Fire & Ice Module (MFG215 - 1st Edition Module)
DM	Dream Machine (MFG228 - 1st Edition Module)
DPS	Moonshot: Doom Patrol Sourcebook (MFG238 - 1st Ed. Module)
URL	Site where the power, advantage, etc is detailed.
WORG	Refers to the www.writeups.org website. If there is a # followed by a numeral, that indicates the reference number following the slash for the article.

The following are commonly referenced articles on WORG

Guide to New Rules (Includes tips on navigating WORG)	https://www.writeups.org/dc-heroes-rpg-new-rules-guide/
Powers A-G	https://www.writeups.org/dc-heroes-rpg-new-rules-powers/
Powers H-Z	https://www.writeups.org/dc-heroes-rpg-new-rules-powers-2/
New Skills	https://www.writeups.org/rules-dc-heroes-rpg-new-skills/
Optional Skills	https://www.writeups.org/rules-dc-heroes-rpg-optional-skills/
Bonuses	https://www.writeups.org/dc-heroes-rpg-new-rules-bonuses/
Limitations	https://www.writeups.org/rules-dc-heroes-rpg-new-limitations/
Advantages	https://www.writeups.org/dc-heroes-rpg-new-rules-advantages/
Drawbacks	https://www.writeups.org/dc-heroes-rpg-new-rules-drawbacks/
Schticks (Similar to unique advantages)	https://www.writeups.org/rules-dc-heroes-rpg-schticks/

Power	Link	Base	FC	Range	Source
Acid	Body	15	3	Normal	BOH:59, DC3:43
Acuity	Int	350	10	Special	WORG:#3
Adaptation	Int	250	10	Special	BOH:59, DC3:51
Adrenaline Surge	Will	50	6	Self	BOH:59
Air Animation	Aura	30	8	Normal	BOH:59, DC3:66
Air Control	Int	20	9	Normal	BOH:59, DC3:51
Air Walking	Will	5	2	Self	BOH:60, DC3:51
Alert	Int	5	2	+5	BOH:60
Analytical Smell and Taste/Tracking Scint	Int	10	4	Normal	BOH:60, DC3:51
Anatomical Division	Body	35	5	Special	BOH:60
Animal Control	Int	15	7	Normal	BOH:61, DC3:66
Animal Mimicry	Will	50	5	Self	BOH:61, DC3:52
Animal Summoning	Int	25	2	Normal	BOH:61, DC3:66
Animate Dead	Aura	25	6	Normal	BOH:62, DC3:66
Animate Image	Aura	35	7	Normal	BOH:62, DC3:67

Animate Objects	Aura	30	6	Normal	BOH:62, DC3:67
Animated Shadows	Aura	25	8	Normal	BOH:62
Attraction/Repulsion	Mind	15	4	Normal	BOH:62, DC3:52
Aura of Fear	Aura	20	6	Special	BOH:63, DC3:67
Aura of Pain	Str	15	5	Special	WORG:#6
Awareness	Int	5	1	Special	BOH:63, DC3:67
Bestow	Aura	1000	10	Normal	WORG:#9
Blunting	Body	10	3	Self	WORG:#10
Bomb	Str	20	3	Special	BOH:63, DC3:43
Broadcast Empath	Will	20	5	Normal	BOH:63, DC3:52
Cell Rot	Will	20	3	Touch	BOH:64, DC3:52
Chameleon	Int	5	3	Self	BOH:64, DC3:52
Chemical Attack	Str	20	4	Normal	BOH:64
Claws	Dex	25	1	Touch	BOH:64, DC3:43
Claws Being	Body	20	4	Self	WORG:#16
Cling	Str	10	2	Touch	BOH:64, DC3:43
Cold Immunity	Body	5	4	Self	BOH:65, DC3:43
Color	Int	15	2	Normal	BOH:65
Coma	Will	50	8	Normal	BOH:65
Comprehend Language	Mind	5	2	Self	BOH:65, DC3:52
Continuum Control	Will	550	10	Normal	BOH:65, DC3:53
Control	Will	50	7	Normal	BOH:66, DC3:53
Crystal Production	Str	20	8	Normal	WORG:#17
Damage Absorption**	Body	75	8	Self	WW3:97(Sudden Death)
Damage Capacity	Bod/Spi/Min	25	6	Self	WORG:#19
Damage Transference	Will	15	5	Touch	BOH:66, DC3:53
Danger Sense	Int	25	3	Normal	BOH:66, DC3:53
Darkness	Str	5	7	Normal	BOH:66, DC3:43
Data Storage	Will	20	1	Self	WORG:#21
Defensive Adaptation	Body	150	7	Self	BOH:66
Density Increase	Will	10	5	Self	BOH:67, DC3:53
Detect	Int	10	3	Normal	BOH:67, DC3:54
Digging	Str	5	2	Touch	BOH:67, DC3:44
Dimensional Anchor	Will	35	5	Self	BOH:67
Dimensional Travel	Will	500	6	Special	BOH:67, DC3:68
Diminution	Mind	20	8	Touch	BOH:69
Directional Hearing	Int	5	3	Normal	BOH:70, DC3:54
Disintegration	Str	100	4	Touch	BOH:70, DC3:44
Dismember	Infl	60	7	Touch	BOH:70
Dispersal	Will	10	6	Self	BOH:71, DC3:54
Drain Resistance	Mind	20	5	Self	BOH:71
Dumb Luck	Infl	200	7	Self	BOH:71, DC3:69
Earth Animation	Aura	25	8	Normal	BOH:72, DC3:69
Earth Control	Int	20	7	Normal	BOH:72, DC3:54
Electric Being	Str	10	6	Self	BOH:72
Electrical Control	Int	15	8	Normal	BOH:72
Electromagnetic Pulse (EMP)	Str	20	3	Normal	WORG:#23
Emotion Absorbtion	Will	100	10	Normal	BOH:72
EMP Shielding	Body	5	4	Self	WORG:#24

Empathy	Will	10	3	Normal	BOH:73, DC3:54
Enchantment	Will	200	10	Normal	BOH:73, DC3:69
Energy Absorbtion	Body	25	5	Self	BOH:73, DC3:44
Energy Blast	Body	15	3	Normal	BOH:73, DC3:44
Energy Control	Int	150	10	Normal	WORG:#125
Enhance	Special			Special	WORG:#124
Enhanced Reaction (Enhanced Initiative)	Int	18	1	Self	WORG:#25
Enlarge	Mind	20	8	Touch	BOH:74
Exorcism	Mind	5	3	1 AP	BOH:74, DC3:69
Extended Hearing	Int	5	1	Normal	BOH:74, DC3:55
Extra Limbs	Str	5	4	Self	BOH:74, DC3:44
Extrasensory Perception (ESP)	Int	15	4	1/2 AP	WORG:#26
Extrasensory Tracking	Will	20	4	Special	WORG:#27
Eye of the Cat	Will	10	2	Normal	BOH:74, DC3:69
Fabricate	Aura	50	7	Normal	BOH:74
Flame Animation	Aura	25	8	Normal	BOH:75, DC3:70
Flame Being	Str	10	6	Self	BOH:75, DC3:44
Flame Control	Int	10	6	Normal	BOH:75, DC3:55
Flame Immunity	Body	5	4	Self	BOH:75, DC3:45
Flame Project	Str	15	3	Normal	BOH:75, DC3:45
Flash	Str	20	4	Normal	BOH:75, DC3:45
Flight	Dex	10	3	Self	BOH:76, DC3:45
Fluid Form	Body	75	7	Self	BOH:76
Fluid Form (Only to squeeze through)	Body	10	2	Self	WORG:#30
Fog	Str	5	3	Normal	BOH:76, DC3:45
Force Field	Str	30	6	Self	BOH:77, DC3:46
Force Manipulation	Will	75	10	Normal	BOH:77, DC3:55
Force Shield	Str	10	5	Normal	BOH:77, DC3:46
Force Wall	Str	15	7	Self	WORG:#31
Free Diving (Sealed Systems, Freediving only)	Body	5	1	Self	WORG2:#58
Friction Control	Int	25	7	Normal	BOH:77
Frostbite	Str	10	6	Self/Special	BOH:78
Full Vision	Int	5	1	Normal	BOH:78, DC3:55
Geoforce	Int	20	6	Normal	WORG:#32
Gliding	Dex	5	2	Self	BOH:79, DC3:46
Glue	Str	20	4	Normal	BOH:79, DC3:46
Grappling Immunity	Body	10	4	Self	WORG:#34
Gravity Decrease	Int	75	4	Normal	BOH:79, DC3:56
Gravity Increase	Int	20	4	Normal	BOH:79, DC3:56
Growth	Str	35	10	Self	BOH:79, DC3:46
Hypersensitive Touch	Dex	5	2	Touch	BOH:80, DC3:46
Hypnotism	Will	50	6	Normal	BOH:80, DC3:56
Ice Animation	Aura	25	8	Normal	BOH:80, DC3:70
Ice Control	Int	5	8	Normal	BOH:80, DC3:56
Ice Production	Str	20	10	Normal	BOH:80, DC3:46
Icing	Str	5	5	Self	BOH:81, DC3:47
Illusion	Will	50	10	Normal	BOH:81, DC3:56
Impact Absorption (Kinetic Absorption, Structural O	Body	25	5	Self	WORG2:#35
Intangibility	Will	100	2	Self	WORG2:#22

Interface	Int	35	6	Touch	BOH:81
Invisibility	Dex	45	4	Self	BOH:82, DC3:47
Invulnerability	Body	5	7	Self	BOH:82, DC3:47
Iron Will	Will	5	3	Self	BOH:82, DC3:57
Joined	Str	5	1	Self	BOH:83, DC3:70
Jumping	Str	5	2	Self	BOH:83, DC3:47
Kinetic Absorption	Body	35	6	Self	BOH:83
Knockout Gas	Body	20	4	Special	BOH:83
Laser Beam (Heat Vision)	Int	20	3	Normal	BOH:83, DC3:56
Life Sense	Will	35	4	Normal	BOH:84, DC3:57
Lightning	Str	15	3	Normal	BOH:84, DC3:47
Lightning Immunity	Body	5	4	Self	WORG2:#38
Magic Blast	Aura	20	3	Normal	BOH:84, DC3:70
Magic Field	Aura	20	6	Self	BOH:84, DC3:70
Magic Sense	Infl	5	1	Normal	BOH:84, DC3:70
Magic Shield	Aura	10	5	Normal	BOH:85, DC3:70
Magnetic Control	Will	15	10	Normal	BOH:85, DC3:57
Matter Manipulation	Int	100	10	Normal	BOH:85, DC3:57
Mental Blast	Will	15	3	Normal	BOH:85, DC3:57
Mental Freeze	Will	15	5	Normal	BOH:86, DC3:58
Mental Illusion	Will	50	6	Normal	BOH:86, DC3:58
Metal Manipulation	Will	50	7	Normal	BOH:86
Microscopic Vision	Int	5	1	0 APs	BOH:86, DC3:58
Mimic	Dex	50	10	Normal	BOH:86, DC3:48
Mind Blank	Mind	5	4	Self	BOH:87, DC3:58
Mind Blast	Will	20	3	Normal	BOH:87, DC3:58
Mind Drain	Will	20	8	Normal	BOH:87, DC3:59
Mind Field	Will	20	6	Self	BOH:87, DC3:59
Mind Over Matter	Mind	15	4	Self	BOH:87, DC3:59
Mind Probe	Will	20	3	Normal	BOH:87, DC3:59
Mind Shield	Will	10	5	Normal	BOH:88, DC3:59
Mirror Images (Illusion, Mirror Images Only)	Will	10	4	Normal	WORG2:#335
Molecular Chameleon	Will	75	10	Self	BOH:88, DC3:59
Morphic Stability	Body	25	6	Self	WORG2:#43
Mutation	Str	200	10	Touch	BOH:88, DC3:48
Mystic Blast	Aura	25	3	Normal	BOH:88
Mystic Freeze	Aura	20	5	Normal	BOH:89, DC3:70
Mystic Link		10		Self	BOH:89, DC3:65
Neutralize	Will	25	4	Normal	BOH:89, DC3:59
Numb	Str	25	5	Normal	WORG2:#46
Object Awareness	Will	20	1	Normal	BOH:89, DC3:60
Obscure	Will	5	4	Self/Touch	BOH:89
Omni-Ability	Special	50	10	Varies	WORG2:#45
Omni-Arm	Str	10	5	Self	BOH:89, DC3:48
Omni-Power	Special	500	10	Varies	BOH:90, DC3:73
Paralysis	Str	15	5	Normal	BOH:90, DC3:48
Personality Transfer	Will	30	8	Normal	BOH:90, DC3:60
Petrification	Dex	20	8	Touch	BOH:90
Phobia	Will	15	4	Normal	BOH:91, DC3:60

Photographic Reflexes	Int	100	10	Special	WORG2:#48
Plant Animation	Aura	10	7	Normal	WORG2:#49
Plant Control	Will	10	6	Normal	BOH:91, DC3:70
Plant Growth	Will	10	5	Normal	BOH:91, DC3:71
Poison Touch	Str	30	3	Touch	BOH:91, DC3:48
Postcognition	Int	15	2	Touch	BOH:92, DC3:61
Power Drain	Will	40	9	Normal	BOH:92, DC3:61
Power Reserve	Will	150	10	Self	BOH:92, DC3:61
Power Reserve (Zoomorph)	Will	10	10	Self	WORG2:#50
Precognition	Will	75	3	Self	BOH:92, DC3:61
Probability Control	Infl	300	9	Normal	BOH:93
Projectile Weapons	Str	15	2	Normal	BOH:93, DC3:48
Pyrotechnics	Will	15	3	Normal	BOH:93, DC3:61
Radar Sense	Int	5	1	Normal	BOH:93, DC3:62
Radio Communication	Int	10	3	+5	BOH:93, DC3:62
Recall	Mind	5	1	Self	BOH:94, DC3:62
Reflection/Deflection	Will	40	5	Self	BOH:94, DC3:62
Regeneration	Will	25	8	Self	BOH:94, DC3:62
Remote Sensing	Int	35	4	Normal	BOH:94, DC3:62
Running	Dex	0	2	Self	BOH:94, DC3:49
Scramble	Will	50	5	Touch	BOH:94
Sealed Systems	Body	5	5	Self	BOH:95, DC3:49
Self Manipulation	Dex	75	10	Self	BOH:96, DC3:49
Self-Link		50		Self	BOH:95, DC3:73
Sensory Block	Will	30	7	Normal	BOH:96, DC3:63
Shade	Body	5	4	Self	BOH:96, DC3:49
Shape Change	Will	35	10	Self	BOH:97, DC3:63
Sharpness	Body	25	7	Self	WORG2:#66
Shockwave	Str	20	5	Touch	WORG2:#70
Shotgun Blast	Str	10	1	Special	WORG2:#72
Shouting	Will	10	3	Special	BOH:97, JLI:126
Shrinking	Str	15	5	Self	BOH:97, DC3:49
Skin Armor	Body	50	5	Self	BOH:98, DC3:49
Sleep	Will	10	4	Normal	BOH:98
Slow (Everquest ability)	Infl	20	3	Normal	WORG2:#77
Snare	Str	20	3	Normal	BOH:98, DC3:49
Solar Sustenance	Body	5	1	Self	BOH:98, DC3:49
Sonar	Int	10	2	Normal	BOH:98, DC3:63
Sonic Beam	Str	15	4	Normal	BOH:99, DC3:50
Sorcery	Aura	750	10	Varies	BOH:99, DC3:71
Sound Nullify	Str	5	6	Normal	BOH:99, WW3:48(Stealth)
Speak with Animals	Int	5	2	1 AP	BOH:99, DC3:63
Speak with Plants	Int	25	5	Special	BOH:100, DC3:71
Spirit Steed	Spi	55	5	Special	WORG2:#81
Spirit Travel	Will	10	4	Self	BOH:100, DC3:72
Spiritual Drain	Aura	20	9	Normal	BOH:100, DC3:72
Split	Dex	50	10	Self	BOH:101, DC3:50
Stagger	Str	20	3	Normal	WORG2:#85
Stretching	Dex	10	6	Self	BOH:101, DC3:50

Subjective Reality	Mind	100	1	Special	WORG2:#87
Super Breath	Str	10	4	Normal	BOH:101, DC3:50
Super Hearing	Int	5	1	+3	BOH:102, DC3:63
Super Ventriloquism	Int	5	2	Normal	BOH:102, DC3:63
Superspeed	Dex	25	8	Self	BOH:102, DC3:50
Suspension	Will	5	1	Self	BOH:103, DC3:63
Swimming	Str	5	2	Self	BOH:103, DC3:50
Systemic Antidote	Body	5	4	Self	BOH:103, DC3:50
Telekinesis	Will	15	6	Normal	BOH:103, DC3:64
Telepathy	Int	20	4	Normal	BOH:103, DC3:64
Teleportation	Will	50	4	+7	BOH:103, DC3:64
Telescopic Vision	Int	5	1	Special	BOH:104, DC3:64
Temperature Control	Will	20	4	Normal	WORG2:#90
Tesseract (Micro) (Dimension Travel, Tesseract)	Will	10	3	Special	WORG:#128
Tesseract (Mini) (Dimension Travel, Tesseract)	Will	10	5	Special	WORG:#128
Thermal Vision	Int	5	1	Normal	BOH:104, DC3:64
Time Control	Will	250	10	Normal	BOH:104
Time Slow	Will	75	6	Normal	WORG2:#91
Time Stop	Will	25	8	Normal	BOH:104
Time Travel	Will	500	4	Special	BOH:104, DC3:64
Transform	Will	35	10	Touch	BOH:105
Transmutation	Will	15	8	Normal	BOH:105, DC3:72
Truesight	Will	5	3	Normal	BOH:105, DC3:65
Tunnelling (Digging, Tunneling only)	Str	5	1	Touch	WORG:#126
Two-Dimensional	Dex	75	5	Self	BOH:106, DC3:50
Ultra Vision	Int	10	1	Normal	BOH:106, DC3:65
Unpredictable	Int	10	4	Self	WORG2:#97
Vampirism	Str	25	9	Normal	BOH:106, DC3:72
Vertigo	Str	25	7	Normal	WORG2:#100
Vibe	Str	20	4	Normal	BOH:106, DC3:51
Vibe Being	Body	15	6	Self	WORG2:#101
Voodoo	Aura	20	3	Normal	BOH:106, DC3:73
Warp	Will	100	5	Special	BOH:106, DC3:65
Water Animation	Aura	25	8	Normal	BOH:107, DC3:73
Water Blast	Str	15	4	Normal	WORG2:#108, BRPG: 71
Water Control	Int	35	8	Normal	BOH:107, DC3:65
Water Freedom	Dex	5	3	Self	BOH:107, DC3:51
Weakness Detection	Int	75	8	Normal	WORG2:#110
Weather Control	Int	15	8	+5	BOH:107, DC3:73
X-Ray Vision	Int	15	3	Normal	BOH:108, DC3:65
Zoomorph	Will	30	7	Self	WORG2:#120
Absorption Field (1st ed only)	Str	10			DC1PS:4
Air Blast (Batman RPG only)	N/A	10		Normal	BRPG: 50
Animal Transformation (1st ed Only)	Dex	0			DC1PS:4
Dream Manipulation (1st Ed Only)	Will	0		N/A	DM: 15
Glow (1st ed Only)	Str	10		Normal	DPS: 31
Reach (1st Ed Only)	Int	5		Normal	RR: 11
Reality Check (1st ed only)	Int	30		Special	DA:7
Shake (1st Ed Only)	Str	15		Normal	RR: 11

Stability (1st ed only)	Body	10		Self	Fl: 6
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**Only appears Who's Who Villain Sudden Death in official publications. The BOH version is published as errata on WORG.

Skills	Link	Base	FC	Subskills	Source
Accuracy		5	7	4	BOH:108
Acrobatics	Dex	15	7	3	BOH:109, DCH3e:74
Animal Handling	Infl	5	4	2	BOH:110, DCH3e:75
Artist	Infl	5	9	8	BOH:110, DCH3e:75
Charisma	Infl	20	6	3	BOH:111, DCH3e:76
Detective	Int	10	8	6	BOH:111, DCH3e:76
Gadgetry	Int	25	8	2	BOH:112, DCH3e:76
Martial Artist	Dex	25	7	4	BOH:112, DCH3e:77
Medicine	Int	5	7	5	BOH:113, DCH3e:77
Military Science	Int	10	9	7	BOH:114, DCH3e:78
Occultist	Infl	20	10	6	BOH:115, DCH3e:78
Scientist	Int	10	7	4	BOH:116, DCH3e:80
Thief	Dex	10	9	7	BOH:117, DCH3e:81
Vehicles	Dex	5	5	4	BOH:118, DCH3e:81
Weaponry	Dex	5	6	5	BOH:118, DCH3e:81
Scholar (1st ed only)	Int	0		3	DC1PS:36
Spy (1st ed only)	Int	5		4	DC1PS:38

Subskills	Skill	Link	Unskill	Source
Actor	Artist	Infl	N	BOH:110, DCH3e:75
Air Vehicles	Vehicles	Dex	Y	BOH:118, DCH3e:81
Analysis	Scientist	Int	Y	BOH:116, DCH3e:80
Animal Training	Animal Handling	Infl	N	BOH:110, DCH3e:75
Assault	Martial Artist	Dex	N	BOH:112, DCH3e:77
Battery	Martial Artist	Dex	N	BOH:112, DCH3e:77
Blitz	Military Science	Int	N	WORG:#70
Blocking	Martial Artist	Dex	N	BOH:112, DCH3e:77
Brainwashing	Medicine	Int	N	BOH:113, DCH3e:77
Build Gadget	Gadgetry	Int	N	BOH:112, DCH3e:76
Camouflage	Military Science	Int	Y	BOH:114, DCH3e:78
Cartography	Military Science	Int	Y	BOH:114, DCH3e:78
Climbing	Acrobatics	Dex	Y	BOH:109, DCH3e:74
Clue Analysis	Detective	Int	Y	BOH:111, DCH3e:76
Computer Hacking	Scientist	Int	N	WORG: Opt. Skills
Computer Science	Scientist	Int	N	WORG: Opt. Skills
Concealment	Thief	Dex	Y	BOH:117, DCH3e:81
Counterfeit Recognition	Detective	Int	N	BOH:111, DCH3e:76
Create Artifact	Occultist	Infl	N	BOH:115, DCH3e:78
Cryptography	Military Science	Int	N	BOH:115, DCH3e:78
Dancer	Artist	Infl	N	BOH:110, DCH3e:75
Danger Recognition	Military Science	Int	N	BOH:115, DCH3e:78
Defense	Martial Artist	Dex	N	BOH:113, DCH3e:77
Demolition	Military Science	Int	N	BOH:115, DCH3e:78

Dodging	Acrobatics	Dex	N	BOH:109, DCH3e:75
Drawing Plans	Scientist	Int	N	BOH:116, DCH3e:80
Enhancement	Medicine	Int	N	WORG:#50
Escape Artist	Thief	Dex	Y	BOH:117, DCH3e:81
Evasion	Evasion	Dex	N	WORG:#30
Exotic	Weaponry	Dex	N	BOH:118, DCH3e:81
Field Command	Military Science	Int	N	BOH:115, DCH3e:78
Firearms	Weaponry	Dex	Y	BOH:118, DCH3e:81
First Aid	Medicine	Int	Y	BOH:113, DCH3e:77
Forensics	Medicine	Int	N	BOH:113, DCH3e:77
Forgery	Thief	Dex	N	BOH:117, DCH3e:81
Graphic Designer	Artist	Infl	N	BOH:110, DCH3e:75
Gymnastic	Acrobatics	Dex	N	BOH:109, DCH3e:75
Heavy	Weaponry	Dex	Y	BOH:118, DCH3e:81
Identification Systems	Detective	Int	N	BOH:111, DCH3e:76
Identify Artifact	Occultist	Infl	N	BOH:115, DCH3e:79
Identify Gadget	Gadgetry	Int	Y	BOH:112, DCH3e:76
Interrogation	Charisma	Infl	N	BOH:111, DCH3e:76
Intimidation	Charisma	Infl	N	BOH:111, DCH3e:76
Land Vehicles	Vehicles	Dex	Y	BOH:118, DCH3e:81
Language/Liknguistics	Language/Scholar	Int	N	WORG: Opt. Skills , DC1PS:36
Law	Detective	Int	N	BOH:112, DCH3e:76
Legwork	Detective	Int	N	BOH:112, DCH3e:76
Locks and Safes	Thief	Dex	Y	BOH:117, DCH3e:81
Medical Treatment	Medicine	Int	N	BOH:113, DCH3e:77
Melee	Weaponry	Dex	Y	BOH:118, DCH3e:81
Mental Accuracy	Accuracy	N/A	N	BOH:108
Mentor	Occultist	Infl	N	BOH:116, DCH3e:79
Missile	Weaponry	Dex	Y	BOH:118, DCH3e:81
Musician	Artist	Infl	N	BOH:111, DCH3e:75
Mystic Arts	Martial Artist	Dex	N	WORG: Opt. Skills
Mystical Accuracy	Accuracy	N/A	N	BOH:108
Observation	Scientist	Int	N	BOH:116, DCH3e:80
Occult Knowledge	Occultist	Infl	N	BOH:116, DCH3e:79
Painter	Artist	Infl	N	BOH:111, DCH3e:75
Perception Accuracy	Accuracy	N/A	N	BOH:109
Persuasion	Charisma	Infl	N	BOH:111, DCH3e:76
Photographer	Artist	Infl	N	BOH:111, DCH3e:75
Physical	Accuracy	N/A	N	BOH:108
Pickpocketing	Thief	Dex	Y	BOH:117, DCH3e:81
Police Procedure	Detective	Int	N	BOH:112, DCH3e:76
Power Armor	Vehicles	Dex	N	WORG:#90
Premonition	Occultist	Infl	N	BOH:116, DCH3e:79
Research	Scientist	Int	Y	BOH:117, DCH3e:80
Riding	Animal Handling	Infl	Y	BOH:110, DCH3e:75
Ritual Magic	Occultist	Infl	N	BOH:116, DCH3e:79
Sculptor	Artist	Infl	N	BOH:111, DCH3e:75
Security Systems	Thief	Dex	N	BOH:117, DCH3e:81
Space Vehicles	Vehicles	Dex	N	BOH:118, DCH3e:81

Stealth	Thief	Dex	Y	BOH:118, DCH3e:81
Surgery	Medicine	Int	N	BOH:114, DCH3e:77
Survival	Military Science	Int	N	WORG:#72
Techniques	Martial Artist	Dex	N	BOH:113, DCH3e:77
Tracking	Military Science	Int	Y	BOH:115, DCH3e:78
Water Vehicles	Vehicles	Dex	Y	BOH:118, DCH3e:81
Writer	Artist	Infl	N	BOH:111, DCH3e:76
Divng (1st ed only)	Acrobatics	Dex	N	DC1PS:29
Electronic Countermeasures (1st ed Only)	Military Science	Int	N	DC1PS:35
Academic Study (1st ed Only)	Scholar	Int	N	DC1PS:37
Training (1st Ed Only)	Scholar	Int	N	DC1PS:37
Photo Interpretation (1st Ed only)	Spy	Int	N	DC1PS:38

Advantage	Cost	Source
Aging Reduction (Immortal)	25	WORG:#20
Aging Reduction (Near Immortal)	15	WORG:#20
Aging Reduction (Slowed)	5	WORG:#20
Ambidextrous	15	BOH:37
Area Knowledge (City)	20	BOH:37
Area Knowledge (Continent)	50	BOH:37
Area Knowledge (Country)	40	BOH:37
Area Knowledge (Dimension)	65	BOH:37
Area Knowledge (Galaxy)	125	BOH:37
Area Knowledge (Known Universe)	200	BOH:37
Area Knowledge (Neighborhood)	10	BOH:37, DC3:32
Area Knowledge (Planet)	75	BOH:37
Area Knowledge (Solar System)	100	BOH:37
Area Knowledge (Space Quadrant)	150	BOH:37
Area Knowledge (State/Province)	30	BOH:37
Attractive	15	BOH:38, DC3:33
Cheerleadership	5	WORG:#55
Conditional Soaking	20	WORG:#60
Confidant/ Silent Assistant/ Buddy	25	BOH:38, DC3:33
Connection (High)	15	BOH:39, DC3:33
Connection (Low)	10	BOH:39, DC3:33
Connection: Allied Armed Forces (High)	12	WaW:33
Connection: Allied Armed Forces (Low)	8	WaW:33
Connection: All-Star Squadron (High)	25	WaW:34
Connection: All-Star Squadron (Low)	0 (20)	WaW:34
Connection: Axis Armed Forces (High)	25	WaW:33
Connection: Axis Armed Forces (Low)	15	WaW:33
Connection: Cosmic Entity (High)	20	BOH:40, MAG:29
Connection: Cosmic Entity (Low)	15	BOH:40, MAG:29
Connection: JSA (High)	15	WaW:34
Connection: JSA (Low)	10	WaW:34
Connection: Mystic Community (High)	20	BOH:39, MAG:29
Connection: Mystic Community (Low)	15	BOH:39, MAG:29
Connection: OSS/FBI (High)	18	WaW:33

Connection: OSS/FBI (Low)	12	WaW:33
Connection: Press (High)	15/20	WaW:34
Connection: Press (Low)	10	WaW:34
Connection: US Armed Forces (High)	12	WaW:32
Connection: US Armed Forces (Low)	8	WaW:32
Connection: US Government (High)	15	WaW:33
Connection: US Government (Low)	10	WaW:33
Connection: White House (High)	20	WaW:33
Connection: White House (Low)	12	WaW:33
Connoisseur	5	BOH:40, DC3:33
Credentials - Government (High)	40	BOH:41, DC3:36 (Sec. Clearance)
Credentials - Government (Low)	20	BOH:41, DC3:36 (Sec. Clearance)
Credentials - Government (Medium)	30	BOH:41, DC3:36 (Sec. Clearance)
Credentials - Media (Press Pass)	10	BOH:40, DC3:33 (Free Access)
Credentials - Military (High)	35	BOH:41, DC3:36 (Sec. Clearance)
Credentials - Military (Low)	15	BOH:41, DC3:36 (Sec. Clearance)
Credentials - Military (Med)	25	BOH:41, DC3:36 (Sec. Clearance)
Credentials - Police (High)	15	BOH:40
Credentials - Police (Low)	10	BOH:40, DC3:33 (Free Access)
Credentials - Special	5-50	BOH:41
Double Jointed	10	BOH:42
Dream Team (w/ Rupture condition)	5	WORG:#65
Dream Team (w/o Rupture Condition)	15	WORG:#65
Edge	Special	WORG:#68
Expert (Expertise)	5	BOH:42
Expert (Familiarity)	2	BOH:42
Expert (Scholar)	10	BOH:42, DC3:35
Financial Backing	Variable	WORG:#70
Free Access (Military)	15	WaW:34
Free Access (Regular)	10	WaW:34
Gadget	Variable	BOH:42, DC3:33
Genius	25	BOH:42, DC3:34
Gift of Gab	20	BOH:43, DC3:34
Headquarters (Confined)	10	BOH:43, DC3:34
Headquarters (Expansive)	15	BOH:43, DC3:34
Independence (From All-Stars)	10	WaW:34
Insta-Change	5	BOH:43, DC3:34
Intensive Training	20	BOH:43, DC3:34
Iron Nerves	20	BOH:43, DC3:34
Language (10)	10	BOH:43
Language (2)	2	BOH:43
Language (5)	5	BOH:43
Leadership	25	BOH:44, DC3:34
Life Support (No need to Breathe)	150	BOH:44
Life Support (No need to Drink)	25	BOH:44
Life Support (No need to eat)	25	BOH:44
Life Support (No need to Sleep)	100	BOH:44
Life Support (Thin Atmosphere)	10	WORG:#80
Life Support (Toxic Atmosphere)	10	WORG:#80

Lightning Reflexes	20	BOH:44, DC3:35
Local Hero - Normal	10	BOH:44
Local Hero - Popularity	20	BOH:44, DC3:35
Luck	15	BOH:45, DC3:35
Magical Background	10	MAG:30
Misc (25)	25	BOH:46, DC3:36
Misc (5)	5	BOH:46, DC3:36
Misc (50)	50	BOH:46, DC3:36
Mystique	10	WORG:#90
No Vital Areas	50	BOH:45
Omni-Connection	25	BOH:45
Omni-Knowledge	50	WORG:#120
Omni-Scholar	25	BOH:45
Paired Weapons	5	WORG:Schticks
Pet	Variable	BOH:45, DC3:35
Prehensile Feet	5	BOH:45
Rank: Captain/Lieutenant	30	WaW:35
Rank: Colonel/Captain	40	WaW:35
Rank: Corporal/Petty Officer	10	WaW:35
Rank: General/Admiral	50	WaW:35
Rank: Lieutenant/Ensign	25	WaW:35
Rank: Major/Commander	35	WaW:35
Rank: Police Assistant Chief	23	WORG:#130
Rank: Police Captain	15	WORG:#130
Rank: Police Chief	25	WORG:#130
Rank: Police Corporal, Detective	5	WORG:#130
Rank: Police Deputy Chief	20	WORG:#130
Rank: Police Inspector, Commander	18	WORG:#130
Rank: Police Lieutenant, Sheriff	12	WORG:#130
Rank: Police Officer, Duty Cop	3	WORG:#130
Rank: Police Probationary Rookie	0	WORG:#130
Rank: Police Sergeant	8	WORG:#130
Rank: Private/Seaman	5	WaW:35
Rank: Sergeant/Chief Petty Officer	15	WaW:35
Reputation	25	WORG:#150
Rich Family/Friends	15	BOH:45, DC3:35
Ritual	Variable	BOH:46, MAG:23
Ritual Discipline Expertise	15	BOH:42
Ritual Discipline Expertise (Elemental)	20	BOH:42
Ritual Discipline Scholar	25	BOH:42, MAG:30
Ritual Discipline: Alchemy	25	BOH:42, MAG:30
Ritual Discipline: Darkness Magic	25	BOH:42, MAG:30
Ritual Discipline: Demonology	25	BOH:42, MAG:30
Ritual Discipline: Divine Magic	25	BOH:42, MAG:31
Ritual Discipline: Elemental Magic	40	BOH:42, MAG:31
Ritual Discipline: Immortality Magic	20	BOH:42, MAG:31
Ritual Discipline: Necromancy	25	BOH:42, MAG:31
Ritual Discipline: Soothsaying	20	BOH:42, MAG:31
Ritual Discipline: Voodoo	25	BOH:42, MAG:31

Ritual Scholar: Spellcraft	20	WORG:#170
Sharp Eye	15	BOH:46, DC3:36
Sidekick	Variable	BOH:46
Stabilization	40	BOH:46
Stroke of Genius	10	WORG:#185
Surreal Sensitivity	15	WORG:#190
Ultra Luck	50	BOH:46
Unlimited Resources	15	WaW: 36
Wanderer's Connection (High)	2	WORG:#200
Wanderer's Connection (Low)	1	WORG:#200

Drawback	Cost	Source
Age	15	BOH:47, DC3:36
Alter Ego (Controllable)	25	BOH:47, DC3:36
Alter Ego (Uncontrollable)	75	BOH:47, DC3:36
Altered Anatomy	20	BOH:47
Ammunition Restriction*	Variable	WORG:#5
Appearance (Creepy)	5	BOH:48
Appearance (Distinct w/ No Public ID)	15	BOH:48
Appearance (Distinct w/Public ID)	10	BOH:48
Appearance (Strange)	30	BOH:48
Arch Enemy (3rd ed version)	15	DC3:37
Arrogant	15	WORG:#10
Authority Figure	15	BOH:48, DC3:37
Bulletproof Syndrome (Catastrophic)	50	WORG:#50
Bulletproof Syndrome (Minor)	5	WORG:#50
Bulletproof Syndrome (Serious)	25	WORG:#50
Can not Heal (25)	25	BOH:48
Can not Heal (50)	50	BOH:48
Dark Secret	25	BOH:48, DC3:37
Debt (10)	10	BOH:49
Debt (20)	20	BOH:49
Dependent / Married	25	BOH:49, DC3:38
Eclipsed (NPC Only)		WORG:#60
Enemy*	Variable	BOH:49
Exile (Involuntary)	15	BOH:50, DC3:37
Exile (Voluntary)	10	BOH:50, DC3:37
Foe: Arch-Enemy	15	WORG:#67
Foe: Enemy	10	WORG:#67
Foe: Nemesis	20	WORG:#67
Guilt	50	BOH:50
Innocent	10	BOH:50
Irrational (Catastrophic Attraction, Hatred, Fear)	50	BOH:50, DC3:37
Irrational (Minor Attraction, Hatred, Fear)	5	BOH:50, DC3:37
Irrational (Serious Attraction, Hatred, Fear)	25	BOH:50, DC3:37
Irrational Dislike (Catastrophic)	50	WORG:#81
Irrational Dislike (Minor)	5	WORG:#81
Irrational Dislike (Serious)	25	WORG:#81

Limelight	20	BOH:51
Magician's Code	15	MAG:31
Misc (25)	25	BOH:55, DC3:41
Misc (5)	5	BOH:55, DC3:41
Misc (50)	50	BOH:55, DC3:41
Mistrust	50	BOH:51, DC3:38
Physical Restriction (Catastrophic)	50	BOH:51, DC3:38
Physical Restriction (Minor)	5	BOH:51, DC3:38
Physical Restriction (Serious)	25	BOH:51, DC3:38
Psychological Instability (Catastrophic)	50	BOH:52, DC3:38
Psychological Instability (Minor)	5	BOH:52, DC3:38
Psychological Instability (Serious)	25	BOH:52, DC3:38
Public Identity	5	BOH:52, DC3:39
Rage (Catastrophic)	50	BOH:53, DC3:39
Rage (Minor)	5	BOH:53, DC3:39
Rage (Serious)	25	BOH:53, DC3:39
Secret ID	10	BOH:53, DC3:39
Socially Inept	15	BOH:53
Synergy	20	WORG:#130
Traumatic Flashbacks (Common)	60	BOH:53, DC3:40
Traumatic Flashbacks (Rare)	15	BOH:53, DC3:40
Traumatic Flashbacks (Uncommon)	30	BOH:53, DC3:40
Uncertainty	15	BOH:53, DC3:40
Unluck	25	BOH:54, DC3:40
Vulnerability - Attack (-1)*	15	BOH:54, DC3:40
Vulnerability - Attack (-2)*	25	BOH:54, DC3:40
Vulnerability - Attack (-3)*	45	BOH:54, DC3:40
Vulnerability - Attack (-4)*	65	BOH:54, DC3:40
Vulnerability - Fatal (Common)*	150	BOH:54, DC3:41
Vulnerability - Fatal (Rare)*	75	BOH:54, DC3:41
Vulnerability - Power Loss*	Variable	BOH:51, DC3:41

*Costs vary based on modifiers

Bonuses	FC Modifier	Source
Air Current Riding (for Gliding)	+1	WORG:#33***
Area Effect	+1	BOH:55, DC3:41
Autofire	+1	WORG:#9
Automatic Defense	+1, +2	WORG:#10
Catfall (Jumping Power)	+1	WORG:#18
Chain Extension	+1	WORG:#20
Charge Object	+3	BOH:55
Combined Power Use	variable	WORG:#30
Concealed	+1	BOH:55
Counterstrike	+3, +2	WORG:#40
Cumulative	+2	WORG:#43
Discerning	+1	WORG:#46
Explosive Radius	+1	BOH:56
Form Function (Innate)	+1	WORG:#50

Indirect	+2,+3	BOH:56
Miscellaneous Bonuses	+1 or greater	BOH:57, DC3:42
Multi-Attack Bonus	+1	BOH:56
Partywider (Base cost 65)	+4	WORG:#54
Range	+1	BOH:56, DC3:42
Scattershot	+0	WORG:# 57
Skilled Power (Base Cost 20)		WORG:#60
Targeting	+1	BOH:56
Trans-Dimensional	+3	BOH:56
Useable on Others	+2, +5	BOH:56, DC3:42

***Found under Gliding in article for powers rather than Bonuses

Limitations	FC Modifier	Source
Acceleration	-1, -2	WORG:#10
Activations (Diff 5, 8, 11)	-1, -2, -3	WORG:#30
Affects Non-Living Only	-1	BOH:57
Armor Piercing	-1, -2	WORG:#50
Cannot Enhance	-1	BOH:57
Contingent	-1	WORG:#70
Creativity Based	-1	BOH:57
Damage Reduction	-2	BOH:57
Diminishing	-1	BOH:57, DC3:42
Elemental Link	variable	BOH:25
Fatiguing	-2	BOH:57, DC3:42
Focused	-1	WORG:#90
Lack of Control	-1,-3	BOH:57
Lethal	-1	BOH:58, DC3:42
Limited Penetration	-1	WORG:#100
Link, Half and Double Links	variable	BOH:25
Marginal	-.5,-1,-2,-3	WORG:#110
Miscellaneous Limitations	-1	BOH:58, DC3:42
No AV	-1	BOH:58
No Nullification	-5	WORG:#120
No Range	-1	BOH:58, DC3:42
Non-Lethal	-1	BOH:58
Non-Variable	-1	BOH:58
Partial Invisibility	-1, -2	WORG:#130
Power Burnout	variable	BOH:58, DC3:42
Power Restriction	-1	BOH:58, DC3:42
Powers Always On	-1	BOH:58, DC3:42
Regretful	-2	WORG:#150
Requires DNA Sample	-2	WORG:#170
Time Limit	-1	BOH:58