DC ADVENTURES
UNIVERSE
THE DC UNIVERSE IS YOURS TO EXPLORE!

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Special Thanks: To Josh Anderson at Warner Bros. and Roger Bonas, Marco DiLeonardo, Shelley Eiber, Scott Wilson, Jeanette Winley, Michael Wooten, and Fred Ruiz, along with the rest of the folks at DC Comics; to Ray Winninger and Andrea Shochet for helping bring this project together; to Marv Wolfman for being so kind and talented; to Lone Wolf Development and their invaluable Hero Lab software; to each and every one of the writers, designer, editors and proofreaders who've contributed to these books; to our significant others for being so understanding; and as always, to our fans for being so passionate, involved, and excited for more DC Adventures!

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DC ADVENTURES Universe
MSRP: $39.95
Product Code: GRR5004
ISBN-10: 1-934547-40-9
ISBN-13: 978-1-934547-40-3

DC COMICS™

GREEN RONIN PUBLISHING

Green Ronin Publishing
815 S. Othello St.
Suite 100 #304
Seattle, WA 98118
www.greenronin.com
www.mutantsandmasterminds.com

PRINTED IN CANADA

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THE DCU AND BEYOND: THE SHARED UNIVERSE!

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

WELCOME TO THE DC UNIVERSE!

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.

HOW THIS BOOK IS ORGANIZED

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 Gamemaster'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?

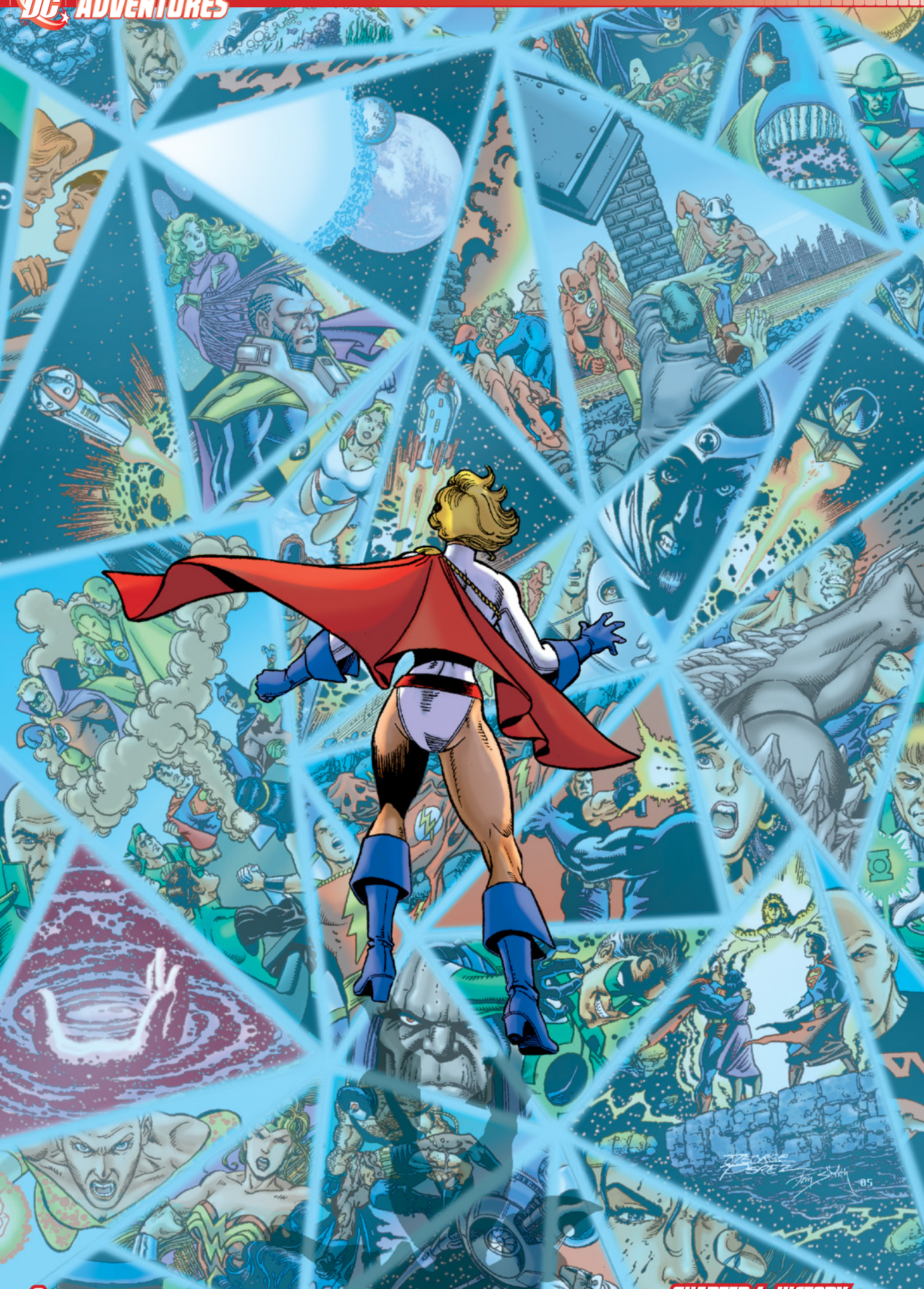
The characters and information may not match up exactly with your expectations of how you feel they should be presented in terms of the history of the DC Universe or how they should be presented in the DC Adventures game. That's unfortunate, but while writing this book and designing these characters 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 useable 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.



CHAPTER 1: HISTORY

The history of the DC Universe stretches from an unknowable time in the past all the way to the modern day and far, far into the future. This chapter is concerned only with what's come before the modern day. Other chapters cover future history.

There has been a lot of upheaval in the history of the universe due to various crises and interference in the time stream by heroes and villains alike. As such, it is likely there is information contained in this chapter that no longer matches exactly with what "happened" in the comics. Where there has been disagreement, the most recent interpretation of the history (as far as could be determined) was used to establish the history of the universe.

BEFORE

Though the full truth of the time before the beginning of the universe is unknowable, there are events that are said to have occurred. The New Gods of Apokalips and New Genesis tell that this was the time of the First World and then the Second World, when the Old Gods of the Godworld watched over the adventures of the first hero, Aurakles. During this period, the first of the forces known as the Endless also came into being.

IN THE BEGINNING: GODS AND GUARDIANS

In the beginning there was an era of gods whose struggles shook and shaped the firmament, and of beings like the Guardians of the Universe, who were once mortal but attained the godlike power that makes them the immortals of the modern age.

13 BILLION YEARS AGO

In the nothingness after what came before, a power later known as both the Source and the Presence sparks the Big Bang that creates the universe. Attempts to study creation by a future scientist named Krona interfere with the moment of creation, shattering what would have been a single universe into a multiverse, as well as a parallel antimatter universe. Tachyons projected by Krona create entropy, evil, and chaos where none would have existed, through all of eternity. The newly divided light and dark aspects of the multiverse become personified with the creation of the Monitor and the Anti-Monitor, powerful beings of the matter and antimatter universes whose conflict lasts until the present era.

Life springs into the universe, originating from a singular entity hiding deep inside the planetoid that will eventually become Earth. From there, life first takes root on the planet Maltus, followed quickly by the planet Cilia, whose lifeforms quickly rise to sentience and then evolve beyond material form to become immortal beings of energy and power. They too are divided in their views on the young universe, and separate themselves into two groups, the Lords of Order and the Lords of Chaos.

10 BILLION YEARS AGO

Life thrives on the planet Maltus. Over the next five billion years, Maltus enjoys rapid scientific and cultural development previously unseen in the universe.

5 BILLION YEARS AGO

Inside the star Sol, intelligent energy beings form the Parliament of Flames to mother the planets forming a new solar system around it. As the worldmind of each planet gestates, it joins a similar group consciousness known as the Parliament of Worlds. On Earth, the first burgeoning plant life on the planet's surface develops its own shared mind, which calls itself the Green. Millions of years later, the Green gives birth to a line of champions, leading to the Swamp Thing in the present era.

Around this period, the first of the timeless battles known as Ragnarok begins, ending as the last of the Old Gods die and the Godwave is generated. In the aftermath of that cataclysm, the beings that will one day be the New Gods are born, and the twin planets of New Genesis and Apokolips form to be their homes.

4.5 BILLION YEARS AGO

Maltusian culture stagnates under the pressure of its immense population, leading some of its greatest minds to set out in search of a new home. Journeying to the center of the universe, they settle upon the planet they call Oa. The colonists declare themselves Oans and dedicate their new world to scientific exploration and the rational delevopment of the power of will, manifested as a green energy.

On Maltus, generations of scientists studied the evolution of lifeforms by experimenting upon reptiles with potential for mental development, enhancing their genetic code

and releasing them into the wild. When the scientists left their labs and departed for their new home on Oa, the evolved reptiles emerged from the swamps and occupied the laboratory to continue the experiments on their own, eventually becoming a sentient race called the Psions. Leaving Maltus in search of their creators, the Psions eventually confront the Oans, who banish the Psions to the Vega system, where they are told to complete their evolution on their own. In time, the Psions do evolve—into one of the greatest enemies of their creators.

The Oan ideal that cold and rational willpower should be the guiding force in the universe, the balance point of the emotional spectrum of power, grows in influence. Some Oan females, considering the violet light of love their guiding power, choose to split off from the Oans, settling on the planet Zamaron. The leading Oans declare themselves the Guardians of the Universe and set about creating order throughout the cosmos. They create the robotic Manhunters as their first agents, logical beings incapable of emotion who exclaim "No man escapes the Manhunters!"

The Guardians wage war against the chaotic, irrational forces of magic—especially necomantic magic. The final battle of this campaign is against the demon lords of the Empire of Tears, whom the Guardians entomb deep within the demon throne world of Ysmault. The Guardians then collect all the magic gathered in the war, forging it into an artifact they hide at the center of a star and call the Starheart. A fragment of the Starheart breaks away and drifts across the universe for eons, crashing to Earth two thousand years ago to be shaped first into a lamp and then a lantern found by engineer Alan Scott and used to become the first human hero known as Green Lantern.

1 BILLION YEARS AGO

The brilliant Oan scientist Krona ignores the Guardians' ban on exploring the chaotic origins of the cosmos and constructs a device that will allow him to peer back through time—interfering with the moment of creation and unleashing chaos and entropy into the universe, splitting and refracting it into an even more chaotic multiverse. Future cosmographers studying cosmic background radiation for evidence of the universe's beginnings perceive Krona's touch upon these pivotal first moments: the vast, ghostly image of a hand, encompassing the nascent universe about to be born. As punishment for his crime, the Guardians transform Krona into pure energy and exile him to circle the universe forever. In the ensuing debate over how to deal with the chaos Krona has unleashed, the Guardians split once again. A militant faction, declaring that evil must be eradicated, becomes the Controllers and departs Oa to develop vastly more powerful weapons.

A guild of thieves steals artifacts belonging to the renegade Krona, including a box and a map, which the

thieves follow to a temple in the Vega system. In the temple, the thieves discover an orange lantern, a source of incredible power, and begin to fight over it. Found by the Manhunters and the Guardians, the thieves' orange power—fueled by greed—proves nearly equal to the green light of willpower, obliterating the androids and even one of the Oans. Finally, the Guardians strike a bargain with the thieves: they must return the box, and one of them will be allowed to keep the orange lantern. The thieves fight to the death and the survivor, Larfleeze, becomes master of the Orange Lantern Corps. As part of the deal, he remains in the Vega system, which becomes off limits to the Guardians and their agents, while the Guardians take the box, containing the yellow fear entity Parallax, back to Oa with them.

Eventually, a flaw in the Manhunters' programming leads them to believe that the only way to truly create order in the universe is to eradicate all life. They slaughter all but five living creatures in Sector 666 before the Guardians manage to shut them down. The Guardian later create a new corps of living agents with greater flexibility, loyalty, and potential to tap into the green light of will—the Green Lanterns. The fear entity Parallax is imprisoned inside the central power battery used by the Green Lantern Corps, creating the "yellow impurity" in their power rings.

One of the Corps' earliest campaigns is against a race of conquerors called the Reach; the battle between the two sides ends in a stalemate that won't be resolved until a Reach scarab is used in the modern day by the heroes who call themselves Blue Beetle..

EARTH'S EARLY DAYS: CAVEMEN, ALIENS, AND ATLANTEANS

This era marks the earliest days of life on Earth, with heroes and villains whose adventures will become mythic legends never fully forgotten.

200 MILLION YEARS AGO

After a great war among the elemental spirits of Earth, the leaders of the Green known as the Parliament of Trees take root and form a new grove in what eventually becomes Brazil.

65 MILLION YEARS AGO

Dinosaurs are the dominant life form on Earth for several million years. Then a comet crashes into the Earth, the planet's climate changes suddenly and dramatically, and the massive reptiles begin to go extinct. Some dinosaurs escape through portals leading across dimensions to places like the otherdimensional Skartaris, and through time to the modern-day Dinosaur Island in the Pacific. Most of those that remain are hunted to extinction by an alien race whose name translates as "Hunter/Gatherers"; later, this same race returns to Earth and interbreeds with the earliest Atlantean clans, providing a spark of genetic adaptability that will help the Atlanteans survive after their homeland sinks beneath the waves.

Aboard the comet are worms from the planet Venus, who use their ability to dominate the minds of other living creatures to carve out an empire on Earth before the encroaching ice age forces them to return home. Only in the present era does a Venusian worm who calls himself Mister Mind return and attempt to conquer Earth anew.

100,000 YEARS AGO

On the eastern coast of the North American continent, the first Cro-Magnon is born to Neanderthal parents. The next step in evolution, this first boy is named Anthro and becomes a hero to his tribe. Several generations later, Anthro's descendents in the Deer Tribe and the Bear Tribe engage in conflict with the Blood Tribe, a savage group of Cro-Magnons led by Vandar Ang. As Ang battles with Klarn, leader of the Bear Tribe, a meteorite tumbling through time crashes nearby, exposing both to strange radiation that raises their intelligence and makes them immortal. Over the millennia, Ang becomes known as Vandal Savage, and Klarn his eternal nemesis, the Immortal Man.

FUTURE HISTORY

On Saturn, one of the last battles of the civil war in the modern era results in the death of Jaxx, king of the Red Martians—now calling themselves Red Saturnians and battling the Koolars, who call themselves the White Saturnians. Jemm, son of Jaxx, eventually escapes Saturn and flees to Earth in search of other refugees. Captured and used first by Lex Luthor and the Injustice Gang, then by Malefic, Jemm is helped back to health by Earth hero and Green Martian J'onn J'onzz, who then brings the Son of Saturn back to his homeworld to marry the princess of the White Saturnians and bring peace to Saturn at last. When Mon-El discovers a city from the destroyed planet Lanoth aboard Brainac's starfaring laboratory, the rescued Lanothians are granted sanctuary on Titan's moon by Jemm. Centuries later, the Lanothians call themselves Titanians, and call Legionnaire Saturn Girl one of their own.

ARION, LORD OF ATLANTIS — PL12 • 131 POINTS

STR 1 **STA** 2 **AGL** 1 **DEX** 2 **FGT** 3 **INT** 4 **AWE** 6 **PRE** 4

Powers: Immortality (Immunity 1 (Aging)); **Levitation** (Flight 2 (8 MPH)); **Sorcery** (Array (28 points), all Dynamic; **Mystic Blast** (Ranged Damage 14), **AE: Mystic Binding** (Ranged Cumulative Affliction 9 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree), **AE: Mystic Deflection** (Enhanced Defenses 20 (Dodge 10, Parry 10), Protection 8 (Sustained)), **AE: Mystic Levitation** (Move Object 14), **AE: Transmutation** (Transform 5 (anything into anything))

Equipment: Occasionally a broadsword (Strength-based Damage 3, Improved Critical)

Advantages: Artificer, Equipment, Extraordinary Effort, Inspire 3, Ritualist, Set-up, Ultimate Effort (Expertise: Magic checks)

Skills: Close Combat: Sword 3 (+6), Expertise: Magic 12 (+16), Insight 4 (+10), Intimidation 3 (+7), Perception 2 (+8), Persuasion 4 (+8), Ranged Combat: Sorcery 8 (+10)

Offense: Initiative +1, Mystic Blast +10 (Ranged, Damage 14), Sword +6 (Close, Damage 4, Crit. 19-20), Unarmed +3 (Close, Damage 1)

Defense: Dodge 4, Parry 4 (both up to 14 with Mystic Deflection), Fortitude 8, Toughness 2 (up to 10 with Mystic Deflection), Will 12

Totals: Abilities 46 + Powers 42 + Advantages 9 + Skills 18 + Defenses 16 = Total 131

Complications: Motivation: Duty to his people and Atlantis. **Power Loss:** Arion's Sorcery sometimes depends on particular talismans, conditions, or outside power sources. **Relationships:** Lady Chian and Wyynde.

Notes: Arion's effectiveness depends heavily on where he focuses his Sorcery array, the current limits on his magical power, and what power stunts he performs. In a modern context, the GM may wish to move his Mystic Deflection outside the array, making it always available, and increasing Arion's point total by 26.

80,000 YEARS AGO

The first true human civilization on Earth arises on a continent in the middle of the Atlantic, known as Atlantis. The wild magical energies that naturally gather at Atlantis become one with the Atlanteans, and they evolve into *Homo magi*, a sister species to the *Homo sapiens* that make up the rest of the human race.

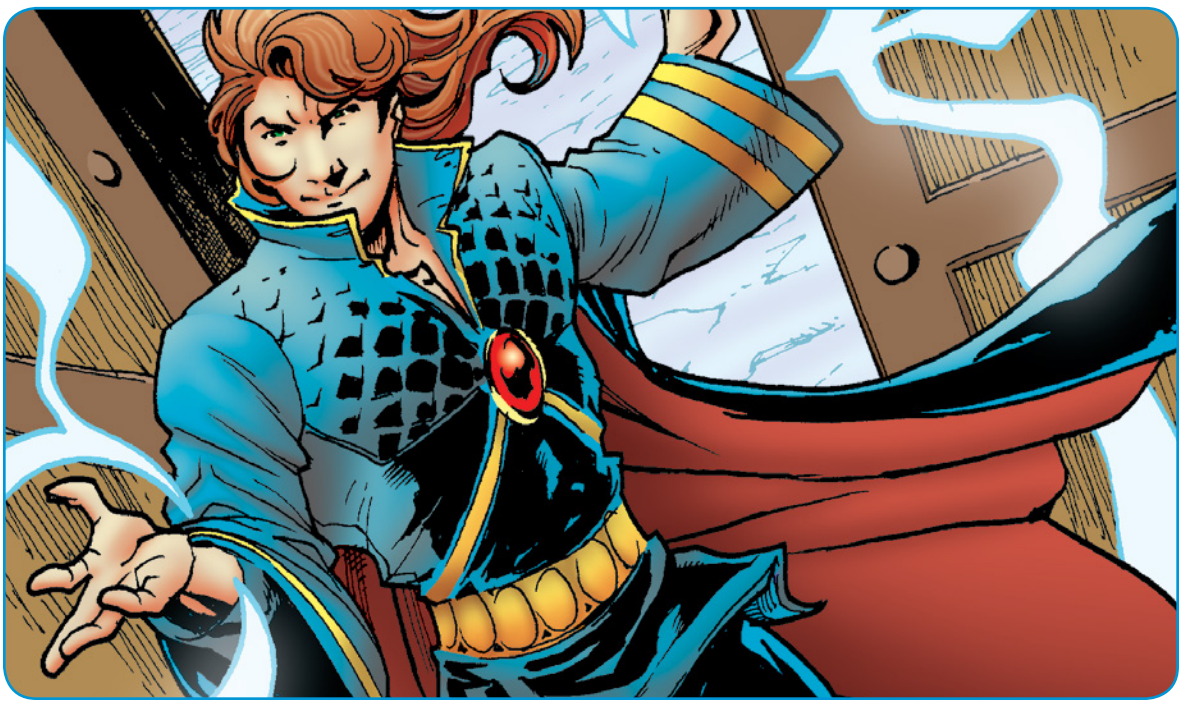
Magic provides for every need of the Atlanteans, and their nobility becomes decadent and corrupt. Departing to colonize a new and purer land, the Atlantean Knights of the Sea Eagle follow magical ley lines—and find themselves in the magical dimension they come to call Skartaris. Using the sorcery and advanced science of Atlantis, they make Skartaris their new home.

45,000 YEARS AGO

A sorcerer named Arion rises to become the Lord Mage of Atlantis, protecting the city from both its enemies and the storms and glaciers of an ice age rolling over the continent. Arion soon discovers that he is a chosen agent of the Lords of Order, as his brother Garn Daanuth is a follower of the Lords of Chaos; preserved by their immense magical power, the battle between the two lasts for tens of thousands of years.

ARION, LORD OF ATLANTIS

One of the sons of Calculha and Dark Majistra, Ahri'ahn became a powerful mage and agent of the Lords of Order, protecting Golden Atlantis on the behalf of King D'Tilluh in the company of his lover, Lady Chian, and the warrior Wyynde, captain of the Royal Guard. His most frequent foe was his own brother, Garn Daanuth, raised by their mother as an agent of the Lords of Chaos, fulfilling



a prophecy that two brothers would always struggle for the fate of Atlantis.

35,000 YEARS AGO

The Godwave formed by the death of the Old Gods strikes Earth, giving life to the planet's pantheon of gods, and marking the beginning of the Third World. Five thousand years later, the Godwave reaches New Genesis and Apokolips, elevating its denizens to godhood. The birth of these New Gods marks the beginning of the Fourth World.

20,000 YEARS AGO

The Guardians of the Universe take notice of the ferocious Burning Martians, and to prevent the Martians' otherwise inevitable campaign of conquest the Guardians split the race into two separate and less dangerous species, the White Martians and the Green Martians.

The new species have a tense but peaceful coexistence for thousands of years, and eventually colonize the moons of Saturn using cloned workers. The Green Martians create Red Martians to be their workers on Saturn and treat them as equals, but the White Martians enslave the race they create, the Koolars. At the same time, the White Martians journey to Earth and conduct genetic experiments upon the young human race, suppressing the metagene such that meta-human powers will not be possessed by every human but instead be a rare occurrence. The enslavement of the Koolars and the sabotage of human destiny by the White Martians outrage the rest of the Martian race, and a civil war erupts that lasts for millennia, until less than a hundred White Martians remain. Captured by the other Martians, the White Martians are imprisoned in the extra-dimensional space called the Still Zone.

15,000 YEARS AGO

Uxas of Apokolips, who later goes by the name Darkseid, visits Earth and weakens its gods by causing a schism among them that creates the separate Greek and Roman pantheons.

11,000 YEARS AGO

A kingdom called Camelot, ruled by a king named Arthur, is attacked by invaders from the future called the Sheeda. As its protectors fall, one of the last remaining is a young squire named Ystina, dubbed the Shining Knight on the battlefield. Astride the winged horse Vanguard and wielding the legendary sword Caliburn, Ystina pursues the Sheeda to the 21st century, where she defeats them as one of that era's Seven Soldiers of Victory.

10,000 YEARS AGO

Nearly beaten to death, a nomadic woman survives to find a shaman who teaches her the secrets of magic. Eventually the woman takes the place and form of her master, the first of many transformations leading through to the modern day when she is known as the power-mad sorcerer Wotan.

In the last days of Atlantis, the immortal Vandal Savage visits the continent and forms a secret society called the Children of Light that survives into the modern era, when it is known as the Illuminati. After a final battle with the enemies of Atlantis sunders the City of the Golden Gate, the wizard Arion leads the survivors of the shattered continent to seek a new home. They found twelve cities around the world to preserve Atlantean science and sorcery, and in doing so spread the seed of the *Homo magi* across the Earth. Some of the Atlantean colonies are destroyed by cultures that fear their advanced society, while other colonies merge with different cultures and help them advance. A few remain hidden, leading to legends of lost cities of mystery and magic.

Unbeknownst to the Atlanteans on the surface, there are other survivors beneath the waves. On the remnants of the shattered continent, the city of Poseidonis uses Atlantean science to cover the city with a protective dome before a massive meteorite falls to Earth and destroys what remains of Atlantis. While Poseidonis uses science to survive, a group of sorcerers lead their followers to retake the sunken city of Tritonis and dome it using magic. When Poseidonis develops a serum that will allow Atlanteans to live underwater, the dark magic used in Tritonis twists the serum such that its people grow not only gills but fish tails, separating the two cities both culturally and physically. Wars between the two cities last for generations.

7,000 YEARS AGO

To protect the people of the mortal world, the gods of ancient Canaan grant a young shepherd a magic word, "VLAREM," that grants him their powers. As the Champion, he battles the embodiments of deadly sins across the land until a time-traveling Captain Marvel helps the Champion entomb the sins beneath an other-dimensional tower he builds and calls the Rock of Eternity. The Champion protects the people of the Middle East for another 3,000 years before he retires and chooses a new champion he can advise as the wizard Shazam.

Nommo, one of the *Homo magi* and wizard-king of the Atlantean colony of Kor in Africa, defends his country's mystical Flame of Life in a fearsome battle against the sorcerer Felix Faust that ends with Kor's destruction and Nommo absorbing the Flame to gain the power needed to banish Faust to another dimension. His people dead and his nation destroyed, Nommo finds the power of the Flame has made him immortal and nearly invulnerable, and determines to spend the centuries elevating *Homo sapiens* to the level of the *Homo magi*, working from the shadows and naming himself Doctor Mist.

6,000 YEARS AGO

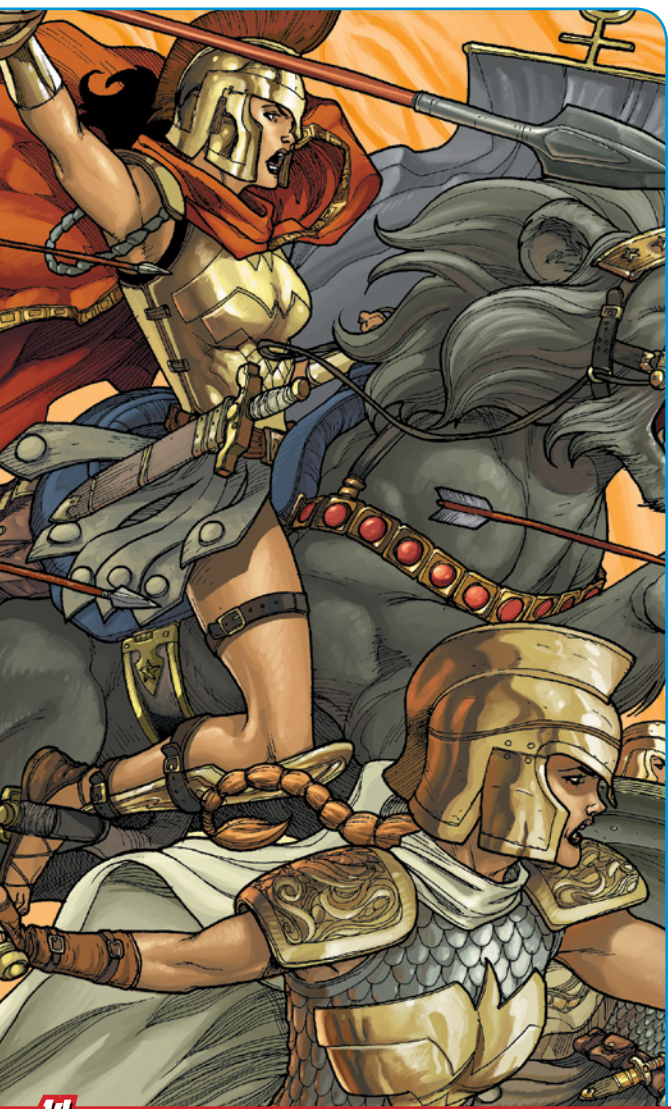
When a distant star goes supernova and upsets the stellar firmament, the levels of wild magic falter around the Earth. Desperate, the sorceress Citrina bargains with the Lords of Chaos and is given control of a dimensional realm rich in magic. There she creates the Gemworld, a haven for *Homo magi* and the creatures of Faerie seeking to escape Earth.

ANCIENT HISTORY: PHAROAHS, GLADIATORS, AND KNIGHTS

This era marks a time when heroes and villains become caught up in the world's expanding cultures, spreading not just civilization but chaos and war. Behind the scenes, the affairs of gods and men become ever more intertwined, as do those of humanity and alien races.

4,500 YEARS AGO

For a time during the Theban Dynasty, the immortal Vandar Adg, later known as Vandal Savage, calls himself Pharaoh Khafre as he rules part of the ancient Egyptian kingdom that is known as Bialya in the modern day. With the assistance of one of Rip Hunter's Time Masters, the wizard Nabu combines future technology with his own mystic power to power a scarab they use in an attempt to seal the mad pharaoh in his tomb. Thousands of years later, the same blue scarab, also a product of the alien technology of the Reach, is discovered by archaeologist Dan Garrett, who uses it to become the first Blue Beetle.



3,200 YEARS AGO

Five Olympian goddesses reincarnate the souls of women unjustly slain by men to create the Amazon race. The goddesses tell the Amazons to guide mortals in the ways of Gaea—equality, harmony, and justice—and help them to establish the city-state of Themyscira in what is modern-day Turkey. But after the army of Hercules attacks Themyscira, guided by the war god Ares, half of the Amazons break away into a faction seeking revenge and eventually founding the hidden city of Bana-Mighdall in Egypt. The remainder of the Amazons are granted immortality by the gods, but only to repay their failure to uphold the ways of Gaea by becoming the guardians of Doom's Doorway beneath a remote island in the Atlantic. On the island, the Amazons build a new Themyscira and transform it into an island paradise. No new Amazons are born for more than 3,000 years, until the gods allow the Queen of the Amazons to create the young girl who will become Wonder Woman.

AMAZON WARRIORS

The Amazons are immortal warrior-women from Ancient Greece, having dwelled on the isle of Themyscira for thousands of years. Although fierce warriors, the Amazons embrace and uphold the ideals of peace and understanding.

AMAZON WARRIOR	PL8 • 89 POINTS
STR 6 **STA** 6 **AGL** 4 **DEX** 3 **FGT** 7 **INT** 0 **AWE** 1 **PRE** 1	
Powers: Immortality (Immunity 1 (Aging))	
Equipment: Sword or axe (Strength-based Damage 3, Improved Critical), bow (Ranged Damage 3), plate armor (Protection 3)	
Advantages: Defensive Attack, Diehard, Equipment 3, Ranged Attack 4, Teamwork	
Skills: Athletics 4 (+10), Expertise: Mythology 4 (+4), Insight 4 (+5), Perception 4 (+5), Stealth 2 (+6), Treatment 2 (+2)	
Offense: Initiative +4, Bow +7 (Ranged, Damage 3), Sword +7 (Close, Damage 9, Crit. 19-20), Unarmed +7 (Close, Damage 6)	
Defense: Dodge 7, Parry 7, Fortitude 8, Toughness 9*, Will 8 *Includes armor.	
Totals: Abilities 56 + Powers 1 + Advantages 10 + Skills 10 + Defenses 12 = 89	
Complications: Outsider: Amazons have lived outside of Patriarch's World for centuries.	
Notes: One or two additional combat or skill advantages are common.	

3,000 YEARS AGO

During the Theban Dynasty of the Egyptian New Kingdom, Prince Khufu Kha-Taar rules his kingdom with wisdom, advised by the wandering hero Teth-Adam, chosen champion of Shazam, and the wizard Nabu. When Vandal Savage returns and attempts to reconquer Eqypt, he's defeated by Prince Khufu and time-traveling members of the Justice Society of America, but Teth-Adam stops Savage's most powerful minion by killing him. Disappointed, Shazam withdraws his power from Teth-Adam into an amulet, burying both the amulet and his body in the tomb of Ramses II, where they will lie until the present era when the hero is reborn as Black Adam.

Discovering a Thanagarian starship after it crashes in the desert, Prince Khufu labors to forge the alien Nth metal found inside the ship into fantastic artifacts with equally incredible abilities. Yet the Nth metal is also forged into a dagger cursed by the priest Hath-Set, who uses it to murder Khufu and his beloved Chay-ara, locking the lovers and the priest into a cycle of reincarnation that lasts into the modern day, when the prince and his lover are the heroes Hawkman and Hawkgirl.

Not long thereafter, the Egyptian god Thoth chooses the young prince Amentep to wield the powerful Ibis-stick. Wielding the talisman, Amentep rules Egypt as the Pharaoh Ibis alongside his beloved queen Taia for decades, until Ibis asks the stick to let him and Taia slumber until more exciting days. Wrapped like mummies, the pair end up in modern-day Fawcett City, where Ibis is awakened by the wizard Shazam to become one of the city's champions, Ibis the Invincible.

2,000 YEARS AGO

After the Spirit of Wrath runs wild and threatens to destroy the entire world with a flood, the Presence imprisons it in an enormous black diamond called the Heart of Darkness. When it is finally freed in the 19th century, the spirit is known as Eclipso. A fallen angel named Aztar seeking redemption is transformed into a new Spirit, this time of divine Vengeance, and set into the world. To temper its judgments, the spirit is bound to a human host, an Indian man named Caraka who watched his family killed before his eyes. Together, they become the first Spectre.

100 A.D.

Outside Rome, a young shepherd named Marcus is framed for an assassination attempt on the commander of the Roman army and sold into slavery. Protecting his fellow slaves and earning their respect, Marcus is brought back to Rome and sent into the Coliseum to battle before the crowds. Winning countless battles, Marcus rises to become champion of the arena, earning his freedom and a golden suit of armor to match his new title of Golden Gladiator. As the Golden Gladiator, Marcus adventures across the Roman Empire, protecting its people.

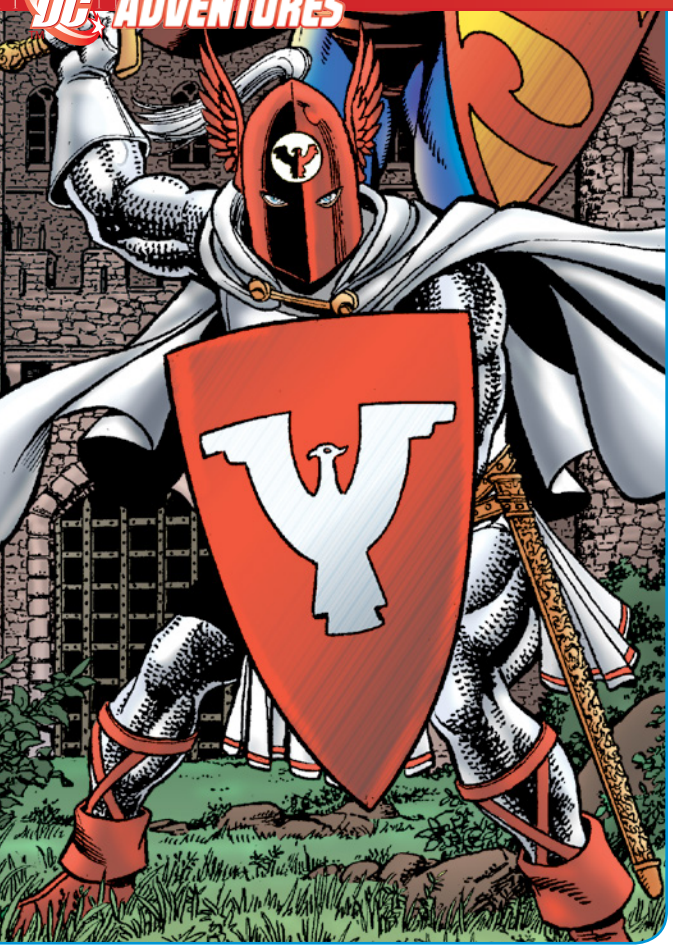
During the journeys of the Golden Gladiator, a centurion named Marcus Aelius wins a competition to study for ten years with an alien culture and bring back what he learns to the Empire. However, due to the vagaries of quantum physics, Marcus doesn't return to Earth until the early 21st century, when he becomes the Alpha Centurion.

When the Roman Empire expands into Britannia, it undertakes a campaign to destroy local druidic cults engaging in the sacrifice of innocent blood. Attacking the largest during their most important ritual at Stonehenge, the Romans nearly succeed in destroying the cult except for its leader, who slips into the nearby woods and takes on a disguise by transforming himself into living wood—and ends up buried until the 20th century, when he is revived and harries the heroes of the modern day as Blackbriar Thorn.

700 A.D.

The rise of Camelot draws many heroes to the banner of Arthur and the Round Table. Among them is the wizard Merlin, who used his magic to bind and control the demon Etrigan. Merlin and Etrigan battle Arthur's nemesis, Morgaine Le Fey, as does Sir Justin the Shining Knight, who uses magic weapons and a flying steed given to him by Merlin. Tracking one of the last ogres into the mountains, Sir Justin and his winged horse, Victory, are buried beneath an avalanche and frozen until they are awakened in the 20th century and join the Seven Soldiers of Victory and the All-Star Squadron.

A time-traveling Swamp Thing visits Camelot on its last day, and is present for the destruction of both Morgaine Le Fey and Arthur's castle. In the aftermath, Merlin binds Etrigan to a druid named Jason, who bears the Demon into the present day under the name Jason Blood.



Thanks to the power of the Eternity Book, Le Fey also returns in the modern era, to battle the Demon and Wonder Woman.

Elsewhere in Britain, a young boy named Brian Kent is secretly taught the knightly skills needed to take the place of his murdered lord and father. To get justice for his father yet not endanger the people he now protects, Kent dons a suit of armor that hides his face and adventures as the Silent Knight.

On the planet Apokolips, the New God Uxas conquers the world, claims the Omega Force for his own, and takes on a new name: Darkseid.

1000 A.D.

The Monster Wars decimate ancient Japan, the fearsome beasts defeated only by the Ultimon—the Ultimate Monster Killers. The Ultimon defend Japan for the next thousand years.

Doctor Mist ends his centuries of wandering, during which he created and scattered the Stones of Life to spark latent magical ability in *Homo magi*, and builds a hidden city in northern Turkey near the ruins of ancient Themyscira where *Homo magi* can find sanctuary and join in his plans to improve the world for *Homo sapiens*. In the late 19th century, the sorceress Cindella is born in the city, the woman who will later be mother to the powerful *Homo magi* sorceress Zatanna.

TIMES OF THE BRAVE & THE BOLD: VIKINGS, VAMPIRES, & PIRATES

In this era, savagery still lies within sight of gleaming cities, with warriors, soldiers, and explorers journeying into darkness and the unknown. Some carry their torches high and become heroes as they confront what they find waiting, while others stumble in the shadows and discover they have darker destinies.

1100 A.D.

With his band of sea rovers, the Viking Prince Jon Haraldson, son of King Rikk the Storm Cloud, journeys around the world. In love with a Valkyrie but banished from Valhalla by Odin, the prince is forbidden to return until he dies a heroic death but is cursed by Odin with invulnerability to all known weapons. The prince fruitlessly pursues death by adventure for many years and ends up frozen in ice for centuries until World War II, when he is revived and joins the battlefields of Europe as the Viking Commando.

1400 A.D.

The man who will become Rā's al Ghūl is born among wandering nomads on the Arabian peninsula. Studying science and alchemy, he discovers the secrets of the Lazarus Pit that will ensure his survival though to the modern day. When a prince with whom he shares the secret of the Lazarus Pit kills the woman Ra's loves, Ra's destroys not only the prince but the entire city he rules, and becomes "the Demon's Head." Over the following centuries he amasses knowledge and wealth, building an international underground he calls "the Demon" and "the Demon's Fang"—the League of Assassins.

1500 A.D.

In England, the good-hearted Lord Andrew Bennett is attacked by a vampire, and becomes one himself. When his lover Mary Seward begs to share his newfound immortality, Bennett capitulates...only to see Mary corrupted by the curse of vampirism and declare herself the Queen of Blood, beginning a battle between the two vampires that will endure until the 20th century.

Drawing upon the Kabbalah, a rabbi in Prague crafts a golem from clay to protect the oppressed people of his city. When a council of rabbis decides a creature without a soul shouldn't protect the city, they use the same magic to create a living costume that will be worn by a worthy man. Together, costume and man become the first Ragman, a heroic legacy that continues through the centuries to the modern day.

Off the coast of South America, a Haitian slave with the fire of rebellion burning in his heart escapes his Spanish captors and wins command of a Chinese junk to begin a new career as Captain Fear—terror of all Europeans come to conquer the New World.

In North America, Flying Stag of the Wolf Clan is called upon by the Manitou to become the first great champion of the Iroquois people—Saganowahna, Super-Chief! In the cold waters of the Atlantic off the American coast, Captain Jon Valor is the terror of the Spanish fleet, who call him Black Pirate. In the late 17th century, when Valor's letter of marque and reprisal from the English Queen Elizabeth is stolen and he is framed for the murder of his own son in the estuary town of Port O'Souls, Valor's enemies rush his trial and hang him for piracy. Before he dies, Valor curses himself, his crew, and all who die in Port O'Souls to walk the city's streets as ghosts until his name is cleared. The spirits do so for the next four hundred years, until Starman finally redeems Black Pirate.

BLACK PIRATE

Sixteenth Century sailor Jon Valor served as a privateer to the Crown of England, true to his own strong moral code of justice, a "pirate" who more often than not preyed on other pirates using the masked identity of the notorious "Black Pirate". Valor was even recruited to hunt down his own alter ego. Some time after Jon Valor was framed and executed for the murder of his son, his grandson, Jack Valor, adopted the mantle of Black Pirate and fought the legendary pirate Blackbeard.

BLACK PIRATE	PL6 • 95 POINTS
STR 2 **STA** 2 **AGL** 3 **DEX** 3 **FGT** 5 **INT** 1 **AWE** 2 **PRE** 2	
Equipment: Cutlass (Strength-based Damage 3, Improved Critical), Flintlock Pistol (Ranged Damage 3)	
Advantages: Benefit (Ship Captain), Defensive Attack, Defensive Roll 2, Equipment 2, Improved Initiative, Leadership, Move-by Action, Quick Draw, Takedown, Taunt, Weapon Bind	
Skills: Acrobatics 7 (+10), Athletics 6 (+8), Close Combat: Swords 2 (+7), Deception 4 (+6), Expertise: Sailing 8 (+9), Insight 6 (+8), Intimidation 4 (+6), Perception 5 (+7), Persuasion 4 (+6), Ranged Combat: Guns 4 (+7), Stealth 4 (+7)	
Offense: Initiative +7, Pistol +7 (Ranged, Damage 3), Sword +7 (Close, Damage 5), Unarmed +5 (Close, Damage 2)	
Defense: Dodge 7, Parry 8, Fortitude 5, Toughness 4/2*, Will 7 *Without Defensive Roll.	
Totals: Abilities 40 + Powers 0 + Advantages 13 + Skills 27 + Defenses 15 = 95	
Complications: Outlaw: Black Pirate is a wanted man, hunted by the authorities.	
Notes: These traits serve equally well for Jon Valor's successors as Black Pirate. For a time, his son Justin also served as his Sidekick (lower traits and PL by 1). His ship is primarily covered by his Benefit advantage, unless the GM wants to assess a full value in Equipment points.	

1600 A.D.

In 1635, Norse explorer Captain Jon Logerquist builds Fort Adolphus on the shores of North America. King Christian V cedes the burgeoning colony to the British in 1674, and the settlement's first English governor, Adam Howe, marks the occasion by renaming it Gotham Town. Throughout the century, the colony competes for European trade with a Dutch colony up the coast called De Vries Village—but which eventually becomes Metropolis.

Down the coast and just up a major river, in 1648 a group of Puritan and Huguenot refugees found a haven in the New World that they call Port O'Souls. In the 19th century, an Australian gem miner comes to Port O'Souls and uses his fortune to fuel the town's explosive growth into a city, which he renames after the source of his weatlh: Opal City.

On the planet Czarnia, a child named Lobo is born. In less than twenty years, Lobo has killed everyone on Czarnia and is the last Czarnian.

HEROES OF THE NEW WORLD: REVOLUTIONARIES, COWBOYS, AND SOLDIERS

During this era when the frontiers might be "civilized" but often remain lawless, needing heroes to defend the downtrodden and enforce order upon those who feel above the rules. Yet some rule-breakers are reborn as revolutionaries, villains to the established order but heroes to their own cause, persevering to lay the first cornerstones of the modern era's great nations and cities.

1700 A.D.

In the early days of the American Revolution, an alchemist named Taylor Samuel Hawke gathers patriots and mystics to forge a powerful talisman representative of the nation they hope to build. While taking the amulet they created to General George Washington at Valley Forge, Hawke is shot by a Hessian patrol and lies on the brink of death when he calls upon the amulet's power. Bound to the spirit summoned, Hawke becomes the embodiment of the American spirit, the Minuteman. As the American spirit grows and changes, so does the Minuteman, becoming Brother Jonathan to battle alongside Andrew Jackson at the Battle of New Orleans, and eventually transforming into the modern-day Uncle Sam.

In 1775, as General George Washington continues to call upon the men of De Vries Village to fill his forces, he pens an editorial for the first edition of a new newspaper, the *Daily Planet*. The printer's apprentice, Jeremiah Odets, is accidentally killed when the first edition goes to press, but he remains at the *Planet* until the modern day as a guardian spirit.

During the Revolution, frontier nurse Bess Lynn dons a costume to hide her identity from those who would take revenge on her captive brother in England and becomes America's first costumed heroine, Miss Liberty. She often fights alongside one of General Washington's most effective soldiers, Thomas Hawkins, whose name and skill with traditional Iroquois weaponry earn him the name "Tomahawk." Through the war, Hawkins leads "Tomahawk's Rangers," and afterwards he sets to explore the western frontier, joined by Dan Hunter—cousin of time-traveler Rip Hunter—who remains in the period after journeying through time to defeat the plans of Vandal Savage and the Illuminati.

During the French Revolution, stories surface of a woman wearing a colorful costume as she protects the innocent on both sides of the revolution, answering only to the name "Mademoiselle Marie." She is the first to use the name but not the last, as a series of French heroines carry her banner through to the modern day.

1800 A.D.

In America, Brian Savage, son of "Trail Boss" Matt Savage, is kidnapped from his family by the Kiowa Indians, renamed Ke-Woh-No-Tay (He Who Is Less Than Human), and raised as one of their own. When Savage returns to his people in his teens, they call him Scalphunter, a name that follows him through decades of adventuring until he finally reclaims his name and settles down at the end of the century to be sheriff of Opal City. Similarly, a red-haired boy is the lone survivor when a wagon train is attacked by the Blackfoot Indians, and is taken to be raised by the tribe. After the child grows into a man, Firehair sets out in search of adventure and his place in the world, eventually meeting the man who becomes his best friend—Hawk, the son of frontier adventurer Tomahawk.

In the west, Tomahawk's father-in-law, the shaman Wise Owl, tends to bank teller Lazarus Lane, struck by lightning outside Puerta del Sol, California. Wise Owl calls upon the Great Spirit to bring Lane back from the brink of death, and he is reborn—as El Diablo, the devil who rides! Over the years, El Diablo crosses paths with other legendary gunslingers such as Bat Lash, Madame .44, and Johnny Thunder, collectively known as "the Rough Bunch" when adventure calls them all together.

When Mexican general Santa Anna crosses into territory belonging to the isolationist tribe of natives who call themselves the Bison Cult, they are repelled by the cult's shaman, Black Bison. Years later, the Rough Bunch saves Black Bison from the clutches of a magical artifact and his legacy passes through the years to his great-great-great grandson, John Ravenhair, who battles Firestorm using his ancestor's name and magic.

A young Army messenger on the western frontier befriends the Blackfoots, but finds the clan's leaders slain by an Army attack. With his last breath, a shaman makes a prayer to the god of storm and the wind, imbuing the messenger with power that transforms him into Windrunner, the fastest man alive. For years Windrunner protects Americans native and new from one another, until one night he chases lightning—and tumbles through time toward the modern day, where he is eventually known as Max Mercury, the zen master of speed.

Sold by his drunken father to Apaches who brand and scar his face, Jonah Hex escapes, joins the Army as a buffalo hunter, then fights for the Confederate Army in the American Civil War. During the war Hex's best friend is killed as they escape from a Union prison camp, leading his plantation-owner father, Quentin Turnbull, to swear vengeance on Hex—a grudge between the two that plays out for many years after the war as Hex returns to the West as a bounty hunter.

BARTHOLOMEW ALOUYSIUS "BAT" LASH PL6 • 77 POINTS

STR 0 **STA** 1 **AGL** 2 **DEX** 4 **FGT** 5 **INT** 2 **AWE** 2 **PRE** 3

Equipment: Hold-out pistol (Ranged Damage 2), six-shooter (Ranged Damage 3), typically some loaded dice or marked cards

Advantages: Defensive Roll 2, Equipment 2, Precise Attack (Ranged, Cover), Quick Draw, Ranged Attack 3

Skills: Athletics 3 (+3), Deception 6 (+9), Expertise: Gambler 7 (+9), Insight 4 (+6), Perception 4 (+6), Persuasion 6 (+9)

Offense: Initiative +2, Pistol +7 (Ranged, Damage 2 or 3), Unarmed +5 (Close, Damage 0)

Defense: Dodge 8, Parry 6, Fortitude 5, Toughness 3/1*, Will 6 *Without Defensive Roll.

Totals: Abilities 38 + Powers 0 + Advantages 9 + Skills 15 + Defenses 15 = 77

Complications: Motivation—Thrills: All Bat wants is to live the good life and avoid trouble. **Relationships:** Bat is quite the ladies' man, which has gotten him into his fair share of trouble.

At the opening of the Civil War, the talisman of the American spirit breaks into two pieces. These are taken by two brothers who become the embodiment of the two sides fighting in the war, Johnny Reb and Billy Yank. Only years later will the pieces finally be brought together by New York political cartoonist Samuel Augustus Adams, killed by minions of the corrupt Boss Tweed and reborn as Uncle Sam.

In Europe, detective Hamilton Drew cracks the toughest of crimes alongside the detectives of Scotland Yard for more than a decade, then journeys to Opal City in America. He vanishes for more than a century until he is freed from the interdimensional space inside a demon-poster by Starman. In the early part of the century, another young Englishman named Richard Swift is caught up in a mystical ritual that binds him to a strange force of darkness and shadows that he uses in the 20th century to be both villain and hero as the Shade. Lady Johanna Constantine adventures across Europe for most of the century, including an encounter with Dream of the Endless; late in the century, she retires to her estate, Fawney Rig, where Dream is coincidentally imprisoned several decades after Constantine's death.

During the closing years of the century, a treasure hunter exploring Africa finds the legendary Heart of Darkness, an enormous black diamond. Bringing it to London, he orders it cut into 1000 smaller shards, freeing the demon-spirit Eclipso and spreading his curse around the globe.

"BAT" LASH

Bartholomew Alouysius "Bat" Lash is an infamous gambler and ladies' man who is also a crack shot when he needs to be. Although Bat wants nothing more than the good life of winning a few hands of cards and spending his winnings enjoying music, food, and some pleasant company, circumstances often force him to take a hand in less pleasant matters.

SCALPHUNTER

Abducted and raised by the Kiowa Indians who killed his family, Brian Savage was known to them as *Ke-Who-No-Tay* ("He Who Is Less Than Human"). When he reached adulthood he returned to white society a stranger, known as "Scalphunter," an infamous bounty hunter. Later, Savage becomes sheriff of Opal City, a friend and ally of the Shade and a foe of law-breakers and criminals in his city, including the infamous Tuesday Club.

SCALPHUNTER PL6 • 101 POINTS

STR 2 **STA** 3 **AGL** 2 **DEX** 3 **FGT** 8 **INT** 0 **AWE** 2 **PRE** 2

Equipment: Knife (Strength-based Damage 1, Improved Critical), pistol (Ranged Damage 3), tomahawk (Strength-based Damage 2, Improved Critical), sometimes a bow (Ranged Damage 3)

Advantages: All-out Attack, Defensive Roll, Equipment 4, Great Endurance, Improved Aim, Improved Initiative, Languages (Kiowa), Prone Fighting, Quick Draw, Ranged Attack 6, Tracking

Skills: Acrobatics 3 (+5), Athletics 7 (+9), Expertise: Kiowa Lore 6 (+6), Expertise: Lawman 6 (+6), Insight 5 (+7), Intimidation 5 (+7), Investigation 4 (+4), Perception 6 (+8), Stealth 8 (+10)

Offense: Initiative +6, Knife +8 (Close, Damage 3, Crit. 19-20), Pistol +9 (Ranged, Damage 3), Tomahawk +8 (Close, Damage 4, Crit. 19-20), Bow +9 (Ranged, Damage 3)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 4/3*, Will 6 *Without Defensive Roll.

Totals: Abilities 44 + Powers 0 + Advantages 19 + Skills 25 + Defenses 13 = 101

Complications: Outsider: Scalphunter is a white man raised by Native Americans. **Relationships:** Annie, Margaret DeVere for a short time.

THE GOLDEN AGE: MYSTERY MEN AND CAPED CRUSADERS

The Golden Age is an era when the public is gripped by headlines about masked heroes, bright crusaders battling cloaked villains, larger than life even against the backdrop of a world at war.

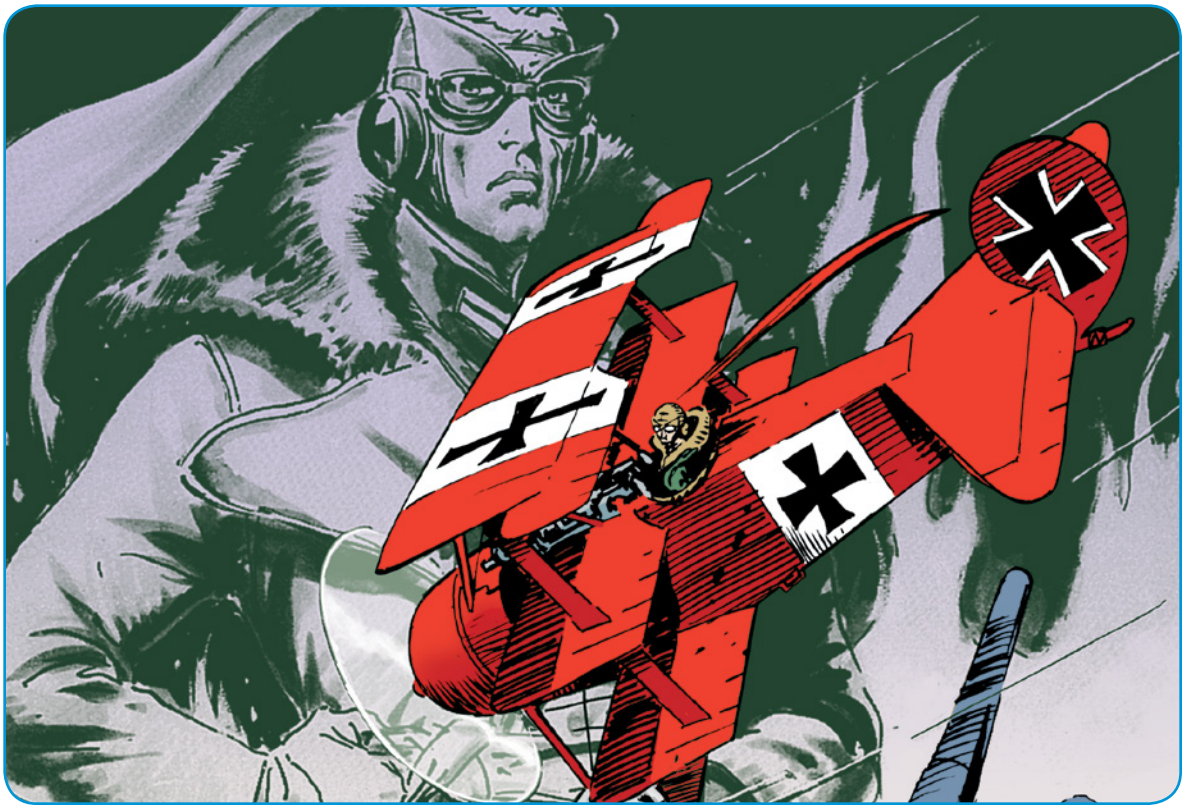
1900-1941

In the second decade of the century, World War I rages across Europe, and for the first time a war is also fought in the skies above the battlefield. Along with the Red Baron, the greatest pilot in the German *Luftstreitkräfte* is Baron Hans von Hammer, whom the Allies come to call Enemy Ace. Among the few pilots in the Allied air corps who face Enemy Ace on multiple occasions and survive is Steve Savage, son of "Scalphunter" Brian Savage. A skilled aerial duelist, Savage also gains fame from his fearless attacks on German zeppelins, earning the nickname "Balloon Buster." Following the war, von Hammer ends up in Asia, where he is hired by aging gunslinger Bat Lash to join an expedition to "Dragon Island"—in truth, Dinosaur Island"—where the expedition races to recover a pair of legendary swords also sought by the immortal Vandal Savage.

Also on Bat Lash's expedition is American adventurer Biff Bradley, brother to Gotham City detective Samuel "Slam" Bradley. While on the Gotham City police force, Slam Bradley investigates a series of unusual deaths among psychiatric patients at the recently founded Arkham Hospital before quitting to become a private detective. Years later, Slam's son, Sam Jr., follows his father's path into the G.C.P.D.—and ends up in a relationship with one of the city's most notorious criminals, Catwoman.

Celebrities join the man on the street in heroics: In Africa, famous explorer "Congo Bill" Glenmorgan is filming one of his famous travelogues and writing stories for his self-titled travel magazine when he is given a magical ring that binds him to the legendary golden gorilla known as Congorilla. Radio's "Prairie Troubadour" Greg Saunders is secretly the cowboy hero known as the Vigilante, who gathers together one of the earliest teams of heroes, the Seven Soldiers of Victory.

In 1938, *New York Daily Globe-Leader* reporter Lee Travers returns from a journey to the mystical city of Nanda Parbat and is inspired to don a trenchcoat, cape, and mask to become the Crimson Avenger. Though he first poses as a criminal to infiltrate their ranks, his heroism quickly becomes clear, and he is an inspiration to the dozens of "mystery men" who step up to join him as heroes.



In Keystone City, Midwestern University student Jay Garrick accidentally inhales vapors from a radioactive liquid and becomes the super-speedster called the Flash. Gotham City engineer Alan Scott hears a voice from the strange lantern he recovers after a bridge collapse, telling him how to craft a ring from its metal and become Green Lantern. Chemist Rex Tyler discovers a formula called Miraclo that grants him superhuman abilities for sixty minutes—turning him into Hourman. In Opal City, astronomer Ted Knight builds his first gravity rod—the device he uses to become Starman. In 1941, they and other heroes are called together by President Franklin D. Roosevelt to prevent a German invasion of England. Afterward, the heroes band together as the Justice Society of America.

ENEMY ACE

Hans von Hammer earned the moniker "The Hammer of Hell" for his record of kills as a pilot during the First World War. A chivalrous romantic, von Hammer and his fellow "knights of the air" harkened to an earlier age of warrior honor and fair combat, earning him the respect of even his enemies. His distinctive red-painted Fokker triplane, guns blazing, was the last thing many of them saw.

ENEMY ACE — PL6 • 94 POINTS

STR 1 **STA** 2 **AGL** 1 **DEX** 3 **FGT** 6 **INT** 1 **AWE** 2 **PRE** 2

Equipment: Fokker Dr. I Dreidecker triplane (**Size:** L **Str:** 5 **Spd**: 6 (Flight) **Def:** 8 **Tou:** 7 **Features:** Machine guns: Ranged Multiattack Damage 6; *32 points*), pistol (Ranged Damage 3)

Advantages: Accurate Attack, Assessment, Defensive Roll 2, Equipment 8, Favored Environment (Aerial), Improved Critical (Machine Guns), Improved Defense, Precise Attack (Ranged, Cover), Skill Mastery (Vehicles), Weapon Bind

Skills: Athletics 4 (+5), Close Combat: Fencing 2 (+8), Expertise: Tactics 6 (+7), Insight 6 (+8), Intimidation 4 (+6), Perception 6 (+8), Persuasion 2 (+4), Ranged Combat: Guns 6 (+9), Vehicles 10 (+13)

Offense: Initiative +1, Machine Guns +9 (Ranged, Multiattack Damage 6, Crit. 19-20), Pistol +9 (Ranged, Damage 3), Unarmed +6 (Close, Damage 1)

Defense: Dodge 8, Parry 8, Fortitude 5, Toughness 4/2*, Will 7 *Without Defensive Roll.

Totals: Abilities 36 + Powers 0 + Advantages 18 + Skills 23 + Defenses 17 = 94

Complications: Code of Honor: Fights fair. **Patriot:** Duty to his country.

Notes: Von Hammer is effectively PL8 in his plane, due to its superior armaments.

WARTIME HEROES: FREEDOM FIGHTERS, SOLDIERS, AND CREATURE COMMANDOS

The war ushers in an era when heroes in capes are joined by heroes in uniform—and by those who wear neither as they engage in espionage and explore strange mysteries in the forgotten corners of the world.

1941-1950

During World War II, the Justice Society's ranks swell further, first becoming the Justice Battalion and finally the All-Star Squadron, joined by a group of young heroes who call themselves the Young All-Stars. But Adolf Hitler calls upon the power of the Spear of Destiny to take command of any superpowered heroes who come to Europe, and the Squadron is limited to protecting the American homefront for the duration of the war. They are joined by the Amazon queen Hipploya, who stays in the period for ten years after a time journey and becomes the first Wonder Woman. Uncle Sam is also reborn once again in America's time of need, and gathers a group of heroes who battle alongside him as the Freedom Fighters.

Those heroes without powers, such as Manhunter and Mr. America, can and do fight in Europe, under the aegis of the Office of Strategic Services and adventurer Speed Saunders, whose granddaughter one day joins the Justice Society as Hawkgirl. They battle alongside such legendary soldiers as Sergeant Frank Rock and his Easy Company, as well as less well-known heroes like the Unknown Soldier, the crew of the "Haunted Tank," and the squad of soldiers who call themselves the Losers. On a secret island in the North Atlantic, Polish pilot Janos Prohaska gathers an international group of elite flyers to fly against the Third Reich. Flying during the Spanish Civil, Prohaska earned a nickname—a name the group takes for their own: the Blackhawks. In response to the Blackhawks, the German *Luftwaffe* calls Enemy Ace out of retirement, and he dominates the skies over the Eastern Front until he discovers the horrors of the Dachau concentration camp, after which he surrenders to Easy Company.

On the Pacific front, soldiers who cause the most problems are sent off to the war's strangest front. There, Squadron S is assigned to Operation War That Time Forgot on Dinosaur Island, and soon rename themselves the "Suicide Squadron." Dinosaur Island also sees testing of a new soldier created by government think tank Project M: the Jungle Automatic Killer—Experimental, which the soldiers call "Jake" and nickname the "G.I. Robot." Also products of Project M are the powerful heroine Miss America, who later joins Uncle Sam's Freedom Fighters, and the strange hybrid of necromancy and biology that crafts the strange soldiers of the "Creature Commandos." Near the end of the war, the G.I. Robot and the Creature Commandos are loaded onto a rocket intended to land in advance of the final invasion of Berlin by Allied forces, but an acci-

G.I. ROBOT — PL6 • 166 POINTS

STR 6 **STA** — **AGL** 2 **DEX** 4 **FGT** 4 **INT** 1 **AWE** 2 **PRE** —

Powers: Armored Chassis (Protection 8, Impervious 4); **Landmine Detector** (Senses 4 (Accurate Ranged Detect Explosives); **Propulsion Systems** (Flight 6 (120 MPH), Distracting, **AE:** Leaping 3 (60 feet), **AE:** Swimming 5 (16 MPH)); **Robot** (Immunity 60 (Fortitude effects, Will effects); **Weapon Array** (Array (15 points), **Machine Gun Hand** (Ranged Multiattack Damage 5), **AE: Flamethrower Hand** (Line Area Damage 5, Secondary Effect), **AE: Mini-torpedoes/Anti-aircraft Missiles** (Ranged Damage 6, Penetrating 3)

Equipment: 15 points of equipment, usually weapons like a handgun, rifle, or even grenades.

Advantages: Assessment, Close Attack 2, Equipment 3, Improved Disarm, Improved Initiative, Improved Smash, Improvised Tools, Interpose, Minion 4 (C.A.P.), Ranged Attack 2, Takedown

Skills: Athletics 6 (+12), Expertise: Military 5 (+6), Expertise: Survival 5 (+6), Expertise: Tactics 5 (+6), Insight 6 (+8), Perception 6 (+8), Ranged Combat: Guns 1 (+5), Stealth 3 (+5), Technology 7 (+8), Treatment 4 (+5), Vehicles 4 (+8)

Offense: Initiative +6, Machine Gun Hand +7 (Ranged, Multiattack Damage 5), Flamethrower Hand — (Close, Line Area Damage 5, Secondary Effect), Mini-torpedo or Anti-aircraft Missile +5 (Ranged, Damage 6, Penetrating 3), Unarmed +6 (Close, Damage 6)

Defense: Dodge 4, Parry 4, Fortitude Immune, Toughness 8, Will Immune

Totals: Abilities 18 + Powers 101 + Advantages 19 + Skills 26 + Defenses 2 = Total 146

Complications: Disability: Since he isn't equipped with a voice simulator, J.A.K.E. is unable to speak. **Motivation—Responsibility:** J.A.K.E. fights to protect himself and his companions, especially Sgt. Coker. **Prejudice:** As a robot, J.A.K.E. is treated as less-than-human. **Relationship:** J.A.K.E. seems to care for Sgt. Coker.

dent sends the rocket off on a course into deep space, and the soldiers don't return to Earth until the 21st century.

The Pacific front also sees a new hero when Rip Jagger becomes Judomaster. A young boy named Tiger joins him as his sidekick, but at the end of the war the American government refuses to allow Tiger entry into the United States. The pair remain in Asia, and years later Tiger will mentor the *ketsueki-senshi*, "Blood Soldiers" for hire to the Yakuza, leading him to become the nemesis of a new, young Judomaster.

The United States chooses an isolated island midway between the mainland and Hawaii for the facilities of Project Moreau, dedicated to cracking the genetic code. As part of the Project's research, a mutagenic chemical called Cortexin is discovered and used experimentally upon animals—causing the animals to mutate into beast-men who throw the island into chaos and unending war. The island, now called the Wild Lands, is forgotten until discovered by Superboy in the modern day.

As Allied forces enter Berlin, Adolf Hitler attempts to destroy the world using the Spear of Destiny. But he is prevented from doing so by the Justice Society, who journey to Ragnarok and join the battles of the gods to forestall the end of the world.

Following the war, U.S. intelligence is reorganized into a new group called Task Force X, and the O.S.S. is renamed Argent, with former Young All-Star Iron Munro as one of its lead agents. A smaller Squadron S is seconded to Task Force X under the command of former Haunted Tank commander General Jeb Stuart, who tolerates its members calling their team the "Suicide Squad."

G.I. ROBOT

There have been a number of G.I. Robots over the years, most of them active during World War II. They've been given the nicknames Joe, Mac, and finally J.A.K.E. I and J.A.K.E. II. The name J.A.K.E. is an anagram for the robot's official designation: Jungle Automatic Killer—Experimental. Little

C.A.P. — MR4/PL4 • 80 POINTS

STR 3 **STA** — **AGL** 2 **DEX** -1 **FGT** 3 **INT** -3 **AWE** 0 **PRE** —

Powers: Armored Chassis (Impervious Protection 3); **Bite** (Strength-based Damage 1); **Four-legged** (Speed 2 (8 MPH), Leaping 1 (15 feet)); **Robot** (Immunity 60 (Fortitude effects, Will effects); **Small Dog-sized** (Shrinking 4, Innate, Permanent); **Tracking Scent** (Senses 4 (Accurate Ranged Detect Explosives))

Advantages: Evasion

Skills: Athletics 1 (+5), Close Combat: Bite 1 (+4), Perception 10 (+10), Stealth 0 (+6)

Offense: Initiative +2, Bite +4 (Close, Damage 4)

Defense: Dodge 4, Parry 5, Fortitude Immune, Toughness 3, Will Immune

Totals: Abilities -10 + Powers 83 + Advantages 1 + Skills 6 + Defenses 0 = Total 60

Complications: Robot Dog: C.A.P. is designed to look and behave like a dog, with all the limitations that brings. **Motivation—Responsibility:** C.A.P. is unfailingly loyal and protective of his companions.

SGT. ROCK — PL6 • 102 POINTS

STR 3 **STA** 4 **AGL** 0 **DEX** 2 **FGT** 7 **INT** 0 **AWE** 1 **PRE** 3

Equipment: Combat knife (Strength-based Damage 1, Improved Critical), light pistol (Ranged Damage 3), assault rifle (Ranged Multiattack Damage 5), grenades (Ranged Burst Area Damage 5)

Advantages: All-out Attack, Close Attack, Defensive Roll, Diehard, Equipment 8, Great Endurance, Improved Aim, Improved Initiative, Improvised Weapon, Inspire 3, Leadership, Move-by Action, Prone Fighting, Set-up, Ultimate Effort (Fortitude checks)

Skills: Athletics 4 (+7), Close Combat: Unarmed 1 (+8), Expertise: Military 7 (+7), Expertise: Tactics 8 (+8), Intimidation 5 (+8), Perception 6 (+7), Ranged Combat: Guns 5 (+7), Stealth 5 (+5), Treatment 3 (+3), Vehicles 4 (+6)

Offense: Initiative +4, Knife +8 (Close, Damage 4, Crit. 19-20), Light Pistol +7 (Ranged, Damage 3), Assault Rifle +7 (Ranged, Multiattack Damage 5), Unarmed +9 (Close, Damage 3)

Defense: Dodge 7, Parry 7, Fortitude 6, Toughness 5/4*, Will 6 *Without Defensive Roll.

Totals: Abilities 40 + Powers 0 + Advantages 24 + Skills 24 + Defenses 14 = 102

Complications: Responsibility: To the men under his command. **Motivation—Patriotism:** Rock puts his life on the line every day in service to his country.

is known of the origins and fates of the earlier models, but J.A.K.E. I was designed by an M.I.T. professor named Thompson and deployed in the Pacific to serve with Sgt. Coker of the U.S. Marines to fight the Japanese. After J.A.K.E. I is destroyed, he's replaced by J.A.K.E. II who fights alongside Sgt. Coker and later the Creature Commandos. His ultimate fate is unclear, but the G.I. Robot program appears to be alive and well in the modern day and there's some evidence that J.A.K.E. survives into the 31st century.

C.A.P.

C.A.P., or Computerized Automatic Patrol Dog Number 1, is a companion to the second G.I. Robot. C.A.P. is a robot dog with a personality to match. When C.A.P. is inactive, he's stored within G.I. Robot's chest cavity.

SGT. ROCK

Steelworker Frank Rock, like many Americans, enlisted in the U.S. Army after the attack on Pearl Harbor. Rock saw action in North Africa, and quickly rose through the enlisted ranks with battlefield promotions following the deaths of his superiors. As platoon sergeant, Rock became the "topkick" (senior noncommissioned officer) of "Easy Company" which saw action in all the major theaters and battlefields of World War II.

THE UNKNOWN SOLDIER

The "man who no one knows but is known by everyone," the Unknown Soldier was an American intelligence operative, his face hideously scarred. He was trained as a master of disguise and infiltration, allowing him to operate behind enemy lines to prove his maxim that "one guy in the right place… at the right time" can make a difference.

THE UNKNOWN SOLDIER — PL6 • 107 POINTS

STR 2 **STA** 2 **AGL** 1 **DEX** 2 **FGT** 5 **INT** 2 **AWE** 2 **PRE** 4

Equipment: Masks and makeup (+5 Deception bonus for disguise), light pistol (Ranged Damage 3)

Advantages: Assessment, Chokehold, Connected, Defensive Roll 2, Equipment 2, Improvised Tools, Improvised Weapon, Jack-of-all-trades, Redirect, Seize Initiative, Skill Mastery (Deception)

Skills: Athletics 4 (+6), Close Combat: Unarmed 4 (+9), Deception 11 (+15), Expertise: Espionage 8 (+10), Insight 6 (+8), Intimidation 2 (+6), Perception 8 (+10), Persuasion 4 (+8), Ranged Combat: Guns 4 (+6), Sleight of Hand 6 (+8), Stealth 7 (+8), Technology 4 (+6), Vehicles 4 (+6)

Offense: Initiative +1, Light Pistol +6 (Ranged, Damage 3), Unarmed +9 (Close, Damage 2)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 4/2*, Will 6 *Without Defensive Roll.

Totals: Abilities 40 + Powers 0 + Advantages 13 + Skills 36 + Defenses 18 = 107

Complications: Faceless: His former identity has been erased. **Hideous:** The Unknown Soldier's real face is terribly scarred. **Motivation—Responsibility:** "One guy in the right place... at the right time." **Tell:** Has a tendency to scratch at his masks at the base of his neck.

1950-1985

In 1951, the U.S. House Un-American Activities Committee demands the Justice Society of America unmask and reveal their identities to the public. Instead, the Justice Society disbands, and most of its heroes retire back into their secret identities and civilian lives. The mysterious "Starman of 1951" arrives on New Year's Day to take the place of the first Starman, but vanishes exactly one year later.

The American public still thirsts for heroes, and they find them on television, where frontier heroes of the past like Tomahawk, the Trigger Twins, and Pow Wow Smith become the subjects of popular television shows. Roy Raymond is the host of the hit *Roy Raymond, TV Detective* and *Impossible...But True!* television programs, and is an inspiration to Bruce Wayne as he trains hones his skills as a detective and trais to become Batman. Years later Batman will call upon Raymond's son, Roy Raymond, Jr., to don the costume of Owlman and join the Outsiders.

Most popular of all is the television program *Heroes!*, a response to the disappearance of masked mystery men that showcases the greatest in human achievement. While four men are on a flight to appear on the program, their plane crashes in the Rocky Mountains. Somehow surviving without a scratch, the four decide they are living on borrowed time and band together to make the utmost of their lives as the Challengers of the Unknown.

Other human heroes join the Challengers in the headlines, such as underground adventurer Cave Carson, and the team of divers who call themselves the Sea Devils. As they gain more and more media attention, General Wade Eiling recasts the secret Suicide Squad into a new four-person team of civilians operating in the public eye. The plan is a success, allowing Eiling to maintain government funding for Task Force X, much of which he siphons off into his covert operations.

A chimpanzee is captured in Africa in 1953 by animal trainer Fred Thorpe, and brought back to the United States where he stars as "Detective Chimp" in an act faked using normal animal training...until the chimp is taken to Florida's Fountain of Youth by Ace the Wonder Dog and its mystical waters open his mind, turning him into a true detective.

In Japan, the last Ultimon defeats the monstrous Colonizers in a new Monster War, but only with the help of Japan's other heroes. In the aftermath, they band together to form a group called Big Science Action.

Troubled by the lack of Super Heroes during the decade, Doctor Mist creates his own team of heroes drawn from around the world, the Global Guardians. To protect his team from the anti-Super Hero hysteria of America, he wields his political influence upon delegates signing the Treaty of Rome in 1957 and has the Global Guardians officially recognized by the international community. He then constructs the Dome, a headquarters for the team, in Paris, near the capital of the United Nations, and joins the team as its leader, stepping from the shadows into the public eye for the first time in almost ten thousand years

On a reconnaissance flight over the Soviet Union at the height of the Cold War in the 1960s, the SR-71 piloted by U.S. Air Force Lt. Colonel Travis Morgan is struck by a Russian missile and crashes near the North Pole. Ejecting from his plane and parachuting toward the surface, Morgan passes through mists disguising a portal into the other-dimensional realm of Skartaris, long ago colonized by Atlanteans and dinosaurs. Saving the barbarian princess Tara from a tyrannosaurus, Morgan embarks on the first of many adventures that will transform him into the Warlord of Skartaris. In another classified military accident, Captain Nathaniel Adam volunteers to take part in an Air Force experiment called "Project Atom," testing whether a suit made of an alien alloy will protect the wearer from an atomic blast. The experiment is a success, but the suit fuses to Adam, and as he absorbs the energy of the blast he is thrown through time to the modern day, where he becomes Captain Atom.

In the early 1970s, singer and guitarist Jim Rook is fronting the popular psychedelic rock band the Electrics when he discovers a strange shop called Oblivion, Inc. in New York's East Village. Entering, he discovers a portal to a mystic land where he is given magical weapons and becomes Nightmaster. Years later, Rook will convert the other-dimensional space attached to the shop into the Oblivion Bar, headquarters for his group of mystical heroes, the Shadowpact.

A few years later, in 1976, an alien invasion force arrives at Earth but remains hidden behind the moon. While a rebellious soldier tries to warn the human race, helping them and calling himself Starman, the aliens receive news that a conflict with the interstellar police force called the Darkstars has resulted in the destruction of their homeworld. Many of the aliens set off into deep space or die of despair,

but one goes down to Earth to face the rebel in an Opal City disco. Following their battle, only the rebel survives—but he is kidnapped, and spends more than twenty years in a drug-induced coma before he is rescued by Jack Knight and welcomed into the Starman legacy as one of their own.

Up and down the east coast of the U.S., tales of past heroes inspire a new generation of heroes, like Gotham City's Acro-Bat. He joins together with others to form a team inspired by the Justice Society of America called the Justice Experience to battle similarly inspired villains in a group known as the House of Pain. When an engineer's wife is killed in the crossfire between the two teams, he remakes himself as Doctor Trapp and embarks on a bloody killing spree that eliminates every member of both groups. The killings are widely covered in the media, and the heroic spark is stamped out for another decade. Years later, following the new resurgence of superhumans, the Acro-Bat's daughter, Cameron Chase, becomes an agent for the Department of Extranormal Operations, a government organization watchdogging Super Heroes.

THE MODERN AGE

The modern age of Super Heroes begins with the appearance of Superman in the skies over Metropolis, followed closely by Batman in Gotham City, and the arrival of a new Wonder Woman sent as an ambassador from Themyscira. Soon thereafter, a new Flash and Green Lantern begin their heroic careers, and a shape-shifting Green Martian long disguised as a Colorado police detective becomes a caped hero named the Martian Manhunter. When an alien threat brings them together with a half-Atlantean hero named Aquaman, they discover they work well together and found a new team they call the Justice League of America.

Countless heroes and villains appear around the world, their adventures and encounters well recorded. The era is best benchmarked not by a chronological recounting of these tales, but by an overview of the major events that begin to shake the Earth and the universe.

A TITANIC LEGACY

Many of the new wave of heroes take on and train young sidekicks, and Batman's sidekick Robin soon joins together with Kid Flash, Wonder Girl, Aqualad, and Green Arrow's partner Speedy to form the Teen Titans. As the teens grow into adults, the Titans become best friends and a family, with a new generation of teen heroes picking up their names and legacies and joining the team.

THE LEAGUE EVERLASTING

Originally gathering in a cave in Rhode Island, the ranks of the Justice League swell until they build a satellite in orbit to act as their headquarters. When its members are distracted by their other responsibilities, an invasion by Martians destroys the satellite and the Justice League reforms with members dedicated to the team full-time and a new headquarters in Detroit. In time that League also disbands, only for businessman Maxwell Lord to rebuild the team as Justice League International, with embassy headquarters around the world and teams stationed as far afield as Australia and Antarctica. The U.N. eventually dissolves the Justice League International, and the Justice League reforms with its founding members, who serve again for a time before going their separate ways and leaving the team to a new generation of members.

A SOCIETY OF HEROES

The aging founders of the Justice Society of America emerge from retirement to mentor their own children, who form a new team of heroes known as Infinity, Inc. They then journey to battle in the Ragnarok of the gods, and are eventually shunted off into a timeless limbo where Ragnarok is simulated over and over again by the god Odin, who seeks a way to escape his fated end. With the help of the time-traveling Waverider, come to the present seeking a traitor among Earth's heroes, the Spectre eventually frees the Justice Society from their endless battle, returning them to Earth. Gathering their descendents and heroes of their legacy, the Justice Society of America once again grows to enormous size and eventually splits into two teams, the Justice Society and the All-Stars.

ZERO HOUR

When Coast City is destroyed by the villain Mongul in an attempt to make Earth into a new Warworld, Green Lantern Hal Jordan goes mad with grief, stealing power from fellow Lanterns, and even the Guardians of the Universe and their power battery—opening him to corruption by the fear entity Parallax. Soon thereafter, the traitor sought by Waverider is revealed: Extant, formerly the hero Hawk. A chronal blast from Extant ages many of the timelost JSA but preserves others before the power behind Extant is revealed: Hal Jordan, now calling himself Parallax and attempting to rewrite all of time with a "Zero Hour" event that will restore Coast City. Jordan's plans are defeated and the timeline restored, but Jordan falls into disrepute until he sacrifices himself to save Earth's sun from a Sun-Eater.

INVASION

Fearful of the potential demonstrated in the human metagene, a coalition of aliens led by the Dominators invade Earth, detonating a gene bomb that causes some humans to lose their powers, while others, like Justice League of Amer-

ica sidekick Snapper Carr and Justice League International member Fire, gain powers they didn't previously possess. Not long thereafter, the Earth repels another incursion, this time from the cosmic conqueror Imperiex. Alien parasites escaping from a prison dimension arrive more quietly, and manage to feed on the spinal fluid of humans before being captured—but in doing so activate the metagene in their prey, creating new heroes such as Lionheart and Hitman.

VILLAINY & CONSPIRACY

A war between U.S. intelligence agencies driven by a conspiracy called the Janus Directive is revealed to be a scheme by international terrorist Kobra to distract them from his construction of space-based weapons. In the aftermath, Task Force X is dissolved, with General Wade Eiling transferred to the command of military meta-human activities at the Pentagon, and longtime Central Bureau of Intelligence head Sarge Steel elevated to oversee civilian meta-human affairs from a new Cabinet-level post as the head of the government's Department of Meta-human Affairs. Commanded by Amanda Waller, the Suicide Squad leaves Task Force X to become an independent organization. Waller's other intelligence operation, Checkmate, is eventually reformed under a U.N. charter and placed under command of Maxwell Lord following the disbanding of Justice League International. Eiling and Waller continue to pursue their grudge against one another, even after Eiling transplants his brain into the meta-human body of the Shaggy Man and Waller dragoons him into the ranks of the captured meta-human villains that make up her Suicide Squad. The Blue Beetle eventually discovers that Maxwell Lord has been using Checkmate as a means to pursue his goal of eliminating the world's meta-humans, using a satellite called Brother Eye hijacked from Batman along with a virus called O.M.A.C. spread through the population as part of a vaccine. Led by Batman, the world's heroes band together to defeat Lord and his plan, but the Blue Beetle is discovered infiltrating Checkmate's headquarters in the Swiss Alps and is killed by Lord.

END OF THE NINTH AGE

Eclipso, long ago replaced by the Spectre as the Spirit of Vengeance, seeks his own revenge upon the Presence and the human race. He uses the black diamonds that once made up his gemstone prison to possess Earth's heroes, but is defeated by the sacrifice of Starman and a quest by the Phantom Stranger to reforge the diamonds back into the Heart of Darkness. Further demonic disruption on Earth comes from the demon Neron, who attempts to throw the world into chaos by offering heroes and villains power and their greatest desires in an unsuccessful bid for their souls. In an attempt to overthrow the weakened Neron, the demon Etrigan manipulates the hostless Spectre into freezing the fires of Hell, unleashing demons on Earth. The plot is disrupted when the spirit of Hal Jordan agrees to be bound to the Spectre while he atones for his misdeeds. Eventually redeemed, Jordan's spirit is freed, and he is reborn to once again become a Green Lantern. The Spectre is once again hostless for a time, during which Eclipso convinces the Spectre to destroy all of the world's magic. Only the intervention of the Sentinels of Magic and a new group of mystical champions called the Shadowpact brings the Spectre to his senses and opens him to binding with a new host, murdered Gotham City police detective Crispus Allen. The battle with the Spectre results in the destruction of the Rock of Eternity and the mortal wounding of Doctor Fate, and the dying Fate prophesizes that the reconstruction of the Rock will mark the end of the Ninth Age of Magic and the beginning of the Tenth Age.

DREAMS

In a similar transition, Morpheus, who has been Dream of the Endless since before the beginning of time, sacrifices himself to the Furies in order save a young boy named Daniel, son of Infinity, Inc. members Fury and the Silver Scarab. Following the death of Morpheus, Daniel becomes the new Dream. His father joins the Justice Society for a time as the new Doctor Fate, until he is mortally wounded in his battle with the Spectre and he goes with Fury to join Daniel in the Dreaming.

THE THREAT OF DARKSEID

The agents of Darkseid on Earth attempt to weaken the planet by tainting the reputations of its heroes and legends, a plot defeated by the Justice League. Likewise, after the Amazons reveal themselves and Themyscira to the world, the sorceress Circe inflames public opinion against them, sparking a war among the gods of various pantheons. Soon afterward, Darkseid attempts to take control of the Godwave that once elevated Earth's pantheons and his own people to godhood, a plot that ends with him fused into the Source Wall at the edge of the universe for a time.

NEW UNIVERSES

Locked in conflict since the beginning of the universe, the battle between the Monitor and the Anti-Monitor finally comes to a head as a wave of anti-matter generated by the Anti-Monitor consumes much of the multiverse. Only a few universes and their Earths survive, after the Monitor sacrifices himself to fuse them into one single universe and one single Earth. From a sanctuary outside the universe, the Lex Luthor and Superboy of destroyed universes watch with disapproval as they judge the heroes of the new world to be squandering their fresh start, and set in motion a plan to rebuild the universes from which they came. The universe is again splintered into an infinite multiverse, then collapses into a single New Earth, keystone to a multiverse of 52 universes with 52 Earths, each watched over by its own Monitor.

FINAL CRISIS

As the Guardians of the Universe and Earth's heroes investigate the strange deaths of some of the New Gods, Darkseid returns, this time in possession of a prize he long sought: the Anti-Life Equation. Darkseid uses the Equation to sap the will of humanity and conquer Earth, ready for the death of the New Gods of the Fourth World and preparing to be reborn in the Fifth World with control of all reality. Though the Earth is nearly destroyed as Darkseid instigates this Final Crisis, Superman defeats his plans with the help of the Zoo Crew and the Green Lantern Corps, and Darkseid is killed by Batman.

BLACKEST NIGHT

In the aftermath of Hal Jordan's rebirth and return to the Green Lantern Corps, renegade former Lantern Sinestro uses the power of Parallax to return with his own yellow ring-wielding Sinestro Corps. As the two Corps battle, the Guardians of the Universe reveal a prophecy of the "Blackest Night," when there will be seven corps wielding the seven powers of the emotional spectrum against a grave threat to the universe. The seven new corps arise as foretold, including the Zamarons wielding violet power rings and the power of love, and the long-ago exiled Larfleeze with the power of his orange lantern. Together they discover that the threat they face is an eighth corps—the Black Lantern Corps, whose recruits are the resurrected dead. Nekron and Black Hand, leaders of the Black Lantern Corps, lead the battle to Earth, where a final entity of power is revealed, a white entity that sparked all life in the universe 13 billion years before. Combining their powers to defeat Nekron, the united Corps awakens the entity, who returns some of the undead members of the Black Lantern Corps to true life as White Lanterns.

SASHA BORDEAUX

Sasha Bordeaux has been entangled with the world of costumed heroes since she began working as a bodyguard for Bruce Wayne and learned his secret identity as Batman. Since then she has been framed for murder, faked her own death, joined the secret organization Checkmate, and turned into a cyborg. She eventually rose through the ranks to run Checkmate as its "Black Queen".

CHECKMATE KNIGHT

Checkmate agents are not meta-humans, but they are anything but "ordinary." They are chosen from amongst the best in the military and intelligence fields and further trained to handle the top secret world of espionage against even super-powered threats.

SASHA BORDEAUX	PL8 • 145 POINTS
STR 4 **STA** 4 **AGL** 5 **DEX** 5 **FGT** 8 **INT** 4 **AWE** 4 **PRE** 3	
Powers: Ocular Implants (Enhanced Advantages 2 (Improved Aim, Precise Attack (Ranged; Concealment)), Senses 2 (Infravision, Ultravision)); **Regenerative Nanites** (Regeneration 2)	
Equipment: Heavy Pistol (Ranged Damage 4)	
Advantages: Benefit 4 (Security Clearance), Close Attack 2, Defensive Roll 2, Equipment 2, *Improved Aim,* Improved Initiative, *Precise Attack (Ranged; Concealment),* Quick Draw, Ranged Attack 3	
Skills: Acrobatics 8 (+13), Athletics 6 (+10), Expertise: Law 4 (+8), Insight 6 (+10), Intimidation 6 (+9), Investigation 6 (+10), Perception 6 (+10), Ranged Combat: Guns 4 (+9), Stealth 6 (+11), Technology 6 (+10), Treatment 4 (+8), Vehicles 8 (+13)	
Offense: Initiative +9, Heavy Pistol +12 (Ranged, Damage 4), Unarmed +10 (Close, Damage 4)	
Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 6/4*, Will 8	
Totals: Abilities 74 + Powers 6 + Advantages 15 + Skills 35 + Defenses 15 = 145 *Without Defensive Roll.	
Complications: Relationship: Romantically involved with Mister Terrific. **Motivation—Responsibility:** As Black Queen of Checkmate.	

CHECKMATE KNIGHT	PL6 • 109 POINTS
STR 2 **STA** 3 **AGL** 4 **DEX** 4 **FGT** 4 **INT** 1 **AWE** 2 **PRE** 1	
Equipment: Assault rifle (Ranged Multiattack Damage 5), combat knife (Strength-based Damage 1, Improved Critical), commlink, knight's armor (Protection 3), 14 points of additional equipment	
Advantages: Benefit 2 (Checkmate Knight), Close Attack 3, Equipment 7, Great Endurance, Power Attack, Ranged Attack 2, Teamwork	
Skills: Acrobatics 3 (+7), Athletics 8 (+10), Close Combat: Knife 2 (+6), Deception 8 (+9), Expertise: Soldier 7 (+8), Expertise: Tactics 9 (+10), Insight 4 (+7), Intimidation 7 (+8), Perception 5 (+8), Ranged Combat: Guns 1 (+5), Stealth 9 (+13), Technology 5 (+6), Treatment 3 (+4), Vehicles 5 (+9)	
Offense: Initiative +4, Assault Rifle +7 (Ranged, Damage 5), Combat Knife +9 (Close, Damage 3, Crit. 19-20)	
Defense: Dodge 6, Parry 6, Fortitude 6, Toughness 6, Will 6	
Totals: Abilities 44 + Powers 0 + Advantages 17 + Skills 38 + Defenses 10 = 109	
Complications: Duty: The Knights are dogged in their pursuit of their assigned. **Enemy:** As members of Checkmate, the Knights are often on the front lines of the battle against supervillains.	

CHAPTER 2: EARTH

Earth in the DC universe is a singular place. While other worlds have heroes, villains, and incredible powers of their own, none have as much diversity as Earth. The Earth of the DC universe may itself be similarly unique; when Superman once journeyed to an alternate Earth, he noted that his adopted homeworld was slightly larger than other Earths, allowing it room for places like Metropolis, Gotham City, Coast City, Khandaq, and Oolong Island—places that can be found nowhere else.

This Earth, Earth-0, is not only unique in the universe but in the entire multiverse. The Monitors who protect and observe the multiverse have noted that in the aftermath of the multiversal crisis precipitated by Alexander Luthor and Superboy-Prime, the once-unified universe had become a multiverse organized into a pyramidal "orrery of worlds," with Earth-0 as the capstone preventing the other Earths from tumbling into oblivion.

THE EASTERN UNITED STATES

The earliest coastal colonies in the United States are now some of its largest cities, from Boston and New York in the northeast, stretching past Metropolis and Gotham City, down toward Opal City and Miami and around into ports on the Gulf of Mexico like New Orleans and St. Roch.

METROPOLIS

"The City of Tomorrow," Metropolis is the second-largest city in the United States and the home to Superman.

In the mid-17th century, Dutch colonists founded De Vries Village outside Fort Hobb, established by fur trader Paul De Vries in 1634. For a time after the fort's founding, the local natives felt they had been short-changed in the trade goods offered by De Vries in exchange for his land—until meteorites rained from the sky and nearly destroyed the fort just as the natives were about to attack. Both sides took the 'rain of fire' as a warning from the heavens, and maintained peaceful relations ever after.

In 1675, the Dutch Republic sold De Vries Village to England, who renamed the colony and the island it sat on "New Troy." The town prospered through the 18th century, and was a major source of manpower for the Continental Army and General George Washington. During the Revolutionary War, the English took notice of local sentiments, and the inhabitants of New Troy were forced to fall back inside Fort Hobb during the infamous "Devil's Winter Siege," a siege broken only by the efforts of Tomahawk's Rangers and especially ranger Dan Hunter. When celebrating America's independence from England, the town discarded the name given to it by the British and adopted a new name: Fort Hunter.

Fort Hunter became Hunter City as the town continued to grow into the 19th century. In 1839 Troy College was established, and its benefactor M.W. Nicholson opened the school with a speech proclaiming that "with virtuous endeavor, the New Troy of tomorrow will rival any metropolis of antiquity." Successful traders from Hunter City's ports became local investors and businessmen, making the city one of America's banking centers, and General Washington's editorial for the inaugural edition of the city's *Daily Planet* led to many publishers and academics calling the city home. Troy College was soon renowned for the architects who studied there, and by the end of the 19th century Hunter City had some of the tallest and best-known buildings west of the Atlantic.

In the late 19th century, Waldo Glenmorgan arrived to teach at Troy College but soon became more notable as a "science hero." As stories about Glenmorgan and interviews with Glenmorgan filled the newspapers and pulps of Hunter City, Glenmorgan drew upon the speech of his school's benefactor to refer to Hunter City and its neighboring cities as "my beloved Metropolis." The nickname bestowed by the popular hero stuck, and when Hunter City and its neighbors incorporated into one city in 1905, it was officially renamed Metropolis, with Troy College similarly renamed the University of Metropolis.

Into the 20th century, the old Hunter City on New Troy Island was permanently connected to its new boroughs via the Queensland and Burroughs Bridges across the West River and Hobbs Rivers, respectively. Following World War II, Metropolis went into a decline through the second half of the 20th century, a slump seized upon by businessman Lex Luthor, who established Lexcorp in the city and soon owned the majority of its real estate as well as many of its most successful businesses. The highlight of many cynical Metropolitans' day was the daily "Luthor Lottery" outside Lexcorp headquarters, where Luthor would personally select one of the waiting masses and use his wealth and power to change their life forever. (Unbeknownst to all, the winners were carefully selected such that their abilities and gratitude would play into Luthor's long-term plans and his secret schemes against his enemies.)

Years later, the people of Metropolis would declare that a new golden age for the city began with the arrival of "the first citizen of Metropolis," Superman. After Superman

saved reporter Lois Lane from a Lexcorp technology demonstration gone awry, Lane wrote a profile of Superman for the *Daily Planet* that was reprinted around the world. Front pages once dominated by Luthor's acquisitions and inventions were soon covered with stories of Superman's heroics that inspired the people of the city to once again look up at the skies with pride.

Though Superman is a staunch defender of the city, Metropolis has also had its share of shakeups and disasters. Not long ago, nanotechnology unleashed by Brainiac 13 literally rebuilt Metropolis into the City of Tomorrow, with buildings, businesses, and even the city's famous Rail Whale transportation system powered by seemingly impossible technology...until "the Tech" left the city, reconstructing it back to what it once was. Metropolis was also ground zero for a grudge match staged by an army of meta-human criminals from the Society of Super-Villains, who called out heroes during a worldwide crisis for what would be known as "the Battle of Metropolis." Most recently, the "Hundred Minute War" culminated in a battle between Superman and the forces of New Krypton that devastated the central part of the city.

Yet Metropolis continues to rebuild and thrive, and as Superman knows from his visits to the Legion of Super-Heroes in the 30th century and the time of Justice Legion A in the far future, Metropolis will still be the city of tomorrow and a home to heroes for a long time to come.

GEOGRAPHY

The six boroughs of Metropolis and their landmarks are as follows.

NEW TROY

This large island makes up the heart of Metropolis. Near the western, inland, tip of the island is LexCorp headquarters, the tallest building in the city and the heart of Metropolis' central business district. Many major international corporations such as WayneTech have headquarters or offices in the nearby neighborhoods, as do most of the city's major media outlets. The offices of the *Daily Star* are only blocks from LexCorp, sharing a building with the WGBS TV news network. The *Daily Planet* building, with its world-famous rooftop rotating globe, is at the edge of this neighborhood on the western edge of Centennial Park.

Centennial Park is home to the memorial statues constructed for Superman and Superboy by the city of Metropolis when the heroes were believed dead, as well as the Metropolis Zoo. The venerable Schuster Arena, home gridiron to the Metropolis Meteors, is north of the park, as is Metro Police Precinct #55, home of the Metropolis Meta Crimes Unit. South of the park is Union Station, central hub for the city's "Rail Whale" system of subways and elevated trains, as well as connections to regional and national commuter rail. Beyond the station is Glenmorgan Square, surrounded by theaters, museums, restaurants, and stores that draw people from across the city and tourists from around the world. Far south of the park near the Queensland Bridge is the global headquarters of S.T.A.R. Labs, an international leader in scientific and technological innovation.

Many of the other research firms flocking to Metropolis have done so along Eighth Avenue, also known as the "Avenue of Tomorrow" and one of the island's main thoroughfares. Beginning near LexCorp headquarters, then stretching along the north edge of Centennial Park and all the way to the eastern end of the island, many of the world's top technology companies showcase their latest inventions along the Avenue. Yet much of the real work is done in the offices and laboratories found in the adjacent Wonderland District, home to top companies like Magnus Robotics, Tyler Chemicals, Stagg Enterprises, Cale-Anderson Pharmaceuticals, Vulcan Industries, and more.

Just south of Wonderland is the central business district of Metropolis, the Financial District. Next to it, the Jewelry District flows into "Little Bohemia," which runs among the apartments and dormitories home to students at the nearby University of Metropolis. Beyond "the U," along the West River, is the headquarters of the Metropolis Police Technology Division—also known as the "Science

Police"—where they can keep an eye across the water toward Stryker's Island, one of the highest-security metahuman prisons in the eastern United States.

Just a few blocks east of the Financial District is Metropolis City Hall, adjacent to the Montgomery Federal Building and a complex of office towers home to regional offices for the F.B.I., D.E.A., A.T.F., and D.E.O.. At night, the parking lots for these government offices are used by fans flocking to "the Berk," the nearby Berkowitz Memorial Stadium, home to the Metropolis' beloved baseball team, the Monarchs.

In the center of an unremarkable block surrounded by generic buildings in the southeast corner of New Troy is a remarkable place, the only cemetery on the island. Though he died somewhere on the western frontier, the memorial statue to Dan Hunter near the gate gives the cemetery its official name of Hunter's Rest Cemetery. But following the burial of Waldo Glenmorgan in the cemetery, the *Daily Star* declared it "a resting place for heroes" and nicknamed it "Valhalla." Laws restricting burial on New Troy have been relaxed in recent years in order to allow Valhalla to be the place where heroes such as the first Doctor Mid-Nite and the murdered members of the Freedom Fighters have been laid to rest.

At the eastern end of New Troy is the oldest part of the island, Hook Basin, home to many buildings that are historical, many buildings that are crumbling, and some that are both. Remnants of the early industrial history of the city can also be found in the Hook, most notably the Ironworks, an aging foundry near the eastern end of the Avenue of Tomorrow that was taken over by John Henry Irons. Beyond the Ironworks are the alleys and tenements of Hob's Bay, also known as "Suicide Slum," which many Metropolitans note only for the famously disreputable bar called the Ace O'Clubs. At the eastern tip of the island, the preserved walls of Fort Hunter can be found in Overlook Park, where the Hobb and West Rivers come together.

ST. MARTIN'S ISLAND

The poorest part of New Troy looks across the bay to this borough, home to the most expensive real estate in the city. St. Martin's Island is home to upscale neighborhoods of contemporary condominiums along wide tree-shaded boulevards radiating out from Swan Circle in Uptown and has some of the city's priciest restaurants and nightclubs. Eastside lies along the shore, with large parcels of land holding oceanfront estates belonging to the oldest and wealthiest families in the city.

BAKERLINE

Bakerline runs from the ocean to where De Vries Falls empties into the Hobb River. Along the bluffs north of the Hobb, the well-maintained brick rowhouses of Hamsted in Bakerline are home to the "commuter class" of Metropolis who ride the train into the city to work during the day and return here at night. However, visitors to the city will sometimes journey out to Bakerline to visit two notable museums in the Lafayette neighborhood: the Metropolis Museum of Science and Industry (with its Hall of Super Science and the kid-friendly Lena Luthor Science Explorarium) and the Jules Verne Museum of Extraterrestrial Artifacts.

PARK RIDGE

One of the oldest parts of the city outside of New Troy, Park Ridge preserves its history tenaciously, with banners welcoming visitors to the "City of Yesterday" hanging above its cobblestone streets. Though new developments have been built in the inland Racine neighborhood, much of its sister neighborhood Vernon along the Hobb River has been named a historical district, with the Luthor School of Business the only steel and glass structure in the area. Park Ridge is beloved by the artists, craftsmen, and carpenters with the skills and passion to maintain the Victorian-era homes of the area, as well as visitors to the area's renowned "Antiques Row."

QUEENSLAND PARK

Originally, the land that makes up this neighborhood was set aside by King George III, who intended it as his estate in the colonies and named it for his consort, Queen Charlotte. In the aftermath of the American Revolution, those

who wanted to "live like a king" quickly set up farms in the area. From then until the modern day, Queensland has always welcomed newcomers to Metropolis. The Pelham and Northbridge neighborhoods are further divided by locals into tightly-knit ethnic communities drawn from around the world, like Markovia Square, Prisca Town, and Little Bialya. Consulates from dozens of nations can be found along Queensland Avenue as it runs through the borough from Metropolis and out toward Metropolis International Airport on Hell's Gate.

The "Park" part of the borough's name stems from the large parks preserved from parts of the king's original estate. De Vries Park and Metropolis Park are more than a thousand acres each, and contain everything from municipal sports fields and outdoor ampitheaters to horse trails and large areas of thick forest, bordered by the neighborhoods of Newtown and Mount Royal. However, many Metropolis residents mistakenly think the name of the borough comes from the Queensland Park amusement park, opened in 1895. Now owned by Haley Amusements, the wooden roller coaster and iron Ferris wheel at the park have been designated historical landmarks.

SPECIAL CRIMES UNIT	PL5 • 58 POINTS
STR 2 **STA** 1 **AGL** 1 **DEX** 1 **FGT** 3 **INT** 0 **AWE** 1 **PRE** 1	
Equipment: Blaster (Ranged, Damage 5), SCU Armor (Protection 5), commlink, flash goggles, restraints	
Advantages: Benefit (Security Clearance), Benefit (Status—S.C.U. Officer), Close Attack 2, Equipment 3, Teamwork	
Skills: Athletics 3 (+5), Close Combat: Unarmed 2 (+5), Expertise: Police Officer 5 (+5), Expertise: Tactics 5 (+5), Insight 4 (+5), Intimidation 2 (+3), Investigation 3 (+3), Perception 4 (+5), Persuasion 4 (+5), Ranged Combat: S.C.U. Weapons 4 (+5), Vehicles 4 (+5)	
Offense: Initiative +1, Blaster +5 (Ranged, Damage 5), Unarmed +7 (Close, Damage 2)	
Defense: Dodge 4, Parry 4, Fortitude 4, Toughness 6, Will 3	
Totals: Abilities 20 + Powers 0 + Advantages 9 + Skills 20 + Defenses 9 = Total 58	
Complications: Motivation—Responsibility: SCU officers are sworn to serve and protect.	

HELL'S GATE

In the late 19th century, with the Hook Basin filled with the already-crumbling factories that would one day be Suicide Slum, new factories and shipping yards were constructed atop the farms on the rocky island across the bay from New Troy. Officially the town of Tealboro, immigrants who came to Metropolis and disembarked from ships directly into the dismal company neighborhoods surrounding the factories came to give the island a new name: Hell's Gate. In 1938, a hurricane nearly scoured the island clean, and the island remained littered with ruins until the city purchased a large part of Hell's Gate in the early 1950s and built Metropolis International Airport. Tealboro is now a neighborhood of hotels, conference centers, and condominiums with shops and restaurants along the waterfront and its ferry connection to downtown Metropolis. On the eastern edge of the island, the neighborhood of Senre Ville is a seaside mix of expensive homes and art galleries, with many working artists famously living in comfortable "alley shacks" behind the expensive storefronts that line the main streets.

SPECIAL CRIMES UNIT

These statistics can be used for any sort of "special crimes" officers, whether they be a Metropolis S.C.U. officer, G.C.P.D. Major Crimes Unit, or even the Meta Crimes Unit (although the last of those concentrates more on investigation than tactical response). Gamemasters should feel free to give the S.C.U. more and different equipment if it fits their needs.

DAN TURPIN

Inspector Dan "Terrible" Turpin is a career officer with the Metropolis Police Department and one of the key figures in the department's Special Crimes Unit. He earned his nickname from his fierce devotion to duty and occasional willingness to go off on his own in order to get the job done.

MAJOR CRIMES, META CRIMES, AND THE SCIENCE POLICE

The meta-human villains of the modern era have been confronted not only by costumed heroes, but by organized police forces across the United States. In the 1940s and 1950s, the police worked alongside the heroes, like the famed partnership between Starman and the O'Dare family in Opal City. By the end of the century, some major cities like Miami found themselves without a resident protector, while other cities like Metropolis feared they might be overly dependent on their heroes—or endangered by their heroes gone berserk. Metropolis was the first to act on these concerns, establishing the Metropolis Special Crimes Unit under the command of Captain Maggie Sawyer. Wielding heavy weaponry and undergoing constant special training, Sawyer and the Metropolis S.C.U. became a "steel blue line" quickly copied across the United States in meta-human hotspots like Central City and Coast City.

When Sawyer transferred to the Gotham City Police Department, she brought the tactics of the S.C.U. with her but geared them down to match a city with fewer super-powered threats. The result was the G.C.P.D. Major Crimes Unit, a group of detectives specifically tasked to investigating crimes involving meta-human villains. Cities like Keystone and Hub City that couldn't afford fully equipping a S.C.U. followed Sawyer's lead and organized their own Major Crimes Units. Soon, even Metropolis established an M.C.U. to investigate meta-human crimes, allowing the S.C.U. to concentrate on tactical response.

Not long thereafter, during the Battle of Metropolis, the Metropolis S.C.U. used modified Kryptonian battlesuits and weaponry modeled on that captured from techno-criminals to hold their own alongside meta-humans in a battle against the assembled Society of Super-Villains. Their celebrated success drew the attention of the Department of Extranormal Operations, and during the reorganization of the U.S. military and intelligence structure after Checkmate was moved under U.N. authority, S.C.U.s nationwide were unified under the command of the D.E.O.'s National Meta Crimes Division, with each city operating their own unit of the national organization as a partnership between local and federal authorities.

Metropolis again proved a leader in innovative policing when it partnered with the tech companies of its Wonderland district to establish the Metropolis Police Department's Technology Division. This new police squad field tests the most innovative policing equipment the companies can create, then co-licenses out the most successful equipment to units across the country. Flying through the Metropolis sky in armored battlesuits and wielding a wide array of gadgets, the Technology Division quickly earned a nickname: "the Science Police." Though at first it was feared they would be little more than a clean-up crew using technology to contain meta-humans found by the M.C.U. and defeated by the S.C.U., the Science Police have already proven just as successful as previous experiments by the M.P.D., especially working under the command of the Guardian during the Hundred Minute War with New Krypton. A national training center to help police from across the country establish their own branches of the Science Police recently opened outside Midway City.

Three of Metropolis' finest are good examples of police that can be found across the United States serving in these now familiar branches of modern metropolitan law enforcement. Inspector Mike Henderson works with the M.P.D.'s Major Crimes Unit, investigating meta-human-related crimes in the city, such as the murder of Agent Liberty. Squad K commander Sergeant Jonathan Cloud and his men were trained as part of Metropolis' Special Crimes Unit, equipped to deal with Superman run amok, and after serving under a national command during through Hundred Minute War they have returned to their home city. Officer Brad Sanderson is one of the armored "rocket cops" of the Science Police, now serving as leader of the unit's second field squad since the departure of the Guardian.

DAN TURPIN — PL6 • 115 POINTS

STR 3 **STA** 3 **AGL** 3 **DEX** 2 **FGT** 7 **INT** 2 **AWE** 3 **PRE** 3

Equipment: Cell phone, handcuffs, heavy pistol (Ranged Damage 4)

Advantages: Benefit 2 (Security Clearance), Close Attack 2, Contacts, Defensive Roll 2, Diehard, Equipment 2, Fearless, Improved Trip, Power Attack, Takedown

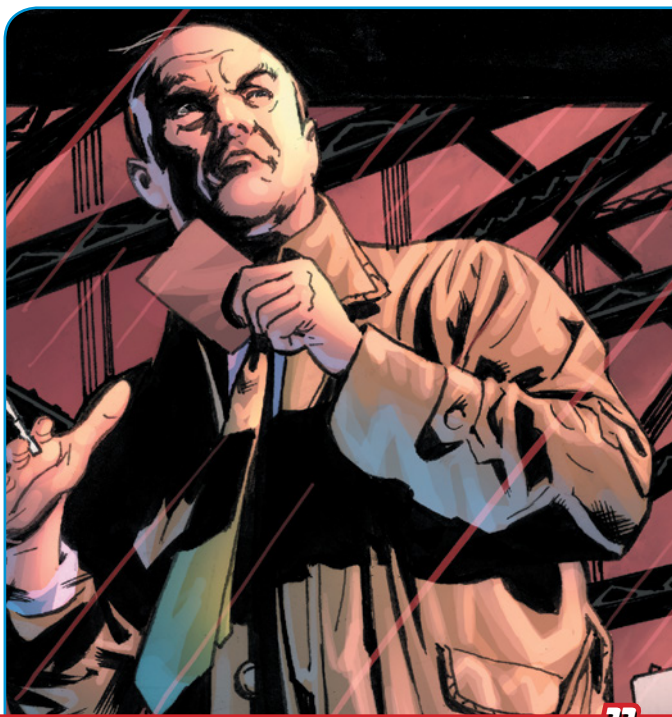
Skills: Athletics 6 (+9), Expertise: Current Events 4 (+6), Expertise: Military 8 (+10), Expertise: Police Officer 6 (+8), Expertise: Streetwise 8 (+10), Insight 6 (+9), Intimidation 6 (+9), Investigation 8 (+10), Perception 6 (+9), Ranged Combat: Guns 6 (+8), Stealth 7 (+10), Treatment 2 (+4), Vehicles 4 (+6)

Offense: Initiative +3, Heavy Pistol +8 (Ranged, Damage 4), Unarmed +9 (Close, Damage 3)

Defense: Dodge 7, Parry 7, Fortitude 6, Toughness 5/3*, Will 6

Totals: Abilities 52 + Powers 0 + Advantages 14 + Skills 39 + Defenses 10 = 115 *Without Defensive Roll.

Complications: Relationship: Close friendship with Maggie Sawyer. **Motivation—Responsibility:** To Metropolis Special Crimes Unit.



WHISPER A'DAIRE

Once an agent of Rā's al Ghūl, Whisper A'Daire became an immortal serpentine shapeshifter after taking a mysterious serum (which she still uses to maintain her youth and powers). She later became a criminal mastermind in her own right, working with Intergang and later with the sinister Crime Cult, a quasi-religious sect devoted to unraveling the secrets of the "Bible of Crime."

WHISPER A'DAIRE — PL10 • 177 POINTS

STR 5 **STA** 2 **AGL** 4 **DEX** 4 **FGT** 8 **INT** 3 **AWE** 4 **PRE** 4

Powers: Hypnotic Gaze (Perception Ranged Cumulative Affliction 10 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Sense-Dependent (Visual)); **Immortal** (Immunity 1 (Aging)); **Snake Form** (Activation (move action), **Acid Spit** (Damage 8, Reach 3 (15 feet), Secondary Effect, Accurate 2), **Scaly Hide** (Protection 4), **Sinewy Body** (Permanent Elongation 2, Enhanced Fighting 4, Enhanced Strength 4, Movement 1 (Slithering)))

Advantages: Attractive, Defensive Roll 2, Fascinate (Deception), Leadership

Skills: Deception 12 (+16), Expertise: Streetwise 10 (+13), Insight 6 (+10), Perception 4 (+8), Persuasion 10 (+14), Technology 4 (+7)

Offense: Initiative +4, Acid Spit +8 (Close, Damage 8, Reach 3 (15 feet)), Hypnotic Gaze — (Perception, Affliction 10, Resisted by Will), Unarmed +8 (Close, Damage 5)

Defense: Dodge 12, Parry 12, Fortitude 6, Toughness 8/6*, Will 10 *Without Defensive Roll.

Totals: Abilities 52 + Powers 75 + Advantages 5 + Skills 23 + Defenses 22 = 177

Complications: Addiction: Whisper is addicted to the serum that keeps her immortal. **Enemy:** Whisper's criminal associations have placed her at odds with Batman, Batwoman, and the Question. **Motivation—Crime Cult:** Whisper is interested in advancing the Crime Cult. **Reputation:** Whisper is a cold-hearted manipulator.

KYLE ABBOTT

Also a former agent of Rā's al Ghūl, Kyle Abbott was Whisper A'Daire's bodyguard, empowered by the same serum, although he gained lycanthropic powers. Abbott is a frequent target of Whisper's fits of pique, including one where she scarred his face and blinded him in one eye with her acid spit. Nevertheless, he remains loyal to Whisper and follows her orders without question.

BRUNO MANNHEIM

Bruno "Ugly" Mannheim, son of "Boss" Moxie Mannheim, inherited a criminal empire and became leader of Intergang. Mannheim went from mob thug to devout follower of the Religion of Crime, molding Intergang to the precepts laid out in the Crime Bible and attempting to bring about its prophecies.

INTERGANG THUG

Intergang's hired muscle would be nothing more than run-of-the-mill thugs if not for the alien technology (from places like Apokalips) enhancing their abilities and making them into formidable threats.

RELIGION OF CRIME CULTIST

While the bulk of Intergang's members are just out for power and profit, true believers in the Religion of Crime are fanatical cultists, following the unholy writ laid out in the Crime Bible, and seeking to bring about its prophecies.

KYLE ABBOTT — PL10 • 156 POINTS

STR 4/6/4* **STA** 6/10/6* **AGL** 4/4/8* **DEX** 2 **FGT** 8 **INT** 2 **AWE** 5 **PRE** 4

Powers: Ageless (Immunity 1(Aging)); **Animal Senses** (Senses 4 (Analytical Scent, Tracking (Acute Smell), Ultra-hearing, Ultravision)); **Fur** (Feature 1 (Allows Kyle to endure extreme environmental conditions); **Shapeshifting** (**Wolf Form** (Enhanced Advantages (Instant Up), Enhanced Agility 4, Enhanced Defense 4 (Parry 4), **Bite** (Improved Critical), Speed 3 (16 MPH), **AE: Hybrid Form** (Enhanced Stamina 4, Enhanced Strength 2), **Tooth and Claw** (Strength-based Damage 2, Improved Critical 2))

Equipment: Heavy Pistol (Ranged Damage +4)

Advantages: All-out Attack, Close Attack 4, Diehard, Equipment 2, *Improved Critical (Bite)*, *Improved Critical 2 (Tooth and Claw)*, *Instant Up*, Ranged Attack 6

Skills: Acrobatics* 6 (+10/+10/+14), Athletics* 4 (+8/+10/+8), Deception 6 (+10), Expertise: Espionage 8 (+10), Insight 8 (+13), Intimidation 8 (+12), Investigation 8 (+10), Perception 8 (+13), Stealth* 8 (+12/+12/+16), Technology 3 (+5), Vehicles 6 (+8)

Offense: Initiative* +4/+4/+8, Tooth and Claw** +12 (Close Damage 8, Crit. 18-20), Wolf Bite*** +12 (Close Damage 4, Crit. 19-20), Heavy Pistol +8 (Ranged Damage 4)

Defense: Dodge 8/8/12*, Parry 10/10/14*, Fortitude 6/10/6*, Toughness 6/10/6*, Will 10

Totals: Abilities 70 + Powers 24 + Advantages 14 + Skills 37 + Defenses 11 = 156

Complications: Disability: For a time, Kyle suffered partial blindness due to the loss of his left eye. Because of this, he suffered a -2 to his Active Defenses against attacks from that side and suffered a -2 penalty to Perception checks. **Loyalty:** Kyle's loyalty to Whisper A'Daire is complete. He endures her abuse without complaining, even when she assaults him in fits of rage. He also follows her orders without question. **Motivation—Crime Cult:** Abbot is interested in advancing the Crime Cult.

*Effects of Alternate Forms are listed in order: Human/Hybrid/Wolf. ** Hybrid Form Only. *** Wolf Form Only.

BRUNO MANNHEIM — PL7 • 126 POINTS

STR 4 **STA** 4 **AGL** 4 **DEX** 2 **FGT** 8 **INT** 2 **AWE** 2 **PRE** 1

Equipment: Heavy pistol (Ranged Damage 4), smartphone

Advantages: Benefit 3 (Millionaire), Benefit 4 (Intergang Boss), Close Attack 2, Connected, Contacts, Defensive Roll 2, Equipment 2, Fast Grab, Improved Hold, Leadership, Power Attack, Ranged Attack 4, Startle, Takedown

Skills: Athletics 8 (+12), Expertise: Criminal 12 (+14), Expertise: Streetwise 12 (+14), Intimidation 12 (+13), Perception 8 (+10), Ranged Combat: Guns 4 (+6), Technology 6 (+8), Vehicles 8 (+10)

Offense: Initiative +4, Heavy Pistol +10 (Ranged, Damage 4), Unarmed +10 (Close, Damage 4)

Defense: Dodge 8, Parry 8, Fortitude 8, Toughness 6/4*, Will 6 *Without Defensive Roll.

Totals: Abilities 54 + Powers 0 + Advantages 25 + Skills 35 + Defenses 12 = 126

Complications: Obsession: Worshiper of crime. **Motivation—Greed:** Mannheim is motivated by money and the power that comes with it.

INTERGANG THUG — PL6 • 74 POINTS

STR 2 **STA** 2 **AGL** 1 **DEX** 1 **FGT** 2 **INT** 0 **AWE** 0 **PRE** 1

Powers: Alien Battle Armor (Removable, -2 points; Senses 1 (Communication Link: Radio), Impervious Protection 5); **Alien Blaster Rifle** (Easily Removable, -6 points; Ranged Damage 8); **Jet Pack** (Removable -2 points; Flight 5 (60 MPH))

Skills: Acrobatics 3 (+4), Athletics 4 (+6), Expertise: Criminal 4 (+4), Expertise: Streetwise 4 (+4), Intimidation 6 (+7), Ranged Combat: Guns 3 (+4), Stealth 2 (+3), Vehicles 4 (+5)

Offense: Initiative +1, Blaster Rifle +4 (Ranged, Damage 8), Unarmed Attack +2 (Close, Damage 2)

Defense: Dodge 5, Parry 5, Fortitude 6, Toughness 7, Will 3

Totals: Abilities 18 + Powers 27 + Advantages 0 + Skills 15 + Defenses 14 = 74

RELIGION OF CRIME CULTIST — PL 5 • 60 POINTS

STR 1 **STA** 2 **AGL** 1 **DEX** 2 **FGT** 4 **INT** 0 **AWE** 1 **PRE** 0

Equipment: Heavy pistol (Ranged Damage 4), knife (Strength-based Damage 1, Improved Critical)

Advantages: All-out Attack, Defensive Roll, Equipment 2, Second Chance (Fear or Intimidation resistance checks), Teamwork

Skills: Close Combat: Knives 4 (+8), Deception 5 (+5), Expertise: Criminal 5 (+5), Expertise: Religion 5 (+5), Intimidation 5 (+5), Perception 2 (+3), Ranged Combat: Guns 4 (+6), Stealth 4 (+5), Vehicles 2 (+3)

Offense: Initiative +1, Heavy Pistol +6 (Ranged, Damage 4), Knife +8 (Close, Damage 2, Crit. 19-20), Unarmed +4 (Close, Damage 1)

Defense: Dodge 6, Parry 7, Fortitude 4, Toughness 3/2*, Will 5 *Without Defensive Roll.

Totals: Abilities 22 + Powers 0 + Advantages 6 + Skills 18+ Defenses 14 = 60

Complication: Religion of Crime Zealot: Crime Cultists come from a variety of criminal backgrounds and possess a fervent devotion to their strange religion as well as possible criminal mental disorders.

GOTHAM CITY

Gotham City, the infamously corrupt city watched over by Batman, is the largest port on the eastern coast of the United States.

Today's Gotham City was once an outpost called Fort Adolphus built by Norse explorer Captain Jon Logerquist in 1635 and named after Swedish king Gustavus Adolphus. It was a favorite base for explorers and fur trappers heading into the Appalachian Mountains and the uncharted territory beyond. These early explorers returned with furs and other trade goods that, in turn, drew ships bringing goods and settlers from Europe. By 1674 there were almost a hundred homes and farms outside Fort Adolphus when King Christian V decided to cede the colony to England. General Adam Howe arrived from England in 1675 and marked the colony's transition to English rule by renaming it Gotham Town.

A popular destination for English colonists thereafter, Gotham Town was nearly evenly divided between Tories and Rebels on the eve of the Revolutionary War. When America declared independence, Gotham became a battlefield. England used its port to bring troops to America and revolutionaries used Gotham's warren of muddy streets to stage running attacks on the English. In 1779, British spies reported that Continental soldiers were planning an attack on the Gotham armory, and the British set up an ambush. The British forces would have massacred the Continentals if not for a Gotham merchant named Darius Wayne. Arrested by the British and about to be hanged, Wayne was saved by his brother "Mad Anthony" Wayne and the Revolutionary Army, who swept into and captured Gotham City in one of the decisive battles of the war.

Following the war, Darius Wayne was rewarded with a large plot of land outside Gotham, an estate that would be the cornerstone of his future fortune. In 1795, Wayne began construction of a manor house on the land, but Wayne's fortune remained tied up in its growing investments for decades and the manor sat unfinished. Much of this investment was in buying land in the growing city, and in the 1850s Judge Solomon Wayne hired architect Cyrus Pinkney to build the first Gothic-inspired buildings in what would one day be famous as the "Gotham Style." Following Judge Wayne's death, his son Alan turned the family's money to consolidating several successful shipping companies into Wayne Shipping and investing into a multitude of new industries. By the end of the 19th century, the Wayne family fortune was so large and so varied that even locals could only grasp its over-arching parent company: Wayne Enterprises.

Though the Waynes led the way, others were quick to follow, and into the early days of the 20th century Gotham's port continued to grow, as did many other industrial concerns. Much of the "New Fortune" flowing into Gotham first passed through the hands of an increasingly corrupt city government run by politicians whose careers began in the Tammany Hall days of New York politics, then into the coffers of industrialists with strong ties to European criminal families who made Gotham their new American home. More industry meant more work for the growing population of Gotham City, who worked long hours on the docks and in the factories but found relaxation and distraction in the dozens of carnivals and amusement parks built around the city, particularly in the city's world-famous Amusement Mile.

The Great Depression hit Gotham City as hard as the rest of the world, but it was slower to recover as the limited investment capital and industry moved toward New York and other East Coast ports. Though Wayne Enterprises continued to thrive, adding Wayne Chemical and WayneTech to its porfolio, Gotham's most successful non Wayne-owned industry in the 1950s was the construction of oversized props used for billboards and novelty advertising. But the crumbling ports and factories abandoned by legitimate businesses allowed smuggling and other criminal enterprises to flourish under the leadership of the Falcone family.

Many Gotham citizens believed the shocking murder in the streets of Thomas and Martha Wayne meant an end to the city's single guiding light, and for years afterward the city plunged even deeper into despair and disrepair before their son, Bruce, returned to the city and took up the family tradition. Along with Wayne Enterprises, Bruce Wayne launched the Wayne Foundation, a charitable organization supporting a variety of causes from scientific and medical research to the arts and education while also running a large network of free clinics and job training centers across the entire region.

Still, in recent years, even the best efforts of Bruce Wayne seemed like they wouldn't be enough to save Gotham City. Not long after Gotham barely survived an outbreak of the lethal disease known as the Clench, a massive earthquake tore apart the city. Faced with the seemingly impossible expense of rebuilding the city, the U.S. government instead declared it a "No Man's Land" and destroyed all the bridges leading to the island city. Gotham remained isolated from the mainland for nearly a year before the combined fortunes of Bruce Wayne and Lex Luthor—along with the efforts of Batman and his allies—were finally able to help restore Gotham enough for its people to return.

Today, thanks to the efforts of Bruce Wayne, Batman, and a rising number of stalwart police officers led by Commissioner James Gordon, the citizens who walk the streets of Gotham City every day can see why it was once the dream destination for Europeans coming to the New World. But after the sun sets, those same citizens are reminded that darkness still pervades the city, with only Batman and his allies defending them from being consumed by the nightmare.

GEOGRAPHY

Gotham City is built on a series of islands, separated from the mainland by the branches of the Gotham River delta. Beginning at the south end of the city, its major neighborhoods and landmarks include:

TRICORNER

This large triangular island was once only marshland before 19th-century industry riddled the swamp with pilings to enlarge the city's port. Piers continue to bristle from the outer sides of Tricorner, but away from the Tricorner Yards the interior of the island is a neighborhood of squat brick rowhouses, home to blue-collar workers and a large number of cops, including G.C.P.D. commissioner Gordon.

CHINATOWN

Once an encampment for Asian labor brought in to help Gotham's factories thrive, Chinatown is now a prospering neighborhood in its own right. Though many locals swear by the back-alley restaurants found in the area, others prefer the expensive sushi found along Gate Street near the Vauxhall, an elaborate opera shell and concert center that sits astride the Brown Bridge. On the inland edge of Chinatown, the expensive One Gotham Center building was constructed as a center for international trade, the first building in the neighborhood taller than the 19th-century Kyoto Towers. But whether in the alleys or the skyscrapers, little business goes on in Chinatown that isn't overseen by the Asian gangs who rule the neighborhood from the shadows.

MIDTOWN

A neighborhood along the south edge of Robinson Park, it is home to the international headquarters of Wayne Enterprises as well as the headquarters of the Gotham City Police Department. The south edge of Midtown is the oldest part of Gotham, called "the City" by the bluebloods whose perfectly preserved homes can be found on Paris Island and clustered around Cathedral Square and the immense Gothic bulk of Gotham Cathedral. The Clocktower once used as a headquarters by Oracle and the Birds of Prey was also in Midtown.

FINANCIAL DISTRICT

Just offshore of the southeast corner of Gotham City is Blackgate Island, home to the city's maximum security prison. Yet within sight of Blackgate is this neighborhood, whose gleaming towers house innumerable investment firms and banks, between streets lined with the expensive stores and restaurants desired by their high-paid employees and wealthy customers.

FASHION DISTRICT

This neighborhood surrounding Grant Park is popular with young professionals who convert its lofts into trendy homes. Yet the district is better known for the hundreds of fashion designers who live and work in the area, from those who produce runway-ready *couture* to those who operate squalid sweatshops producing knockoffs sold on street corners.

UPPER WEST SIDE

Gotham's City Hall lies at the heart of this neighborhood, surrounded by buildings housing offices for various Gotham City departments, as well as the Gotham County Building and the Gotham City Public Library and Hall of Records. Along the Gotham River shoreline at the west edge of the neighborhood, old and crumbling docks are being converted into expensive condominiums, including the showcase One Port Trinity Place.

ROBINSON PARK

The "living heart of Gotham," this enormous green area starts near Midtown and crosses the Finger River to continue north until it borders every neighborhood in Gotham except those on North Island. While the south half of Robinson Park is dedicated to ballfields, activity areas, and wooded areas, the north half is made up of the enormous Gotham Reservoir and the Wayne Botanical Gardens. During the time when Gotham was a No Man's Land, Poison Ivy ruled Robinson Park as her private domain.

CHELSEA AND COVENTRY

On the north bank of the Finger River across from the Upper West Side, Gotham University makes up the bulk of Chelsea, while the mixed ethnic neighborhood of Coventry wraps around the north end of Robinson Park to Monolith Square at the park's northeast corner. Gotham's media gathers in Coventry around the headquarters of the Gotham Broadcasting Company radio and television network (run since the 1940s by Green Lantern Alan Scott) and the adjacent Gazette Tower.

UPPER EAST SIDE

Also called the International District, embassies from around the world are scattered among the homes and businesses of this neighborhood, running all the way down the northeast edge of Robinson Park to where the Finger River runs into Miller Harbor. Along the seaside edge of the neighborhood, the Knightsdome Sporting Complex hosts a wide variety of events ranging from the professional to the amateur.

BURNLEY

The most infamous neighborhood in Gotham, Burnley was once where people went to escape the stress of city life in blocks of theaters, restaurants, and jazz clubs. However, since the time when the murder of Thomas and Martha Wayne dominated headlines for months, all that remains around Burney and "Crime Alley" are street after street of shuttered storefronts and darkened theaters. The single exception is the Rogers Yacht Basin, where the shipyards and marinas home to the megayachts and sailboats of the ultrawealthy are sheltered behind tall

barbed-wire fences and guarded checkpoints. But just outside the spotlights of the basin are the shadows and crumbling buildings of Burnley's east end, better known as the Cauldron, firmly under the control of the Irish mob and home to Noonan's Bar, where professional criminals like hitman Tommy Monaghan gather to blow off steam and look for work.

AMUSEMENT MILE

Built in the early 20th century but abandoned for decades, this area at the north edge of the city was once an area packed with parks, circuses, and popular theaters even larger than its name suggests. Now, all that remains are the rusting ruins of those days, often used by criminals as a place to hide from the authorities, most notoriously when the Joker kidnapped Commissioner Gordon after shooting his daughter.

ARKHAM ASYLUM

On its own island where the Trigate Bridge crosses the Gotham River into the city, this psychiatric hospital is where Gotham houses its most dangerously insane criminals. Once the private estate of the Arkham family, Doctor Amadeus Arkham converted it into an asylum after his own mother went mad and committed suicide. Though destroyed several times, each time the asylum has been rebuilt to better house and treat patients ranging from the merely insane, such as the Joker and one-time Gotham district attorney Two-Face, to superhumans like Killer Croc and Doctor Destiny.

GOTHAM COUNTY

Outside of Gotham City and across the Gotham River, Goodwin International Airport can be found to the north in Gotham County, as can private schools like Brentwood Academy and estates of the city's elite, including Wayne Manor. To the south, Gotham County is made up of scrub and marshland, including Slaughter Swamp, the swamp that gave birth to Solomon Grundy.

JAMES GORDON

Returning home to Gotham City after years of working for the Chicago Police Department, James Gordon found himself one of the only honest cops in town. He worked with the new masked vigilante, Batman, to root out corruption and injustice, even instituting the famous "bat-signal" so the authorities could contact the caped crusader. As Police Commissioner, Gordon is one of Batman's most stalwart allies. He is also father to Barbara Gordon, also known as Batgirl and Oracle at different times.

MAGGIE SAWYER

A career cop in Star City, Maggie Sawyer moved to Metropolis after divorcing her husband and coming out as a lesbian. She made a name for herself as head of the Metropolis Special Crimes Unit, demonstrating conventional police could work with costumed heroes like Super-

JAMES GORDON	PL5 • 85 POINTS
STR 1 **STA** 1 **AGL** 0 **DEX** 1 **FGT** 5 **INT** 3 **AWE** 4 **PRE** 3	
Equipment: Cell phone, handcuffs, light pistol (Ranged Damage 3)	
Advantages: Benefit 3 (Police Commissioner), Connected, Contacts, Defensive Roll 2, Equipment 2, Leadership, Ranged Attack 2	
Skills: Athletics 2 (+3), Deception 4 (+7), Expertise: Police Officer 8 (+11), Expertise: Politics 4 (+7), Insight 8 (+12), Intimidation 4 (+7), Investigation 8 (+11), Perception 6 (+10), Persuasion 4 (+7), Ranged Combat: Pistols 4 (+7)	
Offense: Initiative +0, Pistol +6 (Ranged, Damage 3), Unarmed +5 (Close, Damage 1)	
Defense: Dodge 6, Parry 5, Fortitude 5, Toughness 3/1, Will 5	
Totals: Abilities 36 + Powers 0 + Advantages 12 + Skills 26 + Defenses 11 = 85	
Complications: Motivation—Doing Good: Jim Gordon has always been one of Gotham's most honest and dedicated cops. **Relationship:** His daughter, Barbara. **Responsibility:** Commissioner Gordon feels a sense of responsibility to his officers, his department, and to Gotham City and its people.	

MAGGIE SAWYER — PL5 • 89 POINTS

STR 1 **STA** 1 **AGL** 0 **DEX** 2 **FGT** 2 **INT** 4 **AWE** 3 **PRE** 3

Equipment: Cell phone (smartphone), handcuffs, hold-out pistol (Ranged Damage 2), light pistol (Ranged Damage 3), undercover shirt (Protection 2)

Advantages: Assessment, Benefit 2 (Police Captain), Connected, Equipment 3, Ranged Attack 3

Skills: Athletics 4 (+5), Deception 2 (+5), Expertise: Criminology 6 (+10), Expertise: Current Events 6 (+10), Expertise: Police Captain 6 (+10), Expertise: Tactics 4 (+8), Insight 7 (+10), Intimidation 7 (+10), Investigation 2 (+6), Perception 6 (+9), Persuasion 4 (+7), Ranged Combat: Pistols 2 (+4)

Offense: Initiative +0, Hold-out Pistol +7 (Ranged, Damage 2), Light Pistol +7 (Ranged, Damage 3), Unarmed +4 (Close, Damage 1)

Defense: Dodge 7, Parry 7, Fortitude 4, Toughness 3, Will 6

Totals: Abilities 36 + Powers 0 + Advantages 10 + Skills 27 + Defenses 16 = 89

Complications: Identity: Sawyer spends a great deal of time under public scrutiny. **Motivation—Doing Good:** Maggie believes in the law and uses it to help others. **Relationship:** Maggie is dating Kate Kane (Batwoman). **Responsibilities:** Captain Sawyer spends a great deal of time managing and guiding the officers under her command.

HARVEY BULLOCK — PL5 • 72 POINTS

STR 1 **STA** 4 **AGL** 0 **DEX** -1 **FGT** 4 **INT** 2 **AWE** 3 **PRE** 3

Equipment: Handcuffs, light pistol (Ranged Damage 3)

Advantages: All-out Attack, Benefit (Police Detective), Equipment 2, Ranged Attack 3

Skills: Close Combat: Unarmed 2 (+6), Deception 2 (+5), Expertise: Current Events 5 (+7), Expertise: Police Detective 6 (+8), Expertise: Streetwise 8 (+10), Insight 5 (+8), Intimidation 5 (+8), Investigation 6 (+8), Persuasion 2 (+5), Ranged Combat: Guns 5 (+4)

Offense: Initiative +0, Light Pistol +7 (Ranged Damage 3), Unarmed +6 (Close Damage 1)

Defense: Dodge 5, Parry 6, Fortitude 4, Toughness 4, Will 6

Totals: Abilities 32 + Powers 0 + Advantages 7 + Skills 23 + Defenses 10 = 72

Complications: Accident: Harvey Bullock is more than a little clumsy, suffering from Accident complications on a regular basis. **Guilt:** Harvey is often struggling to deal with his failures to protect people he respects, or his involvement in criminal conspiracies. He is trying to earn his redemption. **Motivation—Justice:** Bullock is looking to inject a little justice into the world. **Temper:** Harvey is a rough-and-tumble cop, ready to pull a gun or dust his knuckles if he thinks he can rattle someone's cage and get answers. His temper has gotten him in trouble more than once.

man. Sawyer eventually moved to Gotham City, bringing her experience with her to become head of their Major Crimes Unit.

HARVEY BULLOCK

Ask anyone in the Gotham City Police Department and they'll tell you Detective Harvey Bullock is nothing but trouble: accident-prone, probably dirty, wouldn't know a rule book if he sat on one… and possibly one of the best cops on the force, but don't tell him. Bullock has an attitude, and a temper, but he gets the job done and he's loyal to the end, something he has proven to his fellow officers and Batman on numerous occasions.

JIM CORRIGAN

Jim Corrigan, like many in Gotham, is a corrupt cop. Not just on the take, but profiting off selling crime scene "memorabilia" like murder weapons or some of the leavings of the city's costumed criminals. He's also willing to do whatever it takes to cover up his activities, up to and including killing another cop.

JOSIE MAC

After her brother Raymond disappeared when she was nine, Josie developed a "knack" for finding things. She used it to help people and became a police officer to continue helping. Unfortunately, her talent found her more trouble than anything, tangling her in politics and corruption. She has remained a steadfastly good cop throughout, now working with the Gotham Major Crimes Unit.

JIM CORRIGAN — PL5 • 81 POINTS

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

Equipment: Camera, cell phone (smartphone), forensics toolkit

Advantages: Benefit (Security Clearance: G.C.P.D.), Benefit (Well-off), Connected, Equipment 1, Ranged Attack, Second Chance (Interrogation checks)

Skills: Close Combat: Unarmed 4 (+6), Deception 9 (+11), Expertise: Black Market 2 (+6), Expertise: Firearms 4 (+8), Expertise: Forensics 5 (+9), Expertise: Police Procedures 7 (+11), Insight 4 (+7), Intimidation 6 (+9), Investigation 5 (+9), Perception 4 (+7), Persuasion 8 (+10), Ranged Combat: Pistols 4 (+4), Stealth 4 (+4), Technology 3 (+7)

Offense: Initiative +0, Unarmed Attack +6 (Close, Damage 2)

Defense: Dodge 3, Parry 4, Fortitude 3, Toughness 2, Will 7

Totals: Abilities 30 + Powers 0 + Advantages 6 + Skills 35 + Defenses 10 = 81

Complications: Coward: At heart, Jim Corrigan is a coward. He falls to pieces in the face of physical violence or the threat of lethal force. **Motivation: Greed:** Jim Corrigan is driven by his lust for easy money and thrills, and he doesn't care who he hurts to get what he wants. He thinks nothing of selling evidence on the black market, or torturing someone to learn what he needs to know to protect his secrets. **Reputation:** Jim Corrigan has a well-deserved reputation as being untrustworthy.

Josie has the special meta-human ability to find and analyze things that have been lost or misplaced, even stolen. They "speak" to her in a way that only she notices. She can discover many useful clues to crimes this way, but she has to find a way to rationalize her discoveries and relate to them as evidence in order for her to build a case with them.

JOSIE MAC — PL5 • 82 POINTS

STR 0 **STA** 0 **AGL** 0 **DEX** 0 **FGT** 0 **INT** 3 **AWE** 3 **PRE** 1

Powers: Finder of Lost Things (Senses 10 (Detect 2 (Lost/Misplaced Objects), Accurate, Acute, Analytical, Penetrates Concealment))

Equipment: Cell phone (smartphone), flashlight, handcuffs, light pistol (Ranged Damage 3), undercover shirt (Protection2)

Advantages: Equipment 3, Skill Mastery (Investigation), Tracking

Skills: Athletics 3 (+3), Close Combat: Unarmed 3 (+3), Deception 8 (+9), Expertise: Current Events 6 (+9), Expertise: Police Detective 6 (+9), Insight 4 (+7), Investigation 8 (+11), Perception 9 (+12), Persuasion 7 (+8), Ranged Combat: Light Pistol 7 (+7), Stealth 3 (+3)

Offense: Initiative +0, Unarmed +3 (Close, Damage 0), Light Pistol +7 (Ranged, Damage 3)

Defense: Dodge 7, Parry 7, Fortitude 3, Toughness 2, Will 7

Totals: Abilities 14 + Powers 10 + Advantages 5 + Skills 32 + Defenses 21 = 82

Complications Motivation—Doing Good: Josie is dedicated to doing right. **Secret:** Josie Mac keeps her paranormal ability to "hear" objects speak to her a tightly-guarded secret, even from her best friends, for fear of discrimination.

NEW YORK CITY

Founded as a Dutch colony called New Amsterdam in 1624, New York was given its modern name when ceded to King Charles of England, who granted the lands to his brother, the Duke of York. Following the Revolutionary War, New York served as one of the earliest capitals of the new United States and continues to play an important political role into the modern day as home of the United Nations.

The Sandman, one of the earliest masked heroes of the modern age, operated out of New York City. When he gathered together with other heroes to form the Justice Society of America, the team first met in a New York City hotel room before establishing a formal headquarters in Gotham City. Decades later, following the death of the Sandman, the modern version of the Justice Society uses his brownstone mansion in New York's Morningside Heights as their base of operations. During World War II, the members of the Justice Society merged with other heroes of the time to form the All-Star Squadron, using a secret headquarters beneath the Trylon and Perisphere at the New York World's Fairgrounds as their base of operations.

Other teams have also called New York home, including the Justice League during the period where they operated under United Nations charter as Justice League International and had their main embassy in New York not far from the U.N. Even better known for their connection to New York are the Teen Titans, who reformed their team in a T-shaped headquarters on Titans Island, an old landfill in the East River acquired from the city by Silas Stone, father of Titans member Cyborg, in exchange for large plots of land Stone owned in Brooklyn. Following the destruction of Titans Tower by the Wildebeest Society, the Titans operated for a time out of New York's Liberty Island before eventually relocating to San Francisco.

Under New York, deep beneath the city's labyrinth of subway tunnels, is the lost village known as Limbo Town, home to Klarion the Witch Boy.

Along with members of the teams who operate out of New York, the city has many heroes who protect the city on their own. Green Lantern Kyle Rayner lived in New York for a time after being given his power ring, as did Dick Grayson after reclaiming the Nightwing identity from Jason Todd, and Shiloh Norman while building his fame as escape artist Mister Miracle. Green Lantern Guy Gardner's hero-themed bar and restaurant, Warriors, was a Times Square mainstay in New York until he relocated it to Oa after its most recent destruction. Former cop Jake Jordan still patrols the streets of the city as both a protector of its people and a roving reporter for the paper from which he takes his heroic identity, *The Manhattan Guardian*. Shelley Gaynor, a descendent of the original hero known as the Whip, came to New York to launch her own short heroic career using the same name.

The central headquarters of the Department of Extranormal Operations is also located in New York City, between Central Park and Times Square. From the D.E.O.'s 52-story building, the department monitors meta-human activity around the globe and provides support to other American intelligence and law enforcement agencies. Further uptown, the Manhattan Museum of Superhumanities is one of the city's premier tourist destinations.

JOHNNY THUNDER

JOHNNY THUNDER

The seventh son of a seventh son, Johnny was born at seven in the morning on a Saturday, during the seventh day of the seventh month in a year ending in seven. Men from the nation of Badhnesia kidnapped the child because of the mystical significance of his birth. During a Badhnesian ritual, he was invested with the power to summon and command the mystic Thunderbolt.

As an adult, Johnny served with the Justice Society of America and the U.S. Navy during World War II. After the war, Johnny lost his ability to summon the Thunderbolt and left the Justice Society of America. Badhnesian sorcerers, responsible for blocking his access to the Thunderbolt, kidnapped Johnny and forced him to use his command over the Thunderbolt for their purposes. The Justice Society of America rescued him and Johnny helped defeat the sorcerers and brought democracy to Badhnesia.

Years later the Ultra-Humanite (see *Heroes & Villains Vol. 2*) took over Johnny's body in order to gain control of the Thunderbolt. The Justice Society defeated the Ultra-Humanite, but Johnny Thunder was mortally wounded. In order to save Johnny's life, the Thunderbolt merged with him and together they became Johnny Thunderbolt, until Johnny went to dwell in the Fifth Dimension.

REAL NAME: JOHNNY L. THUNDER
OCCUPATION: VARIOUS BASE: FIFTH DIMENSION

JOHNNY THUNDER — PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	1	1	1	0	-1	0

POWERS

Summon Thunderbolt: Summon 15 (225 points), Controlled, Heroic • *75 points*

ADVANTAGES

Beginner's Luck, Daze (Deception), Defensive Roll 5, Luck 5

SKILLS

Athletics 4 (+5), Close Combat: Unarmed 4 (+5), Deception 4 (+4), Insight 6 (+5), Perception 3 (+2), Persuasion 5 (+5)

OFFENSE

Initiative +1

Unarmed +5	Close, Damage 1

DEFENSE

Dodge	6	**Fortitude**	8
Parry	4	**Toughness**	6/1*
Will	8	* Without Defensive Roll.	

POWER POINTS

Abilities	8	**Skills**	13
Powers	75	**Defenses**	26
Advantages	12	**Total**	134

COMPLICATIONS

Accident-Prone: Johnny is prone to accidents and tends to blunder into and out of trouble constantly.

Power Loss: Johnny is unable to access the Thunderbolt's power if for any reason he is unable to speak the phrase, "Say you."

PERSONALITY

Johnny Thunder is a bit dim-witted and prone to accidents, but he's a nice guy, a good friend, and never backs down from a challenge.

POWERS & ABILITIES

When Johnny says the magic word "Cei-U" (pronounced "say you"), he summons an extradimensional genie, the Thunderbolt, that grants his wishes.

ALLIES

Johnny is a member of the Justice Society of America. He also has quite a crush on his teammate Black Canary (see **Black Canary (Dinah Drake Lance)**).

THE THUNDERBOLT — PL12 • 214 POINTS

STR 0 **STA** 8 **AGL** 0 **DEX** 0 **FGT** 0 **INT** 0 **AWE** 0 **PRE** 0

Powers: Thunderbolt Powers (Flight 6 (120 MPH); Immortality 4; Immunity 13 (Aging, Critical Hits, Life Support), Variable 13 (65 points; Free Action, Affects Others or the Thunderbolt, Perception Range))

Advantages: Evasion, Fearless, Great Endurance, Improved Defense, Interpose, Move-by Action

Skills: Perception 6 (+6)

Offense: Initiative +0, Unarmed +0 (Close, Damage 0 or varies)

Defense: Dodge 0, Parry 0, Fortitude 8, Toughness 8, Will 0

Totals: Abilities 16 + Powers 189 + Advantages 6 + Skills 3 + Defenses 0 = 214

Complications: Controlled: The Thunderbolt does anything its master says (as long as he says the magic words), but *only* what he says; it can't act on its own. It may defend itself, but it won't attack or help in any way without someone to command it.

ENEMIES

Johnny Thunder frequently clashes with the sorcerers of the nation of Badhnesia, who granted him control over the Thunderbolt, as they seek to control it through him.

JAKEEM THUNDER

Jakeem Williams grew up in Keystone City, home of the original Flash, Jay Garrick. When the two met, the Flash unknowingly gave Jakeem a fountain pen containing Johnny Thunder's Thunderbolt. The elderly Johnny had placed the Thunderbolt in the pen while suffering the effects of dementia.

When an evil Thunderbolt threatened the world, thwarting the combined might of the Justice Society and the Justice League, Jakeem learned the Thunderbolts were actually Fifth Dimensional beings and that the Thunderbolt's name pronounced backwards—"say you"—allowed him to take control of it. With one Thunderbolt under his command, he was able to merge it with the evil Thunderbolt and command the combined entity with the phrase, "so cool."

"Jakeem Thunder" joined the Justice Society as a part time member to learn to use his newfound power responsibly.

PERSONALITY

Jakeem is a nice, precocious, self-reliant young man who comes off as tough and foul-mouthed. His friendship with Stargirl has been a good influence and mellowed him considerably.

POWERS & ABILITIES

By saying the words "so cool," Jakeem can summon Ylzkz, a Fifth Dimensional genie able to grant his wishes.

REAL NAME: JAKKEM JOHNNY WILLIAMS
OCCUPATION: STUDENT BASE: NEW YORK CITY

JAKEEM THUNDER — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	1	1	1	0	0	1

POWERS

Summon Thunderbolt: Summon 15 (225 points), Controlled, Heroic • *75 points*

ADVANTAGES

Beginner's Luck, Defensive Roll 5, Diehard, Set-up

SKILLS

Athletics 4 (+5), Close Combat: Unarmed 6 (+7), Deception 5 (+6), Perception 3 (+3)

OFFENSE

Initiative +1

Unarmed +7 — Close, Damage 1

DEFENSE

Dodge	6	**Fortitude**	8
Parry	5	**Toughness**	6/1*
Will	8	* Without Defensive Roll.	

POWER POINTS

Abilities	12	**Skills**	9
Powers	75	**Defenses**	24
Advantages	8	**Total**	128

COMPLICATIONS

Power Loss: Jakeem Thunder is unable to access the Thunderbolt's power if for any reason he is unable to speak the phrase, "So cool."

Temper: Jakeem Thunder has been known to lose his cool from time to time, a dangerous thing to do when you control a powerful genie.

ALLIES

Jakeem is a member of the Justice Society of America. He is friends with Stargirl (see *Heroes & Villains Vol. 2*) and is carrying a torch for Lightning (see **Justice Society of America**).

ENEMIES

Jakeem's adventures with the JSA have brought him into conflict with many villains. He has clashed with Solomon Grundy and the magician Mordru. He has also fought the Ultra-Humanite.

THE THUNDERBOLT

The Thunderbolt is PL12, but acts as if it is at its master's power level, if it is lower. It can grant enhanced abilities, but more often acts directly to fulfill its master's wishes. Note that while the Thunderbolt's Variable power is quite flexible, the Thunderbolt itself doesn't have any inherent combat capabilities, so its attack, defense, and damage traits all need to come from that pool of points.

LIBERTY BELLE

LIBERTY BELLE (JESSE CHAMBERS)

Though raised to assume her father Johnny (Quick) Chambers' super-heroic mantle, Jesse Chambers yielded to her mother Libby's concerns for her safety and opted instead for meta-human studies at Gotham University. Once there, however, observing her father and his Justice Society of America cohorts firsthand inspired her finally to embrace Johnny's legacy as the costumed Jesse Quick. Sadly, her father's death soon after hit Jesse hard, as did her friend Wally West's false, manipulative bequeathment of the Flash mantle to her. Tragedy-filled stints with the Titans and an affair with Libby's gold-digging fiancé Philip Geyer further soured her on super-heroics, to the point she welcomed losing her powers while defeating Zoom.

Eventually, Jesse's marriage to Hourman (Rick Tyler) and reconciliation with Libby restored both her heroic commitment and meta-human abilities, and she joined the Justice Society of America (and later the All-Stars) as the second Liberty Belle. During the "Blackest Night," her remaining emotional scars finally healed after a surprisingly warm encounter with her Black Lantern father, inspiring her to resume her Jesse Quick guise and accept an invitation to join the Justice League of America.

LIBERTY BELLE (JESSE CHAMBERS) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	6	4	3	4	3	3	2

POWERS

Frictionless Aura: Immunity 1 (Friction Heat), Activation (Move Action) • *1 point*

Super-Speed: Enhanced Advantages 20 (Close Attack 5, Defensive Roll, Evasion 2, Improved Initiative 7, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown); Enhanced Defenses 4 (Dodge 2, Parry 2); Quickness 14; Speed 14 (32,000 MPH), **AE:** Flight 7 (250 MPH) • *53 points*

ADVANTAGES

Assessment, Benefit 2 (Independently Wealthy), *Close Attack 5, Defensive Roll, Evasion 2, Improved Initiative 7, Instant Up, Interpose, Move-by Action, Seize Initiative, Takedown*

SKILLS

Close Combat: Unarmed 6 (+10), Expertise: Business 7 (+10), Expertise: Meta-humans 9 (+12), Insight 2 (+5)

OFFENSE

Initiative +32

Unarmed +15	Close, Damage 5

DEFENSE

Dodge	13	**Fortitude**	10
Parry	13	**Toughness**	7/6*
Will	10	* Without Defensive Roll.	

POWER POINTS

Abilities	60	**Skills**	12
Powers	54	**Defenses**	25
Advantages	3	**Total**	154

COMPLICATIONS

Doing Good: Jesse exemplifies the heroic standard set by her parents.

Weakness: Extra effort involving Speed threatens to draw Liberty Belle into the Speed Force.

Relationship: Jesse's mother and husband are both costumed heroes and bear the attendant risks. Her mother and she have also been on mostly bad terms until recently.

Responsibility: Jesse is CEO of a large, successful business.

PERSONALITY

Marriage has made Jesse self-confident, happy, and obnoxiously romantic, as well as curbing her old workaholic tendencies.

REAL NAME: JESSE BELLE CHAMBERS
OCCUPATION: CEO OF QUICKSTART ENTERPRISES
BASE: PHILADELPHIA, PA

POWERS & ABILITIES

Jesse employs her father's spoken mantras/formulas 3X2(9YZ)4A to tap into the Speed Force and Z25Y(2AB)6 to resume a normal pace. She also inherited her mother's super-strength and -endurance.

ALLIES

Jesse has many friends and associates from her stints with the "Flash Family," the Titans, and Justice League of America, but is closest to the Justice Society of America.

ENEMIES

At various times, Jesse has been targeted by foes of all the teams she's been a part of.

QUICK START

Initially, as Jesse Quick, she had Strength 3 and Stamina 4, and could only achieve her current Abilities during stress-induced bursts lasting about 5 rounds.

LIBERTY BELLE (LIBBY LAWRENCE CHAMBERS)

In 1939, Olympic medalist Libby Lawrence witnessed her father's death at Nazi hands during the invasion of Poland. Libby herself only made it to safety with the aid of intelligence operative Rick Cannon and a solo swim across the English Channel. Libby's amazing escape made her famous, and led to a multi-media career as an anti-Axis commentator.

However, she longed to fight fascism with more than words, and after discovering her adrenaline-rush powers, Libby created her costumed Liberty Belle identity. Initially, only Cannon and Liberty Bell caretaker Tom Revere assisted her, but after the U.S. entry into the war, Liberty Belle was elected chairman of the All-Star Squadron. She ably directed the Squadron's exploits throughout the war, gaining new sonic-based powers and a husband (Johnny Quick) in the process.

Liberty Belle retired around 1947 to raise her daughter Jesse. In time, Johnny's successful, demanding business and Libby's disapproval of his training Jesse for risky super-heroics ended their marriage. In the years since, Libby has had to cope with Johnny's death, Jesse's affair with Libby's gold-digging fiancée Philip Geyer, and the possible loss of her superpowers.

LIBERTY BELLE (LIBBY LAWRENCE CHAMBERS) PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5/4*	6/5*	4/3*	2	2	3	4	4

POWERS

Sonic Pulses: Ranged Damage 8 • *16 points*

Liberty Bell Belt Buckle: Enhanced Advantage 1 (Defensive Roll); Enhanced Agility 1; Enhanced Stamina 1; Enhanced Strength 1; Speed 3 (16 MPH); Limited to When The Liberty Bell Is Rung, Removable (–1 point) • *5 points*

Belle Époque: Immunity 1 (Aging) • *1 point*

ADVANTAGES

Accurate Attack, Agile Feint, Connected, Contacts, Defensive Attack, *Defensive Roll*, Evasion, Great Endurance, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Inspire 2, Leadership, Well-informed

SKILLS

Acrobatics 5 (+9/+8*), Athletics 5 (+10/+9*), Close Combat: Unarmed 9 (+11), Expertise: Journalism 5 (+8), Insight 5 (+9), Investigation 5 (+8), Perception 5 (+9), Persuasion 5 (+9), Ranged Combat: Sonic Pulses 6 (+8)

OFFENSE

Initiative +4/3*

Unarmed +11	Close, Damage 5/4*
Sonic Pulses +8	Ranged, Damage 8

DEFENSE

Dodge	9/8*	**Fortitude**	7/6*
Parry	9	**Toughness**	7/6**/5*
Will	9		

*W/o Liberty Bell Belt Buckle active. **W/o Defensive Roll.

POWER POINTS

Abilities	54	**Skills**	25
Powers	22	**Defenses**	18
Advantages	15	**Total**	134

COMPLICATIONS

Doing Good: Libby inherited a strong sense of duty from her late father.

Relationship: Libby was married to Johnny Quick for many years, and has had strained relations with their daughter Jesse at times. Her wartime aides Capt. Rick Cannon and Tom Revere often required assistance in their hazardous jobs.

Secret: Libby hides her true identity to protect her loved ones.

Power Loss: Libby's adrenaline rush normally only lasts about 5 rounds after the Liberty Bell is rung.

Fame: During the war era, Libby is famous for her athletic feats and media appearances.

REAL NAME: ELIZABETH "LIBBY" BELLE LAWRENCE CHAMBERS
OCCUPATION: NEWSPAPER COLUMNIST AND RADIO & TELEVISION COMMENTATOR, LATER BUSINESSWOMAN
BASE: NEW YORK, NY

PERSONALITY

Libby is very strong-willed, going to great (sometimes destructive) lengths for her beliefs.

POWERS & ABILITIES

Libby is a superb athlete, capable leader, and skilled media presence. Whenever the Liberty Bell sounds, her belt buckle sympathetically rings, triggering an adrenaline rush which further boosts her physical abilities. In March 1942 she gained the ability to generate destructive sound pulses, and resists the ravages of age. She presently has the Benefit 2 (Wealth) Advantage.

ALLIES

During the war, Libby led the All-Star Squadron and remains on good terms with most of its members.

ENEMIES

All Axis agents were her enemies, but Libby particularly loathed Baron Blitzkrieg for killing her friend Tom Revere.

D.E.O.

Created in the aftermath of the American intelligence disaster codenamed the Janus Directive, the Department of Extranormal Operations was federally mandated as a joint operation by the cabinet-level Department of Meta-human Affairs, the Federal Bureau of Investigation, the Defense Intelligence Agency, and the Central Bureau of Intelligence. Tasked with monitoring meta-humans worldwide and advising the U.S. Secretary of Meta-human Affairs on meta-human security issues, the D.E.O. is headquartered in New York City but has agents operating out of eight field offices across the United States and three attaché offices in foreign countries.

The public symbol of the D.E.O. is Argent Tower in midtown Manhattan, a 52-story building providing offices on the top five floors for the D.E.O.'s Director Bones as well the department's two dozen assistant directors and liaisons to various American intelligence agencies and branches of the military. Below, fourteen high-security floors each feature a large situation display room where information flows in from around the world and the D.E.O.'s cloud of Inspector-class satellites, to be processed by department analysts and information officers, as well as mission control centers where D.E.O. handlers can stay in contact with agents in the field.

The lower half of the building is a medium-security zone that includes the D.E.O.'s general offices, several floors of discretionary housing for department personnel, interrogation and interview rooms, and research facilities. The 10th floor houses the main office of the Meta-human Protection Program, offering new identities and protection to villains or henchmen who testify against meta-human criminals. Floors 1-5 feature nested security zones, as they include areas the general public can enter during the day—but not without passing through numerous scans designed to detect meta-human abilities and identify potential dangers by scanning visitors down to the chromosomal level.

The underground levels of the Argent Tower contain secure parking and maintenance facilities for vehicles belonging to the department and its employees, as well as the building's power plant. Deeper levels include a facility for temporary secure containment of meta-human detainees, and a hardened server farm for the D.E.O.'s extensive databases (though all department information is also backed up on a per-second basis to remote facilities

DIRECTOR BONES — PL10 • 159 POINTS

STR 2 **STA** 6 **AGL** 2 **DEX** 2 **FGT** 6 **INT** 5 **AWE** 4 **PRE** 5

Powers: Cyanide Immunity (Immunity 1 (Cyanide-based Poisons)); **Cyanide Touch** (Damage 14, Resisted by Fortitude); **That's why they call him Bones** (Feature 4 (-5 penalty to Insight checks targeting him, others take -5 to checks to resist his Intimidation)

Equipment: Smartphone

Advantages: All-out Attack, Benefit 4 (Security Clearance), Benefit 4 (Status—Director of the D.E.O.), Connected, Equipment 1, Fascinate (Intimidation), Well-informed

Skills: Athletics 6 (+8), Deception 5 (+10), Expertise: D.E.O. Director 6 (+11), Expertise: Espionage 8 (+13), Expertise: Current Events 6 (+11), Expertise: Law 6 (+11), Insight 4 (+8), Intimidation 5 (+10), Investigation 3 (+8), Persuasion 4 (+8), Stealth 4 (+6), Technology 1 (+6)

Offense: Initiative +2, Cyanide Touch +6 (Close, Damage 14, Resisted by Fort. DC 24), Unarmed +6 (Close, Damage 2)

Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 8/6*, Will 10 *Without Defensive Roll.

Totals: Abilities 64 + Powers 33 + Advantages 13 + Skills 29 + Defenses 18 = 159

Complications: Quirk: Chain-smoker. **Cyanide Touch:** Director Bones' touch is lethal*. **Prejudice—Nothing Left but his Bones:** Director Bones' strange appearance makes it nearly impossible for him to lead a normal life.

*Director Bones' skin exudes a lethal, cyanide-based poison. The GM may want to consider using the optional Lethality rules to represent this (see the *Hero's Handbook*, page 186). Using these rules, any target who is Incapacitated by his Poison Touch is automatically reduced to Dying. He wears special clothing to control his lethal touch at all times.

in classified locations, encrypted and split such that it can only be reassembled if brought back to the D.E.O. hub).

Other public D.E.O. facilities, such as those in Los Angeles, Central City, and London, are equipped similarly but scaled down appropriate to local and regional needs. The organization's high-powered combat response and security team called Knightwatch operates from Fort Lewis in Washington State, but uses high-speed orbital trajectory aircraft that allow them to be on the ground nearly anywhere in the world within eight hours. The D.E.O. is also known to maintain other secret operational locations, including a base inside Mount Rushmore from which it oversees the field team known as A.P.E.S. (All-Purpose Enforcement Squad), numerous "orphanages" across the United States where the department gathers young children with latent or activated metagenes, and a wide number of secret research facilities and small D.E.O. safehouses prepared in cities around the world. The public arm of the D.E.O.'s research program operates under the aegis of the National Meta-human Research Foundation, providing research contracts or funding to organizations such as Project Cadmus, S.T.A.R. Labs, and the Institute for Meta-human Studies. Of course, as with many things under the purview of the D.E.O., much of its full list of facilities and assets is known only to those at the assistant director level or higher, with some known only to Director Bones himself.

CAMERON CHASE — PL7/12 • 144 POINTS

STR 1 **STA** 2 **AGL** 3 **DEX** 3 **FGT** 5 **INT** 5 **AWE** 3 **PRE** 2

Powers: Meta-human Dampening Field (Burst Area 2 (60 feet) Nullify 12 (Counters: Meta-human Powers) Broad, Close Range, Simultaneous, Selective (only vs. targets she feels threatened by, +0), Limited—Only useable when she feels threatened)

Advantages: Benefit 2 (Security Clearance), Benefit 2 (Status--D.E.O. Agent), Defensive Roll 2, Equipment 2, Luck 3, Move-by Action, Quick Draw, Second Chance (Intimidation resistance checks), Well-informed

Skills: Athletics 3 (+4), Deception 4 (+6), Expertise: Computers 4 (+9), Expertise: Criminology 4 (+9), Expertise: D.E.O. Agent 3 (+8), Insight 9 (+12), Intimidation 4 (+6), Investigation 7 (+12), Perception 2 (+5), Ranged Combat: Guns 4 (+7), Stealth 2 (+5), Technology 4 (+9), Treatment 1 (+6), Vehicles 1 (+4)

Equipment: Smartphone, Computer, Flashlight, Light Pistol (Ranged Damage 3)

Offense: Initiative +3, Light Pistol +7 (Ranged, Damage 3) Meta-human Dampening Field — (Perception Range, Nullify 12), Unarmed +5 (Close, Damage 1)

Defense Dodge 6, Parry 6, Fortitude 6, Toughness 4/2*, Will 8 *Without Defensive Roll.

Totals Abilities 50 + Powers 42 + Advantages 15 + Skills 26 + Defenses 13 = 144

Complications: Hatred of Meta-humans: Due to the murder of her father by the supervillain Doctor Trap, Chase has a deep hatred of meta-humans. **Identity:** Cameron Chase, as a D.E.O. agent, has a public identity. **Uncontrolled Power:** Chase is unaware she has powers although they always seem to work at just the right moment to help her out of a tough situation.

HEADQUARTERS: ARGENT TOWER — 27 POINTS

Size: Gargantuan; **Tou:** 12, **Features:** Communications, Computer, Defense System, Fire Prevention System, Garage, Gym, Holding Cells, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System 5 (DC 40), Workshop

DIRECTOR BONES

Chemically altered *in utero* and raised by the notorious Dr. Love, Bones was born with invisible flesh, leaving only his bones to be seen, and a deadly "cyanide touch." When he and five other experimental subjects reached maturity and learned the truth about their origins, they decided to kill Dr. Love and strike out on their own (although Bones secretly spared his surrogate "father" and told the others he had killed him). Mr. Bones and his "siblings" became the criminal team Helix and fought Infinity, Inc. and Bones was eventually remanded into Infinity Inc.'s custody. After being used as a living weapon to kill Sylvester Pemberton (Skyman), Bones saw Infinity, Inc. disband and joined the U.S. Department of Extranormal Operations, eventually rising to the position of Director, allowing him to continue interacting with the superhuman community from the shadows.

CAMERON CHASE

Cameron Chase's father, Walter, was the superhero Acro-Bat, who was murdered by Doctor Trap. Young Cameron

found her father's body, instilling in her a lifelong hatred of meta-humans. The Department of Extranormal Operations recruited Chase as an agent and her extraordinary skill in dealing with meta-humans (in part due to her unconscious ability to shut off their powers when she feels threatened by them) placed her on a number of important cases. Chase lives in Brooklyn with her boyfriend, Peter Rice, and her sister Terry. She and Kate Spencer (alias Manhunter) were college roommates.

D.E.O. AGENT

These agents work for the Department of Extranormal Operations, an agency charged with monitoring and mitigating meta-human threats to the U.S.

D.E.O. AGENT	PL6 • 74 POINTS
STR 2 **STA** 2 **AGL** 1 **DEX** 1 **FGT** 4 **INT** 2 **AWE** 2 **PRE** 2	
Equipment: Smartphone, Flashlight, Handcuffs, Light Pistol (Ranged Damage 3)	
Advantages: Benefit 2 (D.E.O. Secret Clearance), Defensive Roll, Equipment 2	
Skills: Athletics 4 (+5), Deception 2 (+4), Expertise: (Job-related Expertise) 4 (+6), Expertise: Current Events 3 (+4), Expertise: D.E.O. Agent 3 (+5), Expertise: Meta-humans 4 (+6), Intimidation 4 (+6), Investigation 6 (+8), Perception 3 (+5), Persuasion 3 (+5), Ranged Combat: Guns 7 (+8), Stealth 2 (+3), Technology 2 (+4), Treatment 1 (+3), Vehicles 4 (+5)	
Offense: Initiative +1, Light Pistol +8 (Ranged, Damage 3), Unarmed +4 (Close, Damage 2)	
Defense: Dodge 6, Parry 6, Fortitude 4, Toughness 3/2*, Will 4 *Without Defensive Roll.	
Totals: Abilities 32 + Powers 0 + Advantages 5 + Skills 26 + Defenses 11 = 74	
Complications: Motivation—Responsibility: Most D.E.O. agents do their jobs out of a sense of responsibility and obligation.	

OPAL CITY, MARYLAND

A prospering city on America's mid-Atlantic seaboard, Opal City is best known for its connection to the Starman legacy.

In 1648, Puritan and Huguenot refugees seeking refuge in the New World established a colony deep in the shelter of Chesapeake Bay, a colony they called Port O'Souls. Yet the quiet port had a dark side embodied in the secretive Tuesday Club, whose influence drew a wide variety of unseemly types to Port O'Souls, in particular pirates and freebooters looking for a haven of their own. Tensions between the straitlaced settlers and the debauched sailors finally exploded in the closing days of the 17th century. Captain Jon Valor, an English sailor, was hung for the murder of his son and charges of piracy, despite his protests that he had been framed for the killing and his letter of marque from the English Queen allowing him to attack Spanish ships as Black Pirate had been stolen. Before his death, Black Pirate swore that his spirit would not rest until his name was cleared, and he cursed all who died in Port O'Souls to the same fate.

While Valor and many others haunted the town (and perhaps because of them), Port O'Souls grew slowly through the next two hundred years until an Australian gem miner named Burnley Ellsworth arrived in 1864 and invested his fortune into making Port O'Souls into a true city. In an attempt to shake the ghost stories surrounding the city and in honor of the source of his wealth, he gave the city a new name: Opal City.

The new Opal City prospered, and a rail connection made it a gateway to the American frontier. However, this also brought the rough and tumble frontier to Opal City, until the rising chaos was tamed by famed frontier hero Brian "Scalphunter" Savage, who arrived in the 1880s and served as the city's sheriff until his death. Around the same time Savage arrived in Opal, wealthy friends of Burnley Ellsworth followed him to the city and used their riches to construct a recreation of Paris, giving Opal a Victorian heart. Beginning in 1909 that heart became Old Town, as architect Palomar St. John guided construction of the "New Opal," a wave of new buildings with mixed Eu-

ropean and Art Deco influences. Together, Oldtown and the New Opal give the city a distinctive look still known around the world in the modern day.

The first Starman, Ted Knight, made his debut in Opal City in 1939, and was instantly embraced by his hometown as its champion and protector. Even when Knight suffered a nervous breakdown in the 1950s, another hero (secretly his son, David, come back from the future) stepped forward to make certain there was a Starman to protect Opal City. Ted eventually passed on the mantle of Starman in the modern day to David...and then to his youngest son, Jack, following David's tragic death.

GEOGRAPHY

Tucked into a wide bend in the Seven Colors River not far from where it empties into Chesapeake Bay, the neighborhoods and landmarks that make up Opal City and its surroundings include the following areas.

OLDTOWN

The oldest part of the city is centered on several blocks built in the French style, but is influenced by cultures from around the world and includes an Asian neighborhood called Little Canton. Between these enclaves are a chaotic criss-cross of narrow streets that give the area its nickname "The Alleys," streets so twisting and confusing that visitors often hire guides to avoid getting lost among the multitude of Victorian-era buildings, while locals take special pride in knowing how to get around on their own. Oddly, none of the streets in Oldtown connect to the rest of Opal City, and the only way in or out of the area are through the underground public thoroughfares called the Tunnels. Around the time he became Starman, Jack Knight opened an antiques and collectibles store in Oldtown called Knights Past, not far from his friend Charity's storefront fortune-teller's shop, Fortunes & Forbidden Tales.

PARC TALMAGE

Originally Opal City's wealthy built their homes along the street known as Rue de Lac, until an ostracized young heiress named Talmage bought a plot of land near Oldtown and landscaped it into a green square centered around a lake and planted with willows. Those weeping willows are now more than a century old, and Parc Talmage is surrounded by tall carriage houses that are home to the city's oldest and richest families.

CHOWDER DISTRICT

Tucked between Oldtown and the Forth Bridge, this tiny harbor was once home to the fishermen who plied their trade in the Seven Colors River and on Chesapeake Bay. Now only a few oyster boats remain, gathering fresh stock for the popular oyster bars in the area, mixed in with blues clubs, restaurants, and nightclubs. Also in the area is Wraith Hall, where Oscar Wilde spoke when visiting the city in the 1880s.

MOLOKAI AVENUE

This area was once home to the Seven Colors Flower Market, which was pushed out by Opal's growing downtown business district. Centered around the Chandler Building, one of Opal City's best-known Art Deco towers (and infamously, the one-time home to Starman's nemesis, the Mist), the area is also known for the Worker's Sunrise fresco that crowns the Reliance Insurance Company Building. Meskin Medical Center is in this area, as is the Opal Public Library—though Opal is also home to numerous private and subscription libraries housing rare books from around the world.

ZULU BOULEVARD

Traffic on this busy street drives between two towers, the 5 Point Radio Building, home to the FPR radio network, and the Art Deco spire of Opal Electric, topped by an enormous glowing orb lighting up the Opal Opera House below. In the 1970s, the popular LeBump discotheque frequented by the Starman of the time was along Zulu Boulevard. Benoit Coliseum, where the Opal City Spectrums play professional basketball, is also in the area.

RUE DE L'ARTES

Though the original plan of Burnley Ellsworth was to make this area the arts district of Opal, it instead developed into a busy shopping district anchored at one end by the popular Shell's Department Store and at the other end by the exclusive high-end department store Randall's. A century after Ellsworth's death, the only cultural landmark in the area is the Opal County Museum, which remained small until the extensive Adele Knight Wing was added in the 1960s.

LIBRA AVENUE

The Opal County Courthouse is at the foot of this street, surrounded by the offices of high-priced laywers and low-rent bail bondsmen. Opal City Hall was also built here as part of the New Opal, but the government quickly outgrew it and built the enormous Central Post Office/Government Building next door in the 1950s—a square skyscraper the first Starman and Mist took into orbit as part of their final battle.

THEODORE KNIGHT PARK

Once, Ted Knight worked in an observatory here on the edge of Opal City, until it was destroyed by the Mist. Now the land has been set aside as a ten-acre greenspace with a public observatory, a planetarium, and a museum to the Starman legacy inspired by Central City's Flash Museum. Not far away, also on the edge of the city, is Pepper Lane, where the Shade has lived since the 1880s.

TURK COUNTY

Where Opal City ends, noted around the world for its absolute lack of suburbs, Turk County begins. Once named Dead Turk County, by the proud people who rose up to lynch a Turk in the town of Wobegon for a terrible crime, it was renamed Turk County after they discovered their victim was, in fact, innocent of the crime.

Modern-day Turk County remains an empty and forlorn place, with a few farms between widely scattered small towns. The country observatory Ted Knight lived in until the end of his life is in the south end of Turk County, near Opal City. In the county's heart is Freak Town, a circus that came to the area and stayed. Along the eastern edge toward the bay is Savage Field, a small independent airfield founded by famed World War I balloon buster Steve Savage. Recently acquired by the owners of the nearby Rochelle Vineyards, Savage Field has been enlarged to include a museum and barnstormer airshow commemorating the life of Steve Savage. Along the highway entering the north edge of the county is the Big Chief Diner, a roadside landmark noted for its enormous fiberglass statue of Steve Savage's father, Brian Savage, during his days in the west when he lived among the natives and was known as "Scalphunter."

TERREBONNE PARISH, LOUISIANA

West of New Orleans along coast of the Gulf of Mexico, Terrebonne Parish is a swampy region with one major city, St. Roch, home to Hawkman. Near the smaller city in the area, Houma, is the swamp where Swamp Thing was born, and somewhere in between is Belle Reve, the infamous prison for meta-human criminals and the home base of the Suicide Squad.

ST. ROCH

The large modern city of St. Roch was once a small town called La Moyne, settled by French trappers and explorers, and renamed in 1868 by a populace desperate to invoke the saint's protection from an outbreak of the yellow plague. Though St. Roch survived, barely, it has ever since been "the city the saints forgot," where the locals say that during the day the city is close enough to hell that you can feel the heat—and that during the night darkness hides the devil at play.

Not long after the city was renamed, the wandering gunslingers Nighthawk and Cinnamon declared themselves the protectors of St. Roch, and remained until they were cut down together protecting a young child. (More than a century later, the reincarnated pair would return to St. Roch as Hawkman and Hawkgirl.) Around the same time, St. Roch began its annual three-day Lundi Gras festival, a tradition that continues through the modern day, though now expanded to a full week. Similarly, La Moyne's tiny docks grew through the years to become the Chatelaine Docks of modern-day St. Roch, the third busiest port on the Gulf of Mexico behind New Orleans and Houston.

Most parts of St. Roch have roots sunk just as deep in the city's history. Creek Street, one of the most danger-

ous parts of the city today, was a red-light district (frequented by Gentleman Jim Craddock in his days among the living before he became the Gentleman Ghost) that operated openly in St. Roch until the U.S. government pressured the city to shut it down in the 1920s. The restored row homes on nearby Quichotte Street were built by retired madames who purchased respectability and made family names that are today among the most respected in the city. Tarot readers and spirit mediums have long pursued their profession in the parlors of St. Roch among the many believers in the city, and today openly run shops catering to both locals and tourists in St. Roch's Voodoo District.

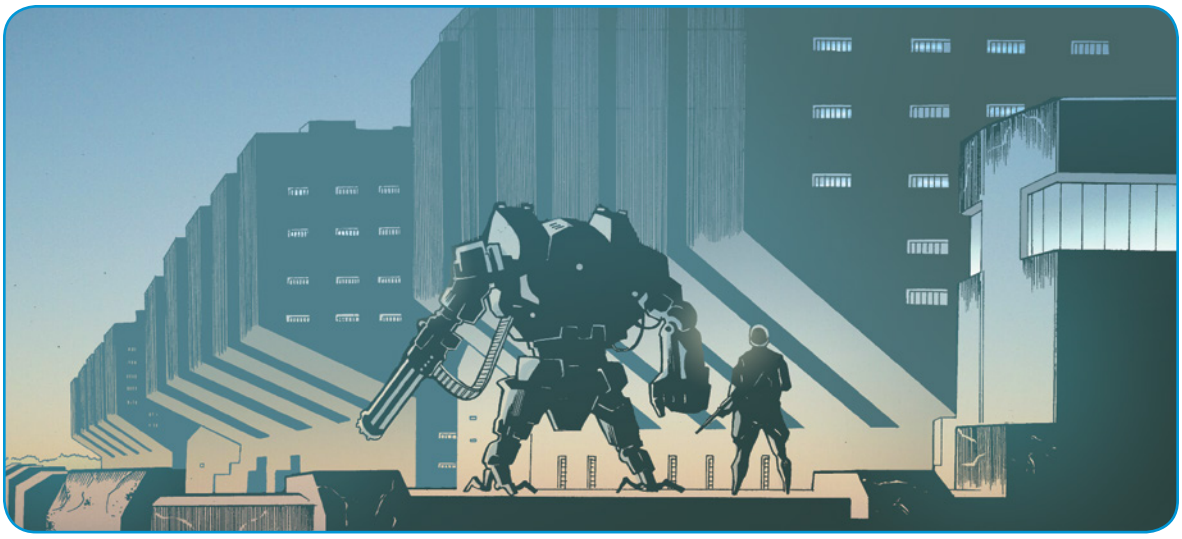
St. Roch University in Beauharnais Parish is a popular and academically rigorous university for students in the southern United States, and has an archaeology program with a growing national reputation. In no small part the program's popularity is due to the school's affiliation with the local Stonechat Museum of Art and History and the museum's curator, Carter Hall—secretly the winged hero Hawkman. Founded in 1859 when Hall walked the streets of St. Roch as Nighthawk, Stonechat's respected collection has swelled in recent years with the addition of artifacts Hall has collected through his many past lives.

But St. Roch remains a city of deep divisions, where it is hard to avoid stark contrasts—such as where a meat packing plant abuts the clean, green campus of St. Roch University. Thousands of visitors flock to St. Roch for its world-famous jazz festival which lasts a week, but few look down the alleys between the jazz clubs where the city's large homeless population live year-round. And just across the bay from the sparkling enclaves of the wealthy are the grimy Chatelaine Docks.

HOUMA

Though considerably smaller than St. Roch, the small town of Houma was closer to the plantations that were the early centers of wealth and power for the area, and it remains the county seat of Terrebonne Parish today. A tight-knit community of mostly Cajun descent, the people of Houma are content to mind their own business and encourage tourists passing through Houma to continue toward the coast and St. Roch. Many residents make their living like their ancestors did, as crabbers and fisherman, though the oil and shipbuilding industries have been a boon to the local economy in recent decades.

Just south of Houma is the edge of the Bayou Black, an enormous swamp that was a part of native legend long before the arrival of the first European settlers. Due to its deep connection to the Green, the underlying force connecting all plant life on Earth, those who enter the bayou often feel a strong sense of connection—with themselves, with nature, and with the mystical energy said to pervade the area. When the Green needed a new protector, it was in the Bayou Black that the Swamp Thing was born, and ever since he and his family have lived in the area.



BELLE REVE

The area where Belle Reve Federal Penitentiary sits today was once a successful Terrebonne Parish sugarcane plantation owned by Isaiah DuBois. When DuBois died in the late 19th century with no heirs, the plantation passed from one owner to another until it collapsed during the Great Depression and the land was claimed by the U.S. government to compensate for more than a decade of unpaid back taxes. The land sat empty until the 1960s, when the Department of Corrections launched a pilot project to build a prison intended to hold meta-human criminals, but funding for the project ran out midway through construction and the facility was left less than half-completed.

Belle Reve was rediscovered in recent years by a congressional aide named Amanda Waller while doing routine budgetary reviews of government property. When Waller proposed the recreation of Task Force X and the legendary Suicide Squad, she also suggested that the new Squad be comprised of meta-human prisoners—and that it be based out of Belle Reve.

Completed in less than a year by a variety of security contractors (brought in so that no one organization would know all of the prison's security measures), Belle Reve is officially designated an "ultra-security prison," built to contain prisoners too dangerous or difficult for even maximum security facilities like Metropolis' Stryker's Island or Gotham's Arkham Asylum. Accessible only by a single road from Houma, Belle Reve is otherwise surrounded by swamp and marsh for more than three miles in every direction with an extensive sensor and surveillance network monitoring the entire area. Initially designed to hold less than ninety prisoners, an expansion now allows Belle Reve to hold up to 150 prisoners. All prisoners are held in cells that can be adapted to control or negate their meta-human abilities, though small collars with similar effects allow well-behaving prisoners the freedom to gather in common areas.

Belle Reve also contains all the facilities required by the Suicide Squad and its support team. This includes comfortable quarters for longer-term team members and on-duty staff, as well as briefing rooms, workshops and hangers for the team's vehicles, an infirmary, computer facilities, and offices for Amanda Waller and her staff. While the members of the Suicide Squad are allowed greater freedom of movement within the facility and use of their meta-human abilities, they are also required to wear collars or bracelets similar to those worn by other Belle Reve inmates—but loaded with high explosives that will detonate if they attempt to escape Belle Reve or wander too far from their field commander during a mission.

HEADQUARTERS: BELLE REVE • 33 POINTS

Size: Awesome **Tou:** 20; **Features:** Communications, Computer, Defense System, Fire Prevention System, Garage, Grounds, Gym, Hangar, Holding Cells, Infirmary, Isolated, Living Space, Personnel, Power System, Secret, Security System 5 (DC 40), Workshop

ACROSS THE EASTERN UNITED STATES

The following is a quick overview of other important locations in the eastern United States:

ADAMS CROSSING, KENTUCKY

A small town in central Kentucky, it is unremarkable but for the graveyard on the edge of town. Filled to capacity following a nearby battle during the American Civil War, the cemetery continued to grow until it surrounded two nearby country houses. Few visitors considered this unusual, perhaps due to the houses' true nature as the House of Mystery and the House of Secrets, where brothers Cain and Abel live and trade stories. Merely reflections of their true locations on the otherdimensional plane known as the Dreaming, the Houses and the brothers can change location at their whim. In recent years, while the Secret Six use the House of Secrets as their headquarters in Rutland, Vermont, only the House of Mystery remains in Adams Crossing, visited occasionally by the club of detectives who call themselves the Croatoan Society.

PRISONS AND META-HUMAN INCARCERATION

Before the 1940s, criminals with superhuman abilities were often incarcerated in normal jails, or at best the maximum-security wings of state or federal penitentiaries. Despite the attempted use of tranquilizers to keep criminals from using their powers, escapes were common and villains took to calling a trip to prison a "steel cot vacation" where they could rest and recover after a battle with the mystery men of the time and return to freedom nearly at will.

Decades of experience and technological advancement now allow for successful imprisonment of meta-humans. S.T.A.R. Labs sells single meta-human containment cells to cities like St. Roch, and Keystone City's Cage Factory produces heavy transport vehicles specifically designed for the transport of meta-human prisoners. Meta-human criminals can now to be apprehended and appropriately contained within 12 hours nearly anywhere in the United States, then transported to a secure facility in less than ten days.

Gotham City's Arkham Asylum for the Criminally Insane is unique in the level of psychological counseling and treatment it provides to its inmates. But there are many prisons across the United States and around the world that have been upgraded for the containment of meta-human prisoners. Along with Louisiana's Belle Reve, a partial list of these facilities includes:

ALCATRAZ PRISON

Little more than a tourist attraction after its closure in the 1960s, Alcatraz has been reopened and retrofitted to become a prison for the most powerful and dangerous villains on the West Coast, with the capability to nullify many meta-human abilities.

BASEMENT 101

For decades, the most dangerous criminals in Europe were held in Wormwood Scrubs, a prison on an island off the coast of Scotland. However, following a major breakout at Wormwood Scrubs staged by the Secret Society of Super-Villains, the prison was refurbished as a maximum-security prison for standard criminals but only rated for medium-security meta-humans. Instead, powerful villains are now sent to the care of the Queen's Jailer, the Beefeater, who houses what the crown classifies as "para-criminals" in this new prison beneath the Tower of London.

BLACKGATE PENITENTIARY

Gotham City's maximum-security prison, located on an island in Gotham Bay, is home to meta-human criminals judged too mentally sound for Arkham Asylum but too dangerous for less secure facilities.

THE CODE ZOO AND ARCANE LOCKER

For years, containment of rogue artificial intelligences and other electronic life forms was left to the Justice League, who contained threats like the Construct in a computer system of their own design. Similarly, severe magical threats were often bound by powerful magic-users such as Doctor Fate. But after the destruction of both the League's orbiting satellite and their lunar Watchtower, and during a period when the mantle of Doctor Fate was waiting to be taken up again following the retirement of Inza Nelson, American intelligence agency Checkmate decided to construct its own containment facilities. Though not completed until Checkmate had transitioned to U.N. control, the Code Zoo and Arcane Locker now provide world-class international lockdowns for both electronic and arcane threats. Typically believed to be located in Checkmate's Swiss castle headquarters, the true location of the Code Zoo and Arcane Locker is a secret underground bunker in Antarctica codenamed "Camp Oswald."

CRAY PRISON

A medium-security prison south of Opal City, one wing was upgraded to a maximum-security facility now nicknamed "The Wasp Nest" after Killer Wasp, the first meta-human incarcerated there in the 1950s.

CROWLEY PENITENTIARY

Located an hour north of Fawcett City, this former military prison was remodeled first as a state maximum-security prison, then updated to hold meta-human criminals for both the state and federal prison systems after Captain Marvel arrived in the city.

ENCLAVE M

Technically known as the Sonora Desert Special Adjunct Holding Facility, this prison is dedicated to the long-term incarceration of meta-human prisoners, the most dangerous super-villains serving life sentences with no hope of parole.

HANGAR 44

Until recently, this hangar at California's Edwards Air Force Base was used to store alien technology as it was studied by government scientists and engineers. However, with the return of Green Lantern to nearby Coast City and the hero's close

relationship with the Air Force, Hangar 44 has now put its experience containing unearthly power to use containing alien threats captured by Green Lantern on Earth, holding them in special isocells until Green Lantern can transport them to Oa for judgement and potential incarceration in the Green Lantern Corps' sciencells—earning Hangar 44 the nickname "The Green Lantern extraterrestrial Brig."

HAVEN SECURITY VILLAGE

Located in an isolated part of central Missouri, from a distance Haven looks like a typical gated community. Up close, however, all roads into Haven are blocked by hidden drop-pits, and the thick Promethium-reinforced concrete walls around the community are topped by a domed force field that isolates Haven from the rest of the world. While offering a minimum-security level of amenities to its inmates, who live in cells matching the comfort of their outside appearance as suburban homes, Haven is a maximum-security facility specifically for prisoners from around the world who have superhuman intelligence. Prisoners' access to technology of any sort is carefully controlled, computers are prohibited, and outside communication is limited to only visitors who have been thoroughly screened by Haven Security.

INGERSOLL INCARCERATION UNIT

Once a small county detention facility on the Hawaiian island of Oahu, "the Unit" was upgraded during Superboy's time in Hawaii to include a number of S.T.A.R. Labs detention cells for containing meta-humans. The facility has since been expanded, and specializes in containing prisoners who require incarceration in special environments (such as the saltwater tanks that have held prisoners like King Shark).

IRON HEIGHTS

A federal prison built in the late 19th century, Iron Heights vanished for decades, along with the rest of Keystone City, only to reappear when the city did in recent years. After federal appeals courts determined that time spent in the timelost prison counted against prisoners' sentences, half of Iron Heights was suddenly emptied, allowing the opportunity to increase security for the large number of meta-human Rogues appearing in nearby Central City. The foundations of the prison are cold stone walls from more than a century ago, evidenced nowhere more clearly than "the Pipeline," the dark, damp sublevel where the Flash's Rogues and other meta-humans are imprisoned. Prisoners in the Pipeline are kept in their costumes, to better identify them among the jumpsuits worn by the rest of the prison's maximum-security population. The wardens and guards are harsh, prone to punishing the entire prison population for any minor infraction by an inmate, and eager to follow standing orders to shoot any "mask" seen on levels above the Pipeline.

LE JARDIN NOIR

An old estate in the countryside of France, "the Black Garden" has been reconstructed to act as an "institute for the uncommonly insane," similar to Gotham City's Arkham Asylum.

SLABSIDE PRISON

Slabside Island Maximum Security Penitentiary was built in the 1920s off the shore of Newark, New Jersey, and though named for an early 20th-century state commissioner of corrections, prisoners nicknamed the prison "the Slab," joking that the only way convicts left was feet-first. Infamous as the prison where the Injustice Society detained the Justice Society of America during their first encounter, Slabside responded to the rising number of meta-human criminals with brute force, building the thickest walls of any prison in America. Heavily armored guards and cell doors of ionized titanium kept meta-human prisoners in line for decades, and earned Slabside a reputation as the only prison tougher than Belle Reve. Prisoners have included Khund soldiers, after their mass alien invasion of Earth, and Mongul, following his destruction of Coast City. Meta-humans in the prison's K-Block were prevented from using their powers using restraint collars designed by Shiloh Norman, a.k.a. Mister Miracle, and held under the threat of metagene inhibitor gas that would strip their powers, perhaps permanently. Yet even those preparations couldn't prevent the Joker from starting a major riot and releasing all of the Slab's prisoners when he was held prisoner there. Slabside was nearly destroyed when the villain Black Mass released a massive gravity well that swallowed the prison whole, dropped it through a quantum singularity...and onto the continent of Antarctica, in the Ellsworth Mountains. Seeing the now-isolated location of the Slab as an opportunity, repairs and upgrades were quickly completed, overseen by Norman and the D.E.O. Though Norman has since departed to pursue his career as Mister Miracle, he leaves behind a prison that once again has a reputation among meta-human criminals as the toughest place on Earth.

STRYKER'S ISLAND

In the seventeenth and eighteenth centuries, Stryker's Island was a "plague island," where settlers from nearby New Troy thought to be sick were quarantined under the care of a Jesuit priest named Pierre Stryker. The quarantine of the island kept it undeveloped as New Troy grew into Metropolis, until the first prison was built on the island in 1874. Expanded regularly and replaced from the ground up at least once in the century that followed, the nearby headquarters of S.T.A.R. Labs also helps keep Stryker's on the cutting-edge by using the prison as a testing ground for new technologies intended to control and contain meta-human prisoners.

AMNESTY BAY, MAINE

Amnesty Bay is a lonely and isolated bay marked by a lighthouse, and visited only by treasure hunters and marine biologists exploring nearby offshore reefs. Not long after his birth in Atlantis, the boy who would become Aquaman was abandoned on the nearby Mercy Reef and adopted by the lighthouse keeper of Amnesty Bay.

BAILEY, NEW HAMPSHIRE

Determined to live a normal suburban life despite their costumed identities, Mister Miracle and his wife Big Barda made their home in this small town for a time.

BLÜDHAVEN

Once a small whaling town, Blüdhaven strove to match nearby Gotham City in its efforts to become a major port and industrial city, but ever lived in Gotham's shadow. With the city wracked by organized crime and police corruption, Nightwing moved to Blüdhaven in an effort to clean it up and made some progress before the Secret Society of Super-Villains dropped the chemical giant Chemo on the city from above like a bomb, devastating the city and killing more than 100,000 of its inhabitants. In the aftermath, Blüdhaven remains dangerously radioactive and is surrounded by an enormous wall. Inside the wall, the wastes are patrolled by a unit of armored soldiers called the Atomic Knights, operating out of an underground bunker known as Command-D.

ATOMIC KNIGHT

The Atomic Knights—including Gardner Grayle—work for the Roundtable organization to protect the devastated city of Blüdhaven and its inhabitants, wearing protective high-tech armor.

CALVIN CITY, CONNECTICUT

One of the earliest settlements in Connecticut, Calvin City was a haven for Calvinists escaping religious persecution in England. Long dedicated to contemplation and education, the schools of the area naturally gathered to form Calvin College in the early 19th century. Though its first graduating class was only seven students, today Calvin College has nearly 20,000 students and remains one of the most progressive colleges on the East Coast. In the 1940s, Al Pratt was a student at Calvin College, and when he retired for a time from adventuring as the Atom he returned to Calvin College to teach nuclear physics.

CHARLOTTE, NORTH CAROLINA

The largest city in North Carolina and a major American banking center, Charlotte is also home to some of the leading chemical research companies in the world. Many of these were launched by scientists who worked at the area's premier company, Tyler Chemical, and apprenticed under its founder, Rex Tyler—secretly the caped hero Hourman.

ATOMIC KNIGHT — PL9 • 135 POINTS

STR 9 **STA** 9 **AGL** 4 **DEX** 4 **FGT** 5 **INT** 0 **AWE** 1 **PRE** 0

Powers: Atomic Armor (**Sealed Suit** (Immunity 10 (Life Support)); **Enhancement Systems** (Enhanced Agility 3; Enhanced Dexterity 2; Enhanced Stamina 8; Enhanced Strength 8); **Atomic Flight** (Flight 7 (250 MPH)); **Weapons Array** (**Nuclear Blast** (Ranged Damage 10, **AE: Machine Gun** (Ranged Multiattack Damage 6, Accurate 2)); **Sensors** (Senses 8 (Acute Scent, Analytical Scent and Visual Senses, Direction Sense, Infravision, Radio, Tracking Sight) Removable (–19 points))

Advantages: Favored Environment (Ruins), Teamwork

Skills: Athletics 4 (+13), Close Combat: Unarmed 4 (+9), Expertise: Survival 6 (+6), Insight 4 (+5), Intimidation 4 (+4), Perception 4 (+5), Ranged Combat: Weapons Array 4 (+8), Technology 6 (+6)

Offense: Initiative +4, Unarmed +9 (Close, Damage 9), Atomic Blast +8 (Ranged, Damage 10), Machine Gun +12 (Ranged, Multiattack Damage 6)

Defense: Dodge 9, Parry 9, Fortitude 10, Toughness 9, Will 8

Totals: Abilities 22 + Powers 76 + Advantages 2 + Skills 18 + Defenses 17 = 135

Complications: Motivation—Responsibility: The Atomic Knights are sworn protectors of people in need.

Notes: These traits fit a typical member of the Atomic Knights. Individuals may vary in abilities, skills, and certain advantages (particularly those reflecting training or background) as the GM sees fit.

CIVIC CITY, PENNSYLVANIA

This city in Pennsylvania's Lehigh Valley was once famed for its steel foundries and the contributions they made to the Union war effort during the American Civil War. Since the decline of the steel industry in the late 20th century, Civic City has been better known as the headquarters of the Justice Society of America following World War II.

CODSVILLE, MAINE

A small fishing village with a population of only fourteen inhabitants, Codsville was threatened with nuclear annihilation by the villainous General Zahl, until the Doom Patrol chose to sacrifice themselves instead.

EVERGLADES, FLORIDA

Not a city or town but a large swampy area in southern Florida, the Everglades were chosen as the hiding place for the Hall of Doom, the domed headquarters of Lex Luthor's Injustice League. Also hidden somewhere in the swamps of southern Florida and sought for centuries is the legendary Fountain of Youth. The Fountain was finally discovered in the 1960s by canine war hero Rex the Wonder Dog, who brought his animal friend Detective Chimp along so both could drink its waters, granting them immortality and intelligence.

FAIRFAX, MAINE

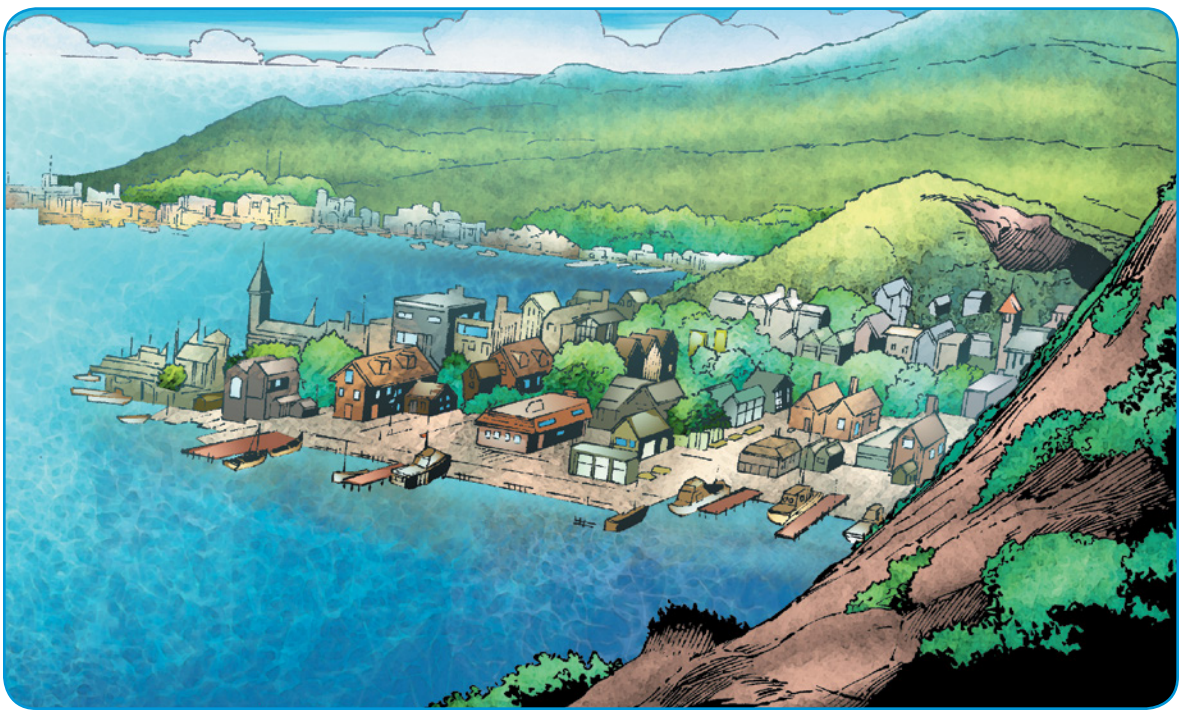
In the shadow of Mount Katahdin, Maine's tallest mountain, Fairfax is a rural city on the banks of the Penobscot River. Best known as the jumping off point for hikers headed onto the Appalachian Trail from its northern terminus on the mountain, Fairfax is also where teenagers Chris Grant and Vicki King discovered the mystical dials that let them dial H-E-R-O to be transformed into a plethora of strange heroes (see the sidebar on page 69 for more on the HERO dials).

FERRIS ISLAND, NEW YORK

Located off the southern coast of its larger cousin Long Island, the sale of this island to the government in the 1930s seeded the fortune Carl Ferris used to found the aerospace company that bears his name. Initially intended as a base for submarines patrolling the Atlantic, Ferris Island was given over to the Army's Project M, an attempt to use combinations of magic and advanced science to create super-soldiers, resulting in a wide variety of heroes and soldiers ranging from the powerful Miss America to the strange Creature Commandos and the mechanical soldier called the G.I. Robot. In recent years, the island was used as one of the many bases maintained by General Sam Lane's Project 7734 during his campaign against New Krypton.

HAPPY HARBOR, RHODE ISLAND

Aquaman discovered a seaside cavern complex near Happy Harbor during one of the Justice League of America's early adventures and with the help of Happy Harbor local Snapper Carr transformed the caves into a headquarters they dubbed the "Secret Sanctuary." Though the League moved on to other headquarters, they maintained the Sanctuary and allowed it to be used by other heroes, including teams like Young Justice and the android Hourman when he was being mentored by Snapper Carr. Due to the cave's long and heroic legacy, the Martian Manhunter chose it as the location where he built a constantly updated memorial to those members of the Justice League who have fallen in battle.



HARTFORD, CONNECTICUT

The state capital, Hartford was the headquarters of the short-lived team known as the Young Heroes until the team split up and went their separate ways—but the team's one-time leader, Hard Drive, remained behind, entering politics and becoming the governor of Connecticut in his civilian identity as Jeremy Horton.

HATTON CORNERS, NEW HAMPSHIRE

In the 18th century, landholder Jacob Stikk made a generous offer to those who wanted to come settle on his holdings along the Atlantic coast: they could make their home on the land in perpetuity in return for giving a single passenger pigeon feather each year to Stikk and his descendents. Stikk's offer, intended less as an actual price and more to spread word about the new colony, succeeded in drawing numerous settlers to the area and led to the establishment of Hatton Corners. The town was peaceful and tranquil until the 20th century when Jacob Stikk's last descendent, Bromwell Stikk, became the villainous Mr. Twister and kidnapped the town's children after Hatton Corners was unable to pay "overdue back payments" due to the passenger pigeon's extinction. Robin, Kid Flash, and Aqualad answered the call to help the town and found their team-up so successful and enjoyable that they founded a new team: the Teen Titans. Once sorely divided by a generation gap, the adults and teens of Hatton Corners were brought together by the crisis, and the seaside town now hosts an annual "Family Festival."

IVY TOWN, CONNECTICUT

A haven for New England's investor class during the 19th century's Industrial Revolution, one of the most successful investors donated his patents to a trust that would fund the local university in perpetuity. Today, Ivy University is one of the most prestigious universities in the United States, where professor Ray Palmer (a.k.a. the Atom) heads both the physics department and a special Advanced Meta-science Studies program for the brightest young minds and most promising young heroes in the country. On the edge of Ivy Town is Watkins Industrial Park, a district that is home to some of the most innovative research companies and startups on the east coast.

LEESBURG, VIRGINIA

A large county seat in northern Virginia, Leesburg is home to many who commute across the border to government jobs in nearby Washington, D.C. For a time, it was also home to the shapeshifter Matrix, who merged with a dying Leesburg girl named Linda Danvers to become the heroine who called herself Supergirl.

MANCHESTER, ALABAMA

Best known for its championship college football team, the Manchester Warriors, Manchester was chosen by super-speedster Max Mercury as an ideal place to train Bart Allen in the ways of speed and heroics after the boy first came from the future to the modern era, preparing him to one day become Kid Flash.

NEW CARTHAGE, NEW YORK

A quiet college town in upstate New York, life in New Carthage is centered around Hudson University, alma mater of Nightwing. Just off campus is the home of Hudson University English professor Herb Winston, whose adopted daughter Amy transforms into the princess Amethyst when she returns to the world of her birth, Gemworld.

RUTLAND, VERMONT

Famous for its annual Halloween parade, none of its people can say whether the city's fascination with the holiday is because of the town's connection to costumed figures and the occult, or if those things somehow draw events to the town. Not long after Batman investigated the mystery of a man dressed as Death haunting Rutland, Batman and the rest of the Justice League of America returned to stop Felix Faust from bringing demons to Earth to destroy the League during the Halloween parade. More recently, Superboy journeyed to the town for a concert by meta-human monster band Scare Tactics, and the strange House of Secrets appeared outside Rutland, where it was adopted as a headquarters by the group of freelance villains who call themselves the Secret Six.

SALEM, MASSACHUSETTS

Recognized as a gathering place for magical power in the eastern United States as early as the infamous Salem Witch Trials of the 17th century, Doctor Fate came to Salem in the early 20th century and constructed a mystical tower to be his home and sanctum.

VICEROY, SOUTH CAROLINA

Before he was transformed into the Resurrection Man, lawyer Mitch Shelley called this southeastern city home. But Viceroy is better known to the general populace as the home of the Soder-Cola Company, makers of the world-famous soft drink.

WASHINGTON, D.C.

The capitol of the United States, the city and its suburbs are home to a number of heroes and villains, including Hawk and Dove. It is also home to the mysterious Baron Winters, who commands the operations of his Night Force from Wintersgate Manor near the heart of the city, not far from the Hall of Justice, the Justice League's current headquarters. D.C. suburb Liberty Hill, outside the capitol district in Maryland, is home to sometimes villain and one-time Justice Leaguer Mark Richards, the Tattooed Man. On the other side of the city, among the defense contractors that cluster near the capitol in Shelby, Virginia, is Koning Industries, the company which provided cover for the first headquarters of Checkmate.

THE CENTRAL UNITED STATES

The broad central plains of the United States are home to some of the great industrial cities of the country, some gathered along the Great Lakes like Midway City and Chicago, and others scattered across the fertile fields in the great Mississippi River basin, from Hub City and the great twin cities of Midway and Keystone to Fawcett City. Yet it is also home to countless small towns like Blue Valley and Smallville, still gathering places for the farmers and ranchers who have long made the region a center for livestock and agriculture.

CENTRAL CITY, MISSOURI AND KEYSTONE CITY, KANSAS

Best known for their connection to the Flash, the Twin Towns of Central City and Keystone City have a long and intertwined history.

The first settlers came to the area that is now Keystone City in 1727, but it was almost a century later in 1806, not long after the United States acquired Kansas in the Louisiana Purchase, that two enterprising families built homesteads on the opposite banks of the Missouri River to operate a ferry service for wagon trains crossing the river toward the western frontier. As the wagons came, frontier suppliers followed, and as some settlers decided the new settlement was far enough toward the frontier for their tastes, towns flourished on both banks, and the Twin Towns were born together.

The completion of the transcontinental railroad made the Twin Towns the center of the western frontier for the last quarter of the 19th century, with major stockyards and meat-packing plants opening in Keystone, and Central City billing itself as "the last taste of the East" with gas-lit cobblestone streets, a large opera house, and the home offices for many important frontier banks and rail companies. The character of the two cities continued to diverge in the 20th century; Central City modernized as quickly as possible and competed with Chicago to build the tallest buildings in the Midwest, while Keystone was content to remain a slower, more stable, industrial city centered around several new steel mills. Those steel mills and Keystone's base of skilled workers drew the attention of industrialist Robert Van Buren, who opened the Keystone Motors plant in 1909.

Keystone's growing auto industry helped support it even as the meat-packing industry moved elsewhere in the country, and the business barons of the Twin Towns in

the 20th century made their homes in Keystone, leaving Central City behind. Both cities saw their population boom following World War I, but Keystone continued to lead the way, especially after Keystone Motors won a major tank-building contract from the U.S. Army during World War II.

Then, one day in the early 1950s, Keystone City was gone. In reality, the Fiddler, the Shade, and the Thinker used an enormous vibrational fiddle to vibrate Keystone City not only into another dimension but out of the memories of everyone in the world. For decades, Keystone and all its inhabitants—including Jay Garrick, the first Flash—didn't exist to the rest of the world. During this time, without the competition of its long-time sister city, Central City had a new renaissance and rushed toward the future faster than ever.

Years later, a bolt of lightning lanced out of the summer sky and the Flash legacy was reborn in police scientist Barry Allen. In one of his early adventures as the Flash, he investigated strange anomalies across the Van Buren Bridge from Central City—and rediscovered the lost Keystone City! With the destruction of the villains' fiddle, Keystone returned from its decades-long dimensional exile, and the Twin Towns were reunited.

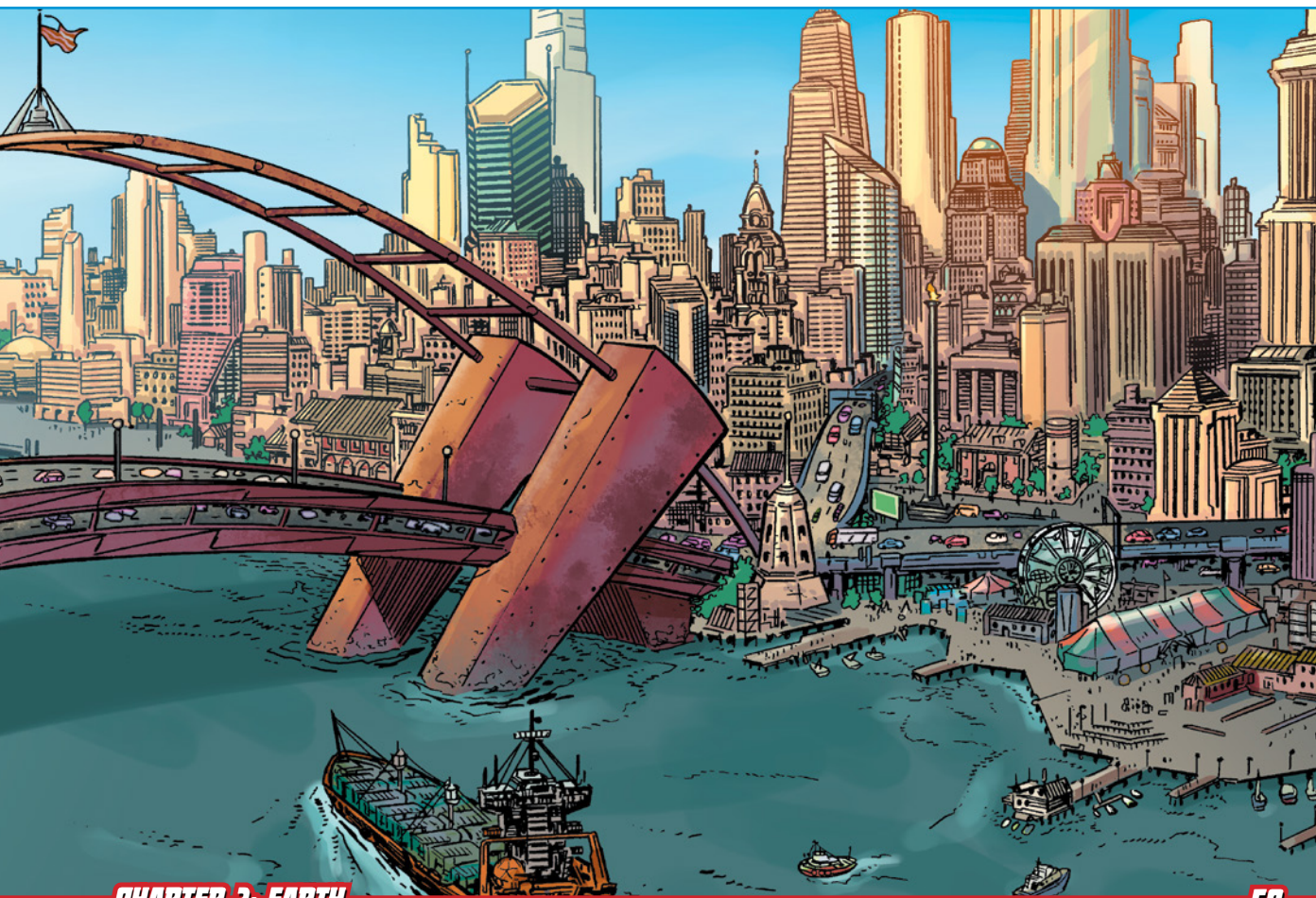
KEYSTONE CITY

Even before Keystone City spent years out of time, "the City of Industry" has always been more comfortable with the solidity of the past than the uncertainty of the future. Yet it hasn't hesitated to join the modern day, and less than five years after the city returned Keystone Motors released what is still seen as the quintessential American muscle car, the Phoenix Roadster.

Keystone Motors continues to be the city's major employer, but Keystone is home to a wide variety of industrial startups, including the Cage Factory, which produces secure transport vehicles used to move meta-human prisoners across the U.S. and around the world. Real estate considerably cheaper than that of downtown Central City has also led some companies to move across the river, including S.T.A.R. Labs, which operates their Meta-human Research Facility out of Keystone.

Hockey is the most popular sport in Keystone, and the city nearly comes to a halt when the Keystone Combines have another sold out home game. Down along the Missouri, a new shopping and amusement area called Silverport features a Ferris wheel, a vintage clipper ship permanently moored as a tourist attraction, and the Greg Saunders Country Music Theater.

The wealthy of Keystone City make their homes on the edge of the city in the West Key neighborhood, where Flash Wally West and his wife also lived for a time after they were married. With his wife, the first Flash, Jay Garrick, makes his home in the south Keystone neighborhood of Lampert. In chambers deep beneath Keystone's industrial park, the villain Blacksmith runs the Network, an underground black market catering to meta-human villains.



CENTRAL CITY

Central City remains the "city on the run"—not least because of the ubiquitous Jitters Coffee shops clustered around the company's downtown corporate headquarters. Never quite catching up to its aspirations, Central City is constantly under construction. Thanks to Keystone steel and Central City ambition, Hardwell Tower, in downtown Central City, was the tallest building in the Midwest for more than 50 years. The Van Geld Opera House, heart of Victorian-era Central City, is now surrounded by a multitude of theaters that make up the best American theater district outside New York City.

But the heart of modern-day Central City is the Flash Museum, built in tribute to the city's hero. Overseen by retired actor-turned-curator Dexter Myles, the museum hosts exhibits celebrating every speedster in the Flash legacy, rotating exhibits about their adventures, and a gallery dedicated to the rogues and villains who plague the city. Each summer, the museum hosts Central City's annual Flash Celebration, a weekend festival featuring a marathon and nightly fireworks. Unbeknownst to all those who gather to celebrate their hero, Central City also hides a secret memorial to villainy—Avernus, the hidden graveyard of the Rogues, accessible only through a fold in space in Central City's downtown graveyard, not far from the Flash Museum.

Just west of downtown Central City in the neighborhood of Chubbock is Central City Hospital, a teaching hospital connected to Central City Medical School. Near "University Town" in northwest Central City is Leawood, sometimes called "Little Keystone" after all the locals who commute to work in Keystone City, but better known for Leawood Stadium, home to Central City's professional baseball and football teams. From the Central Expo Center and Hotel near City Hall in downtown, visitors can take the FastTrak monorail directly to Hardwell International, the airport south of the city.

FAWCETT CITY, WISCONSIN

In the late 18th century the two Beck brothers, a priest named Clarence and a fur trapper named Charles, built a cabin just south of where the Wisconsin River flows into the Mississippi River. Together, the brothers and their fur trading post maintained the peace between natives of the area and European settlers. By the mid-19th century, Beck Crossing was Beckton, a major market center for farms in the region and a port for barges and steamboats traveling the Mississippi. The men of Beckton served with distinction during the American Civil War to return as heroes, and two generations later their grandsons followed their brave example by volunteering to serve during World War I... but with disastrous results. Seven in ten of the men from Beckton died on the battlefields of Europe, and in their memory the city's leader's renamed the town after the men's heroic leader, Captain Fawcett.

Quick to embrace modernity in the early 20th century, Fawcett City joined the race to build the tallest building in the Midwest during the 1920s, never winning, but erecting a score of Art Deco buildings often compared in scale and grace to the east coast's Opal City. In the 1930s, to put citizens unemployed by the Great Depression to work, Fawcett built the first subway system in the Midwest, inspired by New York's subway. Finally, in 1940, just before steel production was reserved for the war effort, a massive 1,200-foot antenna was raised atop the Fawcett Hills that made Fawcett's WHIZ one of the most prominent radio stations in the central United States.

This was the Fawcett City visited by the immortal wizard Shazam, who quickly grew fond of the city and chose it as his new home during the early days of World War II. After capturing the Seven Deadly Enemies of Man released by his demonic daughter Blaze, Shazam worked with the sorcerer Ibis to create a protective barrier around Fawcett

AMERICAN PROFESSIONAL SPORTS

The following is a list of professional sports teams unique to the United States of the DC Universe:

BASEBALL

Central City Stars
Coast City Sentinels
Fawcett City Lightning*
Gateway City Stalwarts
Gotham City Knights
Gotham City Griffins
Keystone Salamanders
Metropolis Monarchs
Star City Rockets

FOOTBALL

Gotham City Goliaths
Hub City Piledrivers
Metropolis Meteors
Midway City Miners
St. Roch Brawlers**

SOCCER

Central City Speed
Opal City Nova
Star City FC

BASKETBALL

Central City Sprints
Coast City Tridents
Fawcett City Pharaohs
Gotham Guardsmen
Opal City Spectrums
Star City Thunder

HOCKEY

Gotham City Blades
Hub City Slashers
Keystone Combines
Midway Wolverines
Opal City Corsairs
Star City Mercury

* A Triple-A minor league team affiliated with the Milwaukee major league team.

** Located in Blüdhaven until the destruction of the city, the franchise was recently moved.

City that both protected the city from further demonic attack and preserved the city he loved, keeping Fawcett City permanently attuned to the culture and styles of the 1940s. Thus Fawcett's City's skyline has barely changed in more than fifty years. More recently, Shazam chose young Billy Batson to be his new champion as Captain Marvel.

The heart of Fawcett City remains Parker Plaza, right outside the WHIZ Radio Building and on the edge of Costanza Park. Beneath the plaza is the hub of the small but beloved Fawcett Underground Transit System—which also hides the transdimensional portal leading to the hidden sanctuary of the wizard Shazam inside the Rock of Eternity. Between the plaza and the park runs Binder Boulevard, a north-south street that is the main thoroughfare for the city. Just north of the park is the Fawcett Museum, nationally famous for its Egyptian collection ever since the Malcolm Expedition returned in the 1940s with the sarcophagus and mummy of the sorcerer-prince Ibis. Fawcett's docks see more pleasure craft than cargo barges in the 21st century, but riverside hangouts like the Ringside Bar mark the days when Fawcett was a major venue for heavyweight bouts that drew standing-room-only crowds of blue collar workers. Downriver from the docks, waterfront parks and restaurants cluster around Herron Field, the home of Fawcett's minor league baseball team, the Lightning.

North of Fawcett City, the famous two branches of the Y-shaped Beck Bridge leave the city to cross both nearby rivers, with each branch affectionately nicknamed by Fawcett locals after one of the two Beck brothers who founded the city. The "Chuck" crosses the Mississippi into Minnesota, while the "Clarence" crosses the Wisconsin River to the north. Crossing the Clarence brings locals to Schaffenberger Field, a small regional airport. Further north the highway leads toward Crowley State Penitentiary, where Captain Marvel and the Fawcett S.C.U. take the most dangerous of prisoners.

To the east of Fawcett City are the Fawcett Hills, home to the city's nearest suburbs, including Beckville, a neighborhood in the shadow of the WHIZ transmission tower that aging Fawcett hero Bulletman and his heroic daughter Windshear call home. Also in the Fawcett Hills is the Sivana Mansion, home to the Sivana family and their private laboratories.

South of Fawcett is one of the few new constructions in the city, the Chippewa Casino, which Ebenezer Batson built by razing the grounds where Fawcett hosted the 1926 World's Fair, earning the enmity of the city's more historical-minded citizens. Nearby is Fawcett's industrial park, with a major factory belonging to Athena Enterprises and the world headquarters of Sivana Industries. Much further south, out beyond the suburb of Newton Falls, is all that remains of the town of Fairfield. Destroyed in a nuclear blast by Mr. Atom, the damage and radiation of the explosion was contained by Ibis the Invincible, but the area around ground zero remains a glassy, shattered plain with a monument at its center to all who died in the disaster.

HUB CITY, ILLINOIS

In the mid-19th century, stories say that a gambler named Horatio Grubb who ran poker games frequented by many Chicago politicians was told after winning a large pot from the chief of police his new home would either be out of the city or at the bottom of Lake Michigan. Journeying to southern Illinois, Grubb chose an isolated piece of land along the railroad, declared it a new town, elected himself mayor, and hired a police force directly under his thumb. Determined that the rest of the state would soon revolve around his new kingdom, Grubb named the town Hub City. The new city quickly grew into a haven for gamblers, grifters, and con men fleecing travelers on passing trains, especially after Grubb bribed the railroads to stop in Hub City to take on water and coal using part of the cut he received from the criminals' proceeds. When Hub City's reputation spread, Grubb responded to the public furor by declaring Hub City "a place of penitence" and building the largest prison in the state—then quietly accepting payments from convicts sent to the prison and releasing them almost as fast as they arrived. After Horatio Grubb was shot dead on the street, his son Zachary was elected Hub City's next mayor in a landslide (and largely rigged) election. But Zachary Grubb lacked his father's political connections upstate, so in the 1880s the state district attorney brought Grubb and more than a hundred other Hub City politicians and policemen up on corruption charges. Ironically, Grubb

ended up spending the next thirty years of his life in the prison his father built, though he arranged a bare cell for public viewing and a luxuriously appointed one where he spent most of his time.

Ostensibly austere but secretly decadent and corrupt, Zachary Grubb's situation was representative of Hub City through the remainder of the 19th century and into the twentieth. Outside politicians led by the Illinois Temperance League established a new government in Hub City, but crime syndicates who escaped the corruption sweep quickly established themselves as a shadow power in the city, especially as their ill-gotten gains funded the construction of dozens of new factories during the Industrial Revolution. A huge new railyard brought garbage down by rail from the swelling population of Chicago, soon joined by trash from St. Louis and even as far away as Keystone City in what came to be called "America's Trash Heap," or to locals, "the Heap."

The Great Depression shuttered most of Hub City's industry, and the Heap became home to thousands of squatters building a living from other people's garbage. Though a few factories reopened in the economic boom that followed World War II, Hub City's economy continued to tumble until it bottomed out in the late 20th century, around the time a young and ambitious Hub City-born reporter named Vic Sage joined local station KBEL as an investigative journalist. For years Sage worked to clean up the streets of Hub City, both as a reporter and secretly as the faceless crusader known as the Question.

Modern Hub City has its first non-corrupt mayor in decades, Myra Connelly-Fermin, now serving her third term and assisted by an equally incorruptible chief of police, Isadore O'Toole. But with an unemployment rate often as high as 30%, a city ravaged by decades of neglect and pollution, and a citizenry with even less hope than ambition, the battle to build any kind of future for Hub City continues to be an uphill one best typified by families who have been living in the Heap for three generations. Called "the city that destroys the righteous and corrupts the soul", Hub City has also been named "the Worst Place to Live in America" for six years running, and there are few places that might challenge it next year.

The center of Hub City is Oldtown, many of its decaying buildings still standing from the days of Horatio Grubb. Grubb's palatial City Hall, one of the few buildings of architectural note in the city, stands on the edge of Oldtown, not far from police headquarters. In nearby office towers, many large corporations maintain their state or regional offices, taking advantage of the extremely lax tax code in Hub City and the surrounding Grubb County. Nearby is Hub City General, home to one of the busiest emergency rooms in the country.

Beyond downtown is Hupert Park, named for a French explorer and river pirate, the woods and fields surrounding his statue overgrown after years of neglect. On the edge of the park is Yossarian Plaza, where a thriving Hungarian neighborhood was razed to make way for a municipal sports stadium now home to the Hub City Piledrivers. In the mid-20th century, nearby Fairview was a suburban neighborhood on the edge of Hub City, where the businessmen of the city went to escape home to their families at night. But the city has since swallowed Fairview, now a mix of strip malls and crumbling single-family homes fought over by Hub City's two major motorcycle gangs, the Ghosts and the Huns.

On the northern edge of Hub City are the old industrial district, now a labyrinth of rusting factories, and the remains of Hell's Corner, the ghetto of low-rent highrises where Vic Sage spent his childhood. After Hell's Corner was demolished as the first step of an urban renewal project, all money for rebuilding in the area was spent on an expensive new hockey stadium for the Hub City Slashers, while the rest of the neighborhood remains buried in the rubble of its past. Beyond the interstate that marks the northern border of the city is Parson Acres, a perfect neighborhood where locals believed they had found a new beginning for Hub City...until it was discovered that the soil beneath the development was fatally contaminated with dioxin, leading to a forced evacuation. Today, Parson Acres is a fenced-off ghost town.

The railyards on the eastern edge of Hub City provide a buffer most people of the inner city don't cross, making the suburb of Easthaven beyond one of the few oases of peace in all of Hub City. The railway that runs along the south edge of Hub City separates it from the infamous Heap, an ever-growing century-old landfill. Though a few squatters still live hidden in the depths of the Heap, many more come to the landfill to scavenge anything useful they might find, which they haul back to their homes in "the Wedge," the neighborhood caught between the railway to the south and west and the railyard to the east.

Southwest of downtown Hub City is the Hub City Municipal Correction Facility, the prison constructed by Horatio Grubb. Despite constant expansion, the facility is constantly overpopulated, requiring prisoners arrested in the 21st century to be incarcerated for years in dank stone cells built in the 1850s. Unable to properly contain metahuman prisoners, any prisoners who demonstrate metahuman abilities are either beaten senseless or tranquilized (or both) until they can be transferred to a more secure facility like Keystone's Iron Heights.

MIDWAY CITY, MICHIGAN

The area that would become Midway City was discovered by French explorer Etienne Brule in the early 17th century. The town of Brule's Landing was settled on the shores of a broad channel connecting Lake Huron and the southern Great Lakes to the northernmost Lake Superior. A small town in the wilderness, life in Brule's Landing was quiet until huge veins of copper and iron were discovered nearby, turning it into a bustling boom town. Increased shipping traffic led to the construction of a lock and dam system allowing larger ships to pass through the city. In 1870, to celebrate the town's 250th anniversary, the city recognized its importance to travel and commerce among the Great Lakes by renaming itself Midway City.

Archaeologist Carter Hall joined the Midway City Museum in the early 20th century, and quickly enlarged its gallery

of Native American weaponry to be one of the largest and most respected collections of ancient and medieval weaponry from around the world—weaponry that Hall and his wife, Shiera, also use in their heroic identities as Hawkman and Hawkgirl. Later, the team of misfit heroes that called themselves the Doom Patrol used a Midway City mansion as their headquarters, but the mansion was eventually sold to developers who converted it into downtown condominiums.

Modern-day Midway City remains heavily industrial. On the north end of the city, steel mills, shipyards, and forestry companies make use of the natural resources of Michigan's upper peninsula. Rail lines from Midway's extensive yards gather alongside the interstate highway to run into the Bi-State Tunnel, the longest underwater tunnel in the United States, connecting Midway City to the wilds of Ontario, Canada beneath the waterways of the North Channel. On the far side of the interstate, between it and the downtown business district, are the homes of Midway's professional sports teams, Anderson Arena and Neville Field—an outdoor football stadium also called "the Ice Bowl," as nearly half its games are played in near (or below) freezing temperatures. South of the downtown business district, residential areas cluster along the channel, including the prestigious homes of Channelview. Just inland from Channelview are Midway University and the Midway City Museum, the academic center for the region.

Recently, the Science Police took over the decommissioned Fort Fox, outside Midway, turning more than 100,000 acres of the former Army base into their primary training center and their Central Division headquarters. More recently, Midway City was devastated when Darkseid released the power of the Anti-Life Equation on Earth. For a time, a large portion of the city, centered on the historically poor neighborhood called "Slumville," remained quarantined, much as Gotham City was following the quakes that devastated that city. However, massive rebuilding efforts are now underway, sponsored by the Wayne Foundation and the Justice League, and what some locals feared was the end of Midway City now looks to be the beginning of a bright new future.

ACROSS THE CENTRAL UNITED STATES

The following is a quick overview of other important locations in the eastern United States:

BLUE VALLEY, NEBRASKA

A small college town in central Nebraska, many of the town's inhabitants either work at local private school Blue Valley College or support the regional farming industry. In the days when he was Kid Flash, Wally West lived in Blue Valley, where he met his short-time girlfriend Francis Kane, later the magnetically-powered villain Magenta. Though West has since run off to join the Flash legacy in Central City, Blue Valley still has heroes: Courtney Whitmore, who attends Blue Valley High School when not adventuring with the Justice Society as Stargirl, and her stepfather Pat Dugan (a.k.a. the battlesuited hero S.T.R.I.P.E.).

CHICAGO, ILLINOIS

For a time, Plastic Man and Hawkman protected Chicago. But the Windy City's true home-grown hero is Ted Kord, the second Blue Beetle, who grew up in nearby Highland Park and returned to Chicago after attending Midwestern University to run tech conglomerate Kord Omniversal. Even after the company was purchased by WayneTech, Kord lived in his family's home in Highland Park until his death. Though he operates out of labs around the world, Will Magnus has a home in the Chicago suburb of Glenview, in order to expose his Metal Men to a human community and further attune the responsometers that give them their sentience and emotions. S.T.A.R. Labs was also founded in Chicago in the 1970s, and maintains a major research center in the city, specializing in mobile and micro-manufacturing, called "backpack factories" in the press.

DETROIT, MICHIGAN

Long before he was a meta-human, Detroit local Will Everett was a sports hero, an African-American who competed alongside Jesse Owens at the 1936 Summer Olympics in Berlin. After he gained his power to mimic whatever material he touched, Everett became a member of the All-Star Squadron and the defender of Detroit as Amazing Man. Decades later, Detroit industrialist Henry Heywood invited the Justice League to use an underground bunker he had constructed as their headquarters, which they did until shortly before the team disbanded. More recently, Green Lantern John Stewart has called Detroit home, and Detroit teen Jason Rusch became host to the energy matrix that transformed him into the new Firestorm.

DOS RIOS, TEXAS

A dusty town south of San Antonio, Dos Rios was settled by the cattlemen who still maintain large ranches in the area today. For nearly two centuries, Dos Rios has had a connection to the line of heroes who call themselves El Diablo, defending all the innocent people of the borderlands.

EL PASO, TEXAS

A large city along the Rio Grande in western Texas, El Paso is home to Jaime Reyes, the latest hero in the Blue Beetle legacy, and his family. El Paso is also the home of Tia Amparo, a wealthy and upstanding community leader...who is also secretly La Dama, crimelord of Ciudad Juarez, Mexico, just across the river from El Paso.

FALLVIEW, IOWA

A small town in north central Iowa, Fallview is the hometown of Barry Allen, who lived in Fallview until he moved to Central City and became the Flash.

FRONT BRANCH, MINNESOTA

After escaping his millennia of exile on the planet Okaara in the Vega system, Larfleeze took his orange lantern and his Orange Lantern Corps and made a new home for himself in a junkyard outside this town in southeastern Minnesota.

ILLUMINATION, TEXAS

For more than a century, visitors to Illumination came only to see where famed Western gunslinger Jonah Hex killed his nemesis, Quentin Turnbull. A few others were academics and archaeologists studying the mass grave where soldiers and natives alike were buried after the massacre at Fort Charlotte later in the 19th century. Then visitors stopped coming altogether, and Illumination became a ghost town—until Joshua Turnbull came to reclaim his family home. Nearby, he oversaw the construction of a massive underground alternative energy research center for Stagg Industries.

LONE STAR, TEXAS

Lex Luthor built America's first private commercial spaceport on this isolated piece of land deep in the Texas desert. With daily launches of satellites and other commercial payloads, the Lone Star Launch Facility is the busiest launchpad in the world.

MOUNT RUSHMORE, SOUTH DAKOTA

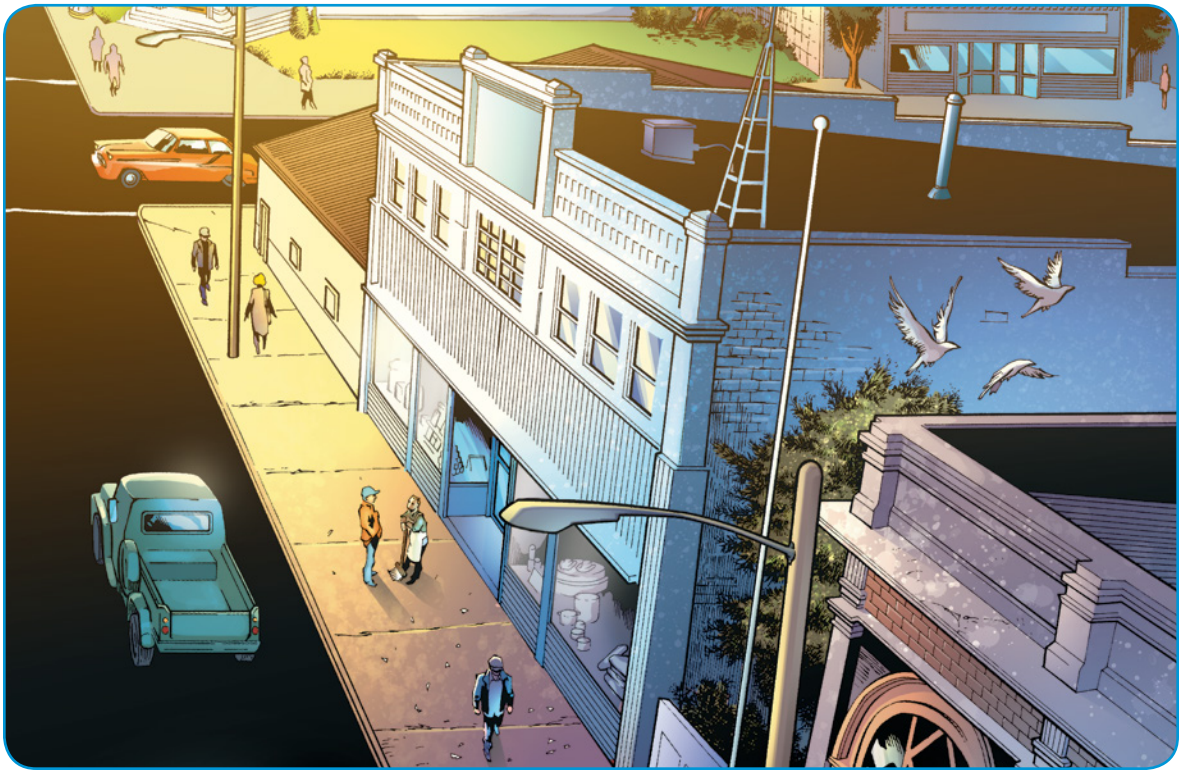
During the construction of this national monument, secret work crews carved out rooms and chambers inside the mountain, originally intended as a headquarters for wartime hero General Glory. After Glory's disappearance, the facility fell into disuse until it was claimed as a headquarters by the D.E.O.'s All-Purpose Enforcement Squad, who used it for more than a decade until a battle with Young Justice defaced the monument. Repairs to the monument disguised repairs to the base made by the D.E.O., who mothballed the base once again, until it was given to General Sam Lane to act as the headquarters for his Project 7734 and the war on New Krypton.

PITTSDALE, IOWA

The Lane family lived in this small northern Iowa town of less than 3,000 people for four generations, until Sam Lane joined the military and uprooted his daughter, Lois, and the rest of his family to follow his career around the globe. Though the Lanes rented out the rest of the property to an agribusiness division of Lexcorp, the family maintained the family farmhouse and visited on occasional vacations and holidays. After Sam Lane died during the Hundred Minute War with New Krypton, he was buried in Pittsdale in the Lane family plot. Though life in Pittsdale is still centered around farming and its championship high school football team, new faces in town work at an underground data center constructed in a decommissioned missile silo just outside town.

SMALLVILLE, KANSAS

Kansas history says that Smallville was named for its founder, traveling trader Ezra Small, who settled in the Kansas Territory in the late 1850s. Smallville has its first mention in the register of Pony Express stations in 1860, then is listed again as a town in the newly formed state of Kansas in 1861. During the American Civil War, the 5th Smallville Volunteers served as part of the Union army



when the war deeply divided the state. Following the war, Smallville locals were joined by other war-weary settlers in search of a piece of land where they could build a home and a peaceful life for themselves. The vast majority of people in Smallville and the surrounding county remained farmers until the early 20th century, when a factory building light aircraft opened south of town.

Smallville is most famously known as the hometown of Superboy, later Superman, and Lex Luthor. Superboy and Superman have made many appearances and had many adventures in the area. Superman's presence brought a number of other hereos and villains to the town as well, including the Legion of Super-Heroes, Bizarro, and many more. Superman visits Smallville often to visit his family on the Kent farm, usually in his secret identity as Clark Kent. Superboy (Connor Kent) also spends a lot of time on the Kent farm.

WAYMORE, NEBRASKA

Located at the juncture of two major midwestern rail lines, through the early 20th century Waymore was the winter home of three major circuses who travelled by rail in the summers. When the circuses disbanded, many performers chose to stay in Waymore. Decades later, a former sideshow strongman introduced a local Waymore boy named Ralph Dibny to an exotic drink called Gingold that would one day transform Dibny into the Elongated Man. Modern Waymore is also home to a large community of writers and artists, and each summer an art and literary festival is held at the same Carnegie library where Ralph Dibny learned the basics of deductive reasoning reading about the exploits of detective Hamilton Drew.

THE WESTERN UNITED STATES

Bordered by the Rocky Mountains to the east and the Pacific Ocean to the west, the cities on the west coast of the United States came of age later than their counterparts to the east. The younger feel of some of its cities, like Los Angeles, comes from a sprawling nature born of an era when automobiles had become commonplace. For others, like Coast City and Platinum Flats, the eastern dominance of older industries led them to focus on newer fields and technologies, from aerospace and electronics to biotechnology and nanotechnology.

COAST CITY, CALIFORNIA

Midway between modern-day Los Angeles and San Francsico, Spanish explorers first came to what would become Coast City in the early 18th century. In 1778, Spain established a military outpost in the area to protect and oversee the port they constructed just inside the mouth of the Santa Clara Channel. Settlers and missionaries followed, attracted by the area's mild climate and the surrounding fertile valleys, and the settlement of Presidio San Georgio was thriving by the end of the century. In the early 1800s, after California became part of Mexico, the presidio was reinforced until it was one of the largest Mexican strongholds on the California coast. During the Mexican-American War in 1846, the naval fortifications sank eleven American ships before U.S. Marines captured the fort. The population of the area exploded around the time of the California Gold Rush, and the prospectors who dominated the area started calling it Coast County. When the towns of the area incorporated collectively in 1901, they called their home Coast City.

Coast City thrived through the 20th century as the major port halfway between Los Angeles and San Francisco, home to many retired soldiers who came to live in the area after World War II. Coast City also became home to numerous active-duty military personnel who choose off-base housing while serving at nearby Edwards Air Force Base. After shipping and the military, major industries in the Coast City area included electronics and aircraft, with Ferris Aircraft maintaining their headquarters and test field outside Coast City.

Then, not long after Superman was believed dead, intergalactic warlord Mongul and Hank Henshaw, the Cyborg Superman, attempted to turn Earth into a new Warworld, beginning with Coast City. Before their plans were ultimately defeated, the seven million people of Coast City were dead and the city itself was a smoking crater twelve miles in diameter. The loss of the city he loved drove Green Lantern Hal Jordan mad with grief, especially when he failed to recreate the city using his power ring. Jordan died not long thereafter, and the green flame marking his memorial joined the monument to the dead people of Coast City in the crater.

For a time, the Coast City crater was an empty wasteland, and even pilots avoided flying over it. Finally alien refugees landed a city-ship called Haven in the crater and worked with the U.S. government to make it their new home on Earth...until one night Haven was suddenly gone, and Coast City had returned. Manipulating Hal Jordan to use his power as then-host for the Spectre, the Parallax entity recreated the streets of Coast City as a temptation to Jordan. After Jordan resisted the temptation of Parallax and once again took on the mantle of Green Lantern, a presidential initiative took advantage of the opportunity provided by the template of streets to undertake an ambitious project to finish rebuilding Coast City. Generous contributions from Wayne Enterprises coordinated the efforts as donated construction materials arrived from around the world, and the U.S. government offered tax incentives and inexpensive real estate to people and businesses who came to the new Coast City.

The growth of Coast City was an agonizingly slow process. Military personnel refused to let ghost stories keep them

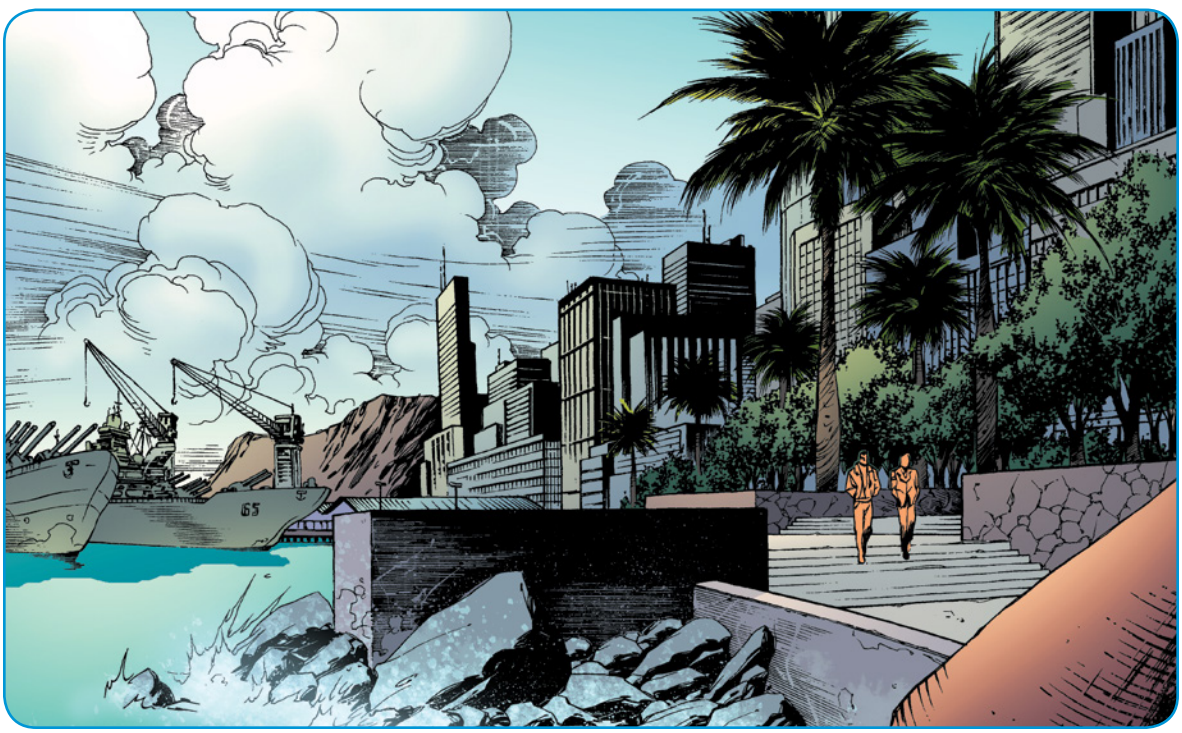
away and quickly flocked to their adopted home. Still, a year after its miraculous rebirth, Coast City had only 20% of the population it once had before the disaster, and media coverage of the city featured endless shots of empty highrises and saddled it with the nickname "Ghost City." But when Coast City was once again faced with destruction at the hands of the Sinestro Corps, the people of Coast City stood their ground, shining green lights to inspire their hero as the Green Lantern Corps made a final stand against the Sinestro Corps, Superboy-Prime, and the Anti-Monitor. On that day, Coast City stopped being "Ghost City" and officially earned a new nickname: "The City Without Fear." Within months, as the final round of rebuilding and repair was completed, the city's population swelled to nearly three million.

Now Coast City is once again a thriving metropolis, a city with endless opportunities for those with the will and determination to take advantage of them. Just inside the Santa Clara Channel in Coast City Bay, the Presidio neighborhood is home to new shipyards constructing everything from new aircraft carriers for the U.S. Navy to high-tech sailboats and yachts for some of the richest men in the world. The bay also includes the headquarters for the Coast City Waves, a police unit modeled on the Major Crimes Unit pioneered by the Metropolis police department but specialized in dealing with meta-human crime and piracy at sea. Nearby Westport is home to the Coast City Institute of Technology, a small but prestigious school with one of the nation's best aerospace engineering programs, as well as Coast City Stadium and Pilot Coliseum. Just up the channel is Coast City's Chinatown, where one of America's largest Chinese New Year celebrations is held each spring.

Crossing the bridge over the Santa Clara Channel on the Broome-Kane Expressway you'll find Northport, where the University of California-Coast City has its main campus, as well as the beachside streets called the Bungalows, where many retired soldiers make their homes. Inland from Northport is downtown Coast City, where cheap office space and low taxes have created fertile ground for hundreds of small electronics and online startups, as well as west coast offices for many large military contractors. At the heart of downtown, the "No Fear" monument features statues of soldiers from all four major branches of the American military and commemorates all who died after serving their country. Each Heroes' Day, on the anniversary of the day Superman was believed dead, Earth's four Green Lanterns gather to reignite the green flame that ever burns atop the monument. In nearby Norbolt Park, the memorial to all who died in the destruction of Coast City has been rebuilt, surrounded by a thick copse of trees the Swamp Thing brought to life in what was once a lifeless crater.

On the edge of Coast City, the city's graveyard was ironically just outside the radius of destruction on the grounds of what was once a Spanish mission. In the 21st century, the cemetery grounds are maintained by the Hand Family Mortuary, a family whose youngest son became Green Lantern's nemesis, Black Hand. Out beyond Coast City International Airport in the Seiler Hills can be found a mix of suburban neighborhoods, small towns, vineyards, and tiny airfields used by everything from skydiving clubs to hot-air balloons.

Regular shuttles run from blue-collar Coast City neighborhoods like Vallejo and Dropaway Beach out to Edwards Air Force base, about a half-hour drive east of the city. A major employer for the Coast City area, Edwards is also home to Hangar 44, a top-secret facility that for years held the wrecked spacecraft of Abin Sur, the alien who passed on the Green Lantern legacy to Hal Jordan. In recent years, as Green Lantern has worked closely with the Air Force,



Hangar 44 has used its experience containing alien technology to imprison aliens captured by Green Lantern on Earth until he can take them to Oa for sentencing, calling it "the extraterrestrial brig."

STAR CITY, CALIFORNIA

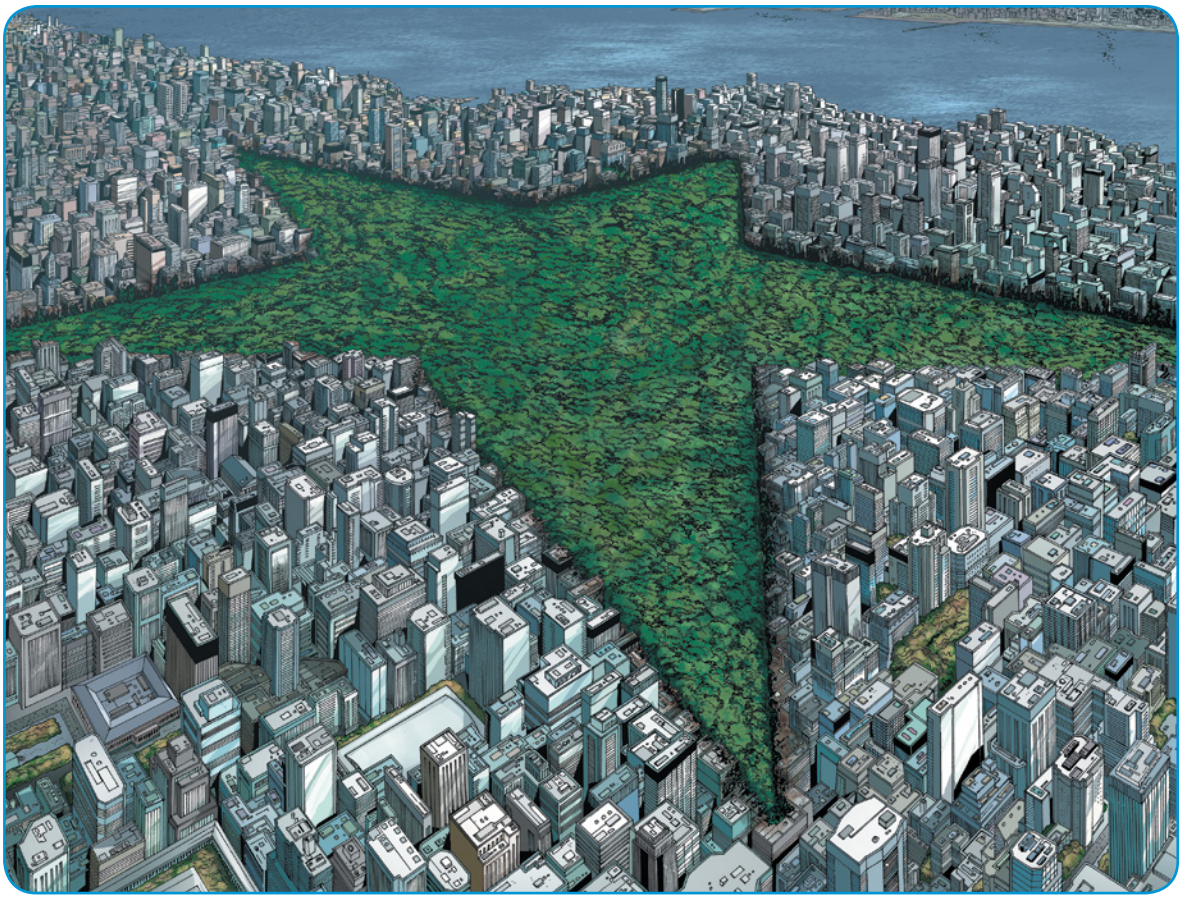
Hundreds of years before the stretch of northern California became Star City, native tribes in the region gathered for annual rituals on a hillside above the bay called Farrels Diag. In 1796, Colonel Jeb Star established Fort Plymouth in the area as an outpost for British traders venturing down the coast, and wrote the first charter for the surrounding settlement. Through the 19th century, Fort Plymouth became a central market for cattle raised in the region, ringed by a maze of stockyards and slaughterhouses. Finally, in 1897, not long after a major rail line connected Fort Plymouth to the rest of the country, a fire starting in a small smokehouse raged out of control and became the Great Fire that destroyed most of the settlement. Determined to recoup their investment, the rail barons led the rebuilding of the town—and seized much of its political power by installing themselves or their employees in most of the important positions in the city. To legitimize their new government while marking both a connection to the past and a new beginning, the colony's original charter was re-ratified in 1904, but the city was redubbed Star City.

Star City prospered through the 20th century, the city's political and business leaders thriving regardless of the cost to others. In the aftermath of the tragic 1906 San Francisco earthquake, Star City's businessmen sent a train loaded with relief supplies to the stricken city, only for the train to return loaded with business owners and bankers they had convinced to relocate to Star City. During the Great Depression, of the 1920s, Star City's mayor stationed armed policemen at the doors of local banks to prevent bank runs and protect local investors, even as riots and looting ran rampant in the rest of the city. In the 1930s and 40s, the quiet beach town of East Gary south of Star City was consumed by hastily-built steel mills that secured military supply contracts for Star City businessmen—only for the mills to be as suddenly closed in the 1950s when the contracts ended, leaving East Gary to rust and collapse, with thousands thrown into unemployment. Star City native Jonas Queen made his first million in the 1960s, buying machinery from East Gary and moving it to property purchased at bankruptcy auctions in the nearby old stockyards of Blumebury to build the first Queen Industries weapons manufacturing plant, producing quality weapons for U.S. police forces... and cheaper knock-offs that he sold to rebel groups in Asia and South America. By the end of the century, Star City was one of the brightest cities on the West Coast, but one strongly divided by class. The gleaming skyscrapers of downtown and the bright streets of wealthy neighborhoods like Arcadia and Adams Heights stood in stark contrast to poorer, blighted neighborhoods like Everglades and Duster's Triangle.

Whether because of Star City's reputation as a prosperous city, the availability of cheap housing in poor neighborhoods, or stories of the city's local hero, Green Arrow, protecting the downtrodden, refugees from the Coast City disaster flocked to Star City to build new homes. Sadly, all they found was more disaster. First the Amsterdam Disaster tore apart the city—a series of explosions set by Green Arrow's enemies that ran down Star City's Amsterdam Avenue and devastated a third of the city, killing thousands and injuring hundreds of thousands more. In the aftermath, local businesses funded the construction of the Wall, a massive structure that isolated the Everglades neighborhood and the poorer quarters of the city in an effort to seize the land and build a new corporate kingdom, as had been done in Star City a century before. Green Arrow thwarted their plans by setting aside his costume and successfully campaigning for mayor as Oliver Queen, using his new political power to have the Wall torn down. But before the city could fully recover, it was rocked yet again by a second series of explosions near the core of the city, this time toppling skyscrapers and killing hundreds of thousands in what came to be called the Star City Disaster, the only successful part of a plot by the villain Prometheus to destroy the cities protected by the heroes of the Justice League. Over four square miles were incinerated, leaving behind nothing but rubble.

Yet reaching back to the days of Farrels Diag, Star City had always been a nexus for strange occurrences. The gathering of ley lines under the city led Jason Blood to establish one of his American safehouses in the city as he pursued his magical research. Now similarly strange forces caused a forest to sprout overnight in Star City and spread throughout the devastation, forming a star-shaped wilderness just south of the city's core. An electronic dead zone, unable to be mapped by scanning or satellite imagery, those who wander into the trees find the Star City Forest magically shifting around them, leading the innocent toward safety and the violent deeper into darkness.

Despite the strange forest in the heart of the city, Star City perseveres. Between the Star City Forest and the docks of Star Harbor, the corporate skyscrapers of Midtown cluster around the Queen Industries building and Montrose Tower, center of the city's financial community. Following Star City's main thoroughfare, Smith Avenue, north of Midtown and beyond Tindersmith Garden, home of the Star City Thunder professional basketball team, the Arcadia neighborhood is the arts center of the city, where locals and tourists come to see the world-renowned Star City Symphony and visit the Grell Museum of Natural History. To the east of the Forest in Adams Heights, wealthy professionals who work in Midtown live with their families on streets lined with expensive brownstones and luxury condominium buildings like Kensington Towers. The last downtown neighborhood of Star City is the Lamb Valley District, a crowded neighborhood of ethnic enclaves and small businesses, still recovering after attempts to tear down the neighborhood to make way for the never-built Star Center Mall. The maze of streets that make up Lamb Valley weave together and finally run like spokes on a wheel toward the hub of the area, Papp Stadium, a popular venue for outdoor concerts by major touring acts on nights when the Star City Rockets don't have a baseball game.



Star City's twisted history of bribery and subverted urban planning has resulted in only three major arteries connecting the downtown area to the outlying neighborhoods and suburbs: the star-topped Capstone Bridge over the Plymouth River, the Landsburg Tunnel running under the harbor and out to the Adams Expressway and the Kirby Parkway that run as a beltline around the outer city, and Interstate 60, a major highway starting near Papp Stadium and running south toward San Francisco, Coast City, and beyond. South of the Star City Forest along I-60 is what remains of "the Glades," the parts of the Everglades neighborhood that have survived the destruction of recent years. The poorer neighborhoods continue to the south of the Glades, starting with the old meat packer's district in Duster's Triangle, now endless rows of low-rent housing, and following the shore through the industrial zone of Blumebury (also called the "Burner District"), and out to the rusting steel mills of East Gary.

Just over the Capstone Bridge and across the harbor north of downtown Star City are the more comfortable middle-class neighborhoods of the city. Most of the city's pleasure craft dock in the marinas of Orchid Bay, near blocks of waterfront restaurants and nightclubs. Just inland, the winding streets of single-family homes in Plymouth, where young Stanley Dover and his pet demon Monster live, wrap around the Star City Zoo and Exotic Animal Park. Part of Hyde Park's greenspace was given over in the 1950s to the construction of the University of Star City, with widely recognized schools of anthropology and microbiology, as well as a world-class business school. Outside the university's Kupperberg Library is Author's Plaza, surrounded by cafes and some of the best new and used bookstores on the West Coast.

A half-hour north of Star City beyond the Clarendon Hills, where the corporate and underworld leaders of Star City alike have their expansive estates, is Platinum Flats, an area second only to San Francisco's Silicon Valley as a driver of America's technology. However, unlike Silicon Valley, Platinum Flats is corrupt to the core, established by Star City's wealthy as a means to launder and grow their ill-gotten gains. A "silicon syndicate" of meta-human villains, including the Calculator, Gizmo, and Kilg%re, ran the companies of Platinum Flats from the shadows, until Oracle and the Birds of Prey interfered.

ACROSS THE WESTERN UNITED STATES

The following is a quick overview of other important locations in the western United States:

CHALLENGERVILLE, COLORADO

Once Hadley, Colorado, this small ski town renamed itself when the Challengers of the Unknown adopted a nearby mountain as their headquarters. Now much of the city has recast itself as support to the Challengers, maintaining

the team's Challenger Mountain headquarters and operating the Challenger Museum at the mountain's base. The fourteenth most popular family attraction in America, millions of tourists come to Challengerville each year to visit the museum, buy souvenirs in town, and spend a day or two at the nearby Showcase Amusement Park.

GATEWAY CITY, CALIFORNIA

This city on a deep sheltered bay in central California became the adopted home of the wealthy Sloane family, who helped shape Gateway City into "America's gateway to the world," welcoming immigrants into a city with a rich and varied culture. A generation after the Sloanes led construction of the now world-famous Gateway Bridge connecting downtown Gateway City to the ethnic towns of the coastal Prescott Highlands, the hypercapable progeny of the family, Terry Sloane, became bored with running the philanthropic Sloane Foundation and adopted a costumed identity to become Mr. Terrific, the hero of Gateway City and later a member of the Justice Society. In 1941, the city's connection with the legacy of Wonder Woman began with the arrival of a time-traveling Hipployta on Gateway's famed Oceanside boardwalks. Decades later, her daughter would become Gateway's protector as the modern-day Wonder Woman, while also working at the Gateway City Museum of Cultural Antiquities. Cassie Sandsmark, daughter of the museum's curator, convinced Wonder Woman and the Amazon Artemis to train her as the new Wonder Girl, even as she struggled to keep up while babysitting troublesome Gateway City infants Sugar and Spike. Also, Gateway University is home to the Subterranean Institute, the academic base for underground adventurer "Cave" Carson and his team of geologists. However, in the days after Wonder Woman's departure, the city once touted as a piece of old Europe in the Americas is beginning to just feel old, and Gateway City is once again a city in search of a hero.

INDIAN PARK, COLORADO

In the 1890s, in this small town in southeastern Colorado, genetic experiments by Professor Abendnego Danner at Indian Creek College led to the birth of one of the first superhumans of the 20th century, Hugo Danner, who in turn was father to Iron Munro, a member of the Young All-Stars and the All-Star Squadron. Following his adventures as a member of espionage group Argent during the 1950s, Munro returned to Indian Park and lived in semi-retirement until the modern era, when he once again began to mentor young heroes and joined the ranks of the Freedom Fighters.

LITTLEVILLE, COLORADO

A small town near Boulder, Littleville was home to young Robby Reed when he fell into a nearby cavern and discovered the strange and powerful H-Dial, capable of transforming him into a plethora of heroes whenever he used it to dial H-E-R-O.

MIDDLETON, COLORADO

A suburb of Denver best known as the home of international conglomerate Apex Industries, Middleton has in recent years become a center for mountaineering expeditions into the Rockies and for high-altitude athletic training. Scientist Saul Erdel was scanning the stars from his lab in the mountains outside Middleton the

THE H-DIAL

A powerful artifact of unknown origin, an H-Dial can also be a fun addition to your DC Adventures campaign, whether in the hands of an ally, an enemy, or a character.

An H-Dial always transforms the user, but can have a wide variety of effects. Robby Reed's original H-Dial had ten letters on it—A, D, E, H, I, L, N, O, R, and V— and though he nearly always used the letters to dial H-E-R-O and transform into a superpowered hero, infamously Reed also once dialed D-I-V-I-D-E, separating him into the heroic Wizard and the evil Master for years. Once, a criminal who once got hold of Reed's H-Dial used it to dial V-I-L-L-A-I-N and was transformed into a superpowered villain. Even when the Wizard created the new H-Dials used by Chris Grant and Vicki King with only the letters H-E-R-O, Grant still experimented by dialing H-O-R-R-O-R and was transformed into the monstrous Beast-Maniac.

The personality of a character who uses an H-Dial remains, but it may be shaped by the transformation, becoming more heroic when transformed into a hero or darker when changed into a villain or monster. Transformation by an H-Dial may also have limitations specific to a particular dial: the transformation by Reed's H-Dial lasted until the user dialed the letters in reverse, while Grant and King reverted to their normal forms after an hour and then couldn't use the Dial to transform for an hour afterward.

The Gamemaster can handle the effects of an H-Dial in a number of ways. First, you can simply distribute the points of a Variable power to create new forms as needed, just like designing any other character. Second, you can use existing archetypes and even other characters of an appropriate power level and point total as potential forms for a user of an H-Dial to be transformed into. All of the hero archetypes from the *Hero's Handbook* are suitable, as are some of the villain archetypes from the *Gamemaster's Guide*. The temporary nature of an H-Dial transformation is a chance to bring in a temporary guest star that might not otherwise appear in your game, such as the time Robby Reed was transformed into Plastic Man.

However, the effects of the H-Dial should always be in the hands of the Gamemaster and never in the hands of the user, who might know generally what to expect when they dial but never the specifics. The *Quickstart Character Generator* from the Mutants & Masterminds *Gamemaster's Kit* is particularly appropriate for the H-Dial, as it can quickly generate a wide variety of random but effective characters to bring into your game.

MASS MEDIA

Along with the magazines, newspapers, and TV/Radio stations you're familiar with, the United States in the DC Universe includes a number of mass media outlets unique to its Earth:

MAGAZINES

Action Bulletin News: Calling itself "your daily news bullet," the tabloid-sized ABN prides itself on short, punchy stories—sometimes no longer than a large-print caption under a full-color picture.

Congo Bill World Travel: A classic magazine, many American homes have yellowing stacks of "Old Bill," used by several generations as research for school papers. Originally inspired by the newsreels made by its explorer founder and namesake, things have come full circle as the magazine now creates animal and travel documentaries for the WGBS cable network.

Gotham Radio Times: Once Gotham's "picture weekly," the *Radio Times* gained national attention with the one of the first group portraits of the Justice Society, taken during their radio address to the nation. During the 1960s and 1970s, the magazine's articles gained more prominence, particularly its political reporting. Now its subscriber base consists almost entirely of academics and politicos, its title a relic of its origins beloved by those in the know.

Gotham After Dark: Dedicated to Gotham City culture, restaurants, and nightlife, the magazine is collected nationwide by "Bat-fans" for its monthly two-page spread of blurry eyewitness photos of local heroes.

HeroStyle: "The Magazine of Our Heroic Culture," the regular features of this magazine include fawning profiles and short twenty-question interviews with costumed heroes. But whenever sales drop, the magazine is quick to print scandalous photos or articles bought from freelance journalists like muckraker Wally Tortellini, infamous for the piece he wrote based on garbage stolen from the Justice League of America.

L.A. Tattler: For decades the *Tattler* has offered standing bounties for the best celebrity gossip and paparazzi photos, making it a supermarket checkout standard. Recently the editors of the tabloid have expanded to cover meta-human gossip, even recruiting infamous gossip maven Cat Grant from the Metropolis *Daily Planet* to edit the new section.

Meta-Human Journal: One of the most prestigious academic journals covering current and historical meta-human issues, "Meta" includes several current and former heroes on their masthead, including Bonfire of the Young Heroes.

Newstime: A national weekly news magazine headquartered in Metropolis, *Newstime* has regional offices in fourteen major cities around the world, with stringer reporters and photojournalists nearly everywhere else. For a time, the publisher of *Newstime* was Colin Thornton, secretly the demonic Lord Satannus, who hired Clark Kent away from the *Daily Planet* to be a *Newstime* editor in an attempt to manipulate Superman.

Powerhouse: Billed as a trade magazine for crimefighters, *Powerhouse* is more often purchased by fans and wannabe heroes who collect back issues at fan conventions. However, it was an ad in the back of *Powerhouse* placed by Greg Saunders that brought together one of the latest gatherings of the Seven Soldiers to face the monsters of Miracle Mesa.

Timeline: Constantly sifting through past and current events, this magazine "marks time" by seeking out the most significant and influential events of history. The month after the Doom Patrol sacrificed themselves to save Codsville, Maine, they were the cover story.

World's Finest Weekly: Though this weekly magazine declares its focus "the best of the best," detractors sometimes joke that it covers "the best of the rest" when it chases popularity over excellence, as evidenced by its five consecutive cover stories about Booster Gold.

NEWSPAPERS

America Today: A daily national newspaper created a decade ago by LexCorp's news division to match target demographics, the paper delivers focused stories told simply, accompanied by color pictures and diagrams.

Blüdhaven Chronicle: Nearly out of business when the city was destroyed, the last published issue of this paper is now a collector's item, often stolen from libraries that still had subscriptions to its weekly editions.

Central City Citizen: A stolid, conservative newspaper that still uses the same logo as when it began publication in the 19th century, it won a Pulitzer Prize one of the few times its editors wore their hearts on their sleeves to craft the "Whatever Happened to Keystone City?" series of articles, profiling citizens of the timelost city and their return to the world.

Central City Picture News: When Iris Allen was a young reporter dating police scientist Barry Allen, she worked at the *Picture News*, now best known for the giant electronic screens hanging outside its downtown Central City headquarters and in many major American cities, displaying both advertisements for the paper and the best up-to-date news photos from around the world.

MASS MEDIA

Daily Planet: Though it still sub-heads its logo with "a major metropolitan newspaper," the *Planet* is a world-famous paper printed in seven daily foreign-language editions. While its award-winning national and international news coverage are distributed around the world, the Metropolis edition—called simply "the paper" by many locals—includes several additional sections covering local news and culture. Led by longtime editor-in-chief Perry White, the staff of the *Planet* includes a large stable of award-winning journalists, such as Lois Lane, Ronald Troupe, Clark Kent, and James Olsen, as well as celebrity journalists like former Metropolis Meteors quarterback (and now *Planet* sports editor) Steve Lombard.

Daily Star: Though it has never achieved the worldwide acclaim of the *Daily Planet*, the *Daily Star* promotes itself as the paper of the people, with Metropolis locals like Lex Luthor making regular appearances on its editorial page. With a strong local following and a daily circulation of 200,000 copies, the *Star* maintains editorial offices in its own building in downtown Metropolis, though half the building is now sublet to WGBS-TV.

Fawcett Gazette-Post: For decades the *Fawcett Post* was "the farmer's friend," widely read in the surrounding countryside (and often recycled in farmyard outhouses), while the *Fawcett City Gazette* was the city paper. Declining circulations led the two papers to merge twenty years ago.

Gateway City Guardian: Founded in the 1920s by Gateway City philanthropist Randolph Sloane to both gather news and promote social justice, the *Guardian* was nearly shuttered in the 1950s when it was accused of communist sympathies. An influx of annual funding from the Sloane Foundation and the restructuring of a more conservative editorial board ensured the paper's survival, but its reporting has ever since been at odds with itself, with nearly every editorial paired with a partner opposing it.

Ghana Dispatch: A small paper in western Africa, the *Dispatch* has won awards for its fearless reporting of corruption and violence across the continent. Following his time at the University of Metropolis, a young Clark Kent travelled the world and wrote several stories for the paper.

Gotham Gazette: A tabloid-sized paper popular with Gotham City's commuters, its readers like to joke that the *Gazette* would print its red-trimmed logo in blood if it could, to better match its often lurid front page stories. Reporters for the paper often follow the city's police like celebrity-stalking paparazzi, hoping to be the first to get the scoop on a new crime spree by the psychotic villains who plague Gotham.

Gotham Times: One of America's oldest newspapers, the first one-sheet edition of the *Times* was printed in 1724, when it covered the happenings in the colony of Gotham Town. Infamous for its support of the Crown during the Revolutionary War, rebel groups burned the paper's offices to the ground, then recast its melted type into bullets that they shot at English soldiers. In modern times the paper's alliances are often found to be equally incendiary, as it publishes articles and editorials in favor of businesses and public figures later found to be entirely corrupt.

Herotab: An alternative weekly once published as *Rocktab*, its cover stories chase the news and celebrities of the era, and are reprinted across the country in seventeen local editions supplemented with music and theater reviews by local writers and a large personals section.

MASS MEDIA

Keystone City Herald: Keystone City's daily newspaper, the *Herald* is highly popular with the blue-collar workers that make up much of the city, who once even mounted a write-in campaign that nearly elected the paper's editor governor.

Keystone Gazette: A weekly newspaper founded soon after the city was freed from its vibrational imprisonment outside reality, the *Gazette* is the paper favored by the younger and more modern readers who live in Keystone lofts but commute to jobs across the river in Central City. Though the *Gazette* ran a daily edition for several years, it has since returned to a Sunday edition supplemented by daily feeds on its popular website.

London Nail: Popular for its cynical take on the daily news, the *Nail on Sunday* edition doubles daily circulation thanks in no small part to the "Cheers, Squire" column written by the Knight's sidekick, Squire.

Manchester Gazette: This Alabama paper is nationally known for its coverage of college football, with Sunday sports sections that often equal and sometimes exceed the page count of the rest of the paper combined. Before it launched an online version, copies of the *Gazette*'s College Draft Preview edition were often bought in bulk from the loading dock at the printing press, then carried on red-eye flights to be sold at escalated prices to sports fans in cities across the country.

Metropolis Eagle: A daily paper with a focus on business and financial news, the paper supports the viewpoints of its national readership, often pro-business and against the meta-humans whose exploits and battles endanger business assets and damage real estate. In the early days of Superman's public rivalry with Lex Luthor, the *Eagle* was Metropolis' pro-Luthor paper; not coincidentally, LexCorp businesses regularly buy full-page ads in the paper.

New York Daily Globe-Leader: Once nicknamed "the Daily Glory-Lectern" for its firebrand editorials by publisher Lee Travis (secretly the costumed hero called the Crimson Avenger), the *Globe-Leader* has lost a bit of the prominence it had in the 1930s, but was a national paper of record as late as 1951, when it published the summons calling the Justice Society of America to testify before the House Un-American Activities Commission.

New York Recorder: While journalists sometimes joke that the *Recorder* is a "newspaper without the news," the paper's all-columnist format is highly popular with its readers, as are the column compilations put out by its book division, Recorder Press. Shelly Gaynor, the granddaughter of wartime hero the Whip, chronicled her adventures training to become a hero in her "Body Thunder" column in the paper before making the fateful decision to take up the Whip legacy and join the Seven Soldiers of Victory.

Opal City Mirror: Founded by one of the nouveau riche who came to Opal City in the 1880s and attempted to give the city a Parisian flair, fully half of the *Mirror* was published in French until the 1960s, making it one of the most widely read American papers in France. Though the last "deux" edition was printed in 1968, all editions between Independence Day and Bastille Day each July still feature a section printed in French, and the paper is fondly regarded across Europe.

The Patriot: A highly-political tabloid-sized paper with a large subscriber base, the *Patriot* eschews newsstands and is usually sold in gun shops and military surplus stores. Typically supportive of meta-human heroes, the paper is also infamous for turning viciously on those it once celebrated if it seems they might no longer be "proper" champions.

St. Roch Sentinel: Willing to leave national news to the larger papers from nearby New Orleans, the *Sentinel* focuses deeply on national and regional news, keeping its circulation low but giving it a loyal subscription rate of nearly 85% even among households deep in the surrounding bayou.

Star City Gazette: An often unappreciated champion of the underdog, the *Gazette* works hard to bring stories of the city's poor and overwhelmed to a larger audience. In an attempt to give everyone a voice, four pages of the *Gazette*'s Thursday edition are written and edited by volunteers from the city's homeless population.

Star City News: Above the fold on the front page of the *News* is national news, but below the fold is business news, the gateway to the best business section on the West Coast. Though hedge fund managers across the nation swear they get their best information reading between the lines in the *Star City News*, the paper's coverage of the technology industry in Platinum Flats has been accused of bias that led to a recent market collapse.

Underground Star: A black market publication passed from hand to hand among criminals, meta-human villains used the *Star* to brag to one another about their latest exploits. Now online on the darknet called the Unternet, articles from the *Star* are still printed out and smuggled among prison inmates inside library books. Long ago, an ad in the print edition of the *Underground Star* by Doctor Light brought together the villainous Fearsome Five.

Vanity Press: Even locals say good news turns sour when printed in Vanity's daily paper, infamously cynical and depressing. Oddly, whenever editors attempt to publish more upbeat items, such as the one-week inclusion of a "Puppy Picture Page," circulation drops until the paper returns to its gloomy ways.

TELEVISION - NATIONAL NETWORKS

Galaxy Broadcast Systems: A multimedia network, GBS is the largest media corporation in the United States, run by media mogul Morgan Edge. Its flagship station, WGBS, is broadcast out of Metropolis to viewers around the world, with regular reruns of Edge's daily commentary and discussion show, "Edge of Reason." Though WGBS broadcasts primarily news programming, the GBS network operates music channels, lifestyle channels, shopping channels, game show channels, and more, with each channel producing independent programming that is edited and passed among WGBS

sister stations to create cross-promotion among the stations and promote music released by Galaxy Music and movies produced by Galaxy Studios. A decade ago, GBS purchased several major internet service providers to create a portal called the Galaxy Systems Information Network that exposes millions of web surfers to GBS media on their way to the rest of the World Wide Web.

Gotham Broadcasting: Once a single radio station called WGRN in Gotham City, the GB television network still owns TV station WGTV in Gotham as well as seventeen stations across the country. In addition, GB operates more than twenty separate cable channels, focusing on educational, science, and cultural programming, but also operating the GNN 24-hour news channel. Since helping found WGTV decades ago, Green Lantern Alan Scott still works with the company and now runs the network.

WLEX Superstation: Once owned by Lex Luthor himself, WLEX was sold by Lana Lang during the time she was C.E.O. of LexCorp, but his name remains a valuable brand for the network. Thanks to cut-throat deals signed with early cable television providers, WLEX was one of the first stations carried coast to coast, and its programming is now carried around the world 24 hours a day. Though focused primarily on a mix of original dramatic programming and reality television, WLEX also has an exclusive license from their one-time corporate parent to create news programming using "scramcams," self-propelled high-speed cameras that can nearly keep up with even Superman.

WUBC: This cable news station was deeply scandalized when it was discovered that anchor Bethany Snow's scathing critiques of the Teen Titans were influenced by her membership in Brother Blood's Cult of Blood. Now, thanks to partnerships with sister channels in other countries, WUBC provides solid, dependable coverage of international news around the clock.

TELEVISION - LOCAL STATIONS

KBEL: A minor Hub City station of mostly syndicated programming, its nightly newscast became must-watch viewing when reporter Vic Sage (secretly the Question) began broadcasting his nightly commentaries.

KFMB: Though a national network affiliate, KFMB also produces quality arts programs often carried by public television stations thanks to the renowned theater and musical scene in the Twin Towns of Central and Keystone City. KFMB news programming is also often picked up by national news programs, thanks to top-notch reporters like Linda Park-West, the wife of the Flash.

KGWC: Before it was a television station, Gateway News produced newsreels in the 1930s and 1940s—including one of Wonder Woman's arrival on Gateway City's boardwalk in 1941, one of the most celebrated newsreels among World War II G.I.s.

KLEX: Once KGCT, this Gotham City station was purchased by Lex Luthor and used to produce campaign commercials during his successful bid for the U.S. Presidency. Sold to local investors once Luthor took office, KLEX has thus far failed to convince WLEX to purchase the station and make a return on their investments.

KNC: One of the older television stations in the Midwest, KNC produced the popular "Roy Raymond: TV Detective" program in the 1950s. Decades later, Raymond's grandson and namesake produced the "Most Awful Human in the Universe" segment for KNC news before becoming the hero Owlman.

WGBX: Before his time with the KNC news department in Keystone City, Roy Raymond, Jr. created the "Roy Raymond: Manstalker" program in a failed attempt to cash in on the legacy of his grandfather.

WHIZ-TV: Though the radio station of the same name still remains more popular in Fawcett City, daily children's shows produced by WHIZ-TV were wildly popular with America's youth in the 1960s and 70s.

WMET: A one-time UHF station popular with Metropolis locals for its daily game shows and late-night movies, WMET won a place in the East Coast basic cable lineup and is aggressively pursuing a more respectable profile with their new news division.

RADIO

WGRN: The radio station that grew into the nationwide Gotham Broadcasting television network, WGRN still broadcasts in the Gotham City area, currently carrying a mix of news programs and contemporary music.

WHIZ: While many radio stations struggle in the 21st century, WHIZ continues to be a standout success story, strongly supported by advertisers and listeners alike in a listening area of twelve Midwestern states. For years one of the most popular news anchors on WHIZ has been boy reporter Billy Batson, secretly Captain Marvel.

WKRN: WKRN was the most popular radio station in Metropolis by night, offering provocative call-in programs to entertain insomniacs and third-shift workers, the most popular hosted by shock jock Leslie Willis before she was transformed into the villain Livewire. It has since been purchased by a national radio network and has been converted to a country music station.

WMET: "Everything you need to know without leaving the wheel," WMET focuses on news, weather, traffic, and call-in programs for the Metropolis area.

night he accidentally transported J'onn J'onzz to Earth from the planet Mars. As J'onzz recovered after the explosive accident, the Martian used his telepathic and shapeshifting abilities to take on the identity of John Jones and join the Middleton Police Department as a detective.

MOUNT THUNDER, NEVADA

In the 1880s, Mount Thunder was a silver boom town, until decreasing production and the silver crash of 1893 left Mount Thunder a ghost town. The U.S. government stepped in and bought the entire area, first intending to build a prison in the area and later to use the old mines for underground atomic testing. Neither plan was realized, but the geological research done in the area came to the attention of government disaster planners who quietly took control of the area and built a secret base deep underground in an old silver mine intended to be a safehouse for leaders of important businesses and military contractors in case of a nuclear attack. Mount Thunder was outfitted with sophisticated communications facilities and living quarters, then abandoned when similar facilities at Mount Weather, Virginia and Cheyenne Mountain, Colorado were completed first...or so most government officials were led to believe. Secretly, Mount Thunder was completed, maintained, and improved by a secret conspiracy to overthrow the government from within—until Mount Thunder was discovered by a branch of the Justice League led by Captain Atom, who defeated the conspiracy and adopted Mount Thunder as their headquarters.

SAN FRANCISCO, CALIFORNIA

In the mid-20th century, traveling magician John Zatara used a San Francisco mansion named Shadowcrest in the Dolores Heights neighborhood as his home when not on the road, accumulating a store of magical artifacts and knowledge that he eventually passed on to his daughter, Zatanna. In more recent years, San Francisco lawyer Josiah Power has formed a team of meta-humans for hire called the Power Company, modeled on a law firm, and operating out of a headquarters on the city's portside Embarcadaro. The latest generation of Teen Titans also live and work from a new Titans Tower built on an island in San Francisco Bay. Increased heroic activity in the area has led to more captured meta-human villains, which in turn led the state and federal government to refurbish Alcatraz Prison as a penitentiary for the worst meta-human criminals on Earth.

VANITY, OREGON

Located in northwest Oregon, native tribes in the area avoided living in the Vanity River valley, calling it a home for bad spirits who would take residence in anyone who slept in the shadows of the valley. Settlers who came to the region in the 18th century ignored what they called native superstitions and built the beginnings of what would become modern-day Vanity. Today, the forestry industry is still the heart of Vanity's economy, along with biomedical research. After a century of the city's wealthy and powerful competing to build monuments to themselves, Vanity is also famous for its eclectic and

mismatched architecture, and infamous for the riots that tear through the city once or twice per decade, typically sparked by insignificant conflicts that fan themselves into city-consuming flames. Unbeknownst to the people of Vanity, the dark vibes that infect all who live in the city are quantum echoes backward in time of the eventual arrival on Earth of the evil Aztec god Tezcatlipoca, which will start an apocalyptic conflict that Vanity's hero Aztek has been preparing to fight for centuries.

WARPATH, ARIZONA

For years, radio troubadour and cowboy Greg Saunders set aside his heroic identity as Vigilante to run a chain of motels and dude ranches in nearby Pepper City with one of his former sidekicks. Then, when he discovered evil arising atop Miracle Mesa, Saunders gathered heroes to be a new version of his old team, the Seven Soldiers... and led them to their deaths. Somehow Saunders survived and is now sheriff of Warpath, a border town that has one foot in the Old West and the other in the future. One of the busiest border crossings in the United States, Warpath's factories are run by day labor that crosses over from Mexico. Unfortunately, Warpath is also a popular illegal border crossing, particularly for meta-human mercenaries journeying north from Central and South America, as well as smugglers working for Mexican crimelord El Penitente.

LATIN AMERICA

The panopoly of nations that comprise Latin America begin south of the United States in Mexico and stretch south through Central and South America to the Falkland Islands off the southern coast of Argentina. Those nations and their peoples are as diverse as the meta-human heroes and villains who call them home.

ARGENTINA

This country at the southern tip of South America has been protected for years by the heroic El Gaucho, a member of the international Club of Heroes who returned to found Brazil's own team, Súper Malón. Freed after years of otherworldly imprisonment by a sorcerous spirit called Gualicho, the team now defends Argentina out of their headquarters in downtown Buenos Aires.

BRAZIL

From a time before the human race until recently, the guardian plant elementals called the Parliament of Trees were rooted in a grove deep in the Brazilian Amazon rain forest. Also deep in the Amazon is the village of the Morlaidhans, a tribe of six-inch tall yellow-skinned aliens that scientist Ray Palmer lived with for a time when he tried to leave his days as the Atom behind him. In the Brazilian coastal city of Rio de Janeiro, young model Beatriz Da Costa was raised to follow her spymaster father's career path and become an agent of her country's intelligence agency, Espiões Nacionais. Later Da Costa went on to become the heroine Fire, a Global Guardian, a Justice Leaguer, and a leading agent of Checkmate—but she has always remained a Brazilian patriot. Similarly, a young Scandal Savage was raised among the Hidden Tribes of the Brazilian rain forest, until the day her father, Vandal Savage, called upon her to join his campaign of conquest.

BUENA SUERTE

A small island nation one hundred miles off the coast of Guatemala, Buena Suerte's economy was centered on fishing and tourism until recent years, when the country's dictatorial president closed its borders to not only tourists but even foreign diplomats. Buena Suerte was considered a "rogue nation" by the international community, with regular speculative features in *Newstime* about how the country was supporting its economy, until the similarly rogue nation of Oolong Island sent in the Doom Patrol to investigate and discovered that Buena Suerte has a new secret industry: bioreactors constructing monsters for sale to the highest bidder.

EL SEGUNDO

High in the mountains of Central America, the government of this one-time Spanish colony received support from the U.S. government as El Segundo waged war on neighboring nations funded by the Soviet Union. El Segundo's towering peaks also make it an optimum location for communications covering the entire Caribbean, which led American intelligence operation Argent to send engineer Red Ryan to build a secret listening post in the nation not long before he became one of the Challengers of the Unknown. Currently, the largest radio telescope in the world is being constructed in the mountains outside El Segundo's capital city of Castillo.

HASARAGUA

For generations this small Central American nation was ruled by the male descendants of Colonel Emilio Lopez, who formed a military government propped up with military and financial support from the Soviet Union, via Cuba. Though the Hasaraguan port of Puerto Real was captured for eight years in the 1980s by American-backed rebels, no government was able to unseat the Lopez junta from their stronghold in the capital city of Montarazavilla, high in the Sierra Negros Mountains. But where military power failed, money succeeded as local drug kingpins backed by U.S. mafia families unleashed a wave of bloody violence and

took control of the country. Following the collapse of the former Marxist government, Hasaraguan torturer Guillermo Barrera fled to the U.S., where he became the costumed assassin Brutale. Yet Hasaragua remains a violent country, where old-school military loyalists have regular shootouts with narco-gangs in the streets, while international terror groups like Cell 6 lie in wait in the shadows, armed with aging weapons of mass destruction left behind when the Russians abandoned the country.

MEXICO

In the 19th century, the Mexican borderlands were the battleground for the infamous Six-Gun War between gunslinger Jonah Hex and his nemesis Quentin Turnbull. Modern-day Mexico remains a battleground between heroes and villains. Ciudad Juarez, on the south bank of the Rio Grande, is home to the crimelord La Dama—secretly Tia Amparo, who lives across the border as a respected citizen of El Paso, Texas and aunt to the best friend of Blue Beetle Jaime Reyes. Outside Ciudad Juarez, La Dama maintains the Warehouse, a desert refuge shielded from occult scrying where she and her allies protect and train a new generation of magical meta-humans. Crime in northern Mexico beyond the borderlands is ruled by the El Penitente Cartel, secretly run by Batman's foe, Dr. Hurt, and murderous assassins like the notorious Flamingo. Central Mexico and the capital, Mexico City, are still dangerous, but are much safer than the northern countryside thanks to heroes like the battle-suited scientist Iman—the "Mexican Marvel"—as well as his allies, the undying hooded mystic El Muerto and the shadow-walking philosopher heroine Acrata.

PAGO ISLAND

A small, rocky island in the mid-Atlantic, part of the Fernando de Noronha archipelago far off the coast of Brazil, Pago Island held little interest to anyone except archaeologists looking into its past as a possible stop for ancient mariners attempting to cross the ocean or as the final resting place of mutinous pirates marooned by their captains. Due to Pago's history and the storms that frequently lashed its peaks, the island gained a reputation among sailors as a haunted place that cursed all who set foot on its beaches. In recent years, scientist Jarvis Kord took advantage of Pago's isolation to construct an isolated laboratory and factory where he constructed a robotic army as his first step to world domination. Kord's plans were discovered by his nephew Ted and Ted's mentor, Dan Garrett, secretly the Blue Beetle. When Garrett fell defeating Jarvis Kord's army, he passed his legacy on to Ted Kord, who became the second Blue Beetle. Later, another archaeologist come to explore Pago discovered the remains of Jarvis Kord's laboratory and transferred his mind into Kord's most dangerous creation—the indestructible battlesuit Carapax.

PARADOR

Parador was settled by European explorers who hoped that the area's large hook-shaped bay, ringed by high coastal cliffs, might help it become one of South America's major ports. But few ship captains chose to brave the hidden shoals at the mouth of Luanova Bay, so Parador's Port-au-Fina was mostly forgotten, except by smugglers and local fisherman. The country's capital, Parador City, was eventually established further up the Sombra River valley, a land with red clay soil and very little sun. But the high jungles of Parador's mountains proved fertile ground for Brazillian cocaine growers under increasing pressure in their own country, who used narcotics profits to pay off Parador's state police and establish a pipeline from the new fields through Port-au-Fina, and beyond to North American drug distribution networks. Frustration with these brutal newcomers opened the hearts and minds of Parador to the power of the dark demon Eclipso, who invaded the country and either possessed or intimidated its inhabitants until he controlled the entire country. An invasion led by Amanda Waller and Eclipso's nemesis (and sometimes host) Bruce Gordon deposed Eclipso, but not before he ravaged the country and decimated its population. Today, the inhabitants of Parador continue to put back the pieces of their country and claw their way back out of the darkness.

PERU

When Superman felt his arctic fortress kept him too isolated from the people of the world, he constructed a new Fortress in the jungles of this country in western South America, near the Ecuadorian border in the village of Puccalpa. Though Superman eventually returned to his secret fortress in the frozen north, his robots maintain his fortress in Peru as his "public address."

SANTA PRISCA

This Caribbean island south of Jamaica was colonized by Spain in 1545, but was a minor colony of sugar cane plantations until the Spanish military constructed a fortress called El Forteleza on its northwestern shore in 1623. The priests who also made their home in the fortress dubbed the island "Santa Prisca," naming it for a Roman emperor who turned to Christianity after a lifetime of debauchery. Shortly thereafter, a tribunal of the Spanish Inquisition was established at El Forteleza, bringing those they saw as heretics from across the Caribbean to El Forteleza for a torturous trial and conversion. Ironically, the rugged south coast of the island was a perfect haven for pirates and smugglers, such as the dread Captain Fear, who had one of his many strongholds on the southeastern shore of Santa Prisca.

Modern-day Santa Prisca has been ruled by a series of overlords who claim the title "El Jefe del Pais" by force and rule the island with an iron fist. For decades they forced the island's farmers to grow nothing but coca, marijuana, and sugar cane, which were then exported or smuggled to other countries for extreme profits. Meanwhile, more and more food had to be imported, leading to one to one of the most expensive costs of living in the Caribbean, as well as mass outbreaks of scurvy among the poor in the country's urban barrios. Santa Prisca's drug trade took a turn when Dr. Hector Lopez came to the island and convinced the country's wealthy to sink billions in drug profits into expensive pharmaceutical

research. While Lopez came to be called "El Beato"—the Beast—for his forced human testing, the designer drugs he created in his laboratory beneath El Forteleza were one step ahead of North American drug laws, allowing the shipments sent out by Santa Priscan cartels to more readily evade interdiction and reap immense profits. Investigations by the Question led to the destruction of Lopez's lab, but it was quickly repaired by the cartels, who allowed renegade general Timothy Slaycroft and scientist Randolph Porter to use the lab for the creation of a new synthetic drug called "Venom."

Though Batman was addicted to Venom for a short time, the drug's best-known user is Bane, who was born and raised as a prisoner in Santa Prisca's infamous Pena Duro prison, high atop the rocky cliffs of Puento de Tiburon above the shark-infested waters at the southern tip of the island. Between Pena Duro at the southern tip and El Forteleza at the northern, the eastern shore of Santa Prisca are fertile plains and valleys where the islands farmers live, taking refuge in mountain caves from the hurricanes that regularly scour that side of the island. The only major city on this side of the island is Puerto Buitre, a port town that still harkens back to the island's pirate past, now famous as a place where smugglers can easily "false flag" their vessels and change their registration. On the sheltered western shore is the largest city in Santa Prisca, El Monica, often called "the most dangerous city in the Caribbean." Though luxury hotels, casinos, brothels, and nightclubs are available to the wealthy in El Monica, the shadows fall heavily away from the neon-lit beach, where the city turns into a warren of squalid tenements and warehouses home to the island's most desperate citizens, living among smugglers, pirates, mercenaries, and drug traffickers from around the world. In the foothills above El Monica is the Santa Priscan capital of Bogardville, not far from the island's military bases, where El Jefe and his supporters live on luxurious estates, turning a blind eye to the crime and poverty in the port city below.

Recently Bane returned to Santa Prisca, determined to destroy the country that once addicted him to Venom. Yet when he saw the downtrodden people of La Monica, he determined to free the island instead, and led a popular revolution that ended with Santa Prisca's first free elections, overseen by the United Nations. A candidate backed by Bane and popular with the people was expected to win by nearly forty percent of the vote, but the candidate's anti-American policies led Amanda Waller to interfere with the election to ensure that he lost. Though Bane controlled the island under martial law for a time, he soon decided that like its namesake, Santa Prisca needed to determine its own destiny and once again left his homeland to let it either rise and build a new future or slide back into corruption.

TROPIDOR

In the 16th century, this mountainous part of Central America was part of the Aztec Empire, with thousands of blood sacrifices taking place on the carved stone pyramid called the "House of Steps," many to the chaos god Texcatlipoca. In the modern-era, the mountains and jungles of Tropidor have been in a near-constant state of civil war, with only occasional attacks in the country's two major cities, the capital Tropidor City and the industrial city of Abangara where ores from the mountains and hardwoods from the country's rain forests are converted into finished goods. Tropidor is also one of the world's few sources of rare black opals. Recently, the Crime Syndicate of America took control of Tropidor for a time when exiled from their own world.

URUGUAY

To ensure that his commitment to the Justice League of America would not distract him from everything his adopted world of Earth had to offer, the Martian Manhunter spent significant time defending South America from a base of operations in Uruguay's capital city, Montevideo. While there, he operated under the alias of Isobel de la Rosa, a popular writer who came to be known as "the social conscience of the people." Sadly, as part of his partnership with the computer sun Solaris and an attempt to conquer both modern-day Earth and the System of the 853rd century, the immortal Vandal Savage destroyed Montevideo using a nuclear weapon loaded into a Rocket Red battlesuit. For a time thereafter, the International Ultramarine Corps stationed their floating city-headquarters over the ruins of Montevideo, offering it as a staging base for heroes and relief groups in the area.

EUROPE AND AFRICA

Though separated by the Mediterranean Sea, the two continents of Europe and Africa are connected by thousands of years of history. The modern age is no different, and from the castles of Europe to the savannahs of Africa, each country has heroes and villains to call its own.

AUSTANBURG

This is a small country in the western Alps along the eastern border of France. Its 1921 Communist revolution deposed and executed the country's king, Victor VIII. For the rest of the century, the country became a battleground, first during World War II when the crew of the legendary "Haunted Tank" passed through the country, and then during the Cold War as Austanburg bounced between regimes under Soviet or American control. Its economy faltering due to constant governmental turnover, international industrialist Victor Cypher built a major industrial complex for his company Cypher International in Austanburg as cover for his efforts to seize control of the country and crown himself the country's ruler as a descendent of Victor VIII. Checkmate's efforts to prevent Cypher from murdering the existing government and seizing the country failed when Victor managed to get Qurac, Bialya, and Zandia to recognize and legitimize his new government, so King Victor IX sits on the throne as the king of Austanburg and the Count of the Royal House.

CERDIA

Though part of the Azores island chain 1,500 km west of Portugal, Cerdia has fiercely defended its independence, purchased from the Portuguese crown in the 17th century using a mysterious treasure—actually lost artifacts from ancient Atlantis. Money, power, and Atlantis continued to define Cerdia into the modern era, when the country was ruled by Queen Charlanda, advised by a ruling class of wealthy industrialists who had made their fortunes plundering undersea resources claimed by nearby Atlantis. Tensions between Cerdia and Atlantis mounted until all-out war erupted between the two nations. With the help of the Justice League, Aquaman ended the battle and revealed that his nemesis, Ocean Master, had been manipulating Queen Charlanda toward war...but not before Charlanda had been killed and Cerdia devastated. In the aftermath, Aquaman took responsibility for the actions of Atlantis by making Cerdia a protectorate of the undersea kingdom, both to help rebuild Cerdia and to give Atlantis a presence above the ocean waves to help it more readily play a part in the international community.

DEMOCRATIC REPUBLIC OF THE CONGO

Somewhere in the western part of this country, not far from the shores of Lake Tanganiyika, is the Temple at the Heart of Darkness, where Eclipso was imprisoned for nearly two thousand years inside the Black Diamond known as the Heart of Darkness. Also deep in the Congo basin, a tribe of gorillas exposed to radiation from a crashed alien spacecraft became hyper-intelligent and built a city of their own, which they dubbed Gorilla City. Though natives to the area have long chosen to stay clear of the area, when European explorers pressed too far into the jungles around Gorilla City in the 19th century, the super-gorillas constructed an impenetrable aura-shield that hid the city away from the rest of the world. The gorillas lived there in isolation until the modern era, when the struggles for dominance between Gorilla City's ruler Solovar and his rival Grodd brought the Flash to Gorilla City. Though the gorillas' science and culture keeps them secluded from humanity much of the time, when Grodd seizes command of the city's citizens he has been known to lead them in violent attacks on the human race and its heroes. Most notoriously, the D.R.C.'s capital of Kinshasa was destroyed when an attack by Gorilla Grodd disabled Superbia, the flying city-headquarters of the International Marine Corps, and crashed it into the city below, killing millions.

GORILLA CITY GUARDSMAN

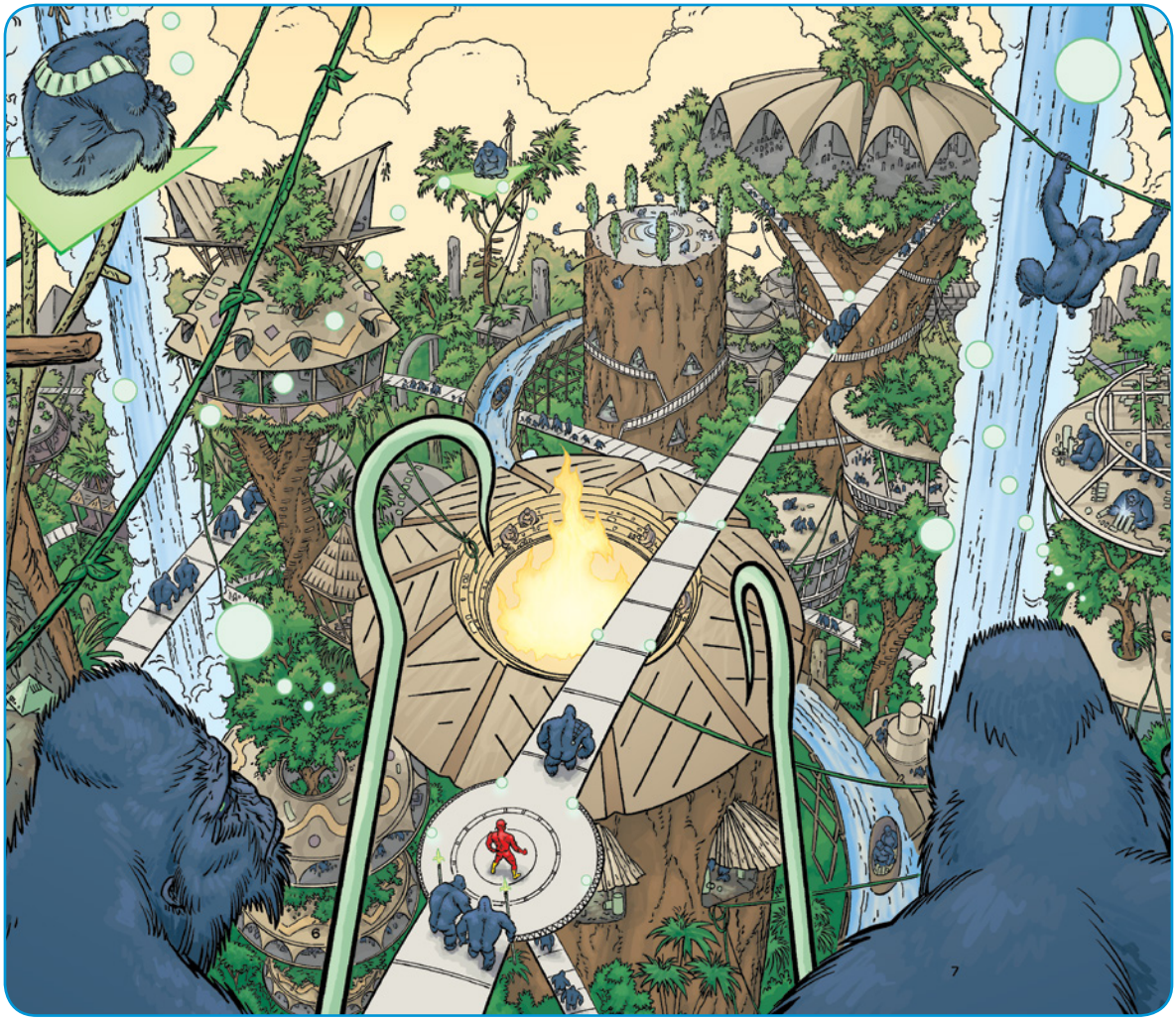
Gorilla City is guarded by some of the competent, fearless gorillas that call the city their home. These warriors are huge, powerful, skilled with high-tech energy weapons, and adorned with ceremonial armor. They are taciturn creatures who take their orders from the rulers of Gorilla City... and don't take kindly to outsiders.

SOLOVAR

King Solovar is one of the wisest and smartest citizens of Gorilla City; he is also its ruler. He is dedicated to peaceful coexistence with Humankind, which he has proven to the heroes of Earth many times. He often stands against the machinations of Gorilla Grodd (see *Heroes & Villains, Vol. 1*) when they focus on Gorilla City. Solovar is sometimes called upon by the outside world for technical advice regarding rogue pieces of Gorilla City technology.

ENGLAND

England has long been a place where heroes and villains were destined to do battle, beginning with the rise of Camelot in the 6th century, a time when King Arthur and the Knights of the Round Table battled the power of Morgaine Le Fey alongside warriors like the Silent Knight and the Shining Knight, as well as magicians like Merlin and Jason Blood. The gallant heroes of that time inspired



GORILLA CITY GUARDSMAN — PL8 • 100 POINTS

STR 7* **STA** 6* **AGL** 2 **DEX** 2 **FGT** 5 **INT** 0 **AWE** 3 **PRE** 2

Powers: Animal Senses (Senses 2 (Acute Smell, Low-light Vision)); **Prehensile Feet** (Feature 1); **Large** (Growth 4, Innate; Permanent)

Equipment: Blaster Rifle (Ranged Damage 8), Commlink, Armor (Protection 2)

Advantages: Close Attack 4, Defensive Roll 2, Equipment 4, Ranged Attack 2, Tracking

Skills: Acrobatics 8 (+10), Athletics 4 (+11), Expertise: Gorilla City 6 (+6), Intimidation 4 (+8*), Perception 5 (+8), Ranged Combat: Blaster Rifle 4 (+6), Stealth 10 (+8*)

Offense: Initiative +2, Blaster Rifle +8 (Ranged, Damage 8), Grab +8 (Close, Strength 8), Unarmed +8 (Close, Damage 8)

Defense: Dodge 6*, Parry 6*, Fortitude 11, Toughness 10/8**, Will 5

Totals: Abilities 38 + Powers 12 + Advantages 13 + Skills 21 + Defenses 16 = 100 *Includes Growth modifiers. **Without Defensive Roll.

Complications: Naturally Poor Swimmers: Because of their density, gorillas cannot swim very well. They suffer a -5 penalty to all Swimming checks, and must spend Extra Effort to keep their heads above water. **Motivation—Patriotism:** Guardsmen are loyal to Gorilla City and work to protect it.

SOLOVAR — PL10 • 187 POINTS

STR 8* **STA** 6* **AGL** 3 **DEX** 3 **FGT** 6 **INT** 8 **AWE** 5 **PRE** 4

Powers: Ape Senses (Senses 2 (Acute Smell, Low-light Vision)); **Force of Mind** (Perception Range Move Object 5, Subtle 2); **Large** (Growth 4, Innate, Permanent); **Prehensile Feet** (Feature 1); **Telepathy:** (Array, 22 points), **Mind Control** (Perception Range Affliction 7 (Resisted by Will; Dazed, Compelled, Controlled), Subtle, **AE: Mind Reading** (Mind Reading 10, Subtle), **AE: Thought Projection** (Mental Communication 5))

Advantages: Agile Feint, Benefit (Ambidexterity), Benefit 3 (Leader of Gorilla City), Defensive Roll 3, Equipment 2, Ranged Attack 2

Skills: Acrobatics 7 (+10), Athletics 5 (+13), Close Combat: Unarmed 4 (+10), Expertise: Gorilla City 4 (+12), Expertise: Politics 6 (+14), Expertise: Science 5 (+13), Insight 8 (+13), Perception 3 (+8), Persuasion 6 (+10), Technology 6 (+14), Vehicles 2 (+5)

Offense: Initiative +3, Mind Control — (Perception Ranged, Affliction 7), Unarmed +10 (Close, Damage 8)

Defense: Dodge 11*, Parry 11*, Fortitude 8, Toughness 9/6**, Will 12

Totals: Abilities 70 + Powers 53 + Advantages 10 + Skills 28 + Defenses 26 = 187 *Includes Growth modifiers. **Without Defensive Roll.

Complications: Enemy: Gorilla Grodd. **Motivation—Responsibility:** To his people and his city.

KNIGHT — PL10 • 180 POINTS

STR 3 **STA** 2 **AGL** 4 **DEX** 2 **FGT** 10 **INT** 3 **AWE** 4 **PRE** 4

Powers: Armor (Removable, -4 points; Impervious Protection 8, Immunity 10 (Swords and Blades, Limited—Half Effect))

Equipment: Motorcycle (Medium, STR 1, SPD 6, DEF 0, TOU 8), Sword (Strength-based Damage 3, Crit. 19-20), Commlink

Advantages: Accurate Attack, All-out Attack, Benefit (Status, Earl of Wordenshire) 2, Benefit 4 (Multi-millionaire), Close Attack 4, Defensive Attack, Equipment 3, Evasion, Improved Defense, Improved Disarm, Improved Initiative, Move-by Action, Power Attack, Precise Attack (Close; Cover and Concealment), Quick Draw, Ranged Attack 3, Set-up, Takedown, Teamwork, Weapon Bind, Weapon Break

Skills: Acrobatics 5 (+9), Athletics 9 (+12), Close Combat: Unarmed 2 (+12), Deception 6 (+10), Expertise: Nobility 4 (+7), Expertise: Streetwise 6 (+9), Insight 8 (+12), Intimidation 6 (+10), Investigation 8 (+11), Perception 8 (+12), Persuasion 10 (+14), Stealth 4 (+8),Technology 6 (+9), Treatment 4 (+7), Vehicles 10 (+12)

Offense: Initiative +8, Sword +14 (Close, Damage 6, Crit.19-20), Unarmed +16 (Close, Damage 3)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 10, Will 11

Totals: Abilities 64 + Powers 17 + Advantages 32 + Skills 48 + Defenses 19 = 180

Complication: Sins of the Past: For a time after his father's death, Knight behaved in a fashion unbefitting a gentleman and superhero. He engaged in rampant substance abuse, gambling, and even worked with a supervillain briefly.

SQUIRE — PL8 • 165 POINTS

STR 1 **STA** 2 **AGL** 4 **DEX** 4 **FGT** 7 **INT** 3 **AWE** 3 **PRE** 2

Powers: Communication Abilities (Comprehend 3 (Speak, Read, and Understand All Languages), Enhanced Advantages 2 (Skill Mastery (Expertise: Information Systems), Skill Mastery (Insight)), Senses 3 (Detect Information Patterns, Acute, Analytical))

Equipment: Motorcycle (Medium, STR 1, SPD 6, DEF 0, TOU 8), Slingshot (Ranged Damage 2), Commlink, Smartpad (Counts as cell phone, GPS, and Computer)

Advantages: Assessment, Close Attack 3, Defensive Attack, Defensive Roll 2, Eidetic Memory, Equipment 4, Evasion, Grabbing Finesse, Improved Disarm, Improved Initiative, Move-by Action, Power Attack, Ranged Attack 4, Set-up, *Skill Mastery (Expertise: Information Systems), Skill Mastery (Insight),* Takedown, Uncanny Dodge, Well-informed

Skills: Acrobatics 6 (+10), Athletics 4 (+5), Close Combat: Unarmed 4 (+11), Deception 8 (+10), Expertise: Information Systems 10 (+13), Expertise: Streetwise 5 (+8), Insight 9 (+12), Intimidation 3 (+5), Investigation 7 (+10), Perception 6 (+9), Persuasion 7 (+9), Ranged Combat: Slingshot 6 (+10), Sleight of Hand 3 (+7), Stealth 8 (+12),Technology 8 (+11), Treatment 5 (+8), Vehicles 7(+11)

Offense: Initiative +8, Slingshot +14 (Ranged, Damage 2), Unarmed +14 (Close, Damage 1)

Defense: Dodge 12, Parry 12, Fortitude 7, Toughness 4/2*, Will 8 *Without Defensive Roll.

Totals: Abilities 52 + Powers 11 + Advantages 26 + Skills 53 + Defenses 23 = 165

Complication: Power Loss: Squire sometimes needs a bit of time to work out a new communication method she's not familiar with and certain emotional states can mess with her ability to read people accurately—like being around a boy she thinks is cute, for example.

heroes in the modern age directly when the Shining Knight was thrown through time and made young Percival Sheldrake his squire. Following the war, Sheldrake would become England's first modern hero, the Knight, and adopt a sidekick Squire of his own. The modern Knight, son to the first, inherited not only his father's heroic mantle but also his title as Earl of Wordenshire and lives in Great Worden not far from London. Nearby, in Sussex, is Fawney Rig, a country manor home that belonged to adventuress Johanna Constantine in the 19th century. Following her death, the dream lord Morpheus would be imprisoned in the basement of Fawney Rig for much of the 20th century.

Heroes and villains proliferated in England as much as they did in the Americas during the 20th century, and even today they gather under the power of a magical truce at The Time in a Bottle, a pub that has stood in an unremarkable London side street since the 16th century. In central London, along the Thames River between the Tower of London and St. Paul's Cathedral, is Barksdale Castle, which Justice League Europe used as their headquarters for a time. Under the nearby Tower of London, the British government recently opened Basement 101, a secret prison for dangerous "para-criminals" overseen by the Queen's Jailer, the Beefeater. Just downriver in Green-

wich is C.O.R., the crown's Council for Organised Research, which challenges America's S.T.A.R. Labs as a world leader in bleeding-edge research.

KNIGHT

Cyril Sheldrake, Earl of Wordenshire, started his heroic career as Squire to his father, Percy, the original Knight (himself Squire to Sir Justin the Shining Knight during World War II). Cyril inherited the role after his father was murdered by his archenemy, Springheel Jack. The Knight is a regular ally of Batman.

SQUIRE

Beryl Hutchinson, the third Squire, sought out Cyril in the dark time after his father's death and helped him to claim his inheritance and role as the Knight, becoming his Squire. Both brave and brilliant, Beryl is gifted with a knack for communications of all sorts.

FRANCE

Modern France saw innumerable heroes during World War II, among them French Resistance fighter Mademoiselle Marie, then the latest French heroine to carry that name in a legacy stretching back to the 18th century and perhaps beyond. The current Mademoiselle Marie serves with Checkmate as the Black Queen's Knight, but may have been trained at the *Université Notre Dame des Ombres* ("Our Lady of the Shadows University"), a secret school that has been training female French espionage agents in the suburbs outside Paris for nearly two hundred years.

Another French legacy is that of the Musketeer, a hero inspired both by the French guard of the 17th century and the wartime adventures of the Justice Society of America. The first modern Musketeer also fought with the French Resistance during the war, then donned a costume to defend Paris through the 50s and 60s. The modern Musketeer picked up the sword from his predecessor and battled criminals so fearlessly that he came to be called "the Mad Musketeer" and spent time committed to *Le Jardin Noir*—"The Black Garden"—alongside his foes in the countryside asylum.

In the 1950s, the first Musketeer was among the heroes approached by the mysterious Doctor Mist to found a team of international heroes called the Dome, headquartered in a mansion in central Paris. In time, the Dome grew to include dozens of heroes, gathering at the same headquarters as the Global Guardians. But in recent years, political machinations by enemies of the Global Guardians led to the team losing their United Nations funding, the money going to the Justice League when they expanded to become a U.N.-chartered organization with an international mandate. In time, this led the League to establish Justice League Europe, also headquartered in Paris. When the League disbanded, a group of former members remained behind to form *La Fraternité de Justice et Liberté*, until the group was destroyed in a brutal attack by the Mist.

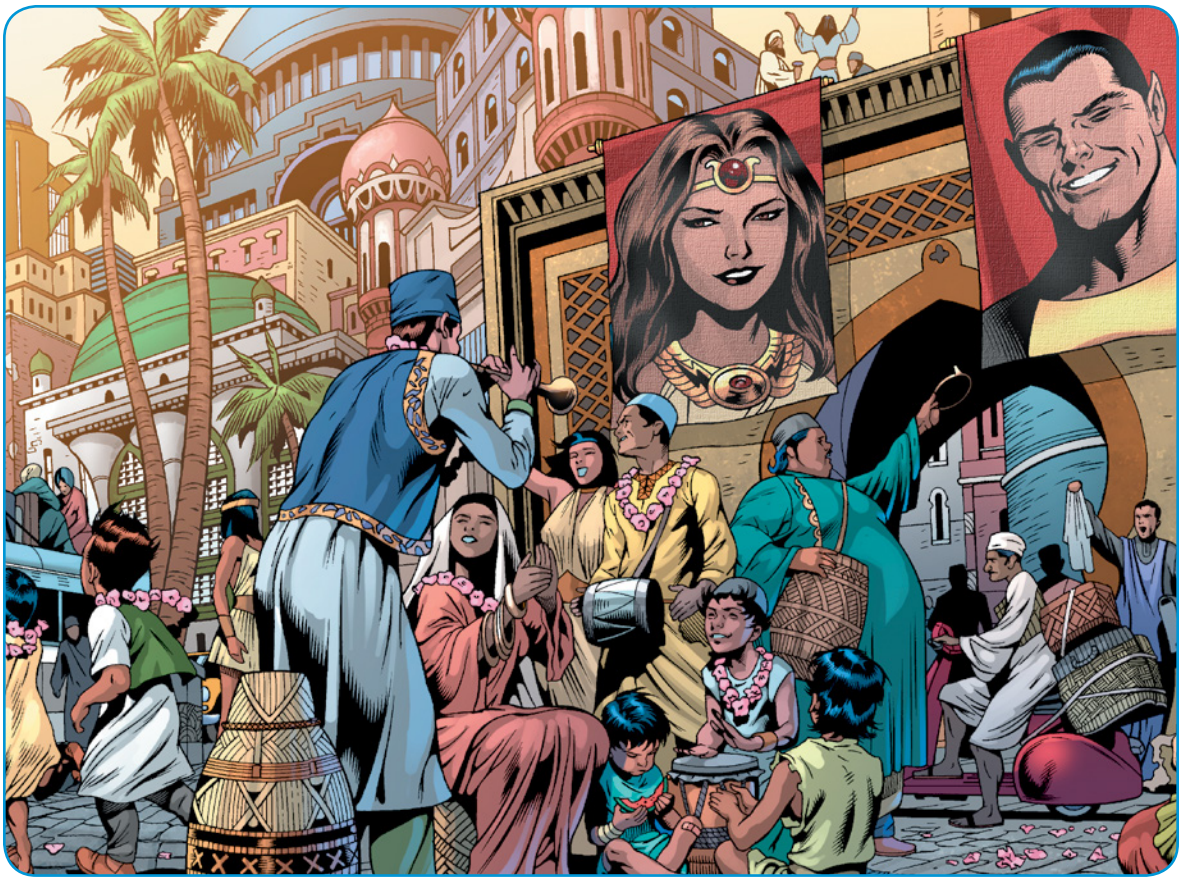
Modern France continues to be protected by the Musketeer, despite his semi-retirement after a wildly successful book and movie deal. He is joined by the urban hero who calls himself Nightrunner, protecting France from villains like the bestial Korrigan, Skin Talker, Sister Crystal, Paradox, and the Id.

GREENLAND

Deep in the icy valleys of northern Greenland, an avian race evolved separately from the human race in a mist-hidden city they named "Feithera," using their word for Heaven. For thousands of years the Feitherans lived in isolation, building their own advanced culture and science. Following rumors of bird-men in the frozen north, Hawkman made contact with them in the 20th century, opening the first contact between humans and Feitherans. Another of the first human visitors to the city resulted in the first interbreeding between the two races, Northwind, who later went on to be a founding member of Infinity, Inc. Following a crisis that destroyed their home, the Feitherans journeyed to another hidden valley in Greenland to build New Feithera. When the Feitherans were forced to evolve into new, even more avian forms, they abandoned New Feithera and wandered the world until Black Adam gave them sanctuary in Khandaq.

KHANDAQ

A tiny country at the extreme northeastern tip of Africa, ancient Khandaq was a peaceful land razed by the Pharoah Khafre (in truth the immortal caveman conqueror Vandal Savage) during his attempts to rule all kingdoms allied with the Theban Dynasty of Egypt. With the help of Egyptian allies, Khandaq's hero, the Mighty Adam, defeated the armies of Khafre and killed the monstrous elemental man Ahk-ton who decimated the people of Khandaq. Yet fearful that Adam intended to rule his homeland, the wizard Shazam stripped the hero of the powers he had been given and forced him to sleep away the millenia in a tomb beneath the sands. When Adam was awakened in the modern era by one of his descendents and transformed into Black Adam, he returned to a Khandaq similar to the one he had left behind, yet also different. Since World War II Khandaq had been ruled by a series of military dictatorships epitomized by Asim Muhunnad, who seized pilgrims traveling through the area and set them to work alongside Khandaqi women and children in sweatshop arms factories, using the country's position on both the Red Sea and the Suez Canal to facilitate the smuggling of the weapons and other illicit goods throughout the world. Gathering a metahuman army, Black Adam once again freed Khandaq, as he had thousands of years before. Yet this time he took the throne, marrying a woman named Adrianna Tomaz and sharing his power with her to make his Queen, the Mighty Isis. For a time Khandaq thrived, knowing a time of peace and prosperity unlike any in its recorded history. But dark clouds rolled over Khandaq as the Four Horsemen of Apokalips plied their influence on the land and its people, culminating in the deaths of Isis and Osiris, her brother.



Though the time when Isis was queen brought a green bounty throughout Khandaq, since her death the only green in Khandaq is on the floodplane of the River Aten as it runs between Lake Gon and Lake Hurut, two freshwater lakes named for the murdered sons of the Mighty Adam. Similarly, for millennia the capital city of Khandaq, where the Aten runs into the Red Sea, is called Shiruta, after Adam's wife in the time of ancient Khandaq. The other cities and towns in Khandaq tend to cluster near water, either along the canal and sea or around ancient watering holes. A rare exception is the deep desert canyon home to the Buddahs of Naiymab, with titanic Buddah sculptures carved into the canyon walls by monks from Asia in the 6th century. The roads and highways through the desert follow the same trading routes Bedouin caravans have for thousands of years between the oases, as do pilgrims and tourists journeying between Africa and the Middle East, though few tourists come to Khandaq. Those who do often visit the famous triple pyramids immortalized on the country's flag, the tombs to the family of the Mighty Adam that stand outside Shuruta, now joined by a memorial to Isis and Osiris. Though Intergang continues to try and undermine Khandaq, Black Adam's time on the throne has rooted out much of the corruption in the country, leaving it searching for new industry to take the place of the forbidden illicit industries. Shipping and petroleum remain two of the major legitimate industries in the country, and investors hope to build a solar power facility in Khandaq that might not only provide power for the region but generate power that could be sold elsewhere.

KOROSCOVA-TRANSBELVIA

In the Middle Ages, the neighboring kingdoms of Krasna-Volny and Belvania were conquered by the Ottoman Empire. For the next five centuries the two nations were one forcibly-combined country called Krasnavania and were under the control of various powers until the Soviet Union disintegrated at the end of the 20th century. The country immediately broke into civil war as long-suppressed ethnic tensions rooted in the Krasny-Volnian belief that the Belvians betrayed both countries to the Turks in the 13th century exploded into violence in the 20th century. At first attempts were made to break back into the old territories, but when the wars finally came to an end modern alliances and resources led to the creation of two new countries, Koroscova and Transbelvia, with the river Hosc and Lake Koro along the border between them. Transbelvia, to the south, has a major Adriatic port in its capital city of Tbliska and is teaching its children English as well as the traditional Volny language as they work toward joining the European Union, a move welcomed by tourists who come to sun on the beaches of Transbelvia's seaside resort town, Chorstad. North of the Hosc, Koroscova is a mix of its ancient Krasna culture and its longtime Russian masters, with shepherds living in hillside yurts above thriving urban towns that are havens to the hackers and online criminals of eastern Europe. The ruling class of Koroscova in the capital city of Belverus are Soviet-trained revolutionaries still trying to settle old grudges with modern military power, assembling death squads they call "panther squads" as well as arming special units like the country's Iron Brigade with powered

INTERNATIONAL HEROES

Though the best known gatherings of heroes are the Justice League and Justice Society in the United States, there have been several other teams that have gathered together heroes from around the world. Some of these teams and their members (with their home countries) include:

THE CADRE OF THE IMMORTAL

Prestor John, Druid (England) Maya (India), Mohammed ibn Bornu (Morocco), Musashi (Japan), Phalanx (Italy), Seneca (Native American), Xiutecutli (Mexico)

THE CLUB OF HEROES

Batman and Robin (United States), Gaucho (Argentina), Knight and Squire (England), Legionary (Italy), Man-of-Bats and Little Raven (Native America), Musketeer (France), Ranger (Australia), Wingman (Sweden)

THE DOME

Doctor Mist, Bushmaster (Venezuela), Bwanna Beast (Tanzania), Fleur-de-Lis (France), Godiva (England), Knight and Squire, Legionary, Musketeer, Olympian (Greece), Seraph (Israel), Wingman

THE GLOBAL GUARDIANS

Doctor Mist, Belphegor (France), Bushmaster, Cascade (Indonesia), Centrix (Canada), Crimson Fox (France), Fire (Brazil), Godiva, Icemaiden (Norway), Impala (South Africa), Jack O'Lantern (Ireland), Jet (Jamaica), Little Mermaid (Denmark), Manticore (Greece), Olympian, Owlwoman (United States), Red Star (Russia), Rising Sun (Japan), Sandstorm (Syria), Seraph, Tasmanian Devil (Australia), Thunderlord (Taiwan), Tuatara (New Zealand), Tundra (Russia), Wild Huntsman (Germany)

THE INTERNATIONAL ULTRAMARINE CORPS

4-D (United States), Fleur-de-Lis, Flow (United States), Goraiko (Japan), Jack O'Lantern, Kid Impala (South Africa), Knight and Squire, Little Mermaid, Olympian, Pulse 8 (United States), Vixen (United States), Warmaker One (United States)

armor and energy weaponry and sending them into border skirmishes. But their ambition may go further, as one of the country's most secure military bases is the Brnsko Facility, a former Soviet bioengineering facility where the Koroscovans engage in attempts to create their own super-soldiers using meta-human genetic material acquired on the black market.

LAMUMBA

An African nation named after the tributary of the Blue Nile that runs through its heart, Lamumba has been long noted for its incredibly diverse animal life. In fact, ancient legends among the local Tawaba tribe tell that Lamumba is where the first man named all the animals before they journeyed out into the rest of the world. A number of years ago, scientist Mark Logan and his wife Marie befriended the Tawaba and then travelled to the Upper Lamumba Research Center near the source of the Lamumba River to study the area's wildlife. Logan's discovery of the common genetic code shared between humans and animals would later allow him to cure his son, Logan, of the animal disease *sakutia*...and give the boy the power to turn into animals that he would later use as the hero Beast Boy. Biologists and geneticists still flock to Lamumba to study rare local animals like the green-capped mangabey, but they are also joined by treasure hunters following rumors that the Tawaba still hide a temple full of sacred jewels somewhere in the Upper Lamumba jungles.

MARKOVIA

A small alpine kingdom in western Europe, Markovia is high in the mountains between France and Belgium. Once a common stop on the "Grand Tour" undertaken by young European gentlemen of the seventeenth and eighteenth centuries, the location of Markovia among the passes of the western Alps made it a critical battlefield during World War II. In 1940, Markovia was invaded and captured by the Germans, who exiled the country's regent-by-blood, King Viktor Markov, and installed a regent to be Berlin's puppet. For almost four years the country was under Nazi rule, until Allied forces led by the famous Sgt. Rock and Easy Company invaded in the spring of 1944, freeing Markovia and returning Viktor to the throne. As Markovia rebuilt from its wartime devastation, King Viktor offered support not just to citizens who wanted to reclaim the mines and farms that were the country's past, but also to scientists and industrialists who wanted to build a new future. Chief among those scientists was Dr. Helga Jace, who discovered a revolutionary process that could grant superhuman powers from the Earth...but only to those of Markovian royal blood. After her experiments proved a success upon King Viktor's half-daughter, Tara, she repeated them again upon his son, Prince Brion—turning the prince into the hero Geo-Force just in time to save the nation from a new invasion by Baron Bedlam, son to the country's one-time Nazi regent.

While Bedlam's invasion was ultimately unsuccessful, it did see the death of longtime ruler King Viktor and the rise of his son, Gregor, the brother of Geo-Force, to the throne of Markovia. Proving a wise and popular ruler, King Gregor also supported his brother and his teammates in the Outsiders, even welcoming the group as Markovia's official international agents of change. Though initially skeptical of the scientific research embraced by his father, King Gregor eventually parlayed his country's mineral wealth into energy resources around the world, including a petrochemical drilling and alternative energy research platform called Station Markovia in the waters of the Pacific off the coast of California. Gregor's support for the Outsiders caused political stress between Markovia and the United States, when both Gregor and the American ambassador were assassinated by Dr. Jace, who had been replaced by a Manhunter android. For a time, Markovia was ruled by the Prime Minister, until Geo-Force returned to Markovia and took up his family duty to become regent of Markovia until Gregor's infant son comes of age. Around the same time, the Kryptonians of New Krypton arrived on Earth, and Brion once again inflamed tensions between Markovia and America by welcoming the Kryptonians just as America worked to build a military alliance against New Krypton.

Like his brother and father before him, and all royal rulers of Markovia for centuries, Brion lives in Castle Markov at the heart of the country's capital, Markovburg. In peacetime, Markovburg is home to the annual Sheepherder's Fair, still a celebration of the country's agricultural heritage, but now also a musical festival that draws crowds from across Europe. On the edge of Markovburg is Royal Markov Airport, which features a large number of private hangars both for royal aircraft and for planes belonging to the ultra-wealthy who come to visit the ski resorts in the surrounding mountains.

MODORA

Tucked in the valleys between the joining of the Danube and Drava Rivers in eastern Europe, Modora was a quiet and peaceful kingdom, known into the 19th century mainly for the exotic wool from its native Modoran sheep. In the early days of the 20th century, with war and industrialization on the horizon, the country's ruler, Archduke Fando, became determined to preserve his country's way of life. Though branded "Fando the Mad" in newspapers across Europe, the archduke burned bridges, barricaded roads, and collapsed passes and tunnels leading into Modora, cutting it off from the rest of the world. His strategy was effective, as both World Wars and the Cold War swirled around but never into Modora, whose 20th-century citizens lived in peaceful ignorance just as they had in the 19th century. For 70 years the Modorans lived in isolation enforced by Fando with increasing fervor, until a young Modoran named Bito made a name for himself and his country battling Green Lantern as the villain Sonar. Returning to Modora, Sonar promised Fando a sonic arsenal for his armies...then used the improved army to seize Modora for his own. Sonar, now Archduke Bito of Modora, established a Sonic Research Institute in Modora that brought top engineers and investors from around the world to the country, bringing it into the 21st century while Sonar continued to protect his homeland from the darker parts of 20th-century progress. Though Sonar believed he was establishing a perfect scientific order, the Modoran people still felt oppressed into silence by his ever-present sonic surveillance system. When the Elongated Man and his wife, Sue Dibny, came to Modora to investigate Sonar's meddling with a European peace conference, they found themselves at the forefront of a revolution that deposed Sonar and finally freed the Modoran people to choose their own destiny.

Since the roads into Modora reopened for the first time in almost a century, tourists have flocked to the country, drawn to see its preserved 19th-century lifestyle. Each day, hundreds of them walk the cobblestone streets below Castle Wladon in the country's capital of Modora Village, buying the intricate lacework and marzipan animals produced by the Modoran people as souvenirs. But above them, reverberant airsleds skim overhead and concentrated amplification cannons sit on the castle walls—relics of Sonar's time on the throne now used by the Citizen's Assembly to ensure that they will never again fall under the rule of a tyrant. Similarly, the surveillance technology of the Sonic Research Institute that

once let Sonar spy on all of Europe now gives Modora one of the best communications networks on the continent, one the country is using to build better relationships with its neighbors.

SONAR

Sonar is a twisted technical genius who is dedicated to increasing the fame of his tiny nation of Modora. The shunned child of deaf parents, young Bito Wladon dedicated himself to becoming the master of sound. His inventions allowed him to become an international supercriminal and to later rule Modora, dedicated to making it a great power in Europe and the world.

SONAR	PL11 • 165 POINTS
STR 2 **STA** 3 **AGL** 4 **DEX** 5 **FGT** 5 **INT** 8 **AWE** 2 **PRE** 2	
Powers: Sonic Scepter (Easily Removable (-28 points); **Concussive Blast** (Ranged Damage 12), **AE: Matter Manipulation** (Move Object 12), **AE: Thunderous Blast** (Sense Dependent (Auditory) Ranged Cumulative Affliction 12 (Resisted by Fortitude; Impaired, Disabled, Incapacitated); **Flight** (Flight 7 (250 MPH)); **Illusion-casting** (Illusion 7 (Visual, Auditory)); **Sonic Shield** (Impervious Sustained Protection 5))	
Advantages: Benefit (Diplomatic Immunity), Benefit 3 (Ruler of Modora), Defensive Roll 2, Eidetic Memory, Inventor, Leadership, Ranged Attack 5, Skill Mastery (Technology)	
Skills: Expertise: Engineering 5 (+13), Expertise: Science 10 (+18), Insight 5 (+6), Perception 5 (+6), Technology 10 (+18)	
Offense: Initiative +4, Concussive Blast +10 (Ranged, Damage 12), Sonic Matter Manipulation +10 (Ranged, Move Object 12), Thunderous Blast — (Ranged, Cumulative Affliction 12, Resisted by Fort, DC 22), Unarmed +5 (Close, Damage 2)	
Defense: Dodge 12, Parry 12, Fortitude 10, Toughness 10/7*, Will 8 *Without Defensive Roll.	
Totals: Abilities 62 + Powers 43 + Advantages 15 + Skills 17 + Defenses 28 = 165	
Complications: Identity: Sonar's identity as Bito Wladon, the ruler of Modora, is well known. **Motivation—Power:** Sonar is obsessed with increasing the power and prestige of Modora. **Power Loss:** Uses ambient sound to power his Sonic Scepter. Without sounds to fuel his device, he has no powers.	

NABOA-CANA

The natives of eastern Africa believe that Naboa-Cana is where the Gods of Gold fell from the sky, their fall opening a great cleft in the earth. After seven suns, they leapt into the sky, leaving behind a place where sheer cliffs and waterfalls are woven together amidst the jungle in unnatural beauty...and the Golden Gorilla. "Congo Bill" Glenmorgan adventured in this area often and befriended the chief of a local tribe who passed on the secret path to Naboa-Cana and the magic ring that connected Congo Bill to the Golden Gorilla and made them into Congorilla.

VLATAVA

The Royal Duchy of Vlatava sat proudly among the royal houses of Europe, until its fealty to the Austro-Hungarian alliance led it into conflict against Russia in World War I. The bloody battles between the two nations were not forgotten when World War II broke out, and Russia took advantage of the conflict by sweeping into Vlatava and executing every member of the royal family. Vlatava fell under Communist rule for decades, until recent years when it was revealed that a single Vlatavan royal had survived the purge, the infamous reality-distorting villain Count Werner Vertigo. As the Communist bloc crumbled, Count Vertigo returned and led a revolution of the Vlatavan people against Communist hardliners clinging to power. The bloody civil war continued for years, with the worst battles joined by the Suicide Squad and the covert Russian squad known as Red Shadows. The death toll mounted, until finally it drew the attention of the Spectre. Judging the entire nation guilty of an incurable bloodlust, the Spectre purged the entire country of both the living and the dead, reducing the nation to ashes and leaving Count Vertigo and Vlatava's Soviet-era president, General Hafza, as the only survivors.

ZANDIA

A small island nation in the Mediterranean Sea between Sardinia and Sicily, Zandia was attacked in 1202 by French knights sailing to join the army of the Fourth Crusade in Venice. As the crusaders pillaged the country to gather supplies for their journey, they also ravaged its people in the name of their holy mandate. When a Zandian priest killed a crusader monk during the battle, the priest seized a relic carried by the crusaders, a shawl that granted him the power to drive off the crusaders and become Brother Blood. Over the following centuries, Blood's descendents would one after another seize the title of Brother Blood from their father, each increasing the strength of the Church of the Blood, and with it the power of Zandia. In the 20th century, Adolph Hitler so respected the mystical power held by Blood that he ordered his armies to avoid the island altogether, leaving it unscathed by World War II.

Once a small island of farmers and goat ranchers, Zandia is now a thoroughly modern country, thanks mainly to the millions of dollars sent to the island from around the world by adherents to the Church of Blood. However, Zandia is also a European center for underworld banking, where criminals bring blood money and stolen fortunes and wait out extradition warrants in comfortable seaside villas. Similarly, Zandia forbids international authorities from searching the country's ports and airports, making it a haven for smugglers from around the world, even as it also serves as a staging area for terrorist groups planning foreign operations. The Church of Blood has ensured that the people of Zandia have shared in the wealth flowing into the country, giving them a high standard of living—provided they remain loyal and faithful to Brother Blood. Though Zandia has tried to win the respect of the international community through various means, such as fielding an Olympic team (consisting primarily of mercenary meta-human villains), most countries have labeled Zandia a rogue nation.

THE MIDDLE EAST AND ASIA

The Middle East and Asia are home to ancient cultures and modern nations, with the adventures of heroes in the region taking them from ancient temples and angry dinosaurs to gleaming skyscrapers and giant robots.

BAHDNISIA

The culture of ancient Bahdnisia developed along the Silk Road, the overland trade routes between Arabia and China. As astronomers, alchemists, mathematicians, priests, and philosophers met in market towns and caravan watering holes, the philosophy that arose as they shared knowledge was given a name: Aissor. Determined to open both their minds and the paths to higher power, such as that possessed by the djinn of legend, the followers of Aissor constructed the Temple of the Seven Great Gates and founded Bahdnisia among the dunes and salt flats of the Dasht-i-Lut on the Afghan frontier. More than two millennia later the studies of the Wise Men of Bahdnisia pointed them toward the numerologically potent son of a seventh son, Johnny Thunder. Bringing him to the Temple of the Seven Great Gates, the Wise Men wrapped Thunder in a golden belt called the Eternal Zone of the Zodiac, connecting him to the power of a higher plane. As Thunder later discovered, centuries of metaphysical research had allowed the Badhnesians to unlock the power of the Fifth Dimension, home to genie-like "Thunderbolts" such as Johnny's Thunderbolt, Yz, the aquatic sprite, Qwsp, who bedeviled Aquaman, and the blue thunderbolt, Lkz, that waged war on the Justice League and Justice Society. Unfortunately, the Fifth-Dimensional sprites only rarely bind to the fluids that are their homes in the Third Dimension, and modern Bahdnisia remains a small and isolated nation, centered around the mystics and academics still striving to unlock the secrets of Aissor and the Fifth Dimension.

BIALYA

A desert nation in northwestern Arabia along the shores of the Mediterranean Sea, the lands that would one day become Bialya were ruled six thousand years ago by the immortal Vandal Savage, who called himself Pharoah Khafre as he waged war on the Egyptian dynasties and their allies, such as ancient Khandaq. When the "mad pharaoh" was (erroneously) believed dead, he was entombed beneath the desert sands with his sarcophagus topped by a scarab said to have mystic powers. Millennia later, the scarab of Khafre—actually an alien artifact fallen to Earth—was discovered by archaeologist Dan Garrett and it made him the first in the Blue Beetle legacy. Falling into disorder after the death of Khafre, the tribes of the area were affiliated only by trade and loose intermarriage for two thousand years, until they came together in the 5th century to found the nation of Bialya. Though the tribes gathered to defend themselves from stronger neighbors, they were powerless to resist and passed from one empire to another until the 20th century. The country's capital city of Alegab was a useful port to powers that conquered it, first the Ottoman Empire and later the British, but Bialya lacked the oil reserves and religious significance to make it truly valuable territory, and after a short battle for independence the British allowed Bialya to become an independent nation in 1956. The revolutionary leader Rumaan Harjavti was elected the first president of the Republic of Bialya, and desperate to build an independent economy he accepted whatever money he could bring to the country...including money from terrorist groups looking for a place to establish training camps. Arguing charismatically and sometimes effectively for the legitimacy of the groups his country harbored, Harjavti remained in power for decades. Though loosely affiliated with the Soviet Union during the Cold War, Colonel Harjavti remained as proud as his people and would ally himself with anyone that could help him maintain his hold on power—including madmen like the Joker.

Yet Harjavti made a fatal alliance in the Queen Bee, who assassinated the colonel and took power for herself. Queen Bee closed the Bialyan borders and instituted a media blackout for six months, leading the world to wonder what atrocities might be occurring inside the country. Afterward, it was revealed that Queen Bee had used Harjavti's horded treasury to rebuild Bialya, modernizing the country and turning Alegab into a lush seaside paradise. However, part of Queen Bee's modernization of Bialya included blanketing the country in a sophisticated surveillance system that can monitor all its citizens and visitors from the moment they arrive at Harjavti Memorial International Airport. With the help of Dominator technology, Queen Bee entranced the Global Guardians to be her protectors and convinced the world that Bialya was at long last a thriving, modern nation. Eventually the queen's control over the Guardians slipped, leaving her open to assassination by Harjavti's brother. The new president of the republic, Rashid, won the national elections with the support of Intergang, who urged the Bialyan people to embrace their new religion based on the Crime Bible. Newly energized, the Bialyans helped Intergang's Four Horsemen of Apokalips mount an attack across the sea into Khandaq. Seeking retribution after the Horsemen killed his wife, Black Adam came to Bialya and murdered more than two million Bialyans, including men, women, children, and animals. In the aftermath, the country is now a disaster zone and fewer than 250,000 Bialyans survive. Among them is President Rashid, who has refused international assistance other than basic technological support from WayneTech and S.T.A.R. Labs.

CHINA

Only in recent years has the rest of the world become aware of the long history of Chinese meta-human heroes and villains. Upon signing the Freedom of Power treaty, China revealed that it had gathered together the finest of its "superfunctionaries" as the Great Ten, headquartered in the Great Wall Complex in Hebei Province near the eastern end of the Great Wall of China.

THE GREAT TEN

The Great Ten were pulled together from different parts of China and have vastly different powers, motivations, and loyalties. As a group, they are some of the most powerful beings in the world, but many members don't get along well with others on the team, which often causes friction when they need to work together. Typically, they work alone or in small groups, only called together to face threats that endanger China's sovereignty or that involve other teams of super beings of equal power.

ACCOMPLISHED PERFECT PHYSICIAN

Yao Fei dreamed of becoming a doctor but, as a poor country peasant, lacked the money to attend medical school. Enlisting in the Chinese army, Yao Fei was sent to suppress an uprising in Tibet, where he killed a monk named Tenzin Cering. Shot by his own commanding officer when he attempted to desert his unit, Yao Fei accepted the judgment of Tenzin's father, who selected him to take his son's place as the seventeenth "Accomplished Perfect Physician." A magical portal filled him with the memories and powers of the past Physicians, and Yao spent years branded as an outlaw and enemy of the state before joining the Great

ACCOMPLISHED PERFECT PHYSICIAN PL12 • 208 POINTS

STR 0 **STA** 2 **AGL** 2 **DEX** 4 **FGT** 4 **INT** 6 **AWE** 9 **PRE** 5

Powers: Scanning Wave (Senses 4 (Ranged Detect Physical Health & Status, Acute, Analytical)); **Sonic Levitation** (Flight 7 (250 MPH)); **Sound Techniques** (Array (40 points), **Sonic Whistle** (Perception Ranged Damage 12, Dynamic), **AE: Whistle-up Earthquake** (Burst Area 3 Affliction 8 (Resisted by Dodge; Dazed, Prone), Limited Degree, Limited: Only targets touching ground, Linked to Burst Area 3 Damage 8, Limited: Only Targets touching Ground, Dynamic), **AE: Force Field** (Sustained Impervious Protection 9, Affects Others, Ranged, Dynamic), **AE: Healing Hum** (Healing 12, Restorative, Stabilize, Dynamic))

Advantages: Assessment, Connected, Defensive Attack, Defensive Roll 3, Fascinate (Persuasion), Improved Defense, Inspire 3, Language (English, Mandarin native), Taunt

Skills: Acrobatics 4 (+6), Athletics 4 (+4), Close Combat: Unarmed 3 (+7), Deception 5 (+10), Expertise: Medicine 6 (+12), Expertise: Politics 3 (+9), Expertise: Diplomacy 7 (+12), Insight 4 (+13), Investigation 6 (+12), Perception 6 (+15), Persuasion 10 (+15), Ranged Combat: Sound Techniques 8 (+12), Stealth 3 (+5), Treatment 9 (+15)

Offense: Initiative +2, Sonic Whistle — (Perception Ranged, Damage 12), Unarmed +7 (Close, Damage 0)

Defense: Dodge 10, Parry 10, Fortitude 12, Toughness 14*/5/2**, Will 12 *With full Force Field active. **Without Defensive Roll.

Totals: Abilities 64 + Powers 65 + Advantages 13 + Skills 39 + Defenses 27 = 208

Complication: Chosen by Destiny: Accomplished Perfect Physician has inherited the memories and skills of all previous bearers of the title. Because of this, he avoids violent conflict when possible, focuses on diplomatic solutions to problems, and strives to aid people, even over the wishes of his government. This sometimes causes problems for him.

Ten. He still has difficulties with authority and does not get along well with August General in Iron, in spite of being the team's diplomat and most capable spokesperson.

AUGUST GENERAL IN IRON

A member of the elite Chinese "Xeno-Team," special forces soldier Fang Zhifu was the sole survivor of an encounter with a group of Durlans that crash-landed on Earth some fifteen years ago. Subjected to the same flesh-melting pathogen as the rest of his team, Fang underwent special treatments that saved him and gave him armor-like skin and superhuman strength. August General in Iron is field commander of the Great Ten, but still subject to the oversight of the Central Committee. A tried and true soldier, Fang Zhifu believes firmly in the chain of command and loyalty above all, one reason he dislikes Accomplished Perfect Physician, who is still nothing more than a deserter in his eyes. He's fond of quoting Sun Tzu's *The Art of War*. Since discovering he is apparently immune to her deadly touch, August General in Iron and Ghost Fox Killer have become romantically involved.

CELESTIAL ARCHER

When teenager Xu Tao found the Celestial Bow of Yi in a hidden cavern, it begged him to take it up, and he attained his destiny as the Celestial Archer, chosen by the ancient

AUGUST GENERAL IN IRON PL12 • 245 POINTS

STR 9 **STA** 12 **AGL** 2 **DEX** 0 **FGT** 8 **INT** 1 **AWE** 2 **PRE** 3

Powers: Biometal Shell (Enhance Advantage 1 (Ultimate Effort (Toughness checks)), Feature 1 (Heavy body and metal skin), Immunity 30 (Fortitude effects), Impervious Protection 4, Impervious Toughness 12); **Durlan DNA** (Regeneration 1); **Energy Staff** (Easily Removable (-6 points), Strength-based Damage 3, Penetrating 12, Reach 1); **Flight** (Flight 8 (500 MPH))

Advantages: Accurate Attack, All-out Attack, Close Attack 4, Connected, Contacts, Fascinate (Intimidation), Improved Critical (Energy Staff), Improved Disarm, Improved Initiative, Improved Trip, Inspire 3, Language 2, (English, Russian, Mandarin native), Leadership, Power Attack, Precise Attack (Close; Concealment), Quick Draw, Ranged Attack 5, Second Chance (Being Disarmed), Seize Initiative, Set-up 2, Skill Mastery (Expertise: Tactics), Takedown 2, *Ultimate Effort (Toughness checks)*, Weapon Break

Skills: Acrobatics 2 (+4), Athletics 4 (+13), Close Combat: Unarmed 2 (+10), Deception 2 (+5), Expertise: Current Events 4 (+5), Expertise: Military 11 (+12), Expertise: Tactics 11 (+12), Insight 6 (+8), Intimidation 11 (+14), Investigation 4 (+5), Perception 6 (+8), Persuasion 5 (+8), Ranged Combat: Guns 4 (+4), Stealth 3 (+5), Treatment 2 (+3), Vehicles 9 (+9)

Offense: Initiative +6, Energy Staff +12 (Close, Damage 12, Penetrating, Crit. 19-20, Reach 1), Unarmed+14 (Close, Damage 9)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 16, Will 12

Totals: Abilities 74 + Powers 79 + Advantages 34 + Skills 42 + Defenses 16 = 245

Complications: Iron Skin: Due to the biometal shell that always covers August General in Iron, he appears to be covered in rust armor plates. **Relationships:** August General in Iron is in love with Ghost Fox Killer. He also often finds Accomplished Perfect Physician smug and annoying.

Chinese gods to inspire the people of China and remind them of the old ways. Celestial Archer considers his divine mission more important than his involvement with the Great Ten, much to the chagrin of the August General in Iron. Celestial Archer has superhuman archery skills and can fire arrows charged with a mysterious supernatural energy.

GHOST FOX KILLER

Emissary of the hidden society of "Ghost Fox Women," the mysterious woman known as Ghost Fox Killer is charged with slaying evil men, and has control over their ghosts. Apparently the city of the Ghost Fox Women is sustained by such evil souls and, if she does not faithfully dispatch them, it will fall. Her touch means instant death, save for August General in Iron (for as yet unknown reasons) giving her strange feelings of loyalty and affection for him. A *ru shi*—or Imperial Guardian Lion—accompanies her everywhere.

IMMORTAL-MAN-IN-DARKNESS

The Immortal-Man-in-Darkness is the pilot of the Dragonwing, a shapeshifting craft reverse-engineered from alien Durlan technology, making it the most advanced stealth-fighter aircraft in the world. It can alter its shape—even becoming like smoke—and fly under any conditions. It bonds with its pilot (floating in a

CELESTIAL ARCHER — PL11 • 150 POINTS

STR 2 **STA** 3 **AGL** 4 **DEX** 7 **FGT** 6 **INT** 1 **AWE** 2 **PRE** 1

Powers: Celestial Bow of Yi (Easily Removable (-10 points), Array (24 points); **Bow Shot** (Ranged Damage 8, Penetrating 8), **AE: Flurry of Arrows** (Ranged Damage 8, Multiattack), **AE: Moon-summoning Shot** (Environment 22, Feature 1 (Counts as natural darkness), Quirk 1 (Turns day to night but doesn't extinguish other light sources)), **AE: Unerring Strike** (Perception Ranged Damage 8); **Moon Bridge** (Movement 1 (Dimensional Travel: Moon Realm of the Chinese Gods)

Advantages: Accurate Attack, All-out Attack, Benefit 2 (Celestial Archer), Defensive Attack, Defensive Roll 3, Evasion, Improved Aim, Improved Critical 2 (Bow Shot), Improved Disarm, Improved Initiative, Languages (English, Mandarin native), Power Attack, Precise Attack 2 (Ranged; Cover and Concealment), Quick Draw, Ranged Attack 3, Skill Mastery (Ranged Combat: Archery), Takedown 2, Ultimate Effort (Aim)

Skills: Acrobatics 6 (+10), Athletics 6 (+8), Close Combat: Unarmed 5 (+11), Deception 5 (+6), Expertise: Streetwise 4 (+5), Intimidation 5 (+6), Ranged Combat: Archery 4 (+11), Sleight of Hand 3 (+10), Stealth 6 (+10)

Offense: Initiative +8, Bow Shot +14 (Ranged, Damage 8, Critical 18-20), Unarmed +11 (Close, Damage 2)

Defense: Dodge 15, Parry 13, Fortitude 9, Toughness 6/3*, Will 9 *Without Defensive Roll.

Totals: Abilities 52 + Powers 43 + Advantages 26 + Skills 22 + Defenses 31 = 150

Complications: Chosen by the Gods: Selected to wield the Bow of Yi, Celestial Archer risks losing his bow and archery skills if he acts in ways which severely displease the beings who gave him the bow. However, he has ignored his divine calling for years without effect in the past so it is unclear how strict this limitation is.

GHOSTS OF THE WICKED — PL5 /MR5 • 75 POINTS

STR 2 **STA** — **AGL** 1 **DEX** 1 **FGT** 5 **INT** 0 **AWE** 0 **PRE** 0

Powers: Ghost (Insubstantial 4 (Incorporeal), Permanent, Strength Affects Corporeal 2); **Unliving** (Immunity 30 (Fortitude effects), Protection 5)

Advantages: Close Attack

Offense: Initiative +1, Unarmed +6 (Close, Damage 2)

Defense: Dodge 5, Parry 5, Fortitude Immune, Toughness 5, Will 5

Totals: Abilities 8 + Powers 57 + Advantages 1 + Skills 0 + Defenses 9 = 75

Complication: Bound Spirits: The Ghosts of the Wicked are phantoms bound to serve Ghost Fox Killer.

capsule of suspension fluid) on a molecular level, but this eventually leads to a fatal breakdown in the pilot's molecular structure. Many pilots have knowingly sacrificed themselves to control the Dragonwing and the current Immortal-Man-in-Darkness is Chen Nuo, operating out of Anshan Air Force Base.

MOTHER OF CHAMPIONS

Exposure to the theoretical "god particle" transformed physicist Wu Mei-Xing into the Mother of Champions. The previously sterile Mei-Xing is now able to birth a litter of genetically identical super-soldiers every three days. She also no

GHOST FOX KILLER — PL11 • 310 POINTS

STR 1 **STA** 4 **AGL** 4 **DEX** 6 **FGT** 8 **INT** 1 **AWE** 3 **PRE** 3

Powers: Death Touch (Cumulative Affliction 10 (Resisted by Dodge and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated/Dying), Reaction (being touched), Permanent); **Summon Ghosts of the Wicked** (Summon 5, Active, Feedback, Multiple Minions 4 (sixteen 75-point minions), General Category (ghosts of her victims))

Equipment: Heavy pistol (Damage 4, Critical 19-20) , various headquarters and vehicles worth 41 points.

Advantages: Accurate Attack, Attractive, Connected, Contacts, Defensive Attack, Defensive Roll 3, Diehard, Equipment 10, Evasion, Fascinate (Intimidation), Improved Aim, Improved Critical (Pistols), Improved Initiative, Languages 3 (English, Taiwanese, Mandarin native), Minion 7 (Imperial Jade Lion), Power Attack, Quick Draw, Ranged Attack 4, Takedown, Tracking, Uncanny Dodge, Well-informed

Skills: Acrobatics 8 (+12), Athletics 5 (+6), Close Combat: Unarmed 4 (+12), Deception 7 (+10), Expertise: Necromancy 9 (+10), Expertise: Streetwise 7 (+8), Insight 4 (+7), Intimidation +10 (+13), Investigation 7 (+8), Perception 7 (+10), Persuasion 4 (+7), Ranged Combat: Pistols 8 (+14), Sleight of Hand 2 (+8), Stealth 8 (+12), Technology 4 (+5), Vehicles 4 (+10)

Offense: Initiative +8, Pistol +14 (Ranged, Damage 4, Crit. 19-20), Death Touch +12 (Close, Cumulative Affliction 10, Dodge/Fort DC 20), Gloved Strike +12 (Close, Damage 1)

Defense: Dodge 15, Parry 15, Fortitude 11, Toughness 7, Will 11

Totals: Abilities 60 + Powers 125 + Advantages 43 + Skills 49 + Defenses 33 = 310

Complication: Ghost Fox Emissary: Ghost Fox Killer has been sent by her people, a secret society who lives "just beyond the veil of death" to prevent a future calamity which will destroy their culture. **Relationship:** Ghost Fox Killer is very loyal to, possibly in love with, the August General in Iron, the only man she can touch without killing.

Note: It's unclear from her appearances whether or not Ghost Fox Killer has the ability to fly, become intangible, or to travel between Earth and the dimension her people live in. It's possible she could have any or all (or none) of those abilities and you may wish to add them.

IMPERIAL GUARDIAN LION — PL7 /MR7 • 84 POINTS

STR 5 **STA** — **AGL** 3 **DEX** 1 **FGT** 4 **INT** -4 **AWE** 1 **PRE** —

Powers: Bite (Strength-based Damage 1); **Rui Shi** (Immunity 60 (Fortitude effects, Will effects), Impervious Protection 8, Senses 2 (Low-light Vision, Tracking), Speed 2 (8 MPH))

Advantages: Improved Initiative

Skills: Close Combat: Unarmed 4 (+8), Perception 4 (+5), Stealth 5 (+8)

Offense: Initiative +5, Bite +8 (Close, Damage 6)

Defense: Dodge 6, Parry 6, Fortitude Immune, Toughness 8, Will Immune

Totals: Abilities 0 + Powers 71 + Advantages 1 + Skills 7 + Defenses 5 = 84

Complication: Jade Lion: Ghost Fox Killer's companion is an animated jade lion with all the limitations that implies.

IMMORTAL-MAN-IN-DARKNESS PL12 • 216 POINTS

STR 6 **STA** 6 **AGL** 5 **DEX** 8 **FGT** 5 **INT** 1 **AWE** 2 **PRE** 0

Powers: Dragonwing Armor (Feature 2 (AI and Navigation systems), Flight 12 (8,000 MPH), Immunity 10 (Life Support), Morph 1 (Plane Form), Movement 2 (Space Travel 2), Protection 6, Senses 9 (Direction Sense, Distance Sense, Extended Vision 2, Infravision, Low-light Vision, Radio, Radius (Visual Senses)); **Shapeshifting Loadout** (**Blasters** (Ranged Multiattack Damage 10, Extended Range), **AE: Alter Plane Form** (Enhanced Morph 1, Stacks with Morph), **AE: Combat Drones** (Selective Perception Area Damage 10), **AE: Insubstantial** (Insubstantial 4 (incorporeal), **AE: Stealth Tech** (Concealment 10 (All Senses), Passive))

Advantages: Agile Feint, Defensive Attack, Improved Initiative, Languages 2 (English, Durlan, Mandarin native), Move-by Action, Ranged Attack 5, Skill Mastery (Vehicles)

Skills: Acrobatics 2 (+7), Athletics 2 (+8), Expertise: Military 4 (+5), Perception 6 (+8), Stealth 5 (+10), Technology 5 (+6), Vehicles 10 (+18)

Offense: Initiative +9, Dragonwing Weapons Systems +13 (Ranged, Multiattack Damage 10 and others), Unarmed +5 (Close, Damage 6)

Defense: Dodge 12, Parry 12, Fortitude 12, Toughness 12, Will 8

Totals: Abilities 66 + Powers 95 + Advantages 12 + Skills 17 + Defenses 26 = 216

Complication: Dragonwing Symbiosis: Immortal-Man-in-Darkness is molecularly bonded to armor formed from a shapeshifting Durlan spacecraft. This gives him his powers, but it's slowly killing him. **Human Host:** If the bond is severed between Dragonwing and its host, the host's physical Abilities drop to 2 except for Fighting and Dexterity, which are 4.

MOTHER OF CHAMPIONS PL11 • 235 POINTS

STR 0 **STA** 6 **AGL** 0 **DEX** 2 **FGT** 4 **INT** 4 **AWE** 2 **PRE** 2

Powers: Super-fecundity (Summon 10, Active, Heroic, Multiple Minions 5 (32 150-point minions), Broad Type (Superhumans), Special (see note)); **Superhuman Constitution** (Enhanced Advantage 1 (Great Endurance), Immunity 6 (Aging, Disease, Heat, Poison, Radiation, Starvation and Thirst)

Advantages: Attractive, *Great Endurance*, Inspire 2, Languages (English, Mandarin native), Skill Mastery (Expertise: Science)

Skills: Deception 4 (+6), Expertise: Science 6 (+10), Persuasion 8 (+10), Technology 4 (+8), Treatment 4 (+8)

Offense: Initiative +0, Unarmed 2 (Close, Damage 0)

Defense: Dodge 10, Parry 10, Fortitude 12, Toughness 6, Will 10

Totals: Abilities 40 + Powers 147 + Advantages 5 + Skills 13 + Defenses 30 = 235

Complications: Tool of the State: While she is respected and revered by much of China, Mother of Champions' abilities mean she is more usually sheltered and monitored by her government.

Note: Mother of Champion's Summon allows her to become pregnant and give birth to superhuman children at an alarming rate. She can birth a small army in days. However, she still must become pregnant, the child must gestate, and the process must begin again. These children grow quickly, aging to adulthood in a day or two and dying within a week. She also cannot become pregnant with children who age normally. These limits together count as a -3 Flaw for her Summon.

SEVEN DEADLY BROTHERS PL9 • 220 POINTS

STR 3 **STA** 3 **AGL** 5 **DEX** 2 **FGT** 13 **INT** 0 **AWE** 2 **PRE** 1

Powers: Seven Lives in One Body (Immunity 1 (Aging)); **Summon Deadly Brothers** (Summon 9, Active, Heroic, Horde, Multiple Minions 3, Quirk 9 (Only six 135-point minions instead of 8))

Advantages: Accurate Attack, Agile Feint, All-out Attack, Close Attack 2, Defensive Attack, Defensive Roll 4, Improved Critical (Unarmed), Improved Grab, Improved Initiative, Improved Smash, Instant Up, Languages (English, Mandarin native), Move-by Attack, Power Attack, Set-up, Uncanny Dodge

Skills: Acrobatics 8 (+13), Athletics 5 (+8), Deception 5 (+6), Expertise: Martial Arts 12 (+12), Insight 2 (+4), Intimidation 7 (+8), Perception 4 (+6), Stealth 3 (+8),

Offense: Initiative +9, Unarmed+15 (Close, Damage 3, Crit. 19-20)

Defense: Dodge 13, Parry 13, Fortitude 9, Toughness 5/3*, Will 9 *Without Defensive Roll.

Totals: Abilities 58 + Powers 100 + Advantages 18 + Skills 23 + Defenses 21 = 220

Complications: Multiple Personality Disorder: The Seven Deadly Brothers, when they aren't split into seven bodies, share one body with seven minds. They agree on very little, save their willingness to use fighting and violence to solve most problems. **Secret Past:** Most believe Seven Deadly Brothers got his powers by saving an old mystic. In truth, he gained them long ago from seven martial arts masters who cursed him due to his dishonesty and greed.

Note: The summoned Seven Deadly Brothers have the same stats as the Seven Deadly Brothers write-up presented here except they lack the Summon Deadly Brothers power.

SHAOLIN ROBOT PL11 • 191 POINTS

STR 9 **STA** — **AGL** 4 **DEX** 2 **FGT** 9 **INT** 0 **AWE** 3 **PRE** 0

Powers: Armored Body (Impervious Protection 11); **I-Ching Operating System** (Enhanced Advantages 3 (Assessment, Eidetic Memory, Skill Mastery: Expertise: Chinese Philosophy), Quickness 6, Limited to Mental Tasks Only); **Jets** (Flight 8 (500 MPH)); **Robot** (Immunity 30 (Fortitude)); **Weapons Systems** (Array (20 Points), **Energy Cannon** (Ranged Damage 10), **AE: Energy Blade** (Strength-based Damage 4, Penetrating 13))

Advantages: Agile Feint, *Assessment*, Defensive Attack, *Eidetic Memory*, Fearless, Improved Defense, Improved Disarm, Instant Up, Interpose, Power Attack, Precise Attack (Close; Concealment), *Skill Mastery (Expertise: Chinese Philosophy)*, Uncanny Dodge, Weapon Bind

Skills: Acrobatics 4 (+8), Athletics 6 (+15), Close Combat: Unarmed 4 (+13), Expertise: Chinese Philosophy 6 (+6), Insight 3 (+6), Intimidation 9 (+9), Perception 4 (+7), Ranged Combat: Energy Cannon 10 (+12), Technology 2 (+2)

Offense: Initiative +4, Energy Blade +9 (Close, Damage 13, Penetrating 13), Energy Cannon +12 (Ranged, Damage 10), Unarmed +13 (Close, Damage 9)

Defense: Dodge 11, Parry 11, Fortitude Immune, Toughness 11, Will 11

Totals: Abilities 44 + Powers 95 + Advantages 11 + Skills 24 + Defenses 17 = 191

Complications: Reborn Terra Cotta Warrior: Shaolin Robot is an artificial being created by ancient binary computer systems based off the I-Ching and programmed to protect China. It is a self-aware and advanced machine, but still a machine.

SOCIALIST RED GUARDSMAN PL11 • 195 POINTS

STR 7 **STA** 3 **AGL** 2 **DEX** 2 **FGT** 6 **INT** 1 **AWE** 1 **PRE** 2

Powers: Containment Suit (Removable (-8 points), Enhanced Strength 4, Feature 1 (Contains his radioactivity), Immunity 10 (Life Support), Impervious Protection 10); **Radiation Control** (Array (26 points), **Plasma Blast** (Ranged Damage 13), **AE: Radiation Blast** (Ranged Affliction 13 (Resisted and Overcome by Fortitude; Fatigued, Stunned, Incapacitated)); **Radioactive** (Burst Area Affliction 8 (Resisted and Overcome by Fortitude; Fatigued, Stunned, Incapacitated), Permanent; Immunity 10 (Radiation effects))

Advantages: Power Attack, Ranged Attack 3, Trance

Skills: Athletics 5 (+12), Close Combat: Unarmed 6 (+12), Expertise: Military 5 (+6), Expertise: Politics 5 (+6), Intimidation 5 (+7), Perception 4 (+5), Persuasion 2 (+4), Ranged Combat : Radiation Control 4 (+6), Technology 4 (+5), Vehicles 4 (+6)

Offense: Initiative +2, Plasma Blast +9 (Ranged, Damage 13), Radiation Blast +9 (Ranged, Affliction 13, Fort. DC 23), Unarmed +12 (Close, Damage 7)

Defense: Dodge 9, Parry 9, Fortitude 12, Toughness 13, Will 10

Totals: Abilities 40 + Powers 100 + Advantages 5 + Skills 22 + Defenses 28 = 195

Complications: Disillusioned: Once a great supporter of Communist China's ideals, shoddy treatment and modern reforms have made Socialist Red Guardsman begin to doubt his government. **Radioactive:** Socialist Red Guardsman always emits lethal levels of radiation (see his Radioactive power). If his containment suit is punctured this radiation leaks out, exposing all around him to his lethal energies.

THUNDERMIND PL12 • 306 POINTS

STR 12 **STA** 12 **AGL** 2 **DEX** 2 **FGT** 8 **INT** 2 **AWE** 8 **PRE** 5

Powers: Bilocation (Summon 17 (duplicate), Active); **Bodhisattva Insight** (Enhanced Awareness 7, Enhanced Fighting 7, Enhanced Presence 5); **Invisibility** (Concealment 4 (All Visual senses)); **Invulnerability** (Enhanced Stamina 12, Immunity 10 (Life Support), Impervious Toughness 14, Protection 2); **Psychokinesis** (Flight 10 (2,000 MPH), Move Object 10); **Speed** (Enhanced Advantage 2 (Improved Initiative 2), Quickness 5, Speed 10 (2,000 MPH)); **Super-Strength** (Enhanced Strength 12); **Telepathy** (Mental Communication 3 (Statewide), Mind Reading 8)

Advantages: Assessment, Defensive Attack, *Improved Initiative 2*, Language (English, Mandarin native),

Skills: Close Combat: Unarmed 4 (+12), Expertise: History 5 (+7), Expertise: Teaching 4 (+6), Intimidation 3 (+8), Perception 5 (+13), Persuasion 5 (+10), Ranged Combat: Throw* 8 (+10)

*Ranged Combat: Throw works with both Psychokinesis and his Strength.

Offense: Initiative +10, Psychokinesis +10 (Ranged, Damage 10), Unarmed +12 (Close, Damage 12)

Defense: Dodge 10, Parry 10, Fortitude 12, Toughness 14, Will 12

Totals: Abilities 16 + Powers 256 + Advantages 3 + Skills 18 + Defenses 14 = 306

Complication: Transformation: By saying the phrase "All Hail the Jewel in the Lotus," schoolteacher Zou Kang transforms into Thundermind, the superpowered Bodhisattva. As Zou Kang, he has no powers.

longer needs to breathe or eat and is immune to radiation. Her super-powered offspring are short-lived, however, aging some ten years each day. Mother of Champions sometimes uses a mechanized chair with insect-like legs to move about more easily while pregnant with a new litter of champions.

SEVEN DEADLY BROTHERS

Yang Kei-Zing was born in Fujian province some 300 years ago and took part in the destruction of the legendary Shaolin Temple. Cursed by the Taoist sorcerers of the Seven Scribes of the Cloudy Satchel school when he tried to learn their secrets, Yang returned and slew those who destroyed the temple, including grandmaster Bak Mei, who betrayed the temple to the Emperor. He keeps the shameful true origin of his power to split into seven martial arts masters a secret, claiming he received his powers as a gift from an old mystic he saved. Each of Yang's seven identical selves is a grandmaster of one of the seven schools of kung-fu, all filled with a lust for violence and combat.

SHAOLIN ROBOT

Created by the engineering master Lao Yuqi during the reign of the First Emperor, Shaolin Robot is an advanced automaton programmed with the I-Ching and his creator's own insights and values just before he perished, giving him a degree of free will. After other automatons created by Lao were unearthed, they want on a rampage, seeking to topple the Communist government and restore Imperial rule. The Super Functionaries defeated the automatons and the Chinese government recovered Shaolin Robot, upgrading him using Durlan technology. Shaolin Robot speaks only in I-Ching hexagrams, although it is capable of communicating in writing.

SOCIALIST RED GUARDSMAN

One of the oldest Chinese meta-humans, Socialist Red Guardsman was a part of Mao Zedong's Cultural Revolution. His powers generate intense radiation, forcing him to wear a special containment suit at all times to prevent contaminating areas and killing those near him. He can project blasts of intense radiation and super-heated plasma and is himself immune to its effects. He lives alone in the Gobi Desert, in case of a potential meltdown. The years have left Socialist Red Guardsman bitter and disillusioned, as modern China moves further and further away from Mao's ideals and his deadly powers have moved him further away from humanity.

THUNDERMIND

On a tour of the Beijing Museum, schoolteacher Zou Kang accidentally read aloud the Sanskrit trigger phase "All Hail the Jewel in the Lotus" from an ancient Buddhist artifact, transforming him into a living Bodhisattva, with access to the full range of human psychic potential. Thundermind is the most beloved of the Great Ten, particularly in Beijing, and thinks of himself as the team's conscience. Miss Wu, his fellow teacher at Beijing No. 8 Middle School, is quite taken with Zou Kang's dashing and superhuman alter ego, who saved her life.

DINOSAUR ISLAND

For centuries, Asian sailors told legends of "Dragon Island," an island somewhere between New Zealand and Tongo said to be the birthplace of the world's dragons. In the early days of the 20th century, aging gunslinger Bat Lash led an expedition in search of the island and discovered the truth: that the "dragons" of the island were dinosaurs, trapped and timelost inside the strange fogs surrounding the island. During World War II, the American military used stories of the Dragon Island expedition to mount Operation War that Time Forgot, sending soldiers of their Project M to investigate the island and test advanced weaponry—including the cybernetic G.I. Robot—against the creatures who lived there. Similarly, the troublemaker soldiers of Squadron S, the unit that would one day be known as the Suicide Squad, were sent to Dinosaur Island during the war to either prove themselves or die trying. The Japanese army sent soldiers to the island as well, and many soldiers from both sides never left, drifting through time with the island to be encountered by modern heroes, such as Batman and the Birds of Prey.

HSUAN

A small island in the north China Sea, Hsuan is a legendary lost colony established by Emperor Wu of China during the Han Dynasty. Following Wu's death, the mystics of Hsuan used their power to hide the island, allowing only those who had been turned away from every other home to find its shores. One such refugee was a woman who fled Vietnam in the aftermath of her country's civil war, pregnant with the child of a man she believed to be an American soldier (but who was actually the mysterious mastermind known only as the H.I.V.E. Master). With the help of the Hsuanian wise man Chan Ti, she gave birth to not one but two children who took the names of the elemental power running through their veins: Thunder and Lightning.

IRAN

In the 12th century, assassin lord Hassan-i-Sabbah, master of the Hashshashin, constructed a fortress called Alamue in the Elburz Mountains of northern Iran. From Alamue Hassan plotted and schemed, his agents striking from the shadows, until he was believed dead, killed by one of his own. Yet he survived, tended to by his followers, in alchemical vaults deep below the ruins of Alamue, and was awakened in the 20th century when he took on the identity of Khyber. Now it is once again believed that Khyber is dead, defeated by Iran's speedster champion, Sirocco.

JAPAN

The heroes of Japan have defended its people for centuries, reaching back to the 11th century when the Ultimon, the Ultimate Monster Killers, banded together to win a battle against legendary evil in the Monster Wars. The tradition of the Ultimon passed on from hero to hero through the centuries to the modern day, when the team known as Big Science Action defended Tokyo from radioactive monsters and native meta-human villains alike. Japan's criminals in the Yakuza draw on a tradition of their own, wielding blood magic to create *ketsueki-sensi*, "Blood Soldiers" they use to eliminate their enemies. In the aftermath of Darkseid's universal crisis, the responsibility for defending Japan has been passed from Big Science Action to the Super Young Team, a group of young Japanese heroes

headquartered in Tokyo. The team's leader, Most Excellent Superbat, claims to have secretly purchased the entire country, but it remains to be seen whether the claim is another of his exotic crime-fighting tactics or merely part of his incessant public relations campaign.

KAROCCAN EMIRATE

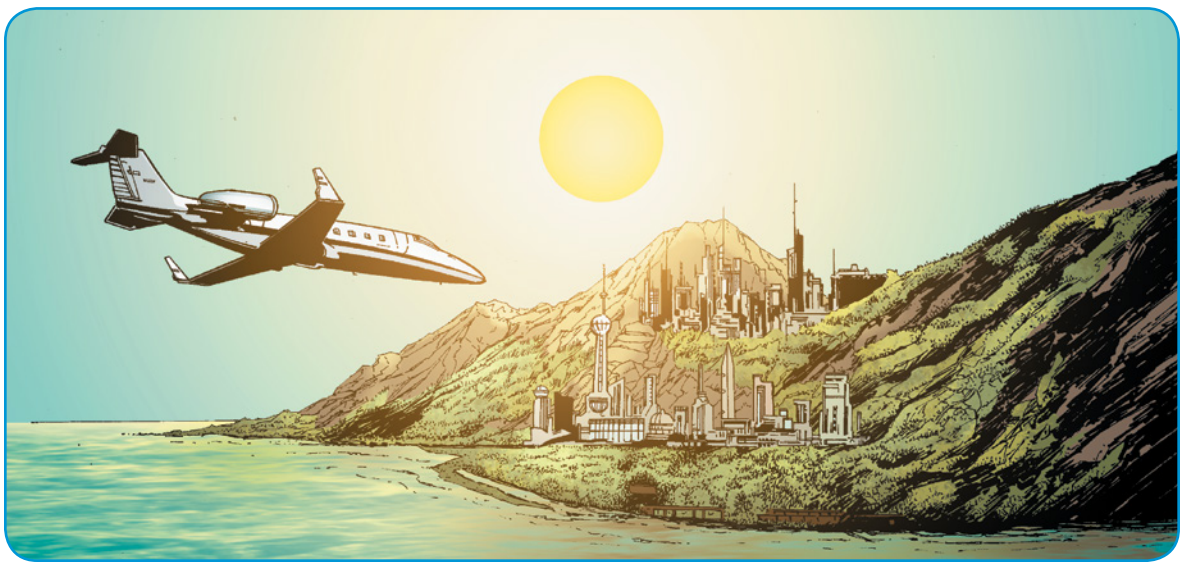
For centuries the mullahs of Qurac have condemned the merchant nomads of Karocco, the two nations ever on the brink of war across the broad sun-baked Plain of Dhozi. In the 1950s, Qurac escalated the hostilities between the countries when they built the Dhabar Dam, reducing the course of the river of the same name to a mere trickle and cutting off one of the Emirates' major sources of fresh water. Only strong and continual intervention from foreign diplomats kept Karocco from invading Qurac, but it didn't prevent the country's Grand Rahfi from building one of the region's largest armored divisions even as it built several of its largest desalinization plants. Though they answer to the Rahfi, each of Karocco's emirs is lord over his own territory, with each new emir reciting the long bloodline justifying their claim upon the death of their father. The Emirates present a united front to the world, but within the country some follow wildly different paths than their fellows; for years, one emir was a quiet but fervent supporter of the terrorist Kobra, even allowing him to build one of his major installations deep in the Karoccan desert. Emir Haffir, one of the nation's wealthiest, struck a deal with American explorer Eli Branchwater in 1872 after Branchwater discovered a hidden cave containing a spring called the Well of Addad. For the next century, waters from the purportedly mythical Well, mildly addictive due to endorphin-like proteins in the spring, were a core part of the secret formula for the world-famous Zesti-Cola and the fortune flowing to Emir Haffir from the Zesti Corporation made the city named for Haffir's family a shining jewel in the desert, and one of the most modern in Middle East. Recently though, a war of industrial espionage ended with the destruction of the Well of Addad. However, as Emir Haffir and the rest of the Emirates have significant oil wealth, it's likely that the events will have more impact on the Zesti Corporation than the Emirates. Of more import, a new, young Grand Rahfi took up residence in the Karoccan palace in Aldiz, and fell under the sway of the teenage would-be general Ulysses Armstrong. The war with Qurac provoked by Armstrong before the Rahfi could assert his power resulted in the destruction of the Dhabar Dam, flooding the Plain of Dhozi for the first time in more than a thousand years.

KOOEY KOOEY KOOEY

An island in the South Pacific, the strange movements of "Kooey" around the ocean were held up as an example by both the proponents and opponents of plate tectonics theory in the early 20th century. Only in recent years, after Blue Beetle and Booster Gold established a Super Hero-themed hotel and casino called "Club JLI" on the island, was it revealed that Kooey Kooey Kooey was in fact a sentient creature who merely chose to wander the ocean from time to time. More recently, the island was believed destroyed by a massive tidal wave, but it may be that Kooey has gone diving and will return again soon.

OOLONG ISLAND

Established by the Chinese government as the Oolong Island Science Research Facility, Oolong Island was given to the Chinese superfunctionary Chang Tzu as a base for his researches into fringe science. Hoping Chang Tzu might create weapons that could protect China from the power of Black Adam, the government looked the other way as Chang Tzu gathered "mad scientists" from around the world to Oolong Island—sometimes by force—and built an arsenal of doomsday weaponry. Following the worldwide battle with Black Adam that came to be called "World War III," the scientists of Oolong Island exiled Chang Tzu and established the island as a sovereign nation under the leadership of its first president, Veronica Cale. Not long thereafter, Cale chartered the Doom Patrol to be Oolong's official "field research team."



QURAC

Stretched along the western shore of the Persian Gulf from the city of Al Kuwait in the north to Abu Dhabi in the south, Qurac established its independence from its former Ottoman and British rule in the early days of World War II. With the support of the Axis powers, an Iraqi named Hassan al-Sadr gathered the tribesmen of the area into an army and rejected foreign rule. In return, the new nation of Qurac allowed Nazi Germany to build a massive fortress called Jotunheim in the Jeb Akhdar Mountains in southern Qurac to observe and interdict Allied shipping lanes in the Persian Gulf region. When the Axis lost the war, Qurac's first government also crumbled, and was replaced by a republic that lasted until the late 20th century when it too fell to a military coup led by its own General Marlo, a hero of the country's war with the Karoccan Emirates in the 1970s.

Marlo's military dictatorship withdrew Qurac's traditional support of western nations, turning inward and planning how to best exploit the wealth generated by the significant petroleum resources beneath the central Quraci deserts. Unfortunately, in his quest for military security as well as financial security, Marlo's nuclear testing program detonated a nuclear device as part of underground test that ended up tainting Qurac's oil reserves with radioactivity. This, in turn, made Marlo even more desperate and turned the country toward broad support for international terrorism, including the establishment of the Jihad, a Quraci group of meta-human mercenary terrorists headquartered in the old Nazi fortress of Jotunheim.

Attacks abroad by the Jihad and other Quraci led the international community to brand Qurac an "outlaw nation" and brought the country into conflict with groups of heroes ranging from Superman to the Teen Titans—but especially Amanda Waller's Suicide Squad. When the villain Cheshire stole a supply of Soviet nuclear weapons and set out on a campaign of international blackmail, she made a public demonstration of the power she wielded by detonating one of her weapons in a city modern enough to be an example yet reviled enough internationally that the world might not mourn its destruction: Qurac's capital city of Doha. More than 100,000 Quracis died when the city was incinerated, as did much of the Jihad when the Suicide Squad detonated a smaller atomic device Marlo had hidden inside Jotunheim.

Marlo's increasingly desperate attempts to rebuild his power base have led to several invasions by the western military in recent years, but even despite the help of the Bedouin rebels who have been fighting Marlo for decades, the general has yet to be deposed.

RHEELASIA

Part of the Malay Archipelago stretching between India and Australia, the island nation of Rheelasia was first populated nearly simultaneously by aboriginal wanderers journeying north from Australia and the Kuaka people coming south from Asia. Rheelasia remains a cultural melting pot today, its natives intermixed with the descendents of sailors traveling trade routes past Rheelasia between Europe and China. In the 1940s, the crudely-built cities of Rheelasia were devastated by a series of massive volcanic eruptions caused by the sorceress Ravenna during her battle with the Justice Society, and the island spent the second half of the 20th century rebuilding and modernizing. Sigh Manh Lee, sent to oversee the rebuilding efforts, ended up naming himself Generalissimo for Life and taking control of the small nation. Over the decades, Lee amassed a fortune siphoning off relief funds sent to Rheelasia, and cultivated his nation's reputation as a place where anything goes for the right price. Now, the nation's capital of Dajanka is known as the sin capital of the eastern hemisphere, surrounded by palatial estates home to some of the wealthiest and most notorious criminals in all of Asia. Recently, Generalissimo Lee was killed in a massive explosion that destroyed his yacht, leaving his brothers and sons to fight over control of the country...and allowing the criminals who call the country home even more latitude to do whatever they please.

RUSSIA

Proud of the army they constructed in the aftermath of World War I, the leaders of the Soviet Union were caught off guard by the rise of American meta-humans and feared the role they would play in determining the outcome of a second World War. In hopes of creating a superhuman soldier of his own to rally the country, Joseph Stalin personally selected Ivan Illyich Gort to undergo the series of experiments that transformed him into Stalnoivolk—"Steel Wolf"—the nation's first meta-human hero. Following the war, Gort wore plainclothes as he brutally carried out the orders of Stalin and then the KGB, putting down popular revolutions across Eastern Europe. Concerned that an army of Stalnoivolks might pose a threat to his rule, Stalin ordered all scientists and laboratories involved in the project purged. Yet some of the files survived and were brought to the Puleski Institute, an isolated lab in Siberia where they became a part of decades of genetics experiments resulting in a serum that granted three orphans superhuman speed and the chance to serve the Soviet military as Blue Trinity. Steel Wolf and Blue Trinity were brought together with others, like the explosive agent Molotov, as part of the Red Shadows, a group of undercover Soviet meta-humans that came into conflict with the American Suicide Squad as the Red Shadows made an ultimately failed attempt to maintain Soviet control of Vlatava. Other agents of the Soviet Union included the KGBeast and NKVDemon, assassins who faced Batman when they operated on American soil.

Meanwhile, the public face of Russian heroics was the Rocket Red Brigade, soldiers wearing armored battlesuits designed by the Green Lantern Kilowog. As tensions eased between the Soviet Union and the United States, Rocket Red Dmitri Pushkin served as a member of Justice League International, and the Flash found himself running alongside a new trio of Soviet speedsters known as Red Trinity. Lt. Colonel Valentina Vostok defected to the U.S. with an experimental aircraft that crashed upon arrival, a disaster that transformed her into Negative Woman and helped make her a member of the American Doom Patrol. Others, like the "super collective" known as the People's Heroes remained loyal to the Soviet cause and answered only to the country's Premier.

After the Soviet Union crumbled, the Russian hero Red Star, who was once an antagonistic youth ambassador sent to confront the Teen Titans, served alongside them as a member, then returned to his homeland to repel an alien invasion and become the official State Protector. Now living aboard the alien spaceship that gave him his powers, Red Star's headquarters floats above the Kremlin in Moscow, helping him watch over both the city and the nation. Yet he isn't Russia's only protector—Batman authorized a costumed agent to operate in his name as part of the multinational Batman, Incorporated, and the radioactive Russian hero Pozhar was part of the Firestorm matrix for a time. The country also has its share of villains, from Green Arrow's occasional nemesis Anton Allegro and the Russian crime boss who has seized control of the demonic power of Sabbac to the robotic soldiers of the Novyj Soviet, still seeking to rebuild the Communist nation that originally built them.

ROCKET RED/ROCKET ELITE

The Rocket Reds are armored soldiers who defend their nation against super-powered threats. The original Rocket Red Brigade was created by Green Lantern Kilowog for the Soviet Union, and the armor (and its wearers) passed through various hands after the collapse of the U.S.S.R., including the Russian Mafiya and the Russian Army. The Rocket Elite (*Rakete-Auslese)* are German versions of the Rocket Reds, probably created by reverse-engineering their technology.

ROCKET RED/ROCKET ELITE — PL10 • 172 POINTS

STR 10 **STA** 4 **AGL** 2 **DEX** 3 **FGT** 8 **INT** 4 **AWE** 2 **PRE** 2

Powers: Rocket Red Armor (Removable (-20 points); Impervious Protection 8; Enhanced Strength 8; **Armament** (Array (30 points), **Energy Blast** (Ranged Multiattack Damage 10), **AE: Homing Mini-missiles** (Ranged Burst Area Damage 9, Homing 3)); **Machine Communication** (Comprehend 2 (Machines/Electronics)); **Rocket Boots** (Flight 7 (250 MPH); **Sealed Systems** (Immunity 10 (Life Support)); **Sensor Suite** (Enhanced Advantage 4 (Ranged Attack 4), Senses 5 (Direction Sense, Extended (Visual), Low-light Vision, Radio, Tacking (Visual)))

Advantages: Benefit (Security Clearance), Move-by Action, Power Attack, Ranged Attack, *Ranged Attack 4*, Teamwork

Skills: Acrobatics 4 (+6), Athletics 2 (+12), Close Combat: Unarmed 2 (+10), Expertise: Military 2 (+6), Intimidation 2 (+4), Perception 4 (+6), Ranged Combat: Armament 2 (+5), Technology 4 (+8), Treatment 1 (+5), Vehicles 3 (+6)

Offense: Initiative +2, Energy Blasts +10 (Ranged, Multiattack Damage 10), Mini-missiles (Ranged, Burst Area Damage 9, Homing 3), Unarmed +10 (Close, Damage 10)

Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 12, Will 10

Totals: Abilities 54 + Powers 80 + Advantages 5 + Skills 13 + Defenses 20 = 172

Complications: Identity: The identity of the Rocket Red Brigade (or Rocket Elite) membership is well known publicly. **Motivation—Responsibility:** To their homeland.

TIBET

The mountains of Tibet hide many secret places, from the near-mythical kingdom of evil called Shamballa where the villain Prometheus won his key to the Ghost Zone, to the hidden Zhang Zhung refuge beneath Mount Kailas, the "city of the Yeti" said to be the birthplace of the mysterious race. But none is more sought—and more rarely found—than the lost city of Nanda Parbat, the hidden monastery watched over by the goddess spirit Rama Kushna. Said to appear at the end of a hundred hidden paths, Nanda Parbat is hidden both in space and time, with time moving differently inside the city as travelers from different eras sometimes encounter one another inside its walls.

CHAPTER 3: BEYOND EARTH

From the dawn of history, the DC Universe has been shaped by the presence of extraterrestrial beings. The multiverse was spawned by Krona, the renegade Oan, while his brother Guardians dedicated their existence to repairing the damage caused by his forbidden experiments, leading to the creation of the noble Green Lantern Corps. The rulers of Ancient Egypt, Pharoah Khufu and Princess Chay-Ara, found their lives forever altered by the Thanagarian Nth-Metal. The Silver Age of Heroes began when J'onn J'onzz was summoned to Earth by Prof. Erdel, while the Modern Age started with the public debut of Superman, Last Son of Krypton. The Justice League first formed to stand against an alien threat no single hero could face alone. The people of Earth have seen their world menaced with invasion and destruction from deep space, yet have also made peaceful contact with numerous alien civilizations, from the nearby Red Saturnians to the distant Rannians.

THE SOLAR SYSTEM

Even in humanity's own solar system, mankind is not alone; from the gathering threat of the teeming mind-worms nesting on Venus, to the strange lifeforms residing in the Asteroid Zone, to the confederation of advanced races which exist among the Saturnian moons, the Sol system is virtually teeming with extraterrestrial life. Though the highly advanced Martian civilization fell eons ago, even that great race is not extinct, with several members of the species residing on Earth (most notably J'onn J'onzz, the Martian Manhunter) and others existing in the timeless "Ghost Zone." The champions of Earth need not venture far into space to encounter alien creatures both benevolent and malign. There are other surprises to be found in local space as well, such as the micro-world of Klaramar or the outpost on tiny Pluto, the planetoid farthest from the Sun.

VENUS

Second closest to the Sun, the hothouse planet Venus is similar to Earth in size, gravity, and density, but there the similarities end. Clouds of sulfuric acid cover the sky, the oceans have boiled away, and the terrain is obsidian rock. Venus has no native life, but is infested by the mind-worms.

These vile creatures are not native to the solar system, instead hailing from a distant star or even another dimension. They arrived on Venus by "hitch-hiking" rides on asteroids and comets, spending eons dormant during their travels. Their racial imperative is to overwhelm other worlds, breed beyond measure, and become the dominant life-form in existence. They exist in several forms, including mindless grubs, writhing composite behemoths, and genius-level annelids (worms).

Mister Mind is of this species, a creature resembling a two-inch long green and black mottled worm. Despite its tiny size, Mister Mind possesses tremendous intellect, willpower, and telepathic aptitudes, for it combines the entire species' brainpower. Even if it is obliterated or hopelessly trapped, the wicked worm's psyche will be transferred to another of the species.

Mister Mind briefly achieved the race's final stage, a colossal winged abomination which fed on reality/space/time. In this form it fractured reality into 52 alternate universes. Use the Powerhouse archetype (see *Hero's Handbook*) for the worm-behemoth creature, but replace the listed power set with the following:

"VENUSIANS" — **PL11 • 135 POINTS**

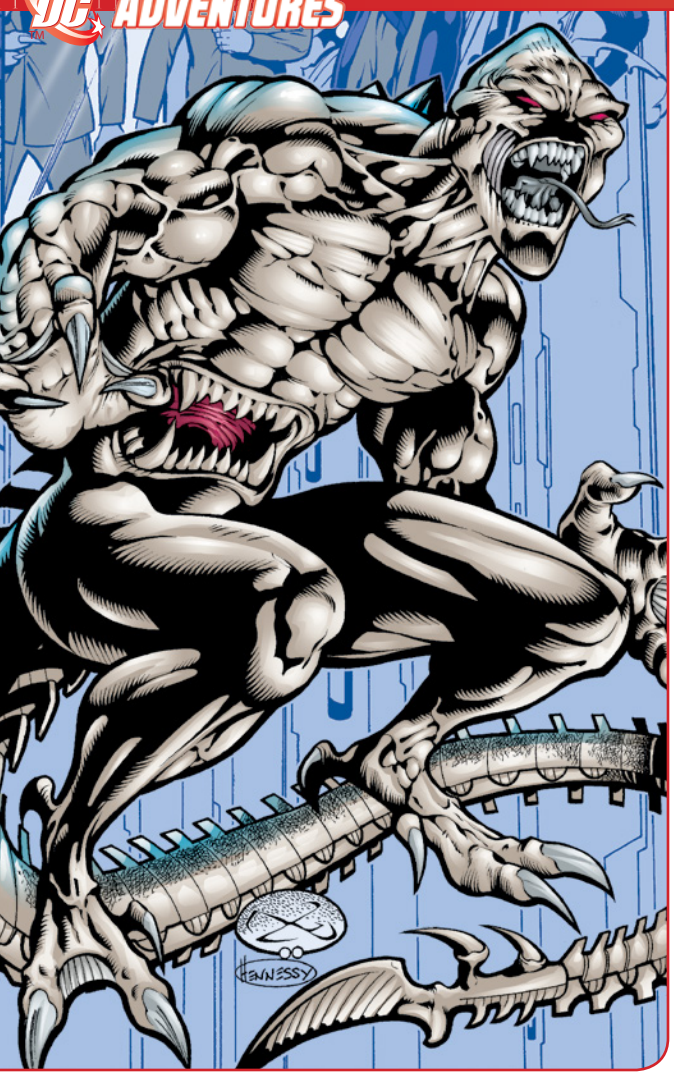
Powers: Shockwave: Burst Area Damage 6: **AE Groundstrike**: Burst Area Affliction 6 (Resisted by Fortitude; Vulnerable, Defenseless); **Collective Body**: Elongation 2, Enhanced Stamina 10, Immunity 6 (fatigue, heat, pressure, suffocation, vacuum), Insubstantial 1 (mass of worms), Movement 3 (Slithering, Sure-Footed, Trackless), Regenerate 5; **Hive Mind**: Immunity (Interaction Effects), Enhanced Impervious WIll 10; **360 Degree Vision**: Senses 4 (Radius Visual, Counters Illusions, Extended 1). **Complications** include **Monstrous Appearance** and **Mute**.

The ultimate stage of the mind-worm is a PL X entity, able to disrupt entire timelines and grow immense as it eats away at the very fabric of reality. It can be stopped by taking the creature outside of normal space-time, as when Booster Gold and Rip Hunter tricked the creature into entering a "Suspendium" block.

MARS

The fourth planet from the Sun is currently a dead world, the civilization which once spanned Mars long since turned to dust. Mars is nearly devoid of water, the atmosphere is oxygen-poor, and the landscape is dominated by red sands, sweeping canyons, and soaring mountains. The twin moons Deimos and Phobos hover unwatched in the sky.

But Mars was once inhabited by a space-faring race, which lived in vast, towering crystal cities. Martians had colonies throughout the solar system until internecine warfare too badly disrupted their civilization. The Green Martians endured the longest, many centuries after the Pale Martians were banished to the Ghost Zone and their distant kin the Yellow Martians vanished.



WHITE MARTIAN — PL12 • 259 POINTS

STR 14 **STA** 10 **AGL** 2 **DEX** 2 **FGT** 10 **INT** 1 **AWE** 2 **PRE** 2

Powers: Flight (Flight 13 (16,000 MPH)); **Martian Durability** (Protection 2, Impervious Toughness 4, Immunity 10 (Life Support)); **Martian Morphology** (Array (20 points); **Intangibility** (Insubstantial 4), **AE: Density** (Impervious Toughness 8, Sustained), **AE: Invisibility** (Concealment 4 (All Visual senses)), **AE: Shapeshifting** (Morph 4, any form)); **Martian Senses** (Senses 7 (Extended Vision 2, Mental Awareness, Vision Penetrates Concealment)); **Martian Strength** (Enhanced Strength 4, Limited to Lifting (lifting Strength 18 (6,000 tons)); **Martian Vision** (Ranged Damage 11); **Telepathy** (Mental Communication 4 (Anywhere on planet), Mind Reading 10)

Advantages: Great Endurance, Power Attack

Skills: Insight 4 (+6), Intimidation 6 (+8), Perception 4 (+6), Ranged Combat: Martian Vision 8 (+10), Stealth 4 (+6), Technology 4 (+5), Vehicles 4 (+6)

Offense: Initiative +2, Martian Vision +10 (Ranged, Damage 11), Unarmed +10 (Close, Damage 14)

Defense: Dodge 12, Parry 12, Fortitude 12, Toughness 12, Will 8

Totals: Abilities 86 + Powers 134 + Advantages 2 + Skills 17 + Defenses 20 = 259

Complications: Motivation—Power: Conquest. **Power Loss:** Exposure to fire. **Vulnerability:** Fire attacks automatically inflict an additional level of success on White Martians.

Notes: These stats are for the typical White Martian; some have minor variations like greater Strength or mental abilities, different skills and training, or slightly different defenses.

THE GREEN AND WHITE MARTIANS

The first intelligent race on Mars was known as The Burning, a super-race which posed so great a danger to other life in the galaxy that the Guardians of the Universe intervened. The Oans caused The Burning to split into three separate, "lesser" species: the Green, Yellow, and White (or Pale) Martians.

The Martians' mental abilities included telekinesis (allowing flight), telepathy, and psychic senses. Control of their molecular structures enabled them to change their density and shape, regenerate, and become invisible. Their only weakness was fire, which threw their minds and bodies into chaos. The Green Martians were artistic, philosophical, and peaceful, while the White Martians were aggressive and vicious. The two races battled for supremacy on Mars for centuries, but eventually the Green Martians were victorious.

The Green Martian civilization was destroyed by a psychic plague which caused the telepathic Martians to obsessively fixate on fire: their bodies responded by spontaneously combusting. The plague was engineered by Ma'alefa'ak, brother of J'onn J'onzz. The genocidal "Malefactor" was a pariah among the Green Martians due to his psychopathic tendencies, and bore his entire world a grudge. Stripped of his telepathy for unspecified crimes, Ma'alefa'ak was immune to the fire-borne illness. J'onn J'onzz survived only because he was transported across time and space by the scientist Dr. Erdel. Malefactor also survived, only to perish later at the hands of his heroic brother.

The White Martian race had largely perished long earlier, after the losing civil war against their kinsmen. As the Green Martians did not believe in execution, the remaining White Martians were banished to the "Ghost Zone," a timeless realm similar to the Phantom Zone. They remained there for eons until their recent escape (see the Hyperclan entry). A few Pale Martians remain on Earth, such as the good-natured M'gann M'orzz, a.k.a. Miss Martian of the Titans.

It should be noted that White Martians can masquerade as Green Martians, and vice-versa; their chosen forms reflect their psyches and histories more than genetic differences.

THE HYPERCLAN

Posing as extraterrestrial Super Heroes, the Hyperclan were the advance wave of an invasion from the Ghost Zone. These White Martians used their shape-shifting to assume diverse forms, mimicking various superpowers via their Martian abilities. (Protex and Primaid displayed Kryptonian-like powers, A-Mortal used invisibility and intangibility, Fluxus changed into beast-forms, and so on.) Their deception was exposed by the Martian Manhunter, Batman, and the other Justice League members. The Hyperclan and the White Martian army were rendered powerless through their vulnerability to flame, and telepathi-

cally programmed to forget their true identities. When they inevitably broke free of this mental conditioning, they again threatened to enslave the Earth, but were forced back to the Ghost Zone by the Justice League.

Protex and Primaid are PL 14, equal to J'onn J'onzz in most respects; the other Hyperclan members (A-Mortal, Armek, Fluxus, Tronix, Zenturion, and Zum) are PL 12.

YELLOW MARTIANS

Little is known about the history and final disappearance of the Yellow Martians. Culturally, they were shy and reclusive, shunning contact with the other races. It is speculated they are connected to the Saturnian race known as Klaramarians.

NEW KRYPTON

The very existence of New Krypton should have been regarded as a miracle, and it was, at least for a short while. Using a combination of Kryptonian technology and that of their former captor, Brainiac, the people of the surviving Kryptonian city of Kandor "grew" a new planet on the opposite side of Earth's orbit around the Sun: a cold, crystalline world where the surviving Kryptonians could live apart from Earth and humanity.

Unfortunately, the Kandorians created their new home world at least partially due to conflicts with humans over the Kryptonians' heavy-handed behaviour and disregard for the value of human lives when compared to their own. A human faction (led by General Sam Lane in collaboration with Lex Luthor) set out to destabilize and ultimately eliminate the Kryptonians as a threat, leading the Kandorians to release General Zod from the Phantom Zone to lead and help protect them.

Luthor was able to tamper with the Earth meta-criminal Reactron, imprisoned on New Krypton for the murder of Supergirl's father Zor-El. Reactron, an agent of General Lane's secret Project 7734, went super-critical, setting off a chain reaction that destroyed New Krypton and most of its inhabitants. Most of the remainder died in deep space when Luthor temporarily turned Earth's sun red, depriving the Kandorians of their powers. When General Zod led the survivors to attack Earth, Superman and Earth's heroes banished Zod and his followers back into the Phantom Zone.

Like Superman, all the Kandorian survivors of New Krypton gained tremendous powers under Earth's yellow sun. Use the game information for General Zod, Superman, and Supergirl found in *DC Adventures: Heroes & Villains*, as a guideline for creating other Kryptonian characters.

THE ASTEROID BELT

Located between the orbits of Mars and Jupiter, the Asteroid Belt consists of stony fragments ranging in size from tiny particles to miles-wide. Part of the Asteroid Belt is the remains of a shattered planetoid, destroyed by the ancient war between the Green and White Martian races. The tiny world was once inhabited by the clones created by the Martians, but was disputed territory between the two progenitor races, and was destroyed in their struggle for dominance. While little remains intact, it is possible advanced Martian technological artifacts and weapons may still be found by intrepid explorers. Kryptonite, the irradiated mineral from Superman's homeworld, can be found here, brought to the solar system through the same trans-space warp the infant Kal-El's spacecraft travelled through. While many Kryptonite rocks fell to Earth as meteors, some drift as debris in the space between Mars and Jupiter.

At least two alien races dwell within the Belt, the Blackrock creature(s) and the Replikon species. As detailed, the Blackrock (which appears to be a collective entity composed of many smaller pieces) is a being of solid-energy that resembles obsidian stone. Replikon is a shape-shifting alien who came into conflict with Green Lantern Hal Jordan, Green Arrow, and Black Canary when he attempted to alter the Earth's atmosphere so his two children could survive the loss of their home planet; he adapted the powers of several Justice Leaguers to aid in accomplishing this feat, but was thwarted by the heroes. Understanding his plight, Green Lantern created a habitat for Replikon and his spawn among the asteroids. Later, Replikon and his oldest son were lured into battling Superman.

REPLIKON

Replikon's traits correspond to the Mimic archetype detailed in the DC Adventures *Hero's Handbook*, save for the following changes in the power set:

> Insubstantial 2, Morph 2 (any humanoid), and Mimic 15 (75 points) for duplicating a subject's traits, Continuous, Limited: copied traits are one rank lower than that of the individual being mimicked, Resistible: Fortitude Save against DC 25.

The alien creature has one adult spawn, a son, whose characteristics are equal to that of his parent; the young children are non-combatants with negligible power-sets. Replikon and his kin are not aggressive unless their living space is threatened or they are driven by the need for food and shelter. Replikon is motivated by his responsibility to his children.

SATURN

A gas giant second in size only to mighty Jupiter within the solar system, Saturn is a ringed world, encircled by ice, rock fragments, and cosmic vapors. Over sixty moons orbit Saturn, including mighty Titan. While Saturn is uninhabited, no fewer than four races now dwell on the satellites that circle the planet.

SERVANT RACES OF THE MARTIANS

The Saturnians were cloned from the Martians, using modified genetic material. The Green Martians created the Red Saturnians, while the Whites were spawned by the Pale Martians. The Saturnians acted as proxies in the clash between the two Martian factions, but the Green Martians came to love the Red Saturnians almost as children, and treated them kindly. In contrast, the Pale Martians continued to use their sub-race as soldiers and slaves. When the

conflict finally ended with the Pale Martians' banishment, the Saturnians became free, and established a civilization. Unfortunately, the enmity between the Red and White Saturnians continued. Though the two intermingled far more than their parent races, conflicts broke out between them regularly, frequently escalating into full-scale wars.

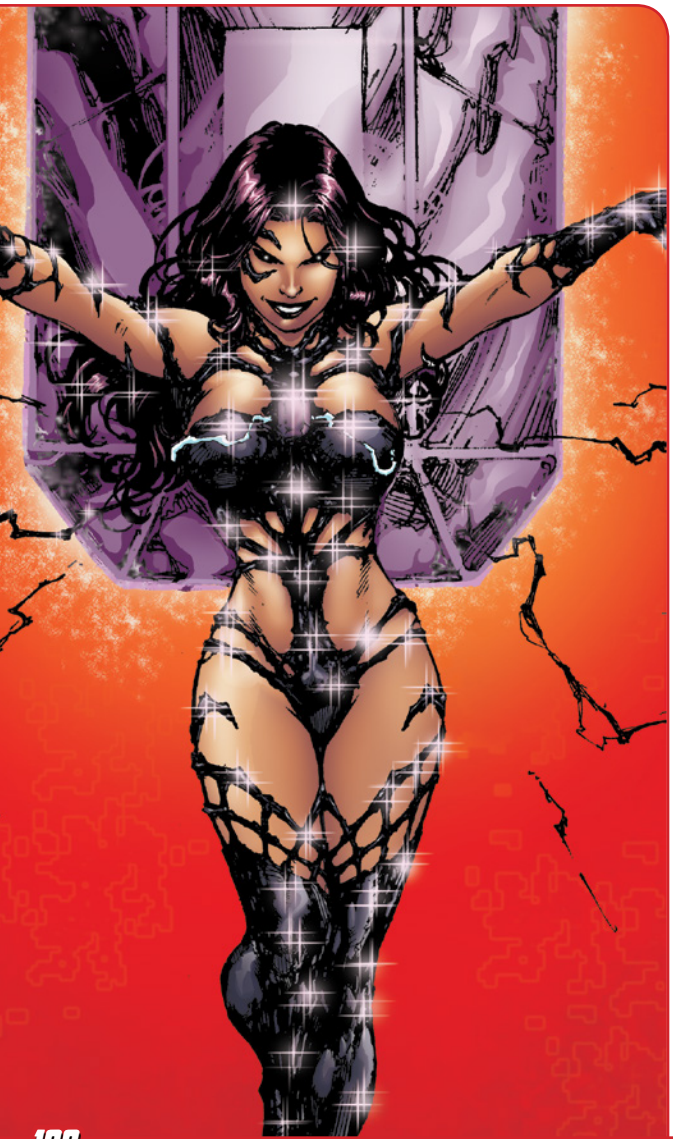
The Red Saturnians are best known on Earth through their wayward prince, J'emm. The peaceful J'emm was stranded on Earth for some years, first as an exile, then as a captive of Lex Luthor. J'emm wore a jewel on his forehead that heightened his psychic powers, enabling him to fly and project mental energy blasts. J'emm later returned to Saturn to marry a White Martian princess, becoming ruler of all Saturnians.

Normal Saturnians are unable to change shape, fly, or shoot force beams from their eyes. They possess superhuman strength and durability, mental senses, and telepathy, though not at Martian levels. Although they cannot change shape, they do have limited stretching and regenerative abilities. A typical Red or White Saturnian has these Martian-like powers at PL 8-10.

(Continued on page 102)

BLACKROCK

Dr. Peter Silverstone was the chief communications engineer of a Metropolis-based multimedia corporation, one of the Daily Planet's major rivals in the city. The company's CEO tasked Silverstone (a talented inventor and researcher, as well as engineer) with creating a Super Hero through scientific means, one who would have the same exclusive relationship with the news corporation as Superman has with the Daily Planet. Silverstone's first efforts involved the creation of a device similar to the Cosmic Rod employed by the Golden Age hero Starman (Ted Knight), an antenna-like wand which allowed a user to fly, generate lightning blasts, and perform feats of mind-over-matter. Along with the addition of a lead-lined helmet and a bright green costume, the device was used to equip "Blackrock," a publicity-driven "Super Hero" who was actually a company employee.



Despite the impressive weapon he wielded, both the original Blackrock and his early successors proved inept in their attempts at heroics, causing more harm than good. When Superman inevitably was forced to intervene, they proved no match for the Man of Tomorrow. Dr. Silverstone went searching for a new source to empower Blackrock. His investigations led him to a strange obsidian gemstone which could manipulate electromagnetic energies for various purposes, including superhuman strength, energy absorption, and force-field projection. Dr. Silverstone used the stone to power a remote-controlled robotic shell; this Blackrock was also destroyed by Superman. Afterward, Silverstone personally assumed the Blackrock identity to become an adversary for the Metropolis Marvel.

However, the coal-colored stone was not an alien technological artifact as Silverstone assumed, instead being a sentient extraterrestrial life form hailing from the Asteroid Belt. It overwhelmed Silverstone's mentality, turning him into a recluse who sat watching multiple televisions nonstop, until he became blind and psychotic. He was found in this state by petty criminal Samuel Benjamin, who murdered Silverstone and took the power of the "Black Rock." Benjamin's career was short-lived, and Superman threw the alien jewel toward the Sun. But the gem was not destroyed and was eventually returned to Earth by Bizarro. It was used by a South American terrorist named Lucia in her vendetta against the Man of Steel, who took the rock into his safekeeping after defeating her. The gemstone then made telepathic contact with alien tyrant Despero, and launched a plot to turn all Earth's alien protectors against humanity, including Kilowog and Martian Manhunter. Later, more of the "Black Rock" species traveled to

REAL NAME: UNPRONOUNCEABLE
OCCUPATION: CONQUEROR
BASE: VARIOUS HOST BODIES

BLACKROCK — PL12/14*

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8/12*	8	6	4	6	4	3	3

POWERS

Obsidian Alien Gemstone: Removable, Indestructible (-18 points) • *75 points*

Energy Soak: Enhanced Ranged Damage 4, Fades (absorbs electromagnetic attacks) • *4 points*

Energy Tap: Enhanced Strength 4, Fades (Recharges when hit with electromagnetic attack or when exposed to intense electromagnetic field); Enhanced Force Field 4, Fades (Recharges when hit with electromagnetic attack or when exposed to intense electromagnetic field), Stacks with Force Field; Enhanced Flight 4 (1,000 MPH), Fades (Recharges when hit with electromagnetic attack or exposed to intense electromagnetic field), Stacks with Flight; Regeneration 5, Fades (Recharges when hit with electromagnetic attack or exposed to intense electromagnetic field) • *13 points*

Enhanced Senses: Senses 15 (Awareness (Electromagnetic energies, Visual sense—Blackrock "sees" energy spectra), Analytical on Energy Sense, Direction Sense, Extended 2 on Radio Sense, Radio, Rapid 2 on Visual and Radio senses, Penetrates Concealment on Vision, Ultravision) • *15 points*

Flight: Flight 5 (60 MPH) • *10 points*

Force Field: Impervious Toughness 10, Sustained • *20 points*

Powers of the Blackrock: Array (28 points)

- **Drain Energy:** Ranged Weaken 7 (Resisted by Fortitude; against Powers based on electromagnetic energies), Broad, Simultaneous • *28 points*
- **Energy Blast:** Ranged Damage 14 (electromagnetic energy) • *1 point*
- **Energy Burst:** Burst Area Damage 12, Penetrating 4 • *1 point*
- **Overload Equipment:** Burst Area Nullify 7 vs. electrical devices, Only Affects Objects, Broad, Simultaneous • *1 point*

ADVANTAGES

All-out Attack, Fearless

SKILLS

Athletics 4 (+12/+16*), Close Combat: Unarmed 6 (+12), Deception 4 (+7), Expertise: Criminal 8 (+12) (Lucia and Samuel Benjamin) or Science 8 (+12) (Dr. Silverstone), Intimidation 9 (+12), Ranged Combat: Energy Blast 6 (+10), Ranged Combat: Drain Energy 4 (+8), Stealth 3 (+9), Technology 10 (+14)

OFFENSE

Initiative +6

Energy Blast +10	Ranged, Damage 14, up to 18 w/ Energy Soak
Unarmed +12	Close, Damage 8

DEFENSE

Dodge	6	**Fortitude**	12
Parry	6	**Toughness**	18/22*
Will	12		

*With Energy Tap activated, Blackrock has these traits and is PL 14.

POWER POINTS

Abilities	84	**Skills**	12
Powers	75	**Defenses**	13
Advantages	2	**Total**	201

COMPLICATIONS

Dependent on Host Body: While most hosts have proven compliant, strong-willed individuals such as Batman have been able to shake off the gemstone's influence, forsaking the Blackrock persona.

Power Mad: The gemstone drives Blackrock to seek ever-greater power, to the detriment of the host's health and sanity.

Symbiotic: If the energies of the gemstone are blocked by lead shielding or otherwise diverted, all of Blackrock's superhuman powers are lost.

NOTE

The attributes, advantages, and skills listed above represent a "composite" of the various Blackrocks; obviously a meta-human or highly talented host (such as Batman or the Martian Manhunter) would have higher stats. The rock's ability to dominate a host is more a plot device than a standard Affliction attack, and should be handled as such.

Earth, taking possession of Jimmy Olsen and several others before being rendered inert.

PERSONALITY

The human beings drawn to the gem tend to already be amoral and power-hungry. Negative traits such as anger, greed, and arrogance are amplified when bonded with the gemstone. The jewel's sentience lusts for dominance and power, pushing Blackrock to acts of conquest.

POWERS & ABILITIES

Blackrock is superhumanly strong, can fly, and project energy for various effects. Blackrock can perceive the entire electromagnetic spectrum. By absorbing enough energy, Blackrock can become a real threat to the Man of Steel.

The gem has displayed other powers as well, such as mentally controlling unwilling hosts, transmuting matter, and boosting telepathic abilities; Gamemasters should feel free to use alternate effects or plot devices when Blackrock makes an appearance.

ALLIES

Blackrock has worked together with Despero, Bizarro, and a parallel-world Luthor, but only as allies of convenience. Blackrock has no true friends or teammates.

ENEMIES

Superman has thwarted Blackrock in every incarnation. Blackrock also numbers Batman, the Martian Manhunter, and Plastic Man as enemies. Given the nature of "Black Rock" and its race, the creature likely has foes among the stars as well.

KOOLAR WARRIOR — PL10 • 191 POINTS

STR 8 **STA** 6 **AGL** 4 **DEX** 4 **FGT** 6 **INT** 2 **AWE** 4 **PRE** 2

Powers: Animate Object (Summon 10, Broad (any material), Concentration, Controlled, Extra: Merge with summoned object, Heroic, Limited to Available Objects, Mental Link); **Fast Recovery** (Regeneration 2); **Neuro-whip** (Easily Removable, -8 points), Strength-based Damage 4, Reach 3, Linked to Damage 5, Resisted by Will, Reach 3; **Telepathy** (Mental Communication 2, Mind Reading 10, Limited to Surface Thoughts)

Equipment: Blaster Rifle (Ranged Damage 8), Sword (Strength-based Damage 3, Improved Critical)

Advantages: All-out Attack, Close Attack 2, Defensive Attack, Equipment 4, Fearless, Improved Trip

Skills: Deception 6 (+8), Intimidation 6 (+8), Ranged Attack: Guns 4 (+8), Stealth 4 (+8)

Offense: Initiative +4, Blaster Rifle +8 (Ranged, Damage 8), Neuro-whip +8 (Close, Damage 12, Reach 3 Linked with Close, Damage 5, Resisted by Will, Reach 3), Sword +8 (Close, Damage 11, Crit. 19-20), Unarmed +8 (Close, Damage 8)

Defense: Dodge 6, Parry 6, Fortitude 6, Toughness 6, Will 8

Totals: Abilities 72 + Powers 93 + Advantages 10 + Skills 10 + Defenses 6 = 191

Complications: Race Hatred: The Koolars are driven by their hatred of the Red Saturnians. **Warlike:** The Koolars know no other existence but conquest and strife.

FACELESS HUNTER — PL10 • 177 POINTS

STR 2/10*/0** **STA** 2/10*/2** **AGL** 2 **DEX** 2 **FGT** 6 **INT** 2 **AWE** 4 **PRE** 6

Powers: Energy/Matter Expulsion (Ranged Damage 10, Variable Descriptor 2 (any absorbed substance), Limited—Must first touch appropriate matter or energy)); **Micro-world Travel** (Movement 1 (Dimensional (Klaramar), Increased Mass 8 (6 tons)); **Telepathy** (Mind Reading 10, Mental Communication 5); **Tough** (Impervious Protection 4, Impervious Toughness 6); **Towering Height** (Growth 8), **AE: Shrinking** (Shrinking 8)

Advantages: Close Attack 4, Daze (Deception), Fascinate (Deception), Fast Grab, Improved Grab, Languages 2 (English, Klaramarian, Saturnian)

Skills: Deception 4 (+10), Perception 2 (+6), Ranged Combat: Energy/Matter Expulsion 8 (+10), Technology 8 (+10), Vehicles 2 (+4)

Offense: Initiative +2, Energy/Matter Expulsion +10 (Ranged, Damage 10), Unarmed, +10 (Close, Damage 2/10*)

Defense: Dodge 6/2*/10**, Parry 6/2*/10**, Fortitude 4/12*/4**, Toughness 6/14*/6**, Will 8 *With Growth active. **With Shrinking active.

Totals: Abilities 52 + Powers 93 + Advantages 10 + Skills 12 + Defenses 10 = 177

Complications: Mercenary: Most Klaramarians are good and decent, but the race has a bent towards greed and many Faceless Hunters put their special abilities for hire as bounty hunters and assassins. **Untrustworthy:** Evil Klaramarians betray even their own villainous allies for the slightest advantage.

The Koolars, all-female White Saturnian warriors, are unusual; they can phase/merge with inanimate matter, allowing them to animate objects to attack their foes. Their telepathic powers are more limited than other Saturnians because they can channel their psychic energies into their animation power. They wield swords, blasters, and neuro-whips, which inflict both mental and physical damage.

RECENT ARRIVALS

Titan recently became home to the Lathonians, a telepathic human race. The Lathonians existed in a microscopic state, reduced to that size by Brainiac. They were rescued from Brainiac's ship by Superman, when he also freed Kandor. When the Kandorians were enlarged to normal size, the Lathonians lived among them on "New Krypton". They petitioned J'emm, King of Saturnians, to establish a society on Titan. J'emm consented so long as they recognized his authority. In gratitude, they renamed themselves Titanians. Typical Titanians have Telepathy (Communication 5 (mental), Mind Reading 4), though exceptional individuals evidence greater mental powers. In the 31st Century, the Titanian known as Saturn Girl serves as one of the Legion of Super-Heroes' founders.

KLARAMARIANS

Yellow Saturnians dwell in a microscopic "sub-world" situated in Saturn's rings, a planetoid named Klaramar. They are telepathic and can absorb/mimic properties of inorganic materials they touch. They can even expel absorbed

matter in the form of projectiles or energy bolts. They can alter their size from microscopic to several times human height, but it is unclear whether this is an intrinsic power or alien technology. While the villainous Chun Yull, the so-called "Faceless Hunter," is the best known Klaramarian on Earth, the Yellow Saturnian civilization is actually a peaceful, lawful one. Chun-Yull is a terrorist who threatened mankind and his own race with doomsday devices, but was foiled by the heroic Klee Pan and brave human policemen. Later he joined the "Forgotten Villains" and was defeated by a group of obscure Super Heroes. Two yellow Saturnians took up a bounty on Hal Jordan, but were easily handled by the Green Lantern.

PLUTO

Downgraded by astronomers to a sub-planet, the farthest satellite from the Sun is a tiny, frozen orb. No life exists here, save perhaps for alien ice worms, but Pluto does get infrequent visitors. Batman has a small lab here, accessed via Justice League teleportation technology and maintained by confiscated super-villain science.

THE GUARDIANS & THE GREEN LANTERN CORPS

Billions of years ago, a blue-skinned sub-race on the planet Maltus, evolved into immortal, hyper-intelligent beings; these proto-Guardians set up a utopian society dedicated to knowledge and scientific research. But the one known as Krona went too far in attempting to uncover the universe's beginnings, fracturing reality; multiple other universes were spawned, the walls between life and death were weakened, and evil grew in strength. Krona was banished into limbo, and the other immortals swore to protect the primary universe from what their kinsman unleashed. They relocated to Oa, at the center of known space, and set themselves up as the Guardians of the Universe.

The Guardians created the Manhunter androids to patrol the star-ways, programming them to hunt down and defeat evil. But though the Manhunters served ably for untold generations, their design proved flawed: in one horrific instance, they committed genocide against the 666 Sector, where they deemed all intelligent life "evil." They eventually revolted against the Guardians, and made war on their creators. Defeated, they were confined to Sector 3601, where they still plot revenge.

Next, the Guardians turned to living agents, first equipping the aliens known as Hallas with uniforms, power batteries, and energy pistols, and swearing them to a code of justice. In time the Guardians learned to tap willpower itself, manifested as brilliant emerald light. The Oans constructed a gigantic Central Power Battery and forged the first, fabled green power rings. Worthy ring-bearers were selected from across the galaxy. Honest, fair, and stalwart beings who were "born without fear" became Green Lanterns, champions of interstellar space. The Green Lantern Corps have since established a reputation without equal across the universe.

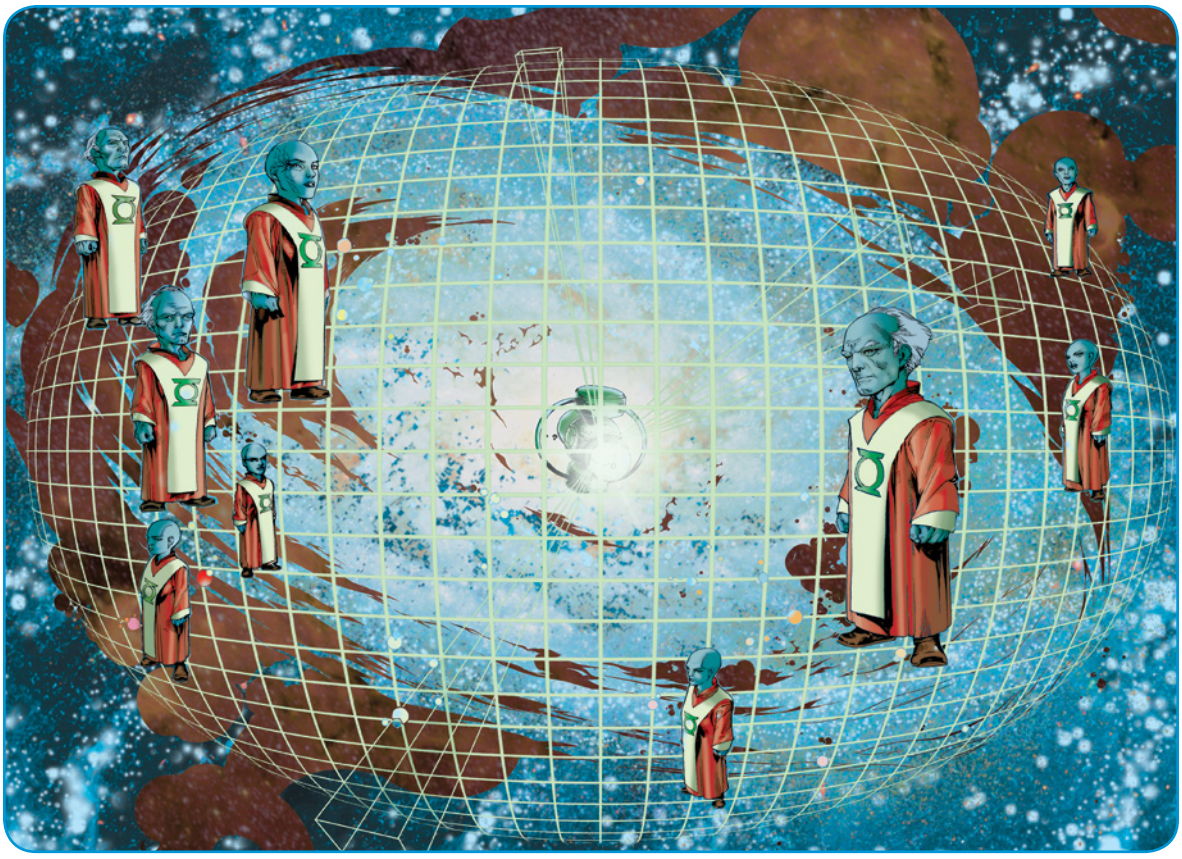
The Guardians divide known space into 3600 sectors; two (previously only one) Green Lanterns are assigned to each sector, though exceptions exist (up to seven of them once operated in Earth's sector). The Green Lanterns prevent planetary disasters, thwart interstellar plunderers and pirates, battle super-villains, and contain other cosmic threats, but are forbidden to interfere with the internal governments of sovereign worlds. Failure to abide by this rule can result in banishment from the Corps or more severe punishment; when Sinestro of Korugar set himself up as judge, jury, and executioner on his world, the Guardians stripped him of his honors and imprisoned Sinestro on Qward. This proved a mistake, as he made a deal with the Qwardian Weaponeers and returned to oppose the Green Lantern Corps, armed with the first yellow power ring.

The Green Lanterns' jurisdiction is not absolute; not even the Guardians are omnipotent. The Oans have been forced to sign non-aggression pacts with several other formidable races and beings, including the Reach, the Spider Guild, Agent Orange, and Darkseid. Green Lanterns have on rare occasions given up their status in the Corps to fight for justice in these realms, as Raker Qarriat did on Apokolips and the Green Man did in the Vega System.

The Green Lanterns are governed by laws written in the Book of Oa; these dictates are not immutable and were changed in the wake of the Sinestro Corps War. The cybernetically enhanced Alpha-Lanterns serve the Guardians without question to enforce these laws among the Green Lantern Corps. An Honor Guard of veteran Lanterns instructs new recruits in the ways of the Corps. The most famed instructor is Kilowog of the dead world Bolovax Vik. Rings are guided to new recipients by Mogo, the planet Green Lantern.

GUARDIANS OF THE UNIVERSE

Certain more recent depictions of the Guardians of the Universe have shown them as slightly less puissant, perhaps as (relatively) low as PL 16 to PL 18 in game terms. For those who wish to use non-PL X Oans to interact with PC heroes, a few guidelines are given: The Oans powers include Command the Green Light: Variable 25 (125 pts), allowing them to do everything the ring-bearers can and then some without any of the limitations; The Guardians have total Immunity to Fortitude, Interaction, and Fear-based effects. Even if cut off from tapping the Central Power Battery on Oa, they retain certain telepathic and telekinetic abilities, can transverse interstellar space and other dimensions, communicate across vast distances with any sentient beings, and have access to all Int-, Awe-, and Pre-based skills at high levels. All Guardians have at least 18 Toughness (Impervious), and Will saves, and great skill at using the Green Light, reflected by the Ranged Attack 5 advantage; adventurous Oans such as Ganthet will be quite adept at combat, with Dexterity 12 and Fighting 8, though most Guardians are not so talented at battle .



Notable Green Lanterns include the Amazonian Boodika, late of the Bellatrix Bombshells; Chaselon of Barrion III, a diamond-like creature from a world with silicon-based life-forms (similar to Dryad); Great Medphyll from J586, where sentient life is plant-based; the sightless Rot Lop Fan of the Obsidian Depths, a lightless nebula where the concept of color is unknown, and the ring-wielder serves as "The F-Sharp Bell"; Stel of Grenda, a world populated by robot intelligences; Sodam Yat, a Daxamite; and beaked, dorsal-finned Tomar-Tu of Xudar.

Earth has produced the largest number of ring-bearers of any system (Hal Jordan, John Stewart, Guy Gardner, Kyle Rayner, Charlie Vickers, and others). Second-most is the Korugar-Ungara system, home to a highly logical, orderly race of pink-skinned humanoids. The noble Abin Sur (Hal Jordan's predecessor), Sinestro, Katma Tui, and Soranik Natu hail from this sytem.

The Guardians themselves are immortal, nigh-invulnerable, and fantastically powerful. They are PL X beings, able to ravage worlds with their might. They can project their thoughts over incalculable distances, transverse interstellar space, and encase entire planets within force fields. They imprison captured foes in "science cells" on Oa prior to rehabilitation. Guardians can create reality-altering technology such as the Eye of Ekron, even more potent than the Green Lantern rings. Despite their benevolence, they expect obedience from their Corps, and have little patience for being questioned by mortal beings.

Male Guardians are dwarfish, aged-looking, and sport plumes of white hair; the females are short-statured but of more human proportions, with bald pates and smooth, almost child-like features. All have blue skin and wear red robes adorned with green symbols within white circlets.

THE OTHER CORPS

The Guardians are not the only beings to tap the energies of the emotional spectrum; though the Green Lanterns are the best known, six other corps exist, each wielding a Color of Power. The notorious Sinestro Corps was founded by its namesake, the renegade from Korugar. Each corpsman can inspire great fear—their ranks are filled with assassins, mass murderers, sadists, and outright monsters. They wield yellow power rings forged on the moon of Qward in the Antimatter Universe, and recharged by Manhunter androids serving as mobile batteries. In their great battle against the Green Lantern Corps, they allied with the Anti-Monitor, Cyborg-Superman, and Superboy Prime; even in defeat they forced the Guardians to alter the laws of the Green Lanterns, including permitting lethal force to be used. Notable members besides Sinestro include Arkillo, a hulking brute who devours other sentients; Bedovan, a peerless sniper; Despotellis, an intelligent virus; Karu-Sil, a psychotic who conjures up nightmare beasts; and Lyssa Drak, a cultist from Talok IV. The Sinestro Corps was headquartered on Korugar and Daxam (when controlled by Mongul); both worlds were freed by the Green Lantern Corps.

The hateful Red Lanterns were born on Ysmault, in the desolate 666 Sector, long a prison for the demons of the broken Empire of Tears. The corps is the work of Atrocitus,

who broke free from his bonds and murdered his fellow captives, once Atrocitus' comrades in the Five Inversions, a cabal who fought the Guardians and Manhunters in the cosmos' early days. This shamanistic blood-sacrifice allowed a Red Power Battery to be forged, to empower those filled with rage. The Red Lanterns' very blood is replaced by crimson ichor, and anger overwhelms their thoughts, making them bestial. Red Lanterns of note include Dex-Star, an earthly feline bent on avenging his murdered owner, and Guy Gardner, who briefly succumbed to the fires of rage.

The Indigo Tribe, representing compassion, remain mysterious; their world, language, and origins are unrevealed. Led by Indigo-1, they seem to have no identity beyond that of ring-bearers. They recharge their rings through power-staves, not batteries. Their rings have been able to absorb both green and yellow energies, and dispel the death-energies of the death god Nekron's Black Lanterns. Their motives and allegiances remain uncertain, though the Blue Lanterns seek allegiance with them.

The Blue Lanterns so far comprise only a handful of sentients, but their faith is boundless. When the Guardians Ganthet and Sayd recognized the bright strength of hope, they established a Blue Power Battery on Odym. A lush, tropical world unspoiled by civilization, Odym exists in a remote sector of space, little known to any save the Guardians. The blue rings wielded by Saint Walker and his fellows can counter negative emotions, heal wounds, and even re-ignite dying suns, but need the proximity of Green Lantern rings to perform more than basic functions (such as flight, force field, life support).

Agent Orange is a corps unto himself, as Larfleeze does not share his power. The orange ring-bearer summons avatars of his victims to fill out the ranks. He has a special fondness for those who displayed greed and gluttony in life, like him. Formerly headquartered on Okaara, Larfleeze resides on Earth.

The Star Sapphires spread the power of love throughout the galaxy, but their passion can erupt into jealousy and obsession, as love is unpredictable. They imprison captured female foes in violet crystals, to transform their enemies into new Star Sapphires. Their leader is Carol Ferris of Earth, sometime paramour of Hal Jordan.

ELITE GREEN LANTERNS

Although the Green Lantern Corps largely acts as a legion of equals, with the only distinctions made between veteran and rookie Lanterns, at times the Guardians have established exceptional units within the Corps to carry out special purposes. The Green Lanterns chosen for these roles are experienced Corps members with distinguished service records and exceptional willpower (in DC Adventures terms, all are PL 13+).

THE HONOR GUARD

A small cadre of distinguished, senior Green Lanterns granted greater latitude in their duties (such as not being assigned to a particular space sector) by the Oans. The Honor Guard also bore the responsibilities of enforcing the Guardians' edicts and mentoring Green Lanterns deemed troublesome by the Guardians, in order to correct improper behaviors by Corps members. Early in his career, Guy Gardner's duties on the planet Malthus were monitored by Honor Guard Lanterns Chaselon (the crystalline Green Lantern), K'hrissma (a humanoid of unearthly beauty), and Tomar-Tu. Hal Jordan, John Stewart, and Guy Gardner once served in the Honor Guard. The group appears to have been dissolved by the Oans, with the Alpha Lanterns now taking on the authority formerly held by the Honor Guard.

THE CORPSE

A black ops group created by the Guardians to carry out clandestine missions which rank-and-file Green Lanterns could not undertake. These assignments included situations where lethal force was required, and incursions into sectors off-limits to the Guardians, such as the Vega Star System. The Corpse agents did not use power rings, and instead were given discs that manipulated a pale mauve (grey-purple) energy. Guy Gardner was a member of the Corpse. Recent changes to the laws governing the Green Lanterns, such as removing the sanction against killing enemies, have eliminated the need for the Corpse.

ALPHA LANTERNS

Following the events of the Sinestro Corps War, and the rise of the Red Lanterns, the Guardians saw a need for Green Lanterns empowered to police the newly established laws governing the Green Lantern Corps. Highly seasoned Green Lanterns such as Boodika, Chaselon, and another Green Man volunteered to become the Alpha Lanterns, living beings fused with their own power batteries, devoted entirely to enforcing order among the Corps. Unfortunately, the process that transformed them into Alpha Lanterns initially left them as little more than automatons, depriving them of free will and eradicating their individuality. This led to aberrant behavior, as when they dragooned unwilling ring-wielders into becoming Alpha Lanterns as well. They were also vulnerable to mind control by the Cyborg Superman, who manipulated their cybernetic programming. Following these incidents, their emotions and personalities were restored, making them more effective but also less reflexively obedient.

Alpha Lanterns are all PL 13+, and lack the Complication requiring them to periodically recharge their rings. Their cyborg nature grants them the Enhanced Advantages Diehard, Great Endurance, and Second Chance vs. Mind Control attacks. Finally, they gain two additional powers: **Impassive**: Immunity 5 (to Presence-based attacks) and **Override Ring-Bearer:** Weaken 10, simultaneous, vs. Green Lantern power-ring abilities. They acquire the following Complications, **Dire Responsibility** (policing the Green Lantern Corps) and **Permanent Powers** (the Alpha Lanterns are cyborgs).

KILOWOG

Born on the teeming world of Bolovax Vik, Kilowog grew to become an acclaimed geneticist and bio-engineer; under still undisclosed circumstances, he was selected to become the Green Lantern of Sector 674. Kilowog distinguished himself as a Corps member, and his leadership abilities were recognized by the Green Lantern Corps' then "drill instructor", a Lantern named Ermey. When Ermey fell in battle, he passed his role onto Kilowog, who then took on the duties of instructing new Corps members in the use of their power rings.

Following the first great cosmic Crisis, Bolovax was destroyed and Kilowog was seemingly left the last of his race. As the structure of the Green Lantern Corps had been greatly altered in the wake of the Crisis, Kilowog chose to join the human and alien Lanterns of the Earth sector, a team which included Hal Jordan, Guy Gardner, John Stewart, Arisia, Ch'p, Katma Tui, and Salaak. The behemoth Green Lantern soon proved instrumental in defeating such threats as Doctor Polaris and Black Hand. He also was tempted into service with the Russian government, whose leaders cajoled him with their supposed notions of equality and fairness for all. In their employ Kilowog helped develop the Rocket Red Brigade. He soon became disillusioned with the Russian government, and was greatly pained by the betrayal of the first Rocket Red, his friend Josef. Returning to the U.S., Kilowog had further adventures with the other Green Lanterns, and formed a close friendship with Guy Gardner, despite their vastly different personalities.

Eventually Kilowog revealed he had been able to save the population of Bolovax Vik, storing their collective life essences in his ring. Upon discovering a suitable world, Kilowog reconstituted his people, restoring their existence, albeit in a semi-corporeal form. However, the renegade Green Lantern Sinestro struck at a critical moment, destroying the Bolovax people once and for all. Kilowog and the other Green Lanterns brought Sinestro to justice, but their actions triggered the dissolution of the Corps. As his ring was now powerless, Kilowog returned with the others to Earth, where for a time he served as an associate member of the Justice League International. Even without a power ring, his intellect and strength made him formidable.

When the Green Lantern Corps was re-activated, Kilowog returned to his position as a trainer and mentor. He perished in battle against Hal Jordan, who was for a time possessed by the fear-entity Parallax. His spirit lingered on, and was summoned up as a "Dark Lantern" by other former Green Lanterns, who used Kilowog as a weapon against Parallax. Following the "Emerald Rebirth" event, Kilowog was physically reborn and returned to active duty as a Green Lantern.

PERSONALITY

Kilowog is a boisterous and extroverted individual, a Green Lantern who will never quit or surrender, even against overwhelming odds. His imposing stature, brutish appearance, and slang-ridden speech ("Poozer!") belie his brilliant mentality. Despite his exceptional intellect, Kilowog can be goaded into losing his temper against those who offend his sense of honor and justice, causing him throw caution to the wind and dive headfirst into battle. He has strong protective instincts, and Kilowog does his utmost to protect others from harm, even his fellow Lan-

REAL NAME: KILOWOG
OCCUPATION: GREEN LANTERN, CORPS RECRUIT TRAINER
BASE: OA

KILOWOG — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	8	2	0	6	8	3	3

POWERS

Big: Feature 2 (Kilowog is large and weighs about 800 lbs.) • *2 points*

Power Ring: Removable (–26 points) • *106 points*

AI and Database: Features 2 • *2 points*

Communication: Senses 1 (Communication Link to Central Power Battery) • *1 point*

Create Lab Equipment: Enhanced Advantage (Improvised Tools) • *1 point*

Flight: Flight 13 (16,000 MPH), Movement 4 (Environmental Adaptation—Zero-G, Space Travel 3) • *34 points*

Force Field Creation: Array (34 points)

- **Personal Force Field:** Impervious Protection 12, Immunity 10 (Life Support), Dynamic • *35 point*
- **Extended Force Field:** Burst Area 2 (60 feet) Impervious Protection 6, Selective, Dynamic • *2 points*

Force Manipulation: Array (32 points) • *39 points*

- **Force Blast:** Ranged Damage 15, Indirect 2, Dynamic • *33 points*
- **Force Constructs:** Create 16, Dynamic • *2 points*
- **Healing Constructs:** Ranged Burst Area Healing 6, Selective, Dynamic • *2 points*
- **Lifting:** Move Object 16, Dynamic • *2 points*

Scanning Beam: Senses 10 (Analytical Auditory, Chemical, and Visual, Microscopic Vision 3 (DNA level; Only useable on biological material), Penetrates Concealment Visual (Only useable on biological material) • *10 points*

Universal Translator: Comprehend Languages 4 • *8 points*

Resurrectable: Feature (Upon death, Kilowog's life essence lingers and may be used to resurrect him) • *1 point*

ADVANTAGES

All-out Attack, Close Attack 4, Fearless, *Improved Tools,* Interpose, Inventor, Move-by Action, Power Attack, Ultimate Effort (Will checks)

SKILLS

Expertise: Medicine 8 (+16), Expertise: Science 4 (+12), Intimidation 6 (+9), Perception 4 (+7), Ranged Combat: Power Ring 11 (+11), Technology 8 (+16), Treatment 6 (+14)

OFFENSE

	Initiative +2
Power Ring +11	Ranged, Damage 15 plus other effects
Unarmed +10	Close, Damage 10

DEFENSE

Dodge	6	**Fortitude**	10
Parry	6	**Toughness**	20
Will	16		

POWER POINTS

Abilities	80	**Skills**	23
Powers	109	**Defenses**	16
Advantages	11	**Total**	242

COMPLICATIONS

Compliant: Kilowog is overly trusting of authority figures such as the Oans, or leaders who espouse the egalitarian ideals of his extinct people.

Blood Enemy: Kilowog has sworn vengeance against Sinestro.

Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low.

Weakness: Green Lantern power rings depend on the willpower of the wearer; the maximum rank of the ring's effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

terns. Because of this, he is often tough on new recruits to prepare them for battle.

Due to his race's communitarian philosophies, Kilowog embraces order and unity, holding the collective good above all else. He believes a strong central authority is necessary for the Corps to function, and is among the Guardians' most loyal followers. No other Lantern is more resolute or trustworthy than Kilowog.

POWERS & ABILITIES

His power ring gives Kilowog all of the standard Green Lantern abilities, but Kilowog often relies on his own physical prowess in combat, overcoming foes with the superhuman strength and imperviousness common to his race. His might is such that (backed by the ring) he was able to hold his own in battle against Superman. He mainly taps the ring for its flight, life support, and information-gathering abilities. Kilowog often extends the ring's personal force field to protect civilians and less-durable allies.

A genius-level scientist and technologist, Kilowog uses his ring to create green-light constructs that mimic advanced medical technology. Combined with his force fields, Kilowog can simultaneously heal fallen allies and shield them from further harm. Kilowog can fire force blasts that originate outside protective barriers created by his ring.

ALLIES

As a veteran Green Lantern, Kilowog numbers the entirety of the Corps as his allies, but is particularly close to the human Green Lantern Guy Gardner. He can often be found hanging out at the latter's bar and grill, Warrior's. As a former Justice League International member, he also counts as friends many of Earth's other superpowered champions, including Blue Beetle (Ted Kord), Booster Gold, Captain Atom, Fire and Ice, and the Russian hero, Rocket Red No. 4 (Dmitri Pushkin).

ENEMIES

Kilowog is a foe to all those who oppose the Green Lantern Corps and their ideals. He despises Sinestro (responsible for the final death of the Bolovax race) and the Yellow Lantern Corps, especially his "opposite number" among them, the enforcer Arkillo.

CONTROLLER — PL14 • 352 POINTS

STR 4 **STA** 12 **AGL** 2 **DEX** 6 **FGT** 0 **INT** 15 **AWE** 0 **PRE** 10

Powers: Cosmic Energy Control (Array (32 points), **Cosmic Energy Blast** (Ranged Damage 16), **AE: Matter Control** (Ranged Create 10, Movable), **AE: Matter Transformation** (Transform 5, anything to anything)); **Flight** (Flight 9 (1,000 MPH), **AE: Space Flight** (Movement 2 (Space Travel 2), **AE: Dimension Travel** (Movement 2 (Dimensional 2—Science Dimension)); **Immortal** (Immunity 11 (Aging, Life Support), Impervious Protection 8, Regeneration 2); **Telepathic Powers** (**Mind Control** (Perception Ranged Cumulative Affliction 14 (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Cumulative, Instant Recovery); **Telepathy** (Communication 4 (Mental); Mind Reading 14)

Advantages: Benefit 5 (Billionaire), Connected, Diehard, Eidetic Memory, Improved Initiative, Inventor, Power Attack, Seize Initiative, Skill Mastery 2 (Expertise: Science, Technology), Well-informed

Skills: Expertise: Science 9 (+24), Investigation 8 (+23), Perception 8 (+8), Ranged Combat: Cosmic Energy Control 6 (+12), Technology 9 (+24)

Offense: Initiative +6, Cosmic Energy Control +12 (Ranged, Damage 16 or other effects), Unarmed +0 (Close, Damage 4)

Defense: Dodge 8, Parry 8, Fortitude 12, Toughness 20, Will 16

Totals: Abilities 98 + Powers 189 + Advantages 15 + Skills 20 + Defenses 30 = Total 352

Complications: Enemy: The Controllers' plots are often opposed by the Green Lantern Corps and their masters, the Guardians of the Universe. **Motivation—Misguided:** The Controllers are motivated to eliminate evil, but their methods usually lack wisdom and constraint.

Notes: Controllers have the ability to create powerful weapons, equipment, and life forms (some of them up to PLX in power).

THE CONTROLLERS

Eight foot tall, hairless, and pink-skinned, the Controllers are an Oan faction who took a more aggressive stance against those they deemed evil. Eons of evolution transformed them into a separate race, though they share the Guardians' cosmic might and immortality. Unlike either the Oans or Zamarons, the Controllers have no homeworld; instead, they operate singly or in small groups, rarely gathering more than four at time. They empower others as their justice-enforcers (the Darkstars, the Beta-Men, the Effigy Troop) or seek sources of power (several Controllers died trying to seize Agent Orange's lantern) to use against evil. At times, they sequester in sub-dimensions adjacent to the universe, creating terrifying weapons. Controllers created the horrendous Sun-Eaters and the reality-bending Miracle Machine.

As a race, they exhibit fantastic intellects but little wisdom; many of their grand schemes result in destruction and disaster. Their Darkstars failed to equal the Green Lanterns, one member inadvertently triggered the annihilation of Talok III (Mikaal Tomas' birthplace), and were eventually wiped out by the villain Grayven. The Effigy-Troop turned psychotic. Their other creations have similarly failed or ended up wreaking havoc. But the Controllers persist.

The Controllers have super-genius intelligence, are immortal, command cosmic forces, and can traverse space and parallel realities. As a group, some of their technology approaches PL X. Use the accompanying statblock for individual members, but Controllers can also be used as plot device (PL X) characters if desired.

THE MANHUNTERS

Many variants of the standard Manhunter androids exist, including the Highmaster and Sinestro Corps versions detailed in *Heroes & Villains, Volume 2*; others are disguised as beings native to the worlds on which they are stationed, even replacing specific individuals. Such androids are equipped with technology to simulate abilities and powers appropriate to their roles. A more advanced model was encountered by Hal Jordan shortly before the war against the Sinestro Corps, a Manhunter that could withstand more punishment, project eye beams, and absorb the energy of a green power ring to a small degree. This android could alter its appearance to simulate human form. It was sent to find and destroy an earlier Manhunter, which had been damaged and stranded on Earth. While it was quickly dispatched by Green Lantern, more surely exist. These models have a built-in Energy Blast (in the form of eyebeams) instead of an Energy Baton, Energy Absorption 2 (Limited to Green Lantern energy, goes to Energy Blast), Morph 1, and Protection 12, increasing their PL to 11 and adding 18 points to their cost. Their Ranged Combat: Energy Baton skill is replaced by Ranged Combat: Eyebeams.

MANHUNTER AGENT — PL9 • 134 POINTS

STR 3 **STA** 3 **AGL** 4 **DEX** 4 **FGT** 8 **INT** 2 **AWE** 3 **PRE** 5

Powers: Armored Costume (Impervious Protection 3, Removable –1 point); **Energy Baton** (**Blast** (Ranged Damage 8), **AE: Telekinesis** (Move Object 8), Easily Removable –6 points); **Gauntlets** (Strength-based Damage 2, Removable –1 point); **Manhunter Mask** (Immunity 10 (Mental Attacks), Senses 2 (Darkvision), Removable –2 points)

Advantages: Close Attack 2, Defensive Roll 3, Great Endurance, Power Attack, Startle, Tracking

Skills: Acrobatics 6 (+10), Athletics 6 (+9), Expertise: Hunting 4 (+6), Intimidation 2 (+7), Perception 7 (+10), Ranged Combat: Energy Baton 6 (+10), Stealth 7 (+11)

Offense: Initiative +4, Energy Baton Blast +10 (Ranged, Damage 8), Gauntlets +10 (Close, Damage 5)

Defense: Dodge 9, Parry 9, Fortitude 8, Toughness 9/6*, Will 6 *Without Defensive Roll.

Totals: Abilities 64 + Powers 28 + Advantages 9 + Skills 19 + Defenses 14 = 134

Complications: Pawn: Unwitting pawns of the Manhunter android cult.

The Manhunters have living agents on many worlds, including Earth. These operatives are placed close to key figures, such as government officials, scientists, and Super Heroes. While a few share the goals of the Manhunter cult, others are coerced or bribed into service. "Sleeper" agents are created by abducting and brainwashing innocent beings, programming them to be triggered into action by specific circumstances. A few are heroic men and women who are fooled into serving the androids without knowing the true goals of the Manhunters, with a chosen few eventually inducted into the inner circles of the cult. These individuals are selected for their combat, tenacity, and tracking skills, and provided with Manhunter-styled weapons and equipment. On Earth (and possibly other worlds), several took on the Manhunter name and colors as costumed champions, while their android patrons secretly monitored them to see if they would ultimately be of use. The stat block provided is a typical human Manhunter Agent; some are given different technology, such as exoskeletons to boost their strength, more powerful batons, or "animal companions" that are secretly robot constructs , designed to send information to the Manhunters.

THE MANHUNTERS

Dwelling in Sector 3601 (forbidden to entry by the Green Lanterns), the ancient Manhunters still exist, fanatical in their opposition to the Oans and the eradication of "evil" in the universe. Their code perverted from their original programming, they hunt down and punish their targets for the most minor infractions. Only a few of the ancient, original androids remain, but new generations continue to be built on the factory planetoid of Biot. The Manhunters also recruit and train agents on many worlds, providing them with uniforms and weapons. While the mortal Manhunters are chosen for their love of justice, they are slowly indoctrinated into zealotry by the android grandmasters. The oath "No *evil* escapes the Manhunters" is supplanted with "No *man* escapes the Manhunters." Human agents include Paul Kirk, Dan Richards, Mark Shaw, and an unnamed Manhunter who fought a villain named "Headman." There are also many "sleeper" operatives.

The Manhunters suffered two of their greatest setbacks at the hands of Earth's heroes. First, an attempt was made to frame Hal Jordan for the destruction of an inhabited planet; the Manhunters hoped to use Jordan's trial and execution to discredit the Green Lantern Corps. This fraud was exposed by the Justice League. Next, when

a Guardian and Zamaron traveled to Earth to spark the next generation of immortals, the Manhunters mobilized to eliminate the mortals selected. The Justice League of America, Titans, and other heroes thwarted their plans.

Many Manhunters adopted the Cyborg Superman as their Grandmaster, allying with the Sinestro Corps. To this end, they became mobile power batteries used to recharge the Corps' yellow rings. Other factions of Manhunters still exist in Sector 3601, as well as individual Manhunters with their own specific agendas.

The android Manhunters have enhanced senses, strong and resilient synthetic bodies, and energy-projection, while their mortal followers use technology that simulates these traits. All are expert hunters, trackers, and hand-to-hand fighters.

THE ZAMARONS

The all-female Zamarons rejected the devotion to reason and logic of the Oans; they resettled on distant Zamaron to embrace the majesty of emotions. While the Guardians mastered the Green Light of Willpower, their female counterparts took on the Violet Ray of Love. Like their evolutionary cousins, the Zamarons too act through mortal agents, imbuing their Star Sapphires with gems that channel purple light, just as the Green Lanterns command emerald might. While the Guardians built a corps of thousands, only five Star Sapphires existed at any given time. The Zamarons expanded their agents' ranks following the Green Lantern Corps-Sinestro Corps War. The Zamarons share the near-omnipotence of the Guardians and Controllers, but unlike the Oans they cannot channel their violet-light without their foci, the sapphire gems.

MANHUNTER ANDROID — PL10 • 188 POINTS

STR 8 **STA** — **AGL** 1 **DEX** 2 **FGT** 6 **INT** 2 **AWE** 2 **PRE** 0

Powers: Android Telepathy (Mental Communication 5 (Concentration, Limited (Only with Manhunters))); **Metallic Shell** (Impervious Protection 11); **Power Baton** (Array (22 points), Easily Removable (-10 points), **Blast** (Ranged Damage 11), **AE: Shield** (Deflect 10), **AE: Telekinesis** (Move Object 11); **Fast** (Quickness 2, Speed 5 (60 MPH); **Sensors** (Senses 12 (Awareness (Green Lantern Energy), Darkvision, Direction Sense, Extended Visual Senses 2, Extended Auditory 1, Radio, Time Sense, Tracking 2 (Visual, full speed), Ultra-hearing)); **Shielded Mind** (Concealment 2 (Mental Senses), Permanent); **Universal Translator** (Comprehend 3 (Read, Speak, and Understand all Languages))

Advantages: Benefit (Ambidexterity), Close Attack 4, Diehard, Eidetic Memory, Favored Foe (Green Lanterns), Fearless, Power Attack, Teamwork

Skills: Deception 6 (+6), Expertise: The Guardians 4 (+6), Insight 3 (+4), Intimidation 8 (+8), Investigation 6 (+8), Perception 8 (+10), Ranged Combat: Power Baton 8 (+10), Stealth 5 (+6), Technology 6 (+8), Vehicles 2 (+4)

Offense: Initiative +1, Power Baton Blast +10 (Ranged, Damage 11), Unarmed +10 (Close, Damage 8)

Defense: Dodge 9, Parry 9, Fortitude Immune, Toughness 11, Will 10

Totals: Abilities 32 + Powers 98 + Advantages 11 + Skills 28 + Defenses 19 = 188

Complications: Enemies: The android Manhunters despise the Guardians of Oa and the Green Lantern Corps. The enmity is mutual. **Oath:** "No man escapes the Manhunters"—the Manhunters hunt and kill sentient beings for even trivial transgressions of "the law."

INTERSTELLAR EMPIRES

While several advanced alien races hold sway over multiple worlds or even star systems, much of the Milky Way Galaxy is controlled by a relatively small handful of aggressive, powerful extraterrestrial empires. Even by interstellar standards, two of the most formidable are the Dominion and the Khund Empire, which span dozens or perhaps hundreds of systems, encompassing billions of other sentient beings. Though the two races could scarcely be more different, both participated in a failed invasion of Earth, motivated by their trepidations over Earth's numerous superhumans. Since that time, heroes such as Superman, Wonder Woman, and the youthful Titans have had encounters fair and foul with both races.

Both the Dominators and the Khunds recently suffered major losses to their galactic influence, as their military fleets were ravaged by Starro the Conquerer and his meta-humanoid hordes, who invaded from a distant galaxy. The Dominator homeworld itself was conquered and occupied by Starro's army, before Vril Dox and his R.E.B.E.L. forces were able to overthrow the mind-usurping warlord. The final repercussions of the Starro War have yet to be seen.

THE DOMINION

Organized in a strict caste system, the Dominators, referred to collectively as the Dominion, are among the great powers of the universe. Tall, with pale yellow skin, bulbous heads, and a mouthful of pointed teeth, all Dominators bear red circles upon their foreheads. The circles' size denotes status, with the ruling caste bearing the largest marks. The caste structure is maintained through genetic selection. Dominion members who challenge the hierarchy become pariahs, and are exiled or executed. There is one faction which opposes the ruling caste and wants to take the Dominion in a peaceful direction, the Diamond Caste of free thinkers.

The most accomplished biochemists in the galaxy, the Dominion troops wield horrendous chemical and biological weapons. Their arsenal includes sonic beams that reduce flesh to gelatin, flying spheres that spray battlefields with tailored viruses, and bullets that trigger rapid onset cancers. Their troops are fearless and unwaveringly obedient,

OTHER WORLDS AND RACES... AND TIMES!

This section of **Chapter 3** covers a lot of information about the different races and empires of the galaxy, but there are very few races with game statistics here. Instead many of these races appear in **Chapter 5**, which covers the future. They're split up they way they are because although many of these races are around in the modern day (as represented by this chapter), they don't appear as often as they do in the future of the DC Universe you see in the Legion of Super-Heroes time period.

If you're interested in more information for any of these races, please refer to **Chapter 5**; it's likely you'll find another entry along with statisics that represent a typical member of that race.

though not exceptionally formidable as warriors. The Dominion also uses energy weapons, missiles, and battleships, many adopted from conquered civilizations. Their military technology is outmatched only by that of the Khunds.

Dominion military officers are bred and reared for military service, making them highly competent, but their tactics are unimaginative. The strict caste rules governing Dominion government and society make their armies a bit too stratified, with few in the ranks willing to take initiative or challenge their superiors' orders. While this ensures unity of command, Dominators struggle to adapt against strange enemies or unorthodox tactics.

Their military prowess is complimented by diplomacy and espionage skills. When they pursued an invasion against Earth, the Dominion enlisted a multitude of races, including traditional enemies the Khunds and Thanagarians. Even the isolationist Daxamites joined the effort. Dominion agents use bribery, blackmail, and intimidation to weaken native governments. They can collapse targeted worlds politically and economically without ever launching a single attack.

Aside from the failed invasion attempt, Dominator agents stranded on Earth have stirred up trouble through alliances with super-villains, rogue governments, and terrorists. Captured Dominion technology has been employed as weapons of mass destruction

The Dominion has non-aggression pacts with the Khunds and Gil'Dishpan, but no formal alliances. The Dominion elite consider themselves genetically superior to other beings, so no others are worthy to stand alongside as peers. They have clashed repeatedly with the Green Lanterns, and relations are tense with L.E.G.I.O.N. Most heroes are foes of the Dominion. They do have an enemy in common with most races: Starro the Conqueror. Nevertheless, highborne Dominators scorn outside help or interference in "internal affairs of state."

There are no naturally-occurring Dominion super-beings. Dominators have used gene-grafts to enhance their ranks on a limited basis, but so far no Dominators rival Daxamites, Martians, or even the most formidable meta-humans. It is possible Dominator DNA cannot "hold" meta-humanoid traits very well; their fear of mankind's genetic potential led to their first attack against Earth.

THE KHUND EMPIRE

The Khunds (place of origin: Khundia) are a martial society dedicated to achieving glory through conquest. They possess among the galaxy's most feared militaries, as even the youngest whelps are instructed in the arts of war. Khundia-proper is near the Polaris system, and the Khunds and Thanagarians have clashed over the ages, owing to various military rivalries. The two are not currently at war, however, though relations remain tense. They did briefly ally with the Thanagarians and the Dominion in a thwarted conquest of Earth. As Imperial Thanagar contracts in influence, the Khunds will expand across space in Hawk-World's former territories.

Legends tell of an age when the tribes of Khundia warred only against each other. This ended when the monster Doomsday appeared, slaughtering thousands of Khundish warriors. The tribes came together to rid their world of Doomsday. The warrior-hero Kobald sacrificed his life to lure Doomsday into a rocket that sent the beast back into space.

Most Khunds are pink skinned, but Khunds with red, brown, and yellow skin also exist. Bionic augmentation is common among Khunds, with cybernetic sensors and weapon-arms replacing body parts lost in battle. Both males and females have hairy, muscular bodies and rough features. Khundia is a high-gravity world, making the Khunds a sturdy race. Their bodies are denser than humans, giving them exceptional strength, durability, and stamina (though this is also due to physical conditioning). Females are normally as hardy as males, but certain families breed Khund women for beauty (by their standards) instead; these females are slighter and less muscular.

Khunds grow stronger throughout their lives, only declining when they become truly elderly. Khund fighting skills and weaponry can easily make them the equals of many Earth heroes. Khunds take almost foolish pride in their prowess, to the point of challenging clearly superior foes; death is preferable to humiliation in battle.

Meta-beings are rare but not unknown; a few exhibit psychic talents, including the gift of teleportation. Others have super-humanoid muscular development and strength. Some are so bionically enhanced they are almost living war-machines, bristling with surgically grafted armaments. Khunds consider such mutants to be state assets; they are drafted into lifetime military service. Servant races of conquered planets may even be altered into meta-powered "special ops" soldiers, but this is not common. The Khunds are fighters, not experimenters, and lack expertise in genetics.

Khunds excel in weapons development, powered-armor design, and cybernetic enhancement. While skilled at strategy, they favor brute force solutions, simply tackling opponents head-on with overwhelming firepower. While brutal and authoritarian, they are not necessarily evil. Individual Khunds have chosen to fight on the side of justice, as with Amon Hakk of L.E.G.I.O.N. Khunds respect heroes such as Wonder Woman, despite being nominal enemies. They are ill-tempered, crude in their habits, and quick to take offense. But Khunds are honorable opponents, who observe

strict codes of conduct. They keep their word, are not sadistic or abusive, and repay in kind those who aid them, even if normally enemies. No one questions Khundish bravery. This is not to say they will not seek advantages against foes; Khunds will use double agents, saboteurs, and sneak attacks to gain an edge against targeted worlds, but they will not do so if openly negotiating or under truce. So long as clear rules are agreed upon, Khunds can be dealt with in good faith. They make staunch allies when working against a shared foe.

Khundish society is highly regimented. Despite their rude and crass habits, Khunds have extensive rules governing casual interactions, to tamp down conflict. Khunds are naturally belligerent among their own race, aside from their families and close friends. They come to blows over minor slights, challenging each other to armed combat if timely and appropriate apologies are not made. Many disputes are settled in the "challenge courts," with the victorious party claiming the property or even mates of the vanquished.

WORLDS OF THE DC UNIVERSE

The boundless depths of the universe hold a myriad array of inhabited worlds and star systems, from the cosmic anomaly that is the Bizarro World to the methane oceans of the Gil'Dishpan home planet to the heavily populated Vega planetary cluster, where numerous intelligent races, advanced and primitive alike, strive, fight, and live alongside each other. Space-faring heroes such as Superman, the Green Lanterns, other members of the Justice League of America, and Captain Comet have travelled to numerous other worlds during their adventures, often to aid native peoples and heroes against alien despots or interplanetary menaces, many of which would otherwise one day threaten Earth as well. Heroes venturing to the far reaches of space will find friends, foes, and those who hold the potential to be either.

THE ANTARES SYSTEM

A supergiant red star, Antares is 600 light years from Earth. While much larger than Sol, the dim Antares radiates most of its light as infrared radiation, making it far less luminous than Earth's sun. It is orbited by an energetic blue dwarf star, meaning the system is flooded with high levels of radiation at both ends of the electromagnetic spectrum.

APPELLAX

An arid world dominated by deserts and sweeping plains, the inhabitants of Appellax congregate in large urban city-states. The current worldwide government is peaceful, but Appellax was once ruled by a dictatorial, conquest-driven regime which invaded other worlds to plunder their resources. A power vacuum occurred when the absolute monarch of Appellax was assassinated, leaving the then-tyrannical government without a supreme leader (or "Kalar"). Seven claimants to the throne came forward, and civil war threatened to split the planet into warring factions. A truce was brokered, and all the would-be rulers agreed to trial by combat. As none wished to ravage their own planet, the contest was held on Earth. The invaders traveled to Earth via a space warp, their emergence in the upper atmosphere disguised as a shower of green meteors. Once on the surface, the rival Appellaxians emerged, inhabiting hulking, golem-like bodies, each possessing special powers. They then proceeded to transform local people and animals into similar (though weaker) forms, to serve as proxy armies.

The seven heroes who would go on to establish the original Justice League of America—Aquaman, Batman, the Flash, Green Lantern, Martian Manhunter, Superman, and Wonder Woman—rose to stop them, first fighting individually and then as a team. It was the defeat of the Appellexians which led to the founding of the JLA, as the heroes had to combine forces to triumph against the Wood King and the Crystal Creature. However, unknown to the JLA, there was an eighth invader who had remained hidden; this Appellaxian took mental control over the Locus Group, a team of scientists working on ways to prepare the human race for survival in case of ecological disaster. They were mind-controlled into building doomsday devices to ravage Earth's environment. The JLA destroyed these weapons, but the Locus Group transported thousands of Appellaxian soldiers to Earth, where they became an army of huge, ogre-like humanoids. The combined might of the Justice League of America, Doom Patrol, Teen Titans, and other champions of justice vanquished the aliens, with the unlikely aid of Vandal Savage.

Some years afterward, the original seven invaders mind-controlled the founding JLA members into turning against their allies, but the newer League members rallied to stymie the extraterrestrial menaces yet again. More recently, another group of super-powered Appellaxians ran amok on Earth, and the JLA travelled to their home world to finally stop the recurring threat from Appellax once and for all. But once there, the heroes discovered the old regime had been overthrown and replaced with a free, peace-loving government. The newest invaders were criminals and pariahs, despised by the Appellax people. Together the JLA and the benevolent aliens neutralized the powers of the rogues, ending their threat.

The following three examples of the Appellaxian invaders are mostly identical to the PL 10 Construct from the DC Adventures *Hero's Handbook*, but use the powers listed below for each of the creatures. All have the ability to Create Minions, changing other living beings into creatures similar to themselves, under their mental control. This is Ranged Affliction 10 (Entranced and Hindered, Compelled and Immobilized, Controlled and Transformed). The Appellaxians have displayed other, ill-defined mental powers, including telepathy and mass mind control; these are best used by the GM as Complications for the heroes to overcome.

CRYSTAL CREATURE PL10

Powers: Create Minions, Affliction 10, Diamond-Hard Body: Immunity 10 (fire and electrical damage), Enhanced Str 10 (Only for resisting Grabs, Throws, and Trips), Toughness reduced by half), Impervious 11 on Toughness; **Advantages:** Eidetic Memory, Minions 5; **Skills:** Add Expertise: Tactics 5 (+10), Intimidation 7 (+8), Ranged Combat 5: Create Minions (+8), Technology 3 (+8); **Complications:** Motivation (Conquest), Monstrous Appearance, Vulnerability (Sonic and Vibration damage, Toughness reduced by half).

MERCURY MONSTER PL10

Powers: Create Minions, Mercurial: Incorporeal 1 (Liquid metal body, Permanent), Toxic Spray (Ranged Damage 10, Penetrating 5), Movement 5 (Slithering, Sure-footed, Trackless, Wall-crawling, Water-walking); **Advantages:** Eidetic Memory, Minions 5; Advantages: Eidetic Memory, Minions 5; **Skills:** Add Expertise: Tactics 5 (+10), Intimidation 7 (+8), Ranged Combat 5: Create Minions (+8), Technology 3 (+8); **Complications:** Motivation (Conquest), Monstrous Appearance, Vulnerability (Toughness Save + 0 vs. friction, whirlwind, and vortex-based attacks).

WOOD KING PL10

Powers: Create Minions, Wood Shards (Ranged Damage 10, Penetrating 3), Fleet of Foot (Leaping 2, Movement 2 (Sure-footed, Safe Fall], Speed 3), Regeneration 5; **Advantages:** Eidetic Memory, Minions 5; **Skills:** Add Expertise: Tactics 5 (+10), Intimidation 8 (+9), Ranged Combat 5: Create Minions (+8), Technology 5 (+10); **Complications:** Motivation (Conquest), Monstrous Appearance, Vulnerability (No Impervious Toughness or Regeneration vs. Fire or Vibration).

DHOR

One of four inhabited worlds in the system, Dhor has the most contact with outside races. The primary race is human-like, though with certain insect-like characteristics, such as segmented eyes, spindly limbs, and beaked noses. The world has long been ruled by Kanjar Ro, a schemer and master strategist who began as a mere bureaucrat but rose to command the entire planetary government. Kanjar Ro is aggressive and expansionist, but the people of Dhor are not. They are peaceful when left to their own devices, only going to war when pushed into conflict by their dictator. Still, this is not infrequent, as Kanjar Ro has contested with the Justice League, Adam Strange, and the Hawk-Warriors of Thanagar. Technologically speaking, Dhor is roughly equal to Thanagar and Rann; the world is also the only known source of an exotic mineral which Kanjar Ro uses to power weapons such as the Energi-Rod (able to levitate objects, project blasts, and broadcast thoughts of the user) and the Gamma Gong (which can paralyze living beings on a mass-scale). Dhor has a non-aggression pact with the worlds protected by Vril Dox's L.E.G.I.O.N.

The Antarean system also hosts the worlds of Alstair (controlled by plant elemental Queen Hyathis), Llarr (Lizard-King Sayyar's realm), and Mosteel (led by the metal-fleshed Kromm). Ever since Kanjar Ro has been in power on Dhor, the four worlds have been in conflict, as the power hungry dictator wants complete control of the system. Alstair is the only world in the system besides Dhor that has been documented by humans; it is a hot, humid planet with an atmosphere rich in carbon, oxygen, and water vapor. The landscape is sprawling jungles and rain forests, with towering trees, vines stretching out hundreds of feet, and gigantic leaves that can shade dozens at a time. Life on Alstair is dominated by plants and animal-plant symbiotic hybrids. Even the intelligent humanoids are connected to the plant world, just like their queen. The Alstair civilization consists of interconnected city-states, whose architecture resembles those of ancient Aztec or Mayan structures. Use the stats for Poison Ivy (in DC Adventures *Heroes and Villains, Vol. 2*) as a basis for Queen Hyathis, but replace the listed advantages and skills with those more appropriate, such as high skill levels in Technology and Vehicles, and the Inspire and Minions advantages (to represent her loyal subjects). Llar and Kromm can be represented by the Warrior (weapon warrior) and Construct (soldier) archetypes respectively, but scale them both down to PL 8, using the guidelines found in the *Hero's Handbook*.

BIZARRO WORLD

A strange parody of Earth, Bizarro World is a square world orbiting a blue star and is mostly devoid of life, except for the Bizarros. The most notable inhabitant is Bizarro No. 1, the flawed duplicate of Superman with reversed speech patterns and powers. Duplicates of many heroes are present on Bizarro World, including doppelgangers of Aquaman, Batman (Batzarro), Flash ("Slowest Man Alive"), Martian Manhunter, Wonder Woman, Yellow Lantern, and Supergirl. Many of Superman's friends and family members, such as Lois Lane and Jimmy Olsen, also have duplicates. Multiple copies of the same individuals exist, which explains why the "same" Bizarros have exhibited varying behavior and traits. Bizzaro World's inhabitants have chalk-white skin, blocky features, and coarse, spiky hair.

Bizarro civilization is a broken reflection of human existence; the inhabitants' illogical thought patterns (punctuated by flashes of brilliance) make their day to day lives mostly dysfunctional. Their behavior is by turns grotesque, amusing, and tragic. Fortunately, Bizarros do not need to eat, sleep, or breathe, so their stunted intellects do not hinder them greatly.

COLU

The "Computer Planet" is the birthplace of the evil, star-spanning Brainiac. The green-skinned Coluans are the greatest thinkers in the galaxy, endowed with 8th level intellects (extreme genius by Earth standards). Their reasoning skills exceed even the Psions', but the long-lived Coluans are theoreticians, not active experimenters. Patient and deliberate, they have never forged an empire, despite their superior science. Their reluctance to embrace applied science is partly due to a cataclysmic overreach in their past. The Coluans designed cybernetic intelligences so advanced the machines seized control; the Computer Tyrants made the organic Coluans their slaves.

The Computer Tyrants were overthrown when they created Brainiac, a scientist whose mind was transferred into an

THE BIZARRO JUSTICE LEAGUE

Kal-El is not the only Earthly superhuman to have an imperfect analogue; in fact, owing to both multiple imperfect duplicates of the same individuals *and* parallel world counterparts, some Justice League of America members have several Bizarro-equivalents. Batzarro is a savage version of Batman who uses a wicked hook-and-chain weapon, along with improvised tools, while a non-violent, cheerful Bizarro Caped Crusader also exists. Three different imperfect Flash (Barry Allen) copies have been observed, including an obese Slowest Man on Earth whose presence induces sloth and a Flash whose ultra-dense body causes the ground to sink and crumble under his feet. Other Bizarro Justice League of America members include a cringing, yellow-tinged Green Lantern (Hal Jordan), a feral, screeching Hawkwoman, a blue-skinned Martian Manhunter, an ungainly Wonder Woman, and a Supergirl (Kara Zor-El) with "petrifying vision" and fiery breath. Imperfect copies of Superman's family, friends, and adversaries also reside on Bizarro World, including Lois Lane, Jimmy Olsen, and Lex Luthor.

android body. Meant to be a mere servant, Brainiac subjugated the machines and took Colu for his own. The world became free only when Brainiac sought more expansive conquests throughout the galaxy.

Colu archives the collective knowledge of the Coluans' greatest minds deep under the world's surface. Brainiac returned and stole these archives, despite the opposition of Vril Dox II. The Coluans are desperate to regain the plundered datacores, but have no desire to confront Brainiac themselves.

DAXAM

A large, high-gravity world which orbits a red sun named Valor, Daxam is otherwise hospitable, similar to Earth in terms of atmosphere and climate. The inhabitants are distantly related to the Kryptonians, but the exact relationship is unknown. One legend states they are a long-lost colony of Krypton, while another version of the history posits their ancestors as peaceful exiles from a then-warlike Krypton who mated with the original Daxam natives. Like their distant kinsmen, Daxamites gain super-abilities under a yellow sun, and they acquire these powers at a far faster rate. But while Kryptonians continue to increase in power over their lifetimes, Daxamites reach the limits of their powers much sooner, "topping out" at levels below Kryptonian maximums. Daxamites are also limited by a severe biological flaw: exposure to lead causes immediate weakness, and prolonged exposure means death. This prevents all but the bravest Daxamites from venturing beyond the boundaries of their own solar system for fear of death, though the race has interstellar flight technology. This attitude has been inculcated over generations, leading to isolationism and xenophobia among the Daxamites. Mon-El, a.k.a. Lar Gand, is the rare Daxamite explorer who dared to leave the planet.

Daxamite medical and genetic technologies are among the best in known space. Bioengineering has made them longer-lived, healthier, and more attractive than most humanoids, but they lack genetic diversity. Otherwise, the Daxamite civilization is not as advanced as was Krypton before that world's destruction (they never developed Phantom Zone portals or Eradicator-level artificial intelligence, for example).

Daxamite "advisors" participated in an invasion of Earth, along with several other races, at the behest of the Dominion. Though they initially feared humanity as a future threat, the Daxamites came to respect the people of Earth; they were instrumental in thwarting the invasion using the mighty abilities they gained under Sol, the yellow sun.

DURLA

In the present day, Durla is a respected, though minor, power amongst empires such as the Dominion and the Khunds. The Durlans are infamous for their natural shape-changing powers, which make them the ultimate spies and saboteurs. They also use their abilities collectively, many Durlans combining to form space worthy vessels, war engines, and even entire cities. They are not hive-mind creatures, but can cooperate to an extent unknown in most other races. While all Durlans can alter their forms, they are not all identical in their aptitudes: some excel at size-shifting, others at imitating specific individuals, and a few can even duplicate other meta-powers to an extent. High levels of certain radiation frequencies cancel their shape-shifting, particularly X-rays.

THE STARBREAKER

A vampire-like being who claims to be the spawn of a Sun-Eater, the evil Starbreaker terrorized many inhabited worlds and systems before being stopped by the Justice League when he attempted to destroy the civilization of Rann and feast on the planet's energies. Upon his defeat, he was imprisoned by the Guardians of the Universe, but eventually broke free to attack the world Almerac, home of Maxima. He was again defeated, this time by the Justice League International, who dispersed his energy form. Though Starbreaker eventually re-formed to attack Rann anew, the ever-resourceful Adam Strange expelled him from the physical universe into a pocket dimension devoid of energy. But the cosmic parasite has proved very resilient, able to survive and re-form even after being rendered into little more than scattered atoms. The Justice League of America expect Starbreaker to someday return and menace the galaxy yet again.

Starbreaker feeds not just on energy, but also on the fear and dread of sentient beings; this is why the villain kept certain worlds in thrall, while ravaging others to topple their civilizations and devour their energies. At the height of his powers, Starbreaker lives up to his title and can consume entire suns, causing them to go nova. In game terms, use the Energy Controller archetype to represent Starbreaker, but scale him up to PL 15 using the guidelines in the *Heroes' Handbook,* and replace the listed powers with 15 ranks in the Variable power, as Starbreaker can create a wide variety of energy-based effects, including blasts, flight, force fields, "solid-energy" duplicates, and vastly enhanced strength and speed (at Kryptonian levels). However, if prevented from tapping into psychic, geothermal, or solar energies long enough, Starbreaker weakens, dwindling in power (though no lower than PL 10); he has little resistance to energy-draining attacks (Only half normal Fortitude and Toughness saves), vanishing into seeming nothingness when his powers are depleted.

Like many races, Durlans were involved in a failed takeover of Earth. Bio-technology left behind by the fleeing Durlan forces was later used by the Chinese government to create the superfunctionaries Immortal Man-in-Darkness and August General in Iron.

As shape-changers, it is difficult to say what the Durlans' "natural" forms are, but they most often appear as hairless humanoids with twin antennae and orange skin. Another common shape is hunchbacked, with a mass of tentacles instead of a face. Their protean nature seems common to their world, as the very oceans of Durla are composed of amoebic, single-celled organisms living in unison. The most famous Durlan is Chameleon Boy of the Legion of Super-Heroes, who adopts a mostly-human form (see *Heroes & Villains, Volume 1*).

THE GIL'DISHPAN WORLDS

Occupied by the oldest sentient invertebrates in the galaxy, the Gil'Dishpan worlds are cold, airless worlds dominated by oceans of liquid methane. The Gil'Dishpan are aggressive and territorial aquatic worms, but most planets coveted by the race are not inhabited by intelligent life, making them a benign empire. The self-aware races native to their colonized worlds are treated well, so long as they do not resist Gil'Dishpan rule. Other civilizations often request Gil'Dishpan to mediate disputes because of their high-level social skills and telepathic abilities. They have incredible expertise in teleportation and gravity manipulation, able to move whole planets across space. The Gil'Dishpan can travel outside their normal environments by using force fields that sustain them. They were enticed to enlist in an alliance against Earth, but their participation was minimal.

KALANOR

Home to the infamous Despero, the humanoids of this arid, rocky world have crimson skin and webbed fins atop their heads. Kalanor is ruled with an iron fist by Despero, and the world has a huge standing army. Kalanor's technology is unexceptional by galactic standards, and only Despero's immense personal power makes the world a threat. The culture is tinged with mysticism, with many shamans and sorcerers. Religion centers on the Flame of Py'tar, a psychic (or perhaps arcane) power source. Prolonged exposure to the Flame mutated Despero and gave him vastly amplified physical prowess. Kalanor has a small number of meta-beings, though only Despero is known by name. These are always three-eyed mutants with psychic ablities, and they serve as the world's champions.

MALTUS

The wretched Maltusians suffer from massive overpopulation, poverty, and pollution; ironically, this is the same race from which the Guardians emerged eons ago. Maltus long ago fell from the heights to its current pitiable state due to unexplained circumstances. Once very advanced, the civilization barely has space-flight capabilities.

Why the bulk of Maltusians were evolutionarily left behind is unclear; one account suggests a now extinct symbiote bonded with a Maltusian sub-group, sparking their genetic potential. Conceivably Maltusians could still achieve immortal status.

Green Lantern Hal Jordan and Green Arrow spent time on Maltus along with Appa Ali Apsa, a Guardian turned mortal. Later, the Oans attempted to relieve their original world's woes somewhat by dispatching a team of Green Lanterns, including Honor Guard members and Guy Gardner. Maltus chose to come under L.E.G.I.O.N. protection, becoming the base for Vril Dox's android peacekeeping corps. This made them the first target of Starro the Conqueror's invasion, and Maltus fell. The world's status since Starro's incursion was repelled is uncertain.

THE NEW CRONUS SYSTEM

After their defeat at the hands of the Greek Gods, the Titans of Myth were banished to the hellish Tartarus dimension; they eventually escaped and fled the Earth, finding refuge on a barren world they named New Cronus. They transformed the planet to resemble their former home of Olympus, changing local reality to suit their wishes. The Titans conquered nearby inhabited worlds, convert-

ing their populous into worshippers. They also began selecting special, orphaned children of great potential from across the galaxy to raise on New Cronus, nurturing the children's talents. Donna Troy, the future Wonder Girl and Troia, was among these children. But while these young people began as great heroes among their native peoples, the Titans also manipulated them; this led to a schism among the Titans, which resulted in Hyperion, the Sun Titan, again being banished to Tartarus.

New Cronus is covered with sprawling palaces, monuments, and coliseums, in the ancient Greek style. Every surface on the planet has its own gravity, and structures' interiors may be larger than their outside dimensions, allowing for "impossible" architecture. Reality is weaker in the New Cronus system, allowing for easier access to other dimensions, alternate worlds, and timelines.

THE POLARIS SYSTEM

400 light years away from Earth, the fabled "North Star" Polaris is actually composed of three separate stars, with the primary red supergiant orbited by a much smaller yellow sun and a white dwarf star. The system also contains several habitable planets, including the storied Thanagar and recent arrival Rann.

RANN

Defended by the human champion Adam Strange, Rann is an arid world, covered by deserts and mountain ranges. Rannians resemble humans, but both sexes are nearly hairless. (Rannian women typically don hairpieces to cover their pates.) Male Rannians take on a wizened appearance as they mature. The Rannians are advanced, but struggle to preserve their dying world. A great cataclysm in the distant past wrecked the ecosystem; vegetation and drinkable water grew scarce, while the people become less fertile with each generation. But in recent times, they were aided in their struggle against extinction by several key events. The Swamp Thing (while exiled from Earth) created a lush oasis, the child Alea was born to Adam Strange and Alanna, and L.E.G.I.O.N. forces began re-foresting the planet.

The Rannians' grandest scientific achievement is the Zeta Beam, which can teleport objects and living beings over interstellar distances. Developed by Chief Scientist Sardath, it was a Zeta Beam accident that first brought Adam Strange to Rann. If sufficiently powered, the Zeta technology can teleport entire worlds, and was once used to relocate the entire population to Throneworld.

Rann was originally located in the Alpha Centauri system, but the planet was displaced from space-time to escape cosmic marauder Starbreaker; when Rann returned to the universe, it was thrust into the Polaris system. This disrupted the ecology of Thanagar, a situation worsened by Superboy-Prime, who further altered Thanagar's orbit around Polaris. The subsequent environmental disasters led Hawk-World to declare war against Rann. The conflict was interrupted when a fracture in reality opened up, a result of the crisis that recreated the Multiverse. War broke out again due to Ominar Synn, a Thanagarian demigod who foment-

ed religious conflict between the races. This ended when Synn destroyed the atmosphere, and the Rannian people fled en masse via Zeta Beam to an unpopulated planet.

The Coluan genius Vril Dox has since restored the atmosphere and returned the inhabitants of Rann. His organization L.E.G.I.O.N. ameliorated much of the damage suffered by the two worlds, and peace was declared between the races. In gratitude, the Rannians took in the Tamarian refugees of the Vega System, allowing them to resettle on a northern continent.

THANAGAR

An imperial power in decline, Thanagar is ruled by a corrupt oligarchy; the financial, political, and military elite ruthlessly suppress the lower classes. The planet is marked by inequities, extreme wealth co-existing with the grinding poverty of the masses. Gleaming cities (the "High Towers") hover over polluted, stinking hovels ("Downside"). The fearsome Hawk Wingmen keep watch from the skies, brutally crushing dissent. Aliens from conquered worlds toil as indentured servants or even slaves, lower even than the common workers. Meanwhile, the high-born engage in schemes, pursue decadent "art" devoted to suffering, and otherwise indulge themselves. Formerly a great martial power, Hawk-World is losing control of its former colonies, ceding them to the Khunds and Dominators.

Thanagar is the only known source of the mystic Nth metal. The Thanagarians use this strange alloy to bend gravity to their will, making them masters of the skies. In the right hands, Nth metal can manipulate the entire electromagnetic spectrum, controlling all fundamental forces. When evil demigod Ominar Synn arose from the legends

ONIMAR SYNN

A fell, demonic being from Hawk-World's mythological age, Onimar Synn can use his mastery over the power of Nth metal to generate city-toppling earthquakes, sunder molecular bonds, manipulate gravity on a planetary scale, and expand to gargantuan size by absorbing energy. As one might infer, Synn is a PL X entity, beyond the ability of even heroes such as Captain Marvel and Dr. Fate to handle; he can only be defeated by using artifacts, such as the Claw of Horus, wielded with the purest motives.

of Hawk-World's past, he tapped Nth metal to "become one with the planet." Fortunately, the Justice Society of America severed Ominar Synn's bond and entombed him within impenetrable walls.

Hawk-World made several attempts against Earth, first pursuing a "Shadow War" against mankind, then openly joining a multi-alien invasion. Thanagarian agents Andar Fel and his unnamed human wife infiltrated the Justice League of America as Hawkman II and Hawkwoman, but were exposed and killed during the invasion. Hawk Wingmen Katar Hol and Shayera Thal later became true heroes on Earth, rejecting their fascist government masters. Sadly, Hawkman went missing and Hawkwoman was murdered by Komand'r (a.k.a. Blackfire).

HAWK WINGMEN

These represent typical Thanagarian warriors. These men and women are stubborn, resilient, and strong. They are skilled fighters and flyers capable of facing down foes on land, in the air, or even in space. Thanagar is a harsh world and the wingmen its enforcers.

THE VEGA SYSTEM

Only 25 light years away from Earth, the star Vega hosts twenty-three habitable planets, and multiple intelligent races. This is in part due to the actions of the Psions; the master experimenters uplifted numerous local life forms, imbuing them with sentience. They also mutated many existing species, splitting them off into multiple racial strains.

Due to the presence of the Spider Guild and Agent Orange (a.k.a. Larfleeze), the Guardians established non-interference pacts that prevented Green Lanterns from entering the system. This allowed the rapacious Citadel to expand and conquer, subjugating the other worlds. Only a guerrilla resistance prevented the entire system from falling into the Citadel's bloody hands, a movement led by the Omega Men. Heroic freedom fighters hailing from many worlds, the Omega Men stand for justice against tremendous odds.

AELLO

Demonia, Doc I, Harpis, and Doc II (of whom only the last still survives) of the Omega Men originated on Aello. The bestial traits of the two sister Omega Men were Psion-induced mutations, not natural to their race. Aello is a cold world consisting of icy oceans, tundra, and glaciers. The humanoids live in large communities well-sheltered against the harsh environment. Little else is known regarding Aello, though the civilization must boast high levels of achievement in cybernetics, bio-engineering, and medicine, as evidenced by Doc I and Doc II.

HAWK WINGMAN — PL6 • 94 POINTS

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

Powers: Alien Flyer (Immunity 2 (High Pressure, Vacuum), Movement 2 (Environmental Adaptation—Aerial, Safe Fall), Senses 1 (Extended Vision)); **Nth Metal Belt and Flight Harness** (Enhanced Strength 5, (Limited to Lifting (*lifting Str 8; 6 tons*); Flight 5 (60 MPH), Wings, Removable –2 points)

Equipment Battleaxe (Strength-based Damage 3), Blaster Pistol (Ranged Damage 5), Chain-mail (Protection 3), Commlink, Night Vision Goggles

Advantages: Close Attack 2, Equipment 4, Evasion, Favored Environment (Aerial), Languages (Interlac, Native Thanagarian), Power Attack

Skills: Acrobatics 6 (+8), Athletics 5 (+8), Deception 4 (+6), Expertise: Galactic Powers 4 (+4), Expertise: Tactics 4 (+4), Intimidation 4 (+6), Perception 2 (+4), Ranged Combat: Guns 6 (+8), Stealth 4 (+6), Technology 5 (+5), Vehicles 4 (+6)

Offense: Initiative +2, Battleaxe +6 (Close, Damage 6), Blaster Pistol +7 (Ranged, Damage 5), Unarmed +6 (Close, Damage 3)

Defense: Dodge 5, Parry 5, Fortitude 6, Toughness 6, Will 4

Totals: Abilities 36 + Powers 15 + Advantages 10 + Skills 24 + Defenses 9 = 94

Complications: Cruel: Hawk Wingmen like to toy with their "prey," even when doing so endangers their missions. **Fascists:** Hawk Wingmen are fanatically loyal to the oppressive, imperialistic, and class-based Thanagarian government.

CHANGRALYN

Broot comes from Changralyn, a large, temperate planet rich in metal and mineral wealth. Changralyn was conquered by the Citadel and the people used as slave labor in the mines. The natives practice pacifism, belying their great strength. This attitude led to even more abuse at the hands of the Citadel.

THE CITADEL

Never called by any other name, the Citadel was founded by the deformed second son of X'Hal. Enraged by his own deformed and tortured existence, the Goddess' nameless progeny seized Psion cloning devices and created his own race. All the Citadelians descend from the genetic material of the original. Mean and brutal, they subjugated all non-Citadel races and controlled an empire within the Vega system. They worked in concert with the Gordanians and Spider Guild to crush opposition, but were defied by the resistance headed by the Omega Men. The Citadel also came into conflict with Hal Jordan of the Green Lantern Corps, and the New Teen Titans.

The Citadel was aided by a cybernetic thinking network known as Complex-Complex and a nearly impregnable Fortress Ring that protected their base of operations. When the Omega Men breached the defensive barrier and disabled the mega-computer, the Citadel was finished as an empire. The latest incarnation is headed by a human named Harry Hokum, a spacefaring confidence man and schemer; Hokum reorganized the Citadel as the New Alliance, a militaristic but voluntary confederation of races.

The Citadelians are large, bulky humanoids with shiny, blue-black hides. They are hairless and misshapen, with bullet-shaped heads, massive jaws, and large abdomens. The Citadelians are strong and resilient, and use energy weapons in battle. Despite their brutish demeanors, they are skilled tacticians, and even brilliance is not unknown among the race, as evidenced by their sophisticated computer and military technologies. A typical Citadelian Warrior is most easily represented by the Elite Soldier archetype, with the following changes: Increase Strength by +2, Sta by +4, add +1 to Fighting, and replace the listed Equipment with Energy Staff (Ranged Damage 5, Penetrating 2), and War-axe (Strength-based Damage 3). Retain the skill ranks in Athletics, Intimidation, and Tactics, change Ranged Combat: Guns to Ranged Combat: Energy Weapons, and assign other skills depending on a given Citadelian's role (a jailer would have Expertise: Prison Guard, for example).

EMANA BRANX

The Branx Warriors are a dull-witted race, below the other intelligent species of the Vega system. The four-armed, ogre-like Branx exist on a medieval level, uplifted by their Citadel masters, who provide them with superior weapons to better serve as soldiers. Making up for their lack of wits with size and strength, the Branx stand 7 to 9 feet in height and are broadly built. Their skin is chalk white, and both males and females are hairless. Most dress in animal skins unless provided better armor by advanced races. Use the stats listed for a Goon as the basis for a Branx Warrior, but add +3 to Str, +2 to Sta, the Ambidexterity advantage, Extra Limbs 2, and replace the listed Equipment with: Blaster Pistol (Ranged Damage 3), Fur-and-Hide Armor (Protection 1), Heavy Club (Str-based damage 2); this raises them to PL 5.

EUPHORIX

Home to the late Omega Men founders Primus and Kalista, the world's people are human-like, with only superficial differences. They are tall and slender, with pale skin and red, golden, or even purple hair. Certain Euphorians lack visible pupils, but are otherwise identical to their kinsmen. Psychics and mystics are common among the Euphorix people, with many blessed with telekinesis, telepathy, and energy projection abilities.

Euphorix is heavily wooded, with huge, ancient forests. Overcast and gloomy, the natives exist in the shadows of tremendous trees. The society is quasi-feudal, with stone castles and cities built in gothic-style architecture, but Euphorix is fairly advanced scientifically. Euphorix is protected by a world-wide force field (Toughness 12).

KARNA

Karna was home to two intelligent races, but the Gordanians hunted the defiant feline species to extinction on the orders of the Citadel. The last known survivors are Tigorr and Felicity of the Omega Men. Karna is a warm world with vast savannahs, jungles, and rain forests. Many extraordinarily large, primitive creatures dwell on Karna, similar to earthly dinosaurs**.**

OGYPTU

Dominated by sweeping plains, Ogyptu is home to stony, towering giants; these blue-skinned titans are extremely long-lived and nigh-invulnerable. Their time sense is unlike that of smaller humanoids, and the Ogyptu giants think and move at a much slower rate. When Ogyptu was invaded by the Spider Guild, the giants never noticed, and the frustrated invaders just gave up and went away.

OKAARA

Prison and birthplace of the goddess X'Hal, Okaara is renowned for the Warlords of Okaara, the martial order who teach wisdom and combat skills to the finest students among the Vegan races. The Okaarans train their offspring in battle skills from a young age, but teach these skills are to be used in self-defense or the protection of innocent lives, not for self-aggrandizement. Okaarans believe dying in combat against a worthy foe is a high honor.

Thousands of years ago, the Okaaran woman X'Hal was abducted by the Psions and subjected to horrific tests; she was cross-bred with a Branx Warrior. After giving birth to twins, Lambien (later Auron) and the first unnamed Citadelian, she was transformed into pure psionic energy. Lashing out, X'Hal slew many Psions, then returned to Okaara with her offspring. X'Hal was worshipped by her fellows, but when the Okaarans were forced to exile her violent second son, X'Hal went mad. She killed thousands before being subdued. The story was suppressed outside Okaara, and Vegans still venerated her as a goddess. When X'Hal broke free, she ravaged three worlds before regaining her sanity and ending the destruction.

Larfleeze the Orange Lantern keeps his treasure hoard deep in the caverns below an Okaaran jungle. A stinking, unkempt hovel, the vast riches are guarded by the "orange ghosts" of those who have fallen to Agent Orange's depredations.

GORDANIAN MERCENARIES

The Gordanians have colonies throughout the Vega system. Often found in the employ of the Citadel (until the empire's fall), the Gordanians are mercenaries and slavers. They resemble reptilian humanoids, with goggle-eyes, slits for nostrils, and protruding jaws. In battle they wear golden body armor and wield blaster rifles. Little is known of their history or culture aside from their service to the Citadel. They pride themselves on their independence, even though taking the coin of their "masters" in the Citadel; Gordanians consider

themselves freebooters, not minions. Most are amoral, casually murdering, enslaving, and torturing others. Not all are malevolent; a Gordanian served with the Omega Men, fighting alongside the others against Lady Styx. Use the Soldier archetype listed in DC Adventures: *Heroes and Villains, Vol. 2* to represent an average Gordanian Mercenary, or the Veteran Soldier for officers and more experienced mercenaries, but give them the Tracking advantage, Expertise: Hunter , and change Expertise: Soldier to to Expertise: (Merc or Slaver); replace the listed equipment with the following: Armor (Protection 4), Blaster Rifle (Ranged Damage 5, Penetrating 2), Blaster Pistol (Ranged Damage 4), Hunter's Blade (Str-based Damage 2), Comm-System, Multi-tool, and Night Vision Goggles.

THE PSIONS

Responsible for the evolution of many Vegan races, the Psions themselves developed on the Guardians of the Universe's original world, Maltus; they are the result of the Guardians' genetic experiments upon non-intelligent reptiles. They artificially accelerated the reptiles' evolution, changing them into sentient, semi-humanoid organisms. When the Guardians abandoned Maltus for Oa, they left behind the results of their tampering. The altered creatures continued to develop over millennia, gaining highly developed mentalities. Curious about their origins, the Psions departed Maltus and travelled to Oa as had their creators, seeking out answers.

Unfortunately, the Oans had no use for their long-forgotten "children"; the Psions displayed intellect but little wisdom. The Guardians banished them, casting them out in the hope they would reflect and learn wisdom. But their rejection by the Oans damaged the race's collective psyche; the Psions blocked the truth from their minds. Since that time, they have rediscovered their origins again and again, but mentally suppress the knowledge because the truth is too psychologically damaging.

The Psions have low regard for intelligent races outside their own, seeing them as fodder for experiments. They mimic their ancient creators in their methods, advancing other beings through genetic engineering, but show no compassion or regard for the results of their studies. Though not really sadistic, the Psions are so indifferent to the pain of others they will mercilessly torture living creatures to gain even the slightest new insights. This led to many species in the Vega system. They are responsible for the Okaaran woman X'hal being transformed into a godlike being of pure energy; they also imbued Princess Koriand'r (a.k.a. Starfire) and her siblings with solar powers.

Psion males treat the females as chattel, though the latter are self-aware and intelligent. Psion researchers subject them to the same cruelties doled out to captives of other races. The Psions are governed by a technocracy, with the most brilliant male scientists forming the ruling class. Their behavior toward others leaves them with few allies, though they did work for the Citadel and briefly aligned with the Dominion in an assault on Earth. They are opposed by the Omega Men, L.E.G.I.O.N., Green Lantern Corps, and other heroes.

PSION RESEARCHER — PL5 • 48 POINTS

STR 0 **STA** 0 **AGL** 0 **DEX** 2 **FGT** 0 **INT** 6 **AWE** 2 **PRE** 2

Powers: Super-Intelligence (Quickness 2, Limited to mental tasks only)

Advantages: Equipment 4*, Inventor, Skill Mastery (Expertise: Science), Skill Mastery (Technology)

Skills: Expertise: Science 8 (+14), Intimidation 4 (+6), Ranged Combat: Psion Weapons 2 (+4), Technology 4 (+10), Treatment 4 (+10), Vehicles 4 (+6)

Offense: Initiative +0, Unarmed +0 (Close, Damage 0), Ranged Weapon +4 (Ranged, Damage varies)

Defense: Dodge 0, Parry 0, Fortitude 0, Toughness 0, Will 5

Totals: Abilities 24 + Powers 1 + Advantages 7 + Skills 13 + Defenses 3 = 48

*The GM should assign any appropriate equipment for an encounter, not to exceed PL 5 effects.

Complications: Enemies: Most other advanced races despise the Psions, even those, such as the Citadelians or Khunds, who temporarily ally with them. **Sociopathic Experimenters:** Psions have no decency, mercy, or even fears about pursuing heinous experiments on living beings.

TAKRON-GALTOS

This prison planet houses the worst, most dangerous villains from across the galaxy. The secret of Takron-Galtos' construction remains unrevealed, but the artificial world has apparently been in operation for centuries at least, serving as a repository for the dregs of the universe. The Green Lantern Corps has deposited captured foes here (when the science cells on Oa were not appropriate), the bounty hunter Lobo has taken the handful of his still-living prisoners to Takron-Galtos, and even Amanda Waller and Task Force X have imprisoned super-criminals on the planet. The institution employs technology sufficient to neutralize the almost innumerable traits and powers of its unwilling population. The staff is largely automated, consisting of robot guards and computer overseers. Takron-Galtos does have living staff members, including the warden and a handful of "Science Police" officers. The warden is imbued with the authority to parole prisoners who are deemed rehabilitated.

Takron-Galtos remains in operation in several future timelines, including the 31st century of the Legion of Super-Heroes. During that period, the facility contains such infamous personages as the Fatal Five and the Legion of Super-Villains. Though ravaged by the armies of Darkseid at one point, Takron-Galtos was rebuilt with even more formidable defenses.

VENTURA, THE GAMBLER'S PLANET

A haven of vice, where anything may be wagered on, any pleasure bought or sold, Ventura is a cosmic Las Vegas, and an intergalactic resort. Aliens from across the cosmos travel here for merriment and thrills. The entertainment ranges from simple games of chance, to blood sports, to betting on the afterlife. Ventura can be a pleasurable vacation spot, but unwary visitors often are dragooned into the festivities, unwillingly entered in bets or contests.

Two patrons of the Gambler's planet are Rokk and Sorban, who compete in all manner of wagers—from natural disaster outcomes to competitions between superhumans. The stakes are insignificant; they just immensely enjoy gambling. The two can seem comical, but they have access to PL X devices, and the scenarios they set up can be perilous. Ventura is where the enigmatic Luck Lords scheme to control the Whims of Fortune, plotting to seize mystical artifacts such as The Book of Destiny. The Luck Lords may be demigods…or just megalomaniacal frauds.

SPACE-FARING HEROES AND VILLAINS

The vastness of space is home to many wondrous, monstrous, and powerful beings, a few heroic in nature, some dire and dreadful. The heroes of Earth have both allied with mighty champions of other worlds, such as Prince Gavyn of Throneworld and Vartox of Valeron against mutual threats, and also faced down such cosmic menaces as the Mongul Clan and the mindless Sun-Eater. Many alien villains, such as Kanjar Ro and the Manhunter androids have made their way to humanity's own solar system to attack the Earth directly, while others like the dreadful Lady Styx have (fortunately) only been encountered light-years away. Sometimes, even alien "heroes" such as Brainiac II, Maxima, or Vartox prove uneasy allies, as their motivations are as foreign as their planets of origin.

LADY STYX & THE DARKSTARS

Little is known about the horrific Lady Styx, a terrifying creature the Guardians describe as being "from beyond the limits of known space." In her first recorded exploits, she led a horde of hive-like undead slaves against worlds on the outskirts of nearby interstellar space. In this Lady Styx was opposed by Adam Strange, Animal Man, Starfire, the Emerald Head of Ekron (a cosmic being related to the Green Lanterns), and (reluctantly) Lobo. Even hundreds of light-years away, Lady Styx was aware of Earth; her path of slaughter and destruction was meant to clear the starways for a planned conquest of the planet. While Lobo had initially been hired to track down and eliminate the heroes on behalf of Lady Styx, he recognized the madness she represented, and turned against his monstrous employer. Lobo delivered the heroes to Lady Styx under the pretense of having captured them, only to free them and fight alongside the interstellar champions to halt her depredations. Though the heroes apparently destroyed Lady Styx, this was not her end.

After spending time as a disembodied consciousness, Lady Styx spread her madness to the Vega system, causing an epidemic of violence. Raising those slain as undead minions, she rebuilt her corporeal form, manifesting as a giant abomination. She was destroyed by the Omega Men, but at the cost of nearly all their number. However, her psyche endured, meaning Lady Styx will return again.

LADY STYX

A semi-humanoid with crustacean and insect-like traits, Lady Styx's full powers are unknown, but sage beings consider her a menace equal to Darkseid. Her presence can incite mayhem on a planetary scale. Lady Styx has proven impervious to conventional means of destruction, able to fashion new bodies. The worlds she conquers are visited by the "Stygian Passover," when their populations are slain and raised as worshipful slaves. Her zombie-like envoys are the "Darkstars," fallen former agents of the Dominators, resurrected to serve Lady Styx.

LADY STYX — PL12/16* • 257 POINTS

STR 8/20* **STA** 10/22* **AGL** 6 **DEX** 6 **FGT** 8 **INT** 6 **AWE** 8 **PRE** 8

Powers: All Tongues Are One (Comprehend 5 (Read, Speak, Understand all languages, Communicate and Medium for spirits)); **Chitin** (Protection 2, Impervious Toughness 10); **Venomous Claws** (Strength is Penetrating 8, Secondary Effect); **Extra Limbs** (Extra Limbs 4; Improved Grab); **Feast on Faith** (Growth 12, Limited: Must Have Raw Material (Undead Bodies of Followers)); **Link with the Faithful** (Mental Communication 5 (Limited: Only with undead followers)); **Space Goddess** (Immunity 11 (Aging, Life Support), Regeneration 2); **Without Boundaries** (Movement 8 (Environmental Adaptation—Zero-G, Slithering, Space Travel 3, Trackless (Olfactory), Wall-crawling 2 (Full Speed)))

Advantages: Close Attack 4, Fascinate (Deception), Fearless, Improved Disarm, Improved Grab, *Improved Hold,* Ritualist, Weapon Break

Skills: Deception 4 (+12), Expertise: Magic 6 (+12), Intimidation 5 (+13), Perception 4 (+12), Persuasion 4 (+12), Stealth 6 (+12), Technology 4 (+10)

Offense: Initiative +6, Claws +12 (Close, Damage 8/20*, Penetrating 8), Unarmed +12 (Close, Damage 8/20*)

Defense: Dodge 12/6*, Parry 12/6*, Fortitude 12/24*, Toughness 12/24*, Will 8 *Including Growth modifiers.

Totals: Abilities 120 + Powers 98 + Advantages 10 + Skills 17 + Defenses 12 = 257

Complications: Enemies: The Guardians, L.E.G.I.O.N., the Omega Men, and all other heroes of the Milky Way Galaxy. **Obsession:** Transforming all living beings into undead worshippers.

GM Note: Lady Styx can raise all intelligent living beings slain by her followers as undead worshippers. She has hordes of followers, enough to overwhelm whole civilizations. Her impending arrival triggers anger, fear, and madness on the worlds she targets, stroking violence. Lady Styx can also be resurrected by the devotion and sacrifice of her followers, even if her corporeal body is utterly destroyed. These are PL X qualities not quantified in power points.

DARKSTAR ENVOYS

Once the hope for peace and justice in the universe, the Darkstars are now undead agents of Lady Styx, raised to pseudo-life in her service.

L.E.G.I.O.N.

The Licensed Extra-Governmental Interstellar Operatives Network began during the Dominator-led invasion of Earth, when Vril Dox and his Durlan guru were interned with other dissidents in an extraterrestrial prison. There they met fellow prisoners Garryn Bek (a lawman from Cairn), Lyrissa Mallor (champion of Talok VIII,), Strata, and the enigmatic Stealth. Dox used his 12th-level intellect to engineer a successful escape, and once free the group helped sabotage the Dominators' plans. As the Green Lantern Corps was inactive at this time, Dox convinced the others to remain together, forming the nucleus of a new peacekeeping organization. The team settled on Cairn, deposing the drug syndicates that ran the planet

DARKSTAR ENVOY — PL10 • 113 POINTS

STR 12 **STA** — **AGL** 0 **DEX** 0 **FGT** 6 **INT** — **AWE** 0 **PRE** —

Powers: Exo-Mantle (Removable -17 points; Enhanced Strength 10, Flight 10 (2,000 MPH), Movement 3 (Environmental Adaptation—Zero-G, Space Travel 2); **Wrist Masers** (Ranged Damage 12), **AE: Chest Maser** (Ranged Line Area Damage 10, Unreliable (5 uses)); **Force Field** (Sustained Protection 8)); **Undead** (Immunity 40 (Fortitude effects, Mental effects))

Advantages: Favored Environment (Zero-G), Startle

Skills: Close Combat: Unarmed 2 (+8), Intimidation 8 (+8), Ranged Combat: Wrist Masers 8 (+8), Stealth 5 (+5), Technology 4 (+4)

Offense: Initiative +0, Chest Maser — (Line Area, Damage 10), Unarmed +8 (Close, Damage 12), Wrist Maser +8 (Ranged, Damage 12)

Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 8, Will Immune

Totals: Abilities –14+ Powers 93 + Advantages 2 + Skills 14 + Defenses 18 = 112

Complication: Dark Servant: Undead, fanatical servants of the Lady Styx.

and becoming the de facto government. L.E.G.I.O.N. grew quickly, attracting recruits such as the nuclear-powered Lady Quark, an adventurous Daxamite, ethereal Phase, cyborg Darius, the teleporter Borb Borb'b, and many others. The team also suffered losses, as when the Durlan disappeared in a temporal accident and Lyrissa fell in battle.

The first L.E.G.I.O.N. came to an end with the birth of Querl Dox, Vril's son by Stealth. From birth, "Brainiac 3" had intelligence nearly equal his father's, with even fewer scruples. He brainwashed the team members and turned L.E.G.I.O.N. into an oppressive force. Vril Dox created the R.E.B.E.L.S. (Revolutionary Elite Brigade to End L.E.G.I.O.N. Supremacy), joining with the few remaining team members to defeat his son's authoritarian rule. Eventually the real L.E.G.I.O.N. was restored, Querl Dox's intellect was suppressed, and the organization relocated its headquarters to Maltus.

Vril Dox became a R.E.B.E.L. again when Starro the Conquerer seized Maltus and took control of Dox's Peacekeeper androids, turning them against the populations of L.E.G.I.O.N. worlds; Dox gathered a new team and led the resistance against Starro's horde, defeating the galactic tyrant with the aid of Despero and Kanjar Ro. Since then, L.E.G.I.O.N. has re-established itself on the planet Rann. Other worlds within L.E.G.I.O.N. space include Cairn, the most crime-riddled, corrupt planet in the galaxy; Colu; Dibworld, populated by huge, armored humanoids; Dryad, a world whose natives are creatures of living stone with an elemental bond to the planet; Maltus; Rann; and Talok VIII, where a tribal people steeped in ancestor worship and mysticism dwell—the Talokians' planetary champions command the forces of shadow.

L.E.G.I.O.N. has an uneasy truce with the Green Lanterns, who view them suspiciously; they are rivals to the Bellatrix Bombers (who hail from a world whose chief industry is private security and bodyguarding) and the Palindrordnilap (who hire out meta-beings of many species).

VRIL DOX II/BRAINIAC II

The first Brainiac created a clone to serve as a lab assistant and slave, imbuing the "offspring" with his own superhuman mentality. But just as the original Vril Dox overthrew the Computer Tyrants, the clone threw off Brainiac's control and rebelled against his father. Forced to flee Colu, Vril Dox II had many unrecorded adventures in space, during which he was befriended by a wise Durlan mentor. The shape-shifter taught Dox a basic moral code, tempering the Coluan's selfish nature. Though Brainiac II remains deceptive and self-interested, he is generally benevolent in his goals. But the means to his ends are highly questionable.

VRIL DOX II/BRAINIAC II — PL10 • 174 POINTS

STR 2 **STA** 2 **AGL** 2 **DEX** 4 **FGT** 4 **INT** 12 **AWE** 6 **PRE** 6

Powers: Force Field Belt (Protection 14, Impervious 6 (Removable –4)); **Trans-Suit** (Immunity 6 (Cold, Heat, Pressure, Radiation, Suffocation, Vacuum (Removable –1))); **Computer Mind** (Quickness 5 (Limited to Mental Tasks)); **Zero-G Belt** (Movement 1 (Safe Fall), (Removable –0))

Equipment: Blaster Rifle (Ranged Damage 8), Commlink, Toolkit, Undercover Shirt (Protection 2)

Advantages: Assessment, Benefit (Ambidexterity), Benefit 2 (Security Clearance 2), Benefit 2 (Head of L.E.G.I.O.N.), Connected, Eidetic Memory, Equipment 4, Fascinate (Persuasion), Fearless, Improvised Tools, Inventor, Languages 2 (Coluan, English, Interlac), Second Chance (Mind Control), Skill Mastery (Expertise: Life Sciences), Skill Mastery (Expertise: Physical Sciences), Skill Mastery (Technology), Taunt

Skills: Close Combat: Unarmed 4 (+8), Deception 10 (+16), Expertise: Law Enforcement 2 (+14), Expertise: Life Sciences 8 (+20), Expertise: Medicine 2 (+14), Expertise: Physical Sciences 8 (+20), Insight 6 (+12), Investigation 2 (+14), Perception 4 (+10), Persuasion 6 (+12), Ranged Attack: Guns 4 (+8), Stealth 4 (+6), Technology 8 (+20), Treatment 2 (+14), Vehicles 2 (+6)

Offense: Initiative +2, Blaster Rifle +8 (Ranged, Damage 8), Unarmed +8 (Close, Damage 2)

Defense: Dodge 6, Parry 6, Fortitude 6, Toughness 14, Will 12

Totals: Abilities 76 + Powers 23 + Advantages 23 + Skills 36 + Defenses 16 = 174

Complications: Enemies Vril Dox has earned the enmity of the Drug Lords of Cairn, the Green Lantern Corps, and Starro the Conqueror. **Reputation** Brainiac II is scheming and manipulative.

GM Note: When Vril Dox is heading L.E.G.I.O.N., he has access to multiple HQs, space vehicles, troops, and any equipment he needs. He can invent any number of unique devices.

LADY QUARK — PL12 • 205 POINTS

STR 2 **STA** 6 **AGL** 2 **DEX** 2 **FGT** 6 **INT** 4 **AWE** 2 **PRE** 4

Powers: Elite Constitution (Enhanced Advantages 2 (Diehard, Great Endurance), Immunity 7 (Disease, Cold, Heat, High Pressure, Radiation, Suffocation, Vacuum)); **Energy Aura** (Impervious Protection 12); **Flight** (Flight 11 (4,000 MPH), **AE: Star Travel** (Movement 2 (Space Travel 2)); **Nuclear Mastery** (Array (32 points), **Focused Beam** (Ranged Damage 16), **AE: Explosive Burst** (Ranged Burst Area Damage 10), **AE: Nuclear Punch** (Strength-based Damage 8, Penetrating 10, Linked to Affliction 8 (Resisted and Overcome by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware), **Wide-Angle Beam** (Ranged Line Area Damage 10), **AE: Molecular Disruption** (Ranged Damage 10, Penetrating 10, Affects Insubstantial 2), **AE: Neutralize Radiation** (Burst Area Effortless Nullify 10 Radiation effects); **Sense Radiation** (Senses 6 (Radiation Awareness, Accurate, Analytical, Extended 2))

Advantages: Close Attack 4, Daze (Intimidation), *Diehard*, *Great Endurance*, Languages 2 (English, Coluan, Interlac), Power Attack, Startle

Skills: Expertise: Astronomy 4 (+8), Expertise (PRE): Diplomat 4 (+8), Expertise: Interstellar Law 4 (+8), Expertise: Nuclear Science 8 (+12), Expertise: Royal Etiquette 4 (+8), Intimidation 6 (+10), Ranged Combat: Nuclear Mastery Array 6 (+8), Technology 6 (+10)

Offense: Initiative +2, Focused Particle Beams +8 (Ranged, Damage 16), Nuclear Punch +10 (Close, Damage 10)

Defense: Dodge 6, Parry 6, Fortitude 10, Toughness 18, Will 14

Totals: Abilities 56 + Powers 99 +Advantages 9 + Skills 21 + Defenses 20 = 205 points

Complications: Longing: Lady Quark is lonely and dearly wants to find a new consort, one equal to Lord Volt. **A World Unknown:** Tashana is the only survivor of her destroyed, forgotten parallel universe. **Vulnerability:** Lady Quark's powers can be contained by materials which dampen nuclear processes, such as the metal Cadmium.

LADY QUARK

Lady Quark, a.k.a. Tashana is the last survivor of Earth-Six, a parallel world destroyed during the first great cosmic Crisis, which laid waste to a multiverse. Earth-Six was far removed from most other alternate timelines, a world dominated by Victorian-era culture, steam-and-clockwork technologies, and Tesla broadcast power. Lady Quark was the matriarch of a superpowered, global royal family, both the rulers and champions of the common people. Ruling at her side were her husband, Lord Volt (Karak), and their daughter, Lady Fern (Princess Liana), both formidable meta-humans in their own rights. But all their power combined was not enough to halt the Anti-Monitor's army of shadow demons and wave of anti-matter; Lord Volt and Lady Fern died alongside the other heroes of Earth-Six, as their entire world was consumed. Only the intervention of the immortal, invulnerable, and dimension-traveling Pariah saved Tashana from the same fate. Rescued, Lady Quark joined the heroes of many worlds to battle and finally defeat the Anti-Monitor.

Following the defeat of the Anti-Monitor, Tashana was left alone in the remade universe, where no one else shared even the memories of Lady Quark's family and world. In the times that followed, she struggled to find a place for herself, in an Earth far unlike her own. Devastated by the loss of her daughter and her husband, she sought out mighty, heroic men as romantic partners. She was initially manipulated by the Voltage Lord, a counterpart to her dead husband who turned out to be evil, and who was exposed as a super-criminal by Superman. Following this, she briefly tried to take up with Kal-El, but was gently rebuffed by the Man of Steel. Then she approached a version of Starman, and next Vril Dox, the leader of L.E.G.I.O.N.. None of these relationships went anywhere and Lady Quark eventually learned to accept the loss of her husband and family.

Lady Quark's heroic nature was revived by her service in L.E.G.I.O.N., as she once again used her mighty powers to defend ordinary men and women against raiders, slavers, invading armies, space monsters, and super-villains. Easily one of the team's mightiest members, Lady Quark held her own against such notable figures as Captain Comet, Lobo, and even L.E.G.I.O.N.'s resident Daxamite. However, she was eventually attacked by a hideous interstellar creature which drained her energies and left Lady Quark's seemingly lifeless body floating in space. In reality, she was only

STRATA	PL11 • 157 POINTS

STR 11 **STA** 8 **AGL** 0 **DEX** 0 **FGT** 6 **INT** 2 **AWE** 1 **PRE** 2

Powers: **Diamond-Hard Skin** (Protection 8, Impervious Toughness 16); **Mind Still as Stone** (Enhanced Will 10); **Reflective** (Immunity 5 (energy beams), Reflection); **Silicon Life Form** (Immunity 12 (Critical Hits, Life Support))

Equipment: Blaster Rifle (Ranged Damage 8), Commlink, Toolkit

Advantages: Eidetic Memory, Equipment 4, Interpose, Languages 2 (English, French, Interlac), Power Attack, Ranged Attack 4, Teamwork

Skills: Close Combat: Unarmed 5 (+11), Expertise: Geology 4 (+6), Expertise: Law Enforcement 4 (+6), Insight 4 (+5), Intimidation 6 (+8), Investigation 4 (+6), Perception 3 (+4), Persuasion 2 (+4), Ranged Combat: Guns 2 (+2), Technology 2 (+4), Treatment 2 (+4), Vehicles 2 (+2)

Offense: Initiative +0, Blaster Rifle +6 (Ranged, Damage 8), Throw +4 (Ranged, Damage 11), Unarmed +11 (Close, Damage 11)

Defense: Dodge 4, Parry 6, Fortitude 11, Toughness 16, Will 11

Totals: Abilities 60 + Powers 56 + Advantages 14 + Skills 20 + Defenses 7 = 157

Complications: **Motivation:** Responsibility to family and friends. **Weakness:** Sound-based attacks bypass her Impervious Protection and threaten critical hits on 19 or 20.

comatose, though her ravaged form required months to fully heal. By the time Lady Quark recovered, L.E.G.I.O.N. as she knew it had disbanded, leaving her without a clear purpose once again. She returned to Earth, only to be caught up in events which led to a second great crisis. Her current activities and whereabouts are unknown.

It should be noted that, although Lady Quark apparently "healed" from certain death, her statistics do not reflect this as either the Immortality or Regeneration powers, as she did not display superior recuperative powers on a regular basis; in game terms, her recovery was a use of a Hero Point, a special feat coupled with her Diehard trait.

STRATA

A native of Dryad, this founding member is made of living crystal. She acts as the team's conscience, preventing Vril Dox from going too far in his plans. Strata recognizes Vril Dox is arrogant and manipulative, but works alongside him against greater evils. Strata is calm, thoughtful, and introspective. She is married to pink-skinned strongman Garv, and is mother to a genetically engineered child. She rarely shows anger, but can become enraged if her family is threatened.

Strata is tremendously strong and has nearly impervious diamond-hard skin. She is immune to diseases, poisons, and toxins lethal to most creatures. She is likewise impervious to mind-control which afflicts humans and similar species. Her crystalline structure allows her to reflect light- and heat-based energy beams.

TRIBULUS

A giant, savage humanoid kept docile by cybernetic implants, Tribulus belonged to a group of interstellar bounty hunters dispatched to hunt down Vril Dox after the betrayal of the L.E.G.I.O.N. Peacekeeper androids. While pursuing Dox on Earth, Tribulus clashed with Supergirl (Kara Zor-El) and proved a match for the Girl of Steel. In the midst of this battle, Vril Dox discovered his mind contained detailed information about the 31st century future of the Legion of Super-Heroes; these "retro-memories" had been implanted by Brainiac 5 through time-travel. While his future counterpart hoped "Brainiac II" would be inspired to recruit Supergirl, Vril Dox recognized the similarity of Tribulus to Validus, the Fatal Five's powerhouse. Deciding strength and ferocity were more important than Supergirl's courage, he seized control of Tribulus and turned the monster into his loyal agent.

Tribulus is dim-witted, but immensely strong and durable. Tribulus' brain generates excessive electrical energy, which the creature unleashes as bolts of mental lightning. His homeworld and language remain unknown.

WILDSTAR

The second recruit of Dox's latest team was a native of Starhaven, a world populated by descendants of a Native American tribe who were transplanted from Earth prior to European contact. An older woman whose stunted mutations (crippled wings incapable of flight) had left her a pariah among her own culture, she willingly volunteered

for the treatment Dox promised would transform her into a wondrous, beautiful being.

Dox kept his literal word, but changed the Starhaven woman into pure energy, given shape only by a special containment suit. She gained power, but lost her humanity. Vril Dox had been inspired to create a meta-human with the abilities of Legion of Super-Heroes members Dawnstar and Wildfire. Though initially confused by her change, Wildstar embraced her new existence. She has since served as a R.E.B.E.L. and a L.E.G.I.O.N. member.

Wildstar can fly at trans-light speeds, mentally track others across vast distances, and release destructive energy bursts; as an energy being, she is impervious to conventional harm.

OTHER CURRENT MEMBERS

ADAM STRANGE

The earth-born Champion of Rann allied with L.E.G.I.O.N. during the Starro invasion; he stayed to better protect his adopted world. Adam Strange brings years of hard-won combat experience, tactical knowledge, and leadership skills to the team.

COMET

A reborn Adam Blake (following the death of his older body on Hardcore Station), the Man of 100,000 Years Hence has rejoined L.E.G.I.O.N. He allied with Dox to battle Starro the Conquerer, and remains to keep a watchful eye on Brainiac II. Adam's strength has been reduced from his "Captain Comet" days, but he is now able to teleport without error.

LOBO

The Last Czarnian was recruited onto the earliest incarnation of L.E.G.I.O.N. when Vril Dox created a safe haven for the "Main Man's" beloved space dolphins, but was tricked into making an oath which bound him to Dox's service. Resenting the situation, Lobo was antagonistic and contemptuous of his "allies," and left as soon as his promise was fulfilled. He rejoined as a freelance contractor, and was instrumental in defending Colu against the original Brainiac and Pulsar Stargrave, the "Sentient Sun."

STARFIRE

The longtime Titan, Princess Koriand'r is spending time on New Tamaran, with her resettled people. When her race accepted L.E.G.I.O.N. protection, Starfire joined as Tamaran's representative. She remains cheerful and optimistic, a rarity among the team.

AMON HAKK

A young but skilled Khund warrior and hunter. Though Amon has the same aggressive, warlike nature of most Khunds, he is a decent man committed to altruistic L.E.G.I.O.N. ideals. He was involved in hunting down Vril Dox when the L.E.G.I.O.N. leader was believed to have made a dictatorial power-grab, but reconciled with his former employer. His association with L.E.G.I.O.N. makes him an outcast among the Khund Empire. Amon Hakk is a typical Khund in most respects, but also skilled in investigation and stealth, making him more versatile than a common warrior. Treat Amon as a standard Khund (see stats given in the Into the Future section), but with these changes:

PL 9 Abilities: STR 9 **AGL** 2 **FGT** 8 **Powers:** drop Cybernetic Eye powers **Advantages:** add Improved Disarm, Improved Smash, Track, and standard L.E.G.I.O.N. equipment (Trans-suit, Zero-G Belt, and Commlink), **Skills:** add Perception 6 (+8), Stealth 6 (+8), Offense: Unarmed +8, Defense: Dodge 8. Amon Hakk has the same Complications as other members of his race.

TRIBULUS — PL13 • 179 POINTS

STR 18* **STA** 14* **AGL** 0 **DEX** 0 **FGT** 8 **INT** –2 **AWE** 0 **PRE** 0

Powers: 360 Degree Vision (Senses 1 (Radius Sight)); **Giant** (Growth 6, Permanent); Impervious Toughness 14); **Living Juggernaut** (Leaping 6 (500 feet), Movement 8 (Sure-footed 4), Speed 4 (30 MPH)); **Mental Electricity Burst** (Ranged Line Area Damage 13); **Titanic Might** (Enhanced Strength 4, Limited to Lifting (lifting Strength 22; 100 ktons)

Advantages: All-out Attack, Fast Grab, Fearless, Improved Grab, Improved Hold, Improved Smash, Power Attack, Startle

Skills: Intimidation 9 (+12*), Perception 4 (+4), Ranged Combat (Throw) 3 (+3)

Offense: Initiative +0, Mental Electricity Burst — (Ranged, Line Area Damage 13), Throw +3 (Ranged, Damage 18), Unarmed +8 (Close, Damage 18)

Defense: Dodge 2, Parry 12, Fortitude 20, Toughness 14, Will 5

Totals: Abilities 52 + Powers 88 + Advantages 8 + Skills 8 + Defenses 23 = 179 *Includes Growth modifiers.

Complications: Bad Temper: Tribulus is easily goaded into berserk rages. **Disability:** Stunted intellect—Tribulus functions at the level of a young child.

WILDSTAR — PL11 • 194 POINTS

STR 8 **STA** 0 **AGL** 9 **DEX** 4 **FGT** 6 **INT** 0 **AWE** 6 **PRE** 0

Powers: Containment Suit (Impervious Protection 8, Removable (–3 points)); **Cosmic Blast** (Ranged Damage 12); **Energy Form** (Immunity 30 (Fortitude Effects); Enhanced Perception 6 (+12), Limited to Tracking; Flight 15 (64,000 MPH); Senses 4 (Direction Sense, Distance Sense, Tracking 2: Mental Sense)); **Starflight** (Movement 3 (Environmental Adaptation: Zero-G, Space Travel 2))

Advantages: Agile Feint, Evasion 2, Languages 1(Interlac, Starhaven tongue), Move-by Action

Skills: Acrobatics 2 (+11), Ranged Combat: Cosmic Blast 6 (+10), Technology 2 (+2), Vehicles 2 (+6)

Offense: Initiative +9, Cosmic Burst +10 (Ranged, Damage 12), Unarmed +6 (Close, Damage 8)

Defense: Dodge 14, Parry 8, Fortitude Immune, Toughness 8, Will 6

Totals: Abilities 66 + Powers 110 + Advantages 5 + Skills 6 + Defenses 7 = 194

Complications: Disability: Wildstar must remain within her containment suit to interact with the physical world. **Motivation:** Thrill of Adventure.

BOUNDER

Little is known about this meta-human from Cairn, aside from being Garv and Strata's friend. Super-strong and partially invulnerable, Bounder can transform into an armor-plated living wrecking ball. Bounder uses the Warrior archetype, except with the following:

Powers: Leaping 2, Movement: 3 Extra Ranks, Speed 4, Impervious Protection 10, **Advantages:** Defensive Roll 2, Power Attack, Takedown Attack, and standard L.E.G.I.O.N. equipment (see Amon Hakk, previously).

COMMANDER CIJI

A Durlan military official, Ciji dispatched the bounty hunters tasked with apprehending Vril Dox on Earth. Alerted that Dox was not behind the coup attempt of the Peacekeeper robots, Ciji allied with his former quarry in thwarting the Starro invasion of the galaxy.

Ciji has standard Durlan shape-shifting, but is expert at adopting space-worthy forms. Far less xenophobic than most Durlans, Ciji is a skilled negotiator and military strategist. The Durlan has a pragmatic, even ruthless attitude. Use the stats given for a typical Durlan elsewhere in this book, but with these changes:

Abilities: INT 2 **AWE** 4 **PRE** 2 **Powers:** add Immunity 5 (Environmental Conditions), Space Travel 1 (interplanetary), **Skills:** add Expertise: Tactics 6 (+8), Intimidation 6 (+8), Persuasion 6 (+8), Defense: Will 5. She has the same racial Complications suffered by other Durlans.

GARV

He is the husband of Strata and father of their child. A gentle giant, Garv is peaceful, easy-going, and friendly. But he is a dangerous foe if his family is threatened. Formerly more active in field operations, Garv focuses on fatherhood while his wife continues her L.E.G.I.O.N. duties. Garv is a heavily built figure, with rough, pebbly pink skin and a wedge-shaped head. He has superhuman strength and resistance to harm. Use the Warrior template, but substitute the following:

Powers: Leaping 1, Immunity 4 (heat, cold, fatigue, pressure), Speed 1, Impervious Protection 10 **Advantages:** Diehard, Defensive Attack, Improved Hold, Improved Trip, Interpose, Power Attack, Teamwork, standard L.E.G.I.O.N. equipment. Garv's complications are his **Motivation—Protecting the Innocent** and **Sense of Responsibility** to his wife and child.

LYRL DOX/BRAINIAC III

The pre-adolescent son of Vril Dox and Stealth, Lyrl Dox is almost as brilliant as his father, but far more immature and impulsive. Lyrl's full intelligence was restored by Starro, but young Brainiac III then betrayed his benefactor. His father has since taken charge of the young super-genius. Use the Gadgeteer archetype for Lyrl, but replace the listed gadgets with a Variable Power 10, (Removable Flaw) to represent various weapons and devices.

Complications: Duplicitous: Lyrl Dox is as manipulative and scheming as his father. **Motivation:** Brainiac III resents his father, and wants to out-do or foil Vril Dox's grand plans.

XYLON THE RENEGADE

A former Dominator admiral, Xylon broke with the caste-masters when they proved too tradition-bound and inflexible to defend against the Starro invasion. These actions rendered Xylon an outcast among the Dominion, but the Dominator has since found a home among Vril Dox's forces.

Xylon is a talented soldier and strategist, able to improvise effective tactics against superior foes. The Dominator

is unfailingly loyal to those he considers his allies, but is otherwise an independent thinker. Xylon wears a battle-suit equipped with a strength-boosting exo-skeleton and several built-in weapons. Xylon is a standard Dominator save as follows:

PL 8, FGT 4 **AWE** 4 **PRE** 4, **Powers:** add Battlesuit (Enhanced **Str** +7, Immunity 10 (Life Support), Flight 5, Impervious Protection 5, another 16 points in unrevealed capabilities, Removable, 48 power points), **Advantages:** add Defensive Attack, Teamwork, **Skills:** add Deception 6 (+10), Expertise: Tactics 5 (+8), Perception 6 (+9), Persuasion 6 (+10), **Offense:** Unarmed +4 (Close, Damage 8), **Defense:** Will 11. **Complication:** Considered a pariah and traitor by the Dominion.

MAXIMA

Princess Maxima hailed from Almerac, a scientifically advanced world under a feudal government. The royal families used selective breeding and genetic manipulation to breed psychic talents into their ranks. The beautiful Maxima had exceptional psi-abilities even for Almerac nobility, and developed an ego to match. She spurned her arranged marriage to Ultraa and fled the planet, searching for a mate among the stars. Learning of Superman, Maxima felt she had found a suitable match. But Kal-El had little use for the vain and shallow Maxima. Furious at being spurned, Maxima lashed out against the Man of Steel. But in time, Superman's goodness and honor made Maxima reconsider her attitudes. The Princess started using her powers to act heroically. She became a Justice Leaguer, though her tactics often clashed with her teammates. She ended up with Extreme Justice, a breakaway faction headed by Captain Atom (whom she also romanced).

When Extreme Justice ceased operations, she was at odds. She again tried to find another superhuman mate. After failing with Starman V (Will Payton), she turned back to Superman. Out of desperation, she became an adversary once more to gain his attention. When this didn't work, Maxima returned to Almerac, and assumed the throne as Queen.

Her tenure as Queen on Almerac was short-lived. The world was threatened many times: by Brainiac, Mongul (commanding Warworld), and Starbreaker. Finally it was targeted by Imperiex, Avatar of Cosmic Entropy. Their planet clearly doomed, the Almerac people fled, led by Ultraa. Maxima stayed behind to aid the Justice League of America against Imperiex, dying bravely alongside her allies. But given her genetic potential, her people may clone Maxima or otherwise return her to existence.

MOGO

Mogo the Living Planet is the largest and oldest Green Lantern in existence. Allied with the Guardians for eons, Mogo not only wields Power Ring energy on a mind-boggling scale but also guides the rings to new Green Lanterns. Without Mogo's direction, the rings cannot be dispatched to their chosen wielders. "Mogo doesn't socialize," but this is only due to problems interacting with lesser

MAXIMA — PL13 • 217 POINTS

STR 5 **STA** 6 **AGL** 5 **DEX** 5 **FGT** 5 **INT** 2 **AWE** 4 **PRE** 5

Powers: Force Field (Sustained Impervious Protection 12 Linked to Immunity 5 (Cold, Heat, Preassure, Radiation, Vacuum); **Mind Shield** (Enhanced Will 6); **Royal Breeding** (Immunity 7 (Disease, Fatigue Effects, Poison)); **Telekinetic Flight** (Flight 8 (500 MPH); **Telekinesis** (Array (39 points), **Telekinetic Blast** (Perception Range Damage 13, Dynamic), **AE: Telekinetic Movement** (Perception Range Move Object 13, Dynamic), **AE: Telekinetic Strength** (Enhanced Strength 11, Enhanced Advantage 5 (Close Attack 5)), **AE: Area Telekinesis** (Shapeable Area Move Object 10, Dynamic), **AE: Telepathy** (Communication 4 (Mental), Dynamic)

Advantages: Attractive 2, Benefit 2 (Almerac Nobility), Languages 2 (Almerac Royal Tongue, English, Interlac), Startle

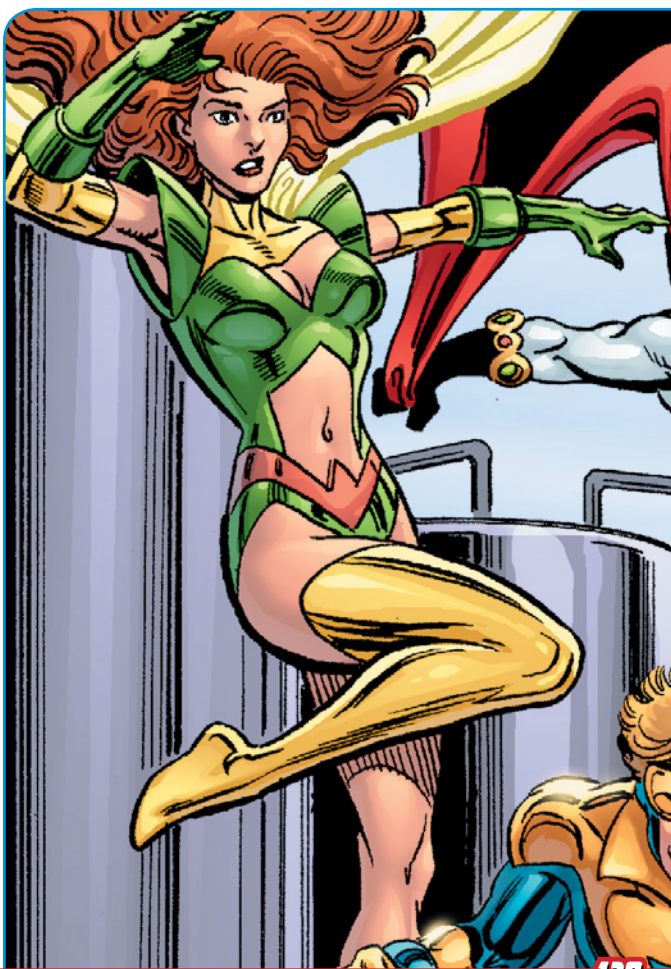
Skills: Athletics 5 (+10), Deception 5 (+10), Expertise: Galactic Empires and Races 5 (+7), Expertise: Politics 7 (+9), Intimidation 5 (+10), Technology 6 (+8), Vehicles 5 (+10)

Offense: Initiative +5, Telekinesis — (Perception Range, Damage 13), Telekinetic Blast — (Perception Range, Strength 13), Telekinetic Strength +10 (Close, Damage 16)

Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 18/6*, Will 12 *Without Force Field.

Totals: Abilities 74 + Powers 105 + Advantages 7 + Skills 19 + Defenses 12 = 217

Complications: Motivation—Thrillseeker (originally **Obsession: Finding Suitable Mate**). **Reputation**: Maxima acted as hero and villain, and is not fully trusted by either faction.



beings. Mogo has a good-natured but puckish personality, rewarding friends and allies with pleasant conditions but sending bad weather against those unwelcome upon Mogo's surface.

Mogo can alter its atmosphere and terrain at whim; it can "heal" from damage as severe as a massive asteroid strike. Mogo just plays games with minor foes such as Bolphunga the Unrelenting, who spent years searching for his quarry the "cowardly" Mogo, only to be driven nearly insane when he realized Mogo was all around him, the very planet he stood upon. Only planet-threatening weapons can threaten Mogo. The ancient, sentient city of Ranx is Mogo's nemesis, armed with blink bombs and gravity beams that can tear the world apart. Among the oldest entities among the stars, Ranx is a haunted and sinister metropolis that despises the Guardians and their agents. To this end, Ranx allies with the Sinestro Corps, targeting Mogo especially.

Entities like Mogo and Ranx are more plot-devices than characters; while not quite PL X, Mogo is Size 25 (800 ktons), Toughness 25, Immune to Fortitude, Will, and Interaction effects. It can manifest any possible Green Lantern ring abilities at PL 15 from any point on its surface. Ranx is Size 12, Toughness 12, and can launch an effectively unlimited number of attacks per round (enough to engage an army of Green Lanterns), most with the Area Effect, Homing, and/or Multiattack Extras. Ranx's extensive arsenal is +12 to Hit, and up to +18 Damage; the weaponry suffers no range penalties at up to interplanetary distances and can affect up to city-sized areas. Adventures involving Mogo might include heroes persuading Mogo to host refugees from a destroyed planet, defusing a doomsday bomb planted by **Ranx**, or preventing a war between Mogo and another cosmic being.

MONGULS

A family rather than a single individual, the Monguls are persistent threats to Earth and other inhabited worlds. The most senior Mongul was encountered by Superman, when the Man of Tomorrow was on a soul-searching journey through deep space. Mongul was presiding over Warworld, an artificial planet bristling with weaponry; Mongul used Warworld's arsenal to bully other worlds into paying him tribute. He also forced Warworld's inhabitants to participate in galactic gladiatorial games. The Man of Steel was enslaved and sent to fight in the arena. Superman befriended the warrior Draaga, and together they spearheaded a successful revolt against Mongul. He was driven into exile and a democratic government was installed on Warworld.

This was not the last time the would-be tyrant reared his head; Mongul returned to challenge Superman and also battled Green Lantern Hal Jordan, Supergirl, Wonder Woman, and Starman IV. His worst act came when he helped the Cyborg-Superman devastate Coast City. Ironically, he perished not in combat against heroes, but at the hands of the demon lord Neron.

He was succeeded by his offspring, Mongul II and Mongal (his daughter). The children were as malevolent as the sire, and clashed with Superman, the JLA, and other heroes. Mongal was murdered by her brother in a fit of sibling rivalry, and Mongul II claimed the mantle as his own. The remaining Mongul has launched numerous schemes, including seizing control of the Sinestro Corps to conquer Daxam. Beaten by the Green Lanterns and maimed by Sinestro, he will no doubt return with a new plot in the future.

All of the Monguls are large, massively built humanoids with bright yellow skin. Their strength and endurance is sufficient to hold their own against Superman or Power Girl. They wear amulets that fire high-powered particle beams. Though extremely tough, the Monguls are undone time and again by their overconfidence and cowardice (they have no stomach for fair fights).

THE OMEGA MEN

The protectors of the Vega system, the Omega Men defeated the Citadel and won many victories against the Spider Guild and other threats, but eventually were laid low. Founded by the telekinetic Primus and mystic Kalista, the Omega Men had members from multiple races. Broot, Tigorr, the mutated sisters Demonia (who betrayed the team) and winged Harpis, the shadow-powered Nimbus

MONGUL

As mentioned, Mongul's schemes normally revolve around planetary blackmail or conquest, though he is also motivated by revenge at times as well. To further his aims, Mongul has employed many potent instruments of destruction, from trying to seize a doomsday device hidden on Starman IV's planet, Throneworld, to enticing a Sun-Eater into Earth's solar system. While he briefly possessed a yellow power ring, Mongul earlier used two other exotic weapons against heroes who stood against him:

BLACK MERCY

Cumulative Affliction 15 (Resisted by Dodge and Overcome by Will; Hindered and Vulnerable, Immobile and Defenseless, Controlled and Unaware), Extra Condition, Quirk (Black Mercy must be specially handled by user), Removable (-6 points), Unreliable (5 uses) • *23 points*

First used by Mongul as a trap set for Superman, Black Mercy plants invade the minds of their victims, cutting them off from the outside world and trapping them in a wish-fulfillment world. Those who are affected simply stand or sit motionless, not acting even to eat or defend themselves, so consumed are they by the vivid dreams caused by the Black Mercy. However, while the dreams begin as pleasant and enjoyable fantasies, they turn grimmer and more twisted, inflicting mental torment. The plants can only be safely handled if manipulated from afar or through the use of special gauntlets; otherwise, they will attack.

INVERSION CUBES

Perception Range Cumulative Affliction 15 (Resisted and Overcome by Fortitude; Hindered, Immobile, Transformed), Reversible, Quirk (affected characters have a force field (Impervious Protection 15) vs. physical and energy attacks), Side-Effect (Damage 15 if the target successfully resists), Easily Removable (-12 points) • *17 points*

Those who are captured inside an inversion-cube are reduced to Size Rank -5 (as Shrinking 14, 4 to 6 inches tall), with a -5 penalty applied to all Damage and Strength-based checks and skill rolls. While not technically immobile, they are confined to a space of about one cubic foot, though they can perceive and communicate normally with the outside world. The time-traveling hero Brainiac 5 of the Legion noted he once considered the technology in place of his own force-field belt, but rejected the idea because of the "inherent instability" of the concept. Still, the cubes once held both Superman and Starman IV.

MONGULS — PL11 • 189 POINTS

STR 12 **STA** 8 **AGL** 4 **DEX** 4 **FGT** 8 **INT** 3 **AWE** 4 **PRE** 6

Powers: Disintegration Beam (Ranged Damage 14, Accurate 2); **Gigantic Leaps** (Leaping 7 (900 feet)); **Impregnable Skin** (Protection 6; Impervious Toughness 14); **Massive Build** (Enhanced Strength 6, Only for lifting (lifting Str 18; 6,000 tons); **Rugged Constitution** (Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum))

Advantages: Chokehold, Improved Grab, Improved Hold, Languages 2 (English, Arkadyte, Interlac), Power Attack, Redirect

Skills: Intimidation 2 (+8), Ranged Combat: Guns 2 (+6), Technology 6 (+9), Vehicles 2 (+6)

Offense: Initiative +4, Disintegration Beam +8 (Ranged, Damage 14), Unarmed +10 (Close, Damage 12)

Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 14, Will 8

Totals: Abilities 98 + Powers 68 + Advantages 7 + Skills 6 + Defenses 10 = 189

Complications: Enemies: The Monguls have many foes, including the Green Lantern Corps, Sinestro Corps, Superman, and other members of the Mongul clan. **Obsession:** Monguls are driven to gain more power.

Gamemaster Note: Mongul will frequently be armed with an advanced weapon (such as the mind-stealing Black Mercy flower or a yellow power ring) and backed by minions. When the original commanded Warworld, he was an interstellar menace, with a mobile fortress whose armaments could destroy planets. The Gamemaster should determine how much of a threat Mongul should present in a scenario.

of Emana Branx, a disembodied spirit composed of cold and shadow (he was revealed as an avatar of the Branx concept of reincarnation); the Green Man (an ex-Green Lantern), and many others served with the team. The most formidable was Lambien, son of X'Hal. Born with mastery over light-waves, Lambien evolved into a near-demigod (immortal, invulnerable, PL X energy powers) called Auron, but eventually he had to leave the team to deal with his mother X'Hal, who had gone mad from imprisonment.

The Omega Men suffered great attrition over the years, first against their traditional foes, and then at the hands of a multi-species invasion force which targeted mankind. Primus, Kalista, Harpis, and the Green Man all died in action. Many of the still-living Omega Men retired from active duty after the Dominion-led invasion was thwarted. They resettled to New Tamaran, then a free, lush, and tranquil world. But following a short period of well-earned peace, their adopted home was invaded by Lady Styx and the undead Darkstars. Most remaining Omega Men fell at the hands of the vile horde, and their surviving comrades had to put down their reanimated bodies, which joined Lady Styx's forces upon death. By the time Lady Styx was turned back, only a handful of Omega Men remained.

BROOT

A very large, heavily built grey-skinned humanoid, Broot is massively strong and resistant to injury. Though quiet and taciturn, he is by no means dim-witted; the Omega Men's powerhouse is curious, thoughtful, and philosophical. Hailing from a pacifistic race whose leaders stressed absolute obedience to authority and tradition, Broot was an intellectual misfit among his people even as a youth, questioning his elders rather than simply accepting their doctrines. He became an outlaw when the Citadel enslaved his race—yet the elders of his home world Changrayln preached passive, non-violent compliance with the Citadel overlords. Rather than willingly turn over his child to be enslaved by the Citadel, he fought back; in retaliation, his child was killed and his mate kidnapped into slavery. Broot fled his native planet and joined the resistance formed by the Omega Men.

BROOT — PL11 • 152 POINTS

STR 11 **STA** 10 **AGL** 0 **DEX** 0 **FGT** 6 **INT** 2 **AWE** 4 **PRE** 4

Powers: Enhanced Movement (Movement 3 (Sure-footed 2, Swinging)); **Senses of the Deep Caverns** (Senses 2 (Low-light Vision, Time Sense)); **Tough Hide** (Protection 4, Impervious Toughness 10)

Advantages: Close Attack 5, Defensive Attack, Equipment 3, Favored Environment (Caves and Tunnels), Favored Foe (Citadelians), Favored Foe (Gordanians), Improved Disarm, Improved Hold, Improved Smash, Interpose, Languages 3 (Changralynian, English, Interlac, Karnan (Tigorr's language)), Power Attack, Takedown 2, Teamwork, Trance

Skills: Athletics 4 (+15), Expertise: Philosophy and Religion 6 (+8), Expertise (PRE): Chanting 2 (+6), Expertise (STR): Mining 2 (+13), Insight 6 (+10), Intimidation 6 (+10), Persuasion 2 (+6), Ranged Combat: Throw 4 (+4), Technology 2 (+4), Treatment 2 (+4), Vehicles 2 (+2)

Offense: Initiative +0, Throw +4 (Ranged, Damage 11), Unarmed +11 (Close, Damage 11)

Defense: Dodge 4, Parry 8, Fortitude 11, Toughness 14, Will 10

Totals: Abilities 74 + Powers 22 + Advantages 24 + Skills 19 + Defenses 13 = 152

Complications: Enemies: The Citadel, Gordanians, and Spider Guild. **Motivation—Justice**.

DOC II — PL6 • 107 POINTS

STR 4 **STA** 4 **AGL** 0 **DEX** 5 **FGT** 6 **INT** 2 **AWE** 2 **PRE** 0

Powers: Built-in Bioaid Kit (Healing 8); **Sealed Systems** (Immunity 12 (Life Support, Suffocation))

Advantages: Eidetic Memory, Equipment 2, Great Endurance, Languages 1 (Interlac, English), Skill Mastery (Treatment)

Skills: Expertise: Life Sciences 8 (+10), Insight 4 (+6), Perception 4 (+6), Stealth 2 (+2), Technology 4 (+6), Treatment 8 (+10), Vehicles 2 (+7)

Offense: Initiative +0, Throw +5 (Ranged, Damage 4), Unarmed +6 (Close, Damage 4)

Defense: Dodge 6, Parry 6, Fortitude 6, Toughness 4, Will 5

Totals: Abilities 46 + Powers 28 + Advantages 6 + Skills 16 + Defenses 11 = 107

Complications: Enemies: The Spider Guild. **Motivation—Patriotism**.

DOC II

A cyborg physician from the little-known planet Aello, Doc II serves as the team medic. Little is known about his personal history. He was preceded on the Omega Men by the first Doc, who appeared identical save for different skin color.

ELU

A small, oval-shaped being, Elu is a sentient mass of energy. Elu can unleash strikes of lightning-like energy, generate searing heat, and float or slowly fly through the atmosphere. As a non-corporeal being, Elu does not need to breathe, eat (in the traditional sense), or sleep.

ELU — PL10 • 150 POINTS

STR –2 **STA** 6 **AGL** 2 **DEX** 4 **FGT** 6 **INT** 2 **AWE** 2 **PRE** 0

Powers: Bio-electric Blast ((Ranged Damage 10), **AE: Bio-electic Beam** (Ranged Line Area Damage 6), **AE: EM Manipulation** (Move Object 5, Accurate, Precise)); **Bio-electric Field** (Reaction Damage 6, Selective; Sustained Impervious Protection 6); **Energy Being** (Immunity 10 (Life Support)); **Energy Senses** (Senses 5 (Infravision, Radio, Radius (All Visual Senses), Ultravision); **Levitation** (Flight 4 (30 MPH))

Advantages: Hide in Plain Sight, Ranged Attack 4

Skills: Insight 2 (+4), Perception 2 (+4), Stealth 4 (+6), Technology 2 (+4)

Offense: Initiative +2, Bio-Electric Blast +8 (Ranged, Damage 10), Bio-Electric Field — (Close, Reaction Damage 6), Bio-Electic Beam — (Ranged, Line Area Damage 6), Unarmed +6 (Close, Damage –2)

Defense: Dodge 8, Parry 6, Fortitude 10, Toughness 12, Will 5

Totals: Abilities 40 + Powers 87 + Advantages 5 + Skills 5 + Defenses 13 = 150

Complications: Disability: A ball of ionic plasma, Elu has difficulty interacting with humanoids. **Motivation—Justice**.

RYAND'R — PL9 • 142 POINTS

STR 5 **STA** 5 **AGL** 4 **DEX** 2 **FGT** 6 **INT** 0 **AWE** 2 **PRE** 2

Powers: Energy Resistance (Protection 4; Impervious Toughness 9, Limited Only vs. Energy Attacks); **Enhanced Senses** (Senses 1 (Extended Vision)); **Solar Energy Blast** (Ranged Damage 10); **Solar Flight** (Flight 7 (250 MPH))

Advantages: Attractive 2, Defensive Attack, Equipment 3, Favored Environment (Aerial), Improved Aim, Languages 2 (English, Interlac, Tamaranean), Move-by Action

Skills: Acrobatics 4 (+8), Athletics 3 (+8), Close Combat: Unarmed 4 (+10), Insight 4 (+6), Investigation 2 (+2), Perception 4 (+6), Persuasion 2 (+4), Ranged Combat: Solar Energy Blast 6 (+8), Technology 4 (+4), Treatment 3 (+3), Vehicles 2 (+4)

Offense: Initiative +4, Solar Energy Blast +8 (Ranged, Damage 10), Unarmed +10 (Close, Damage 5)

Defense: Dodge 9, Parry 6, Fortitude 10, Toughness 9, Will 8

Totals: Abilities 52 + Powers 44 + Advantages 11 + Skills 19 + Defenses 16 = 142

Complications: Enemies: The Psions. **Power Loss**: Prolonged lack of sunlight robs Darkfire of his Blast and Flight.

RYAND'R

Ryand'r is the younger brother of Princess Koriand'r, a.k.a. Starfire of the Titans. He was a child when the world of Tamaran was conquered by the Citadel. He barely knew his older siblings before they were turned over to the Psions to appease the Citadel masters. Ryand'r was still in his teens when he ran away from his parents to join the growing insurrection against the Citadel and their servants; he quickly joined up with the Omega Men. Unfortunately, he was captured during one of his earliest missions with the team, falling into enemy hands. Just like his older sisters had been, the youngling was subjected to Psion experiments intended to probe the limits of his natural energy-absorbing traits. Ryand'r manifested the ability to project waves of intense solar radiation

TIGORR	PL11 • 151 POINTS
STR 5 **STA** 5 **AGL** 8 **DEX** 6 **FGT** 8 **INT** 2 **AWE** 4 **PRE** 4	
Powers: Cat-Like Senses (Senses 9 (Accurate (Olfactory), Extended 2 (Hearing), Low-light Vision, Tracking 2 (Olfactory)); **Cat-Like Speed** (Speed 4 (30 MPH)); **Prodigious Leg Muscles** (Leaping 2 (30 feet); **Tooth and Claw** (Strength-based Damage 3)	
Advantages: Agile Feint, Close Attack 2, Defensive Roll 3, Evasion 2, Equipment 3, Improved Critical 2 (Tooth and Claw), Languages 2 (English, Interlack, Karnan), Tracking	
Skills: Acrobatics 6 (+14), Close Combat: Tooth and Claw 4 (+14), Intimidation 4 (+8), Perception 4 (+8), Stealth 4 (+12), Technology 2 (+4), Treatment 2 (+4), Vehicles 2 (+8)	
Offense: Initiative +8, Tooth and Claw +14 (Close, Damage 8), Unarmed +10 (Close, Damage 5)	
Defense: Dodge 12, Parry 12, Fortitude 10, Toughness 8/5*, Will 10 *Without Defensive Roll.	
Totals: Abilities 84 + Powers 18 + Advantages 16 + Skills 14 + Defenses 19 = 151	
Complications: Enemies: Gordanians, the Spider Guild. **Motivation—Responsibility**.	

from his hands. After escaping captivity, he rejoined the Omega Men, sometimes using the codename "Darkfire."

Blessed with the natural Tamaranean power of wingless flight, Ryand'r can generate heat blasts so intense they can melt steel alloys. So long as he has sunlight/starlight to draw upon, Ryand'r also enjoys exceptional strength and vitality for his stature.

TIGORR

A feline humanoid, Tigorr heads up the current version of the Omega Men, almost by default: he is the last surviving member of the original group. Though headstrong and careless during the team's early days, Tigorr has matured into a steady, effective leader, though he sometimes cannot resist recklessly throwing himself into a fray. But Tigorr has come to recognize that pragmatism trumps foolish (and futile) bravery.

The last living male of his species, Tigorr lost his mate, Felicity, when she was assassinated by Durlan spies. She was resurrected by Lady Styx, but managed to retain her own will, and also gained new super-abilities as well. Felicity helped defeat Lady Styx but was not with the Omega Men during the Starro invasion.

Tigorr's traits are native to all members of his race, but Tigorr's strength, agility, and ferocity are well above the norm. His physical attributes, combined with his claws, heightened senses, and extensive combat experience, make him a fearsome opponent.

THE REACH

One of the few factions to negotiate a non-interference pact with the Oans, the Reach remains mysterious. They are bent on intergalactic domination, but do not launch traditional invasions. Instead, the Reach dispatches technological artifacts across the galaxy, pieces of technology that grant superhuman powers to those who find them. But these individuals are gradually reprogrammed into Reach Infiltrators, who then work to bring down their own former civilizations, making their worlds into easy prey for the Reach. A failed Reach Infiltrator mechanism turned Dan Garrett and Jaime Reyes into Blue Beetles I and III, respectively.

Reach technology is self-aware to a limited degree and incredibly adaptive. Reach Infiltrators can form weapons ranging from blades and blunt objects to mega-death caliber devices. All the transformed individuals gain enhanced strength, durability, senses, and unaided flight. The Infiltrators can analyze the weakness of any enemies and create appropriate weaponry. Reach Infiltrators have the same powers and skills as the Jaime Reyes version of the Blue Beetle, (see *Heroes and Villains, Vol. 1*), but with an additional two ranks in all their Close and Ranged Combat skills, making them PL 11 (reflecting their greater experience than the newly empowered Blue Beetle); their Complications include Enemies: Green Lantern Corps, and Motivation—Fanatical Devotion to the Reach.

Curiously, the Reach respect the natural world, and are reluctant to cause environmental damage. This may be a cultural trait or just a consequence of the Reach wanting pristine worlds to take over and exploit.

THE SPIDER GUILD

An arachnid species, the Spider Guild's origins are lost to time. They command exceedingly high levels of technology, including gravity manipulators that allow them to collapse normal stars into black holes. They are largely known for their presence in the Vega system and their loose alliance with the Citadel, but the Spider Guild's influence ranges far beyond a relative handful of worlds. They are audacious enough to mount an attack on Oa and the Guardians of the Universe. Their influence is such that the Guardians established a non-interference pact with the Spider Guild, which held until recent actions by the Guild shattered it.

The Guild's invasion tactics are insidious: robotic, space-traveling drones secretly lay "eggs" on a targeted world, eggs which later hatch into a Spider Guild hive. Forces then converge from within and without to crush any native opposition.

STARMAN

Prince Gavyn, the fourth Starman, was born on Throneworld, center of the Empire Imperial. Upon the deaths of his parents, the King and Queen, Prince Gavyn was condemned to death to prevent him from challenging the ascension of his wiser sister to ruler of the Empire. But when thrown into space, Gavyn discovered he was a mutant who could exist in a vacuum, fly, and project starlight. Aided by the alien Mn'Torr (last member of a race that helped found the Empire), Starman protected his sister against plotters and insurrectionists, for the good of all the Empire.

The Empire faltered when his sister was assassinated, so Starman revelealed his lineage and took over as Emperor. A takeover attempt by the tyrant Mongul was repelled, but resulted in numerous worlds seceding from the Empire. Gavyn's apparent death during the first Crisis precipitated a coup against the remaining royals, and the now diminished Empire became an absolute dictatorship.

But Prince Gavyn's life energies transmigrated to the earthman Will Payton, who was accidentally struck by cosmic energy from an experimental satellite. Payton adventured as Starman V until recovering Gavyn's memories. Unsure of his identity, he traveled to Throneworld; there he was imprisoned by the new government. The dictatorship was overthrown when the "merged" Gavyn was freed, aided by Jack Knight, Mikaal Tomas, and the Shade.

Following this, the remaining Empire worlds were invaded by Lady Styx and her Darkstar hordes. Their resistance failed, and the people were slaughtered, billions perishing before Lady Styx was turned back. Throneworld was used as a home for Rannian refugees for a time, but since the Rannians were sent to the Polaris system, Throneworld is almost an empty "ghost world."

STARMAN (PRINCE GAVYN/WILL PAYTON) PL11 • 218 POINTS

STR 10 **STA** 10 **AGL** 6 **DEX** 6 **FGT** 8 **INT** 2 **AWE** 4 **PRE** 4

Powers: Alter Physiology (Morph 2 (humanoids)); **Energy Field** (Impervious Toughness 10); **Flight** (Flight 10 (2,000 MPH), Movement 1 (Environmental Adaptation—Zero-Gee); **M'Ntorr's Star-Staff** (Enhanced Trait 8 (Absorbs light; Boosts Regeneration), Reaction, Fades, Easily Removable (–2 points)); **Spaceworthy Senses** (Senses 9 (Darkvision, Direction Sense, Distance Sense, Extended Vision 5)); **Star Blast** (Ranged Damage 10, **AE: Light Burst** (Ranged Cumulative Affliction 10 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to Visual)); **Star-Born** (Immunity 12 (Disease, Life Support, Poison); **Starlight Recovery** (Regeneration 2, Source: Starlight)

Advantages: Benefit (Throneworld nobility), Diehard, Favored Environment (Zero-G), Fearless, Languages 2 (English, Interlac, Language of Throneworld), Move-by Action, Ranged Attack 6

Skills: Acrobatics 4 (+10), Close Combat: Unarmed 4 (+12), Expertise: Alien Races 2 (+4), Technology 6 (+8), Vehicles 4 (+10)

Offense: Initiative +6, Light Burst +12 (Ranged, Cumulative Affliction 10, Fort DC 20), Star Blast +12 (Ranged, Damage 10), Unarmed +12 (Close, Damage 10)

Defense: Dodge 10, Parry 8, Fortitude 11, Toughness 10, Will 8

Totals: Abilities 100 + Powers 86 + Advantages 13 + Skills 10 + Defenses 9 = 218

Complications: Motivation—Responsibility. **Enemies:** Lady Styx, Mongul, other would-be stellar conquerors.

SUN-EATERS

Fashioned by the Controllers as ultimate weapons against "evil" worlds and star systems, Sun-Eaters feed off the energy of suns, reducing them to burned-out brown-dwarf stars. This spells doom for nearly all living things on the nearby planets. The Controllers have an unfortunate habit of losing control of the Sun-Eaters, allowing the creatures to ravage the universe. They are nearly impossible to destroy, except by PL X entities. They do have one weakness: a core vulnerable to disruptions by massive explosions. Mere nuclear blasts will just be absorbed; destruction requires matter/antimatter conversion, a mini black hole, a dark energy bomb, or the equivalent.

A mature Sun-Eater is at least as large as Earth's moon, and radiates intense heat and radiation. The core is Toughness 20, but reaching it requires penetrating the fiery outer layers; everyone attempting to do so is subjected to a Rank 12 Ranged Damage each round, and a Rank 15 Ranged Damage, Penetrating 15 upon reaching the center. Any damage which does not destroy the creature is healed within one round. Sun-Eaters are immune to Fortitude and Will effects.

Sun-Eaters are best used as plot devices; their threat should pose a challenge heroes cannot solve with their powers alone. Instead, the heroes must recruit formidable allies, develop some ultimate weapon, engage in heroic sacrifice, or persuade a cosmic being to intervene.

ULTRA THE MULTI-ALIEN

Ultra is a native of a now-expunged alternate 21st century, either a parallel Earth or near-future timeline that was erased during the first great cosmic Crisis. Born Ace Arn, a pilot and lawman, he became Ultra after crash-landing on a barren planetoid and being attacked by four alien outlaws. His meta-gene activated, giving him the powers to survive the attack. Strangely, he gained traits of the four alien criminals. Ace used his abilities to capture the outlaws, and thereafter acted as a Super Hero.

Since the collapse of his own universe, Ultra now exists in the main DC Universe, generally keeping a low profile but occasionally surfacing to interact with other Super Heroes, usually those with extraterrestrial origins. Since arriving on Earth-0 (in the new multiverse), Ultra has crossed paths with Batman, Superman, two Starmen (Jack Knight and Mikaal Tomas), and the Martian Manhunter. He also aided Donna Troy when she was adventuring in the Polaris system.

His bizarre physiology grants Ultra a broad array of superpowers. He has enhanced strength, flight, and can fire electrical blasts and exercise magnetic control over metal objects. Each of these powers originates from one quadrant of his body. In addition to these abilities, Ultra has telescopic vision, minor super-speed, and unusual resistance to injury. Though merely above-average in intelligence, he has extensive scientific knowledge.

ULTRA THE MULTI-ALIEN	PL10 • 181 POINTS
STR 10 **STA** 7 **AGL** 5 **DEX** 2 **FGT** 10 **INT** 2 **AWE** 4 **PRE** 0	
Powers: Flight (Flight 5 (60 MPH)); **Hybrid Physiology** (Immunity 4 (Critical Hits, Disease, Poison)); **Lightning Blast** (Ranged Damage 10), **AE: Deflection** (Perception Range Deflect 10, Limited—Ferrous Metals), **AE: Magnetic Control** (Perception Range Move Object 10, Limited Material—Ferrous Metals)); **Speed Burst** (Quickness 2); **Strange Metabolism** (Regeneration 5); **Telescopic Vision** (Senses 1 (Extended Sight)); **Tough Skin** (Protection 3, Impervious Toughness 10)	
Advantages: Benefit 3 (Cipher 3), Fast Grab, Improved Grab, Startle	
Skills: Athletics 5 (+15), Expertise: Physical Sciences 8 (+10), Expertise: Survival 3 (+5), Intimidation 10 (+10), Investigation 2 (+4), Ranged Combat: Lightning Blast 8 (+10), Technology 8 (+10), Vehicles 3 (+5)	
Offense: Initiative +5, Lightning Blast +10 (Ranged, Damage 10), Unarmed +10 (Close, Damage 10)	
Defense: Dodge 10, Parry 10, Fortitude 12, Toughness 10, Will 8	
Totals: Abilities 80 + Powers 57 + Advantages 6 + Skills 24 + Defenses 14 = 181	
Complications: Motivation: Ultra feels obligated to use his "freakish" powers heroically, though he yearns for normal existence. **Prejudice**: Ultra's appearance is bizarre, as each quadrant of his body has different alien traits.	

VARTOX THE HYPER-MAN

The mighty champion of Valeron, Vartox is known throughout his space-sector. He has bested all manner of menaces, earning an impressive reputation.

Vartox is a veteran hero—brave, steadfast, and even noble. But he can also be overconfident, ill-tempered, and deceptive. His actions have set him at odds with terrestrial super-beings such as Superman and Power Girl. Vartox does what he thinks best to fulfill his duties as Valeron's protector and would rather justify his actions afterward than explain matters beforehand. He let loose the terrible Negaspike beast in an effort to impress Power Girl, just to secure her aid; when fighting alongside Kal-El and several alien beings against the Anti-Hero, his headstrong behavior endangered the entire team. Still, Vartox always comes through in the end.

VARTOX THE HYPER-MAN — PL13 • 315 POINTS

STR 17 **STA** 10 **AGL** 2 **DEX** 2 **FGT** 9 **INT** 2 **AWE** 5 **PRE** 4

Powers: Hyper-Flight (Flight 14 (32,000 MPH)); **Hyper-Powers** (Array (32 points), **Hyper-Charge** (Ranged Damage 16), **AE: Force Field Creation** (Create 15), **AE: Freezing Blast** (Ranged Cumulative Affliction 10 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree), **AE: Telekinesis** (Perception Range Move Object 8)); **Hyper-Quick** (Enhanced Advantages 2 (Improved Initiative 2)); **Hyper-Senses** (Senses 20 (Extended Vision 4, Extended Hearing 4, Infravision, Microscopic Vision 3, Vision Penetrates Concealment, Rapid Vision 2, Ultra-hearing, Ultravision)); **Impervious Body** (Immunity 11 (Aging, Life Support)); **Invulnerable** (Impervious Toughness 10, Protection 7); **Mind Shield** (Enhanced Will 4); **Psionic Potential** (Variable 5, mental powers); **Telepathy** (Mental Communication 4)

Advantages: All-out Attack, Attractive, Fascinate (Persuasion), *Improved Initiative 2*, Inventor, Languages 2 (English, Interlac, Valeron Tongue), Luck 2, Power Attack, Ranged Attack 7

Skills: Expertise: Intergalactic Law 3 (+5), Expertise: Physical Sciences 8 (+10), Expertise: Races of the Galaxy 3 (+5), Expertise: Super-beings of the Galaxy 3 (+5), Persuasion 4 (+8), Ranged Combat: Hyper-Powers 1 (+3), Technology 8 (+10), Vehicles 4 (+6)

Offense: Initiative +10, Freezing Blast +10 (Ranged, Affliction 10, Dodge/Damage DC 20), Hyper-Charge +10 (Ranged, Damage 16), Throw +9 (Ranged, Damage 17), Unarmed +9 (Close, Damage 17)

Defense: Dodge 9, Parry 9, Fortitude 14, Toughness 17, Will 10

Totals: Abilities 102 + Powers 168 + Advantages 16 + Skills 17 + Defenses 12 = 315

Complications: Motivation—Responsibility: Vartox will give his all to protect Valeron. **Quirk**: Vartox fights for the greater good, but his actions seem like those of an antihero or even a villain. **Quirk of Fate:** Odd, unusual turns of fortune befall Vartox on a regular basis, such as a planetoid blowing up just as he was about to defeat a foe, a device used to control the dreadful Negaspike Beast accidentally breaking, or the often bellicose Power Girl becoming suddenly helpful and sympathetic.

Gamemaster Note: Gamemasters should use Hero Points and the Variable power liberally when playing Vartox, as he often manifests "new" abilities as needed.

Vartox's powers include superhuman strength, senses, flight, invulnerability, energy projection, and telepathy. He can also send forth an astral "hyper-self," transmute matter, and temporarily imbue others with hyper-powers. When journeying through interstellar space, Vartox uses a starship crafted in the visage of a legendary Valeron figure, Zodraz. The vessel is equipped with long-range sensors, a research laboratory, and comfortable guest quarters, but other capabilities have not been detailed.

Brawny, balding, and hirsute, Vartox is nonetheless handsome and dashing. Vartox's wife was murdered under unrevealed circumstances, and he still mourns her; though he has a reputation as a Lothario throughout space, he will never take another mate. He appears to be in his early fifties, but his aging process has halted, making him an immortal warrior.

Though scientifically advanced (especially their psi-based technology), Valeron's hedonistic culture resembles that of 1970s era United States, including attitudes about fashion, entertainment, and relationships. The inhabitants reproduce by generating younger bodies to which they transfer memories/souls. They are menaced by barbaric space pirates, whom Vartox regularly defeats. The pirates attempted to wipe out Valeron using a "contraception bomb," but the devices were reversed by Power Girl.

CHAPTER 4: OTHER DIMENSIONS

The physical universe and its infinite range of planets, stars, galaxies, and other stellar phenomena are what most inhabitants of Earth are referring to when they discuss the cosmos or the universe. However, the breadth of the worlds portrayed in the DC Universe spans far greater reaches than the confines of just one such universe; it is in fact a *multiverse*. The DC Multiverse encompasses not only parallel Earths and similar related dimensions, but also the various mystical and divine (or infernal) realms.

Great and terrible events have restructured the exact composition and organization of this multiverse in the recent experience of Earth's defenders, events shown in stories encompassing a range of cosmic crises. Nonetheless, there is quite a bit known about the current state of the omniversal hierarchy in which the heroes of Earth find themselves. This chapter covers what is known about the worlds and dimensions that stand outside the everyday reality accessible to the denizens of Earth, starting with the various parallel Earths of "The 52," moving on to the many magical and mystical dimensions contiguous to Earth's reality, and then ending with a brief tour of remaining dimensional locations of note.

DIMENSIONAL TRAVEL

Within the DC Universe, dimensional travel is a rare power. Travel between dimensions is very tightly controlled for dramatic purposes, and even stunting a dimensional travel effect is more than just a moment's effort for short-term mechanical advantage; it's a serious plot consideration. Travel between the dimensions present in the DC multiverse is a dangerous and difficult proposition, usually involving incredible technology that marks a central element in a story, or earning the attention of powerful entities better left alone. Even the scientific masters and mystical powerhouses who most frequently have the know-how and ability to move between dimensions use that ability sparingly and with trepidation.

As presented in the DC Adventures: *Hero's Handbook*, the Dimensional Travel form of the Movement power is fairly simple and uncluttered. This is intentional, as most stories will have no need for further complications aside from the basic question of whether or not a character can reach a dimensional destination. The gamemaster can simply state the success or failure of the transit as the story requires and move on with a minimum of fuss. Some groups, however, may feel the need to add more details to the usage of this ability. This section addresses an expansion of the Dimensional Travel to serve their needs. Note that this material is entirely optional.

SKILL-BASED DIMENSIONAL TRAVEL (OPTIONAL RULE)

Dimensional Travel effects at 2 and 3 ranks of the power require a power check in order to successfully reach the intended destination. The possessor of the power makes that check with a bonus of 10 + either Intellect or Awareness. In terms of descriptors, Intellect is appropriate for many technologically-based powers and Awareness for more intuitive or arcane-based versions, but that's a matter of design choice and not a hard and fast guideline.

For the purposes of determining the appropriate DC for the skill check, dimensions are categorized by an abstracted "distance" from Earth's dimension and a related difficulty in reaching them is assigned based on that distance.

In order to travel to a desired dimensional location, the skill check must gain at least one degree of success. A single degree of failure means you don't go anywhere, and two or more degrees of failure send you somewhere else entirely!

Characters may also have a useful Expertise skill like **Expertise: Dimensions**. Such a skill represents knowledge of the various dimensions and how to move between them, the navigational secrets, hazards and complications involved, and, at its most basic, how *not to get lost in transit*. This skill may be the result of scientific learning or arcane lore, but the general usage

SKILL-BASED DIMENSIONAL TRAVEL

Category	Difficulty Class	Examples
Contiguous	15	Similar Parallel Earths, Astral Plane, the Bleed
Close	20	Other Parallel Earths, most Pocket Dimensions
Distant	25	Most Mystical Realms
Very Distant	30	The Afterworlds, Divine Realms (Olympus, Asgard), Hell
Restricted	40	Silver City, Realms of the Lords of Order or Chaos

"WAITAMINNIT...WE'RE WHERE?!"

Jaunting through one dimensional barrier after another, whether it's navigating the Bleed or knocking on Heaven's door (literally), is dangerous. Not even Oans and New Gods treat it lightly. Skill DCs are there to grant a useful framework, but they are subject to change as the story needs. The heroes finding they didn't know quite as much as they thought, followed by a long quest to find a way home from wherever in the infinite *Elsewheres* they wound up, is perfectly within keeping with the spirit of how to run a DC Adventures game. Complications are a wonderful tool, as is the tactic of simply adding circumstance modifiers to the check involved.

"SHALLOWS"

A shallow is a location connecting two or more dimensions, a natural gate between worlds. This could be as obvious as a "window" of darkness leading to the Shadowlands, or a sparkling door in a cave that leads to Qward, or, instead, as subtle as a gate that a traveler doesn't even know they've gone through until after the transition, as with many gates to Faerie. In the DC Universe, these Shallows have only been shown so far connecting different dimensions, not Parallel Earths, but that doesn't mean an enterprising Gamemaster can't choose to apply the concept to make such travel easier as needed in a particular story.

remains the same regardless of origin. Gamemasters who wish to mechanically differentiate between the two can simply make the skill Int-based for the former and Awe-based for the latter. When used in conjunction with the Dimensional Travel power, an Expertise: Dimensions skill check is made against a DC 10. A single degree of success grants a minor circumstance bonus to the power check of +2; three or more degrees of success grants a major circumstance bonus to the power check of +5.

> ***Example**: Jon is in a DC game and is playing longtime mystic adventurer Doctor Occult. Doctor Occult needs to use Dimensional Travel for a journey to Faerie (Distant, DC = 25). Doc has an advanced knowledge of dimensional "geography" as represented by his **Expertise: Dimensions** skill, and makes a skill check resulting in a total of 28 (or more than three degrees of success). Jon therefore receives a +5 circumstance bonus to his power check for a total bonus of 10 + 6 (Doctor Occult's Awe modifier) + 5 = +21. Jon rolls a 12 on his actual power check, for a combined total of 12 + 21 = 33, easily high enough to make it to Faerie even if his Gamemaster cruelly applies a negative major circumstance modifier. Doctor Occult makes the trip look easy.*

PARALLEL EARTHS

Quantum physics posits the existence of multiple Earths all occupying the same space but "vibrating" at different quantum frequencies. Each of these Earths represents divergent timelines, timelines where history unfolded differently than it did in the core Earth (referred to as Earth-0). These differences may be slight and subtle (an Earth where the main heroes of legend such as Superman and Batman arose generations earlier than on Earth-0), or wildly disparate (an Earth where intelligent animals are the dominant form of life), or somewhere in between.

In the aftermath of recent events, the Multiverse as it pertains to these parallels has been restructured. As explained by Time Master Rip Hunter, where once there was one Earth, there now exist fifty-two known and distinct Earths ("The 52"), each with its own derivative parallel dimensions, nanoverses, multidimensional nexii, and divergent timelines. The original Earth created during one of the most recent of these terrible events branched off this discrete number of known alternates and each of them was later exposed at some point in its development to the predations of a cosmically ascending Mister Mind, whose destructive path through their histories altered each from its original state. This created modified Earths, each with its own history and even, in some cases, with its own physical laws.

Each of these new universes is bounded by a Source Wall, and between them the force known as Anti-Life acts to keep each contained and separate from the other. Flowing between these closed-off universes is the interstitial realm of the Bleed, allowing transport, albeit of an often unpredictable and highly dangerous nature, between Earths.

THE BLEED

The space between parallel universes is a sub-reality known as the Bleed. There are no known native lifeforms indigenous to this dimension, an area which apparently exists only as a buffer between the Source Wall-contained parallel Earths. Travel directly through the currents of the Bleed is dangerous, with travelers finding it easy to get lost and ending up at unintended destinations. Further, long-term exposure to the environs of the Bleed often results in physical and mental changes to the exposed, similar to the effects of a mutagenic substance; these changes vary greatly from one subject to another. In fact, only one known group, a team of powerful superhumans from

Earth-50 called the Authority, who have "appropriated" Monitor technology in a vehicle called the Carrier (which protects its passengers from the Bleed's deleterious effects), routinely travel the Bleed, though the Monitors themselves possess the ability to do so as demonstrated in their own Bleedships, such as Monitor Zillo Valla's *Ultima Thule*.

A side-effect of the odd nature of the Bleed is that even the vastly advanced surveillance technology of the godlike Monitors works unreliably (at best) when used to probe this sub-dimension from outside it.

THE MULTIVERSAL NEXUS

This is a hub dimension similar to the Bleed which exists "outside" the connected system of parallel Earths and allows access to each of them. This space was inhabited (and guarded zealously) by the satellite station/home of the Monitors, from where they observed the entire fifty-two known core parallels, paying careful attention to those individuals and entities that traveled between those Earths.

THE MONITORS

Base: The Multiversal Nexus
Current Members: Nix Uotan
Former Members: "Bob," Dax Novu (Mandrakk), Rox Ogama, Solomon, Tahoteh, Weeja Dell, Zillo Valla, Zip Hermuz
Headquarters: An unnamed satellite outpost floating in the Mutliversal Nexus
Vehicles: Bleedships (*Ultima Thule*, *Echo of Midnight*, the Carrier)

Prior to the first cosmic crisis, the aftermath of which ultimately restructured the multiverse, there were initially two and only two Monitors: The Monitor and the Anti-Monitor. The original Monitor was killed during that first crisis. Later, following the destruction of the device Alexander Luthor was using to recreate the multiverse as it existed before the crisis in which the original Monitor was killed, fifty-two new universes were created and fifty-two new Monitors were created with them. Over time, as the natures of the universes they watched over began to shape and influence them, the very reality of the Monitors' existence *literally* took on elements of a complex story, evolving backwards in time to develop an entirely new history.

In the beginning, the Overmonitor discovered the Bleed and the existence of the multiverse. Discovering, through a series of probes that resembled the original Monitor, that each Earth had its own heroes and histories, the sheer number of them overwhelming the Overmonitor, in response he created the "Orrery of Worlds," a machine that controlled the separation of universes in the Bleed. The Overmonitor's continuing contemplation of the multiverse somehow created a world and a race of "descendants." The first of these new Monitors was Dax Novu. Though later Monitors would be told that Novu sacrificed himself to save the multiverse from a terrible threat, the

truth was that he had uncovered the fact that exposure to the Bleed and the stories of the multiverse was corrupting the Monitors, in essence making them vampires living off the lifeblood of all existence. Transforming into the vampiric monster Mandrakk, Novu was locked away by other Monitors and his fate covered up. Though Novu later escaped and was defeated by Superman during the course of the last great crisis, a brother Monitor, Rox Ogama, carried on for him by becoming the new Mandrakk, corrupting the Ultraman of the Anti-Matter Universe as his agent.

To keep Nix Uotan from interfering, the youngest Monitor, and the one temperamentally most likely to uncover his scheme, Rox arranged for the Earth that Uotan guarded to be destroyed (Earth-51), resulting in Uotan being punished through exile to Earth-0 in human form. While this was occurring, a Monitor named Solomon who led a faction within the Monitors supporting destroying "multiversal anomalies" (people who crossed from one universe to another) also began implementing a plan, a plan to convert all his brethren to his side and remove any obstacles to his goals.

At the end of this latest crisis, the new Mandrakk was destroyed by Nix Uotan and Zillo Valla. Superman then used the Miracle Machine to wish for a happy ending that undid all of the changes and damage to the multiverse. Since he had been the only Monitor that actually stayed true to his mission despite the corrupting influences surrounding them, the Overmonitor chose Nix to remain a Monitor. The Overmonitor decided that their new individualism combined with their vampiric tendencies made the remaining Monitors a threat to the multiverse, so the remaining Monitors and their world then vanished unprotected into the multiversal ether as part of Superman's wish for a happy ending, apparently reborn as "mere" mortals on the various Earths.

As they are *literally* plot-device characters, Monitors have whatever stats and abilities the Gamemaster needs for their story.

VEHICLE: BLEEDSHIP — 55 POINTS

Size: Colossal **STR:** 18 **Speed:** 20 (Flight) **DEF:** 2 **TOU:** 18
Features: Navigation System, Flight Dynamic AE: Movement 6 (Dimensional Travel 3, Space Travel 3), Immunity 2 (Effects Related to The Bleed)

There are several examples of these ships, varying in size. These numbers represent something on the scale of Zillo Valla's *Ultima Thule*.

THE SOURCE WALL

A series of colossal constructs that beggars mortal imagination with their sheer size, each individual version of the Source Wall literally encompasses each parallel Earth's entire universe. For most of history, those that believed they knew the most about the Source Wall in Earth's universe, The New Gods, thought that the wall provided a sanctuary behind which existed the Source, a cosmic consciousness they equated with the Presence or the creator entity behind the cosmos itself. Only recently did they discover differently, as an entity claiming to be the Source told them it had never been behind the Source Wall, that the wall instead separated the Source from its other half, from Anti-Life. It had been separated into multiple beings by the Old Gods of The Third World, the predecessors of the New Gods, and had destroyed the Old Gods in retribution…then created the New Gods to help it achieve reunification with its excised half.

The Source Wall as it can be encountered in the Earth universe of the original timeline (Earth-0) is reached by traveling to the ends of the distant vastness of space and through an area called The Promethean Galaxy. It appears to be an endless wall spanning literally past the limits of mortal perception of "up" and "down" from the position of nearby observers. The surface of the wall appears to be constructed from giant stone forms that legends say are the remains of the Old Gods and others that had the temerity to try and breach the wall in search of the secrets behind it. Once so imprisoned and immobilized, escape is supposed to be impossible, but through great (and unexplained) effort has been achieved by such powerful entities as Darkseid and Ares.

THE TOUR OF WORLDS

The following list quickly recounts a number of notable worlds from among the known parallel Earths. Each is noted with a timeline viewpoint (the point in cultural or historical development which corresponds to "now" in Earth-0's timeline) and examples of notable residents.

Earths in the multiversal structure about which little or nothing is known are not detailed here and are essentially blank slates, suitable for whatever use DC Adventures players and Gamemasters might want to put them. See the **Choices** sidebar on page 159 for some additional thoughts along these lines.

EARTH-PRIME

Timeline Scale: Early 21st century
Notable Residents: Superboy-Prime, Legion of Super-Heroes

Somehow outside of the known set of 52 Earths, Earth-Prime is the "real" world, the world inhabited by the authors and readers of this book's contents, or by the creators of the many people and places presented in the DC Adventures game. Superhumans (or other violations of known laws of physics) are unknown here with two very important exceptions. The first of these is the young man known as Superboy-Prime, a parallel iteration of Superman with a number of departures from the primary version. The second, is that at some point in the distant future of the 30th century, a version of the Legion of Super-Heroes is known to form on this Earth.

EARTH-ZERO A.K.A. NEW EARTH

Timeline Scale: Early 21st century
Notable Residents: The current canon versions of all published DC characters

This is the Earth detailed in the current stories published by DC Comics—it contains the characters, places, and events detailed in the other chapters of this book and in the two *Heroes & Villains* volumes.

EARTH-ONE

Timeline Scale: Early 21st century
Notable Residents: Superman, Batman

This is an Earth on which the debut of the major heroes of the modern age is only now occurring in the early 21st century. A contemporary birth of the heroic age is unfolding instead of the decades-established one seen on Earth-0, and it is the starting point of a series of new stories starting with *Superman: Earth One*.

EARTH-TWO

Timeline Scale: Early 21st century
Notable Residents: Superman, Batman, Power Girl, Huntress

On this Earth, the members of the Justice Society stayed active and eventually merged with Infinity, Inc. to become Justice Society Infinity. The Superman and Batman of this Earth began their careers in the late 1930s, and Batman's daughter grew up to become The Huntress.

EARTH-THREE

Timeline Scale: Early 21st century
Notable Residents: The Crime Society of America, Duela Dent

A world where many of the historical trends and great figures exhibit the reverse of their known moral stands, the major heroic figures of other Earths, such as Superman, Batman, and their allies have evil counterparts here. In fact, in much the same way as the Parallel Earth that exists in the Anti-matter Universe is a morally-reversed or dark reflection of Earth-0 and its heroes, Earth-Three seems an equally dark reflection of Earth-Two.

EARTH-FOUR

THE CHARLTON HEROES

Timeline Scale: Early 21st century
Notable Residents: Captain Allen Adam, a.k.a. the Quantum Superman

An Earth where there are only a few powerful heroes, such as Captain Atom, Blue Beetle, Nightshade, Peacemaker, and the Question, and the entire behavioral and cultural background of the world is essentially reminiscent of film noir—a foreboding moral jungle composed of shades of gray.

EARTH-FIVE

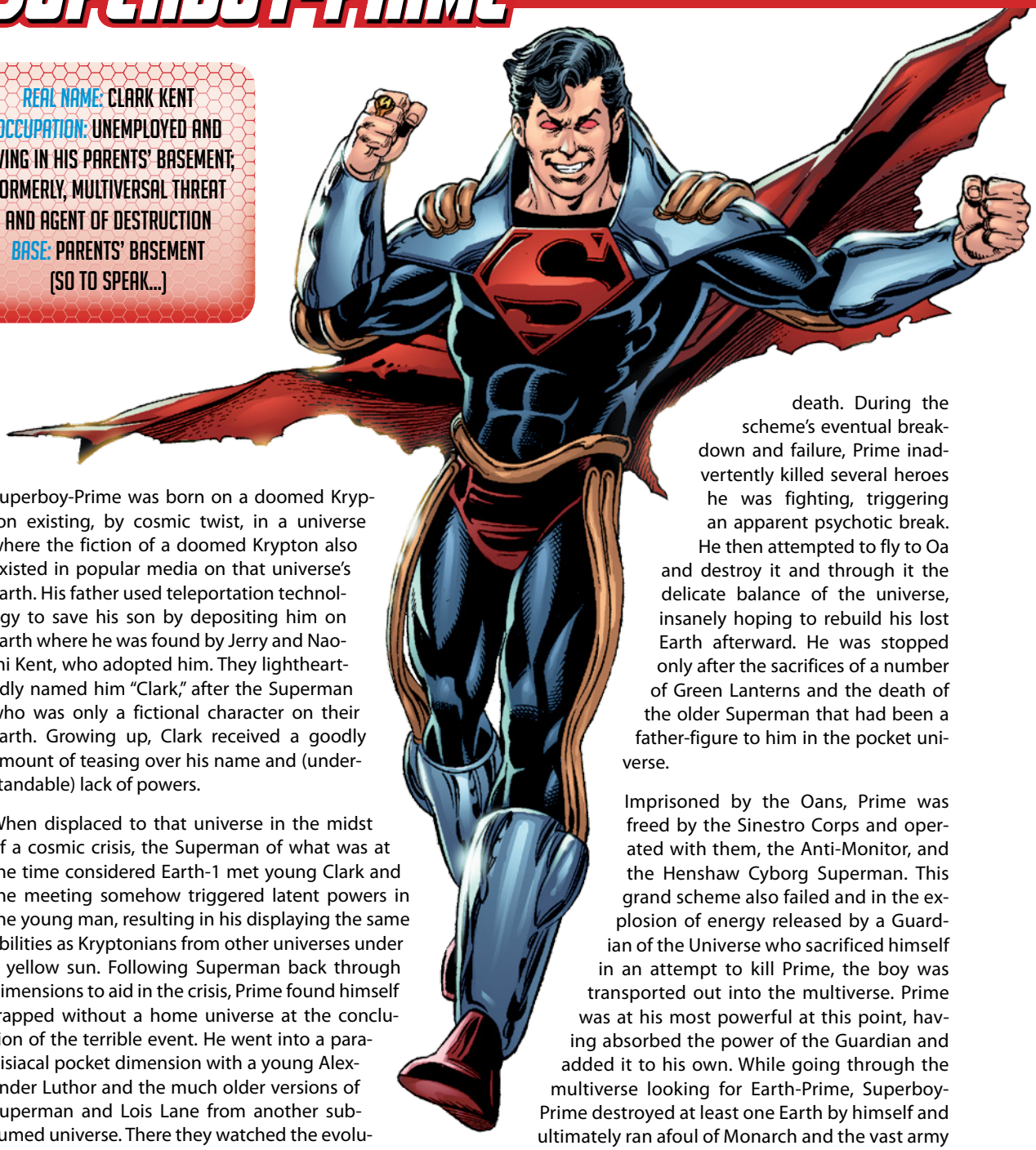
THE FAWCETT HEROES

Timeline Scale: Early 21st century (a timeless version of it, anyway)
Notable Residents: Captain Marvel, Bulletman, Doctor Sivana, Mr. Atom

An Earth described as being in "a simpler, kinder universe." The major heroes here are a version of the Marvel Family and their allies, all of whom fight the good fight against Sivana and other bad guys in a world where good and evil seem more clearly defined and fewer shades of gray complicate matters.

SUPERBOY-PRIME

REAL NAME: CLARK KENT
OCCUPATION: UNEMPLOYED AND LIVING IN HIS PARENTS' BASEMENT; FORMERLY, MULTIVERSAL THREAT AND AGENT OF DESTRUCTION
BASE: PARENTS' BASEMENT (SO TO SPEAK...)



Superboy-Prime was born on a doomed Krypton existing, by cosmic twist, in a universe where the fiction of a doomed Krypton also existed in popular media on that universe's Earth. His father used teleportation technology to save his son by depositing him on Earth where he was found by Jerry and Naomi Kent, who adopted him. They lightheartedly named him "Clark," after the Superman who was only a fictional character on their Earth. Growing up, Clark received a goodly amount of teasing over his name and (understandable) lack of powers.

When displaced to that universe in the midst of a cosmic crisis, the Superman of what was at the time considered Earth-1 met young Clark and the meeting somehow triggered latent powers in the young man, resulting in his displaying the same abilities as Kryptonians from other universes under a yellow sun. Following Superman back through dimensions to aid in the crisis, Prime found himself trapped without a home universe at the conclusion of the terrible event. He went into a paradisiacal pocket dimension with a young Alexander Luthor and the much older versions of Superman and Lois Lane from another subsumed universe. There they watched the evolution of the combined Earth that had replaced their respective home Earths after the Crisis. They watched and they were not happy at what they saw, as the heroes and events that occurred on that Earth disappointed them again and again. At some point, Luthor came up with a plan to remake their old Earths, a plan which he manipulated a more and more unstable Prime into helping him implement.

After freeing themselves from the pocket dimension that had trapped them, Prime helped Luthor achieve the steps of his plan one-by-one, ultimately resulting in a fight with the core Earth's Superboy and that boy's (temporary) death. During the scheme's eventual breakdown and failure, Prime inadvertently killed several heroes he was fighting, triggering an apparent psychotic break. He then attempted to fly to Oa and destroy it and through it the delicate balance of the universe, insanely hoping to rebuild his lost Earth afterward. He was stopped only after the sacrifices of a number of Green Lanterns and the death of the older Superman that had been a father-figure to him in the pocket universe.

Imprisoned by the Oans, Prime was freed by the Sinestro Corps and operated with them, the Anti-Monitor, and the Henshaw Cyborg Superman. This grand scheme also failed and in the explosion of energy released by a Guardian of the Universe who sacrificed himself in an attempt to kill Prime, the boy was transported out into the multiverse. Prime was at his most powerful at this point, having absorbed the power of the Guardian and added it to his own. While going through the multiverse looking for Earth-Prime, Superboy-Prime destroyed at least one Earth by himself and ultimately ran afoul of Monarch and the vast army Monarch was building to face the Monitors. The collateral damage of their fight destroyed the universe in which it happened, propelling Prime through time and into the 30th century.

Prime fought the Legions of three separate Earths and Superman of Earth-0 (who had been brought to the future to help), while leading the Legion of Super-Villains in an attempt to avenge the perceived slight history paid him by not according him the stature in villainy he felt he deserved. As it turned out, Prime had been maneuvered to this juncture in time by a future-version of himself that had ultimately become the Time Trapper entity and, attacking

SUPERBOY-PRIME PL16

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
24	20	2	2	8	1	2	2

POWERS

Flight (Array, 48 points)
- Flight 24 (32,000,000 MPH) • *48 points*
- Movement 3 (Space Travel 3) • *1 point*
- Speed 20 (2,000,000 MPH) • *1 point*

Heat Vision: Ranged Damage 20 (heat) • *40 points*
Invulnerability: Protection 4, Impervious Toughness 24; Immunity 5 (cold, heat, pressure, radiation, vacuum) • *33 points*
Super-Breath: Alternate Effects of Strength Damage (24 points)
- Cone Area Affliction 12 (freezing; Resisted by Fortitude; Hindered, Immobile, Paralyzed) • *1 point*
- Cone Area Move Object 20, Close Range, Limited to Pushing and Pulling • *1 point*

Super-Senses: Senses 16 (Extended Auditory 4, Extended Visual 4, Infravision, Microscopic Vision 4, Ultra-hearing, Vision Penetrates Concealment (except lead)) • *20 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 12, Limited to Lifting (Lifting Str 36; 1,600,000 kilotons) • *12 points*

ADVANTAGES

All-out Attack, Daze (Intimidation), Power Attack, Seize Initiative, Startle, Ultimate Effort (Toughness)

SKILLS

Deception 2 (+4), Expertise: Comic Books 4 (+5), Intimidation 8 (+10), Perception 6 (+8), Ranged Combat: Heat Vision 8 (+10), Technology 2 (+3)

OFFENSE

Initiative +2	
Heat Vision +10	Ranged, Damage 20
Unarmed +8	Close, Damage 24

DEFENSE

Dodge	8	**Fortitude**	20
Parry	8	**Toughness**	24
Will	12		

POWER POINTS

Abilities	122	**Skills**	15
Powers	164	**Defenses**	16
Advantages	6	**Total**	323

COMPLICATIONS

Power Loss: Superboy-Prime loses his powers and his Str and Sta are reduced to 1 under a red sun, like that of Krypton, and other effects draining or interfering with the energies of the yellow sun can deprive him of his powers. In fact, he processes solar energy faster than the Kryptonians of other universes do, depleting faster (and, unfortunately, recharging equally faster) than they do. He has sometimes worn a solar collector harness that processes and stores yellow sun radiation for later absorption and regulates how quickly he bleeds off excess, in order to work around this complication.

Quirk: Emotional and Mental Instability—Due to the isolation in the pocket dimension, Prime is single-minded to the point of monomania. He is blind to the moral implications of his actions.

Obsession: Superboy-Prime is obsessed with building (or finding) a "perfect Earth" to replace the one he lost.

Weakness: Kryptonite is the radioactive remains of the planet Krypton. Its radiation saps the Strength and powers of Kryptonians, leaving them impaired, disabled, and eventually debilitated in terms of Strength and power effects. Long-term exposure (usually a matter of minutes, less for a large enough amount) imposes the dying condition and may lead to death. Kryptonite from universes other than the exposed Kryptonian's own has no effect on them.

the Time Trapper in a fit of pique, he destroyed his future self and accidentally transported himself home to an Earth-Prime that had been reborn in the most recent crisis. Unfortunately, his parents and girlfriend had read the comics detailing his rampages and were horrified at his return.

While secluding himself in his parents' basement and making a nuisance of himself on the DC Comics website forums, Prime was re-empowered by the intervention of Black Lanterns come to kill him. Fighting off the attack, Prime appears to have recovered his powers, but also perhaps his sanity as well in the light of the therapeutic self-examination he was forced through during the battle. What happened to him after that return to lucidity is as yet unrecorded.

PERSONALITY

Superboy-Prime (or simply "Prime," as he is sometimes called) is petulant and pathologically resentful of, in his eyes, having been denied his rightful place in creation, that of being the greatest hero of his world. He is adolescent angst, alienation, and volatility, all on an epic and irrational scale.

POWERS & ABILITIES

Prime is arguably one of (if not *the)* single most physically powerful entities in the known multiverse. At the lower reaches of his power levels, as he's soaking in yellow sun radiation and growing stronger by the hour, he is still monstrously powerful, having killed Green Lanterns with a single blow despite the protection of their rings and having beaten an adult Superman to death. At the upper reaches of his power, after absorbing enough energy from any of multiple sources, he is beyond any usable scale of mechanical limits for the DC Adventures game, easily relegated to PL X and plot-device territory as he moves planets without undue effort and survives explosions powerful enough to destroy entire universes. Fundamentally, Prime's abilities are those of a Kryptonian exposed to yellow sun radiation, only operating at ever-increasing and at exponentially higher scales. The mechanism by which he absorbs and converts energy is vastly more efficient than Kryptonians of other universes, meaning he not only reaches higher capacities and outputs, but also that he burns through that energy at a faster rate. Isolation from yellow sun radiation for extended periods results in rapid

depletion of his internal stores and his becoming essentially a normal human teenager; however, it takes only a very short time when exposed to such radiation again for him to achieve superhuman levels and start climbing from there.

This statblock represents Prime after he has been exposed to yellow sun radiation for a significant time, but while he is still operating within numerically definable parameters, such as during his second fight against Earth-0's Superboy, or immediately after being pushed through a red sun and cycling downward in his energy reserves as he's fighting Kal-L and Kal-El. Much past this point, it's no longer useful to try and define his abilities with actual numbers.

ALLIES

He has no long-term allies, having turned against or been turned against all of those he's worked with, such as Alexander Luthor, the Anti-Monitor, and the Sinestro Corps.

ENEMIES

Prime has made many enemies, ranging from pretty much anyone else wearing an "S" on their chests, to the Green Lantern Corps, and Monarch. Counting those who would rise against him with notice of his appearance, the list expands to countless numbers across the multiverse where his destructive outbursts have cost billions of sentient beings their lives.

EARTH-EIGHT

ANGOR

Timeline Scale: Early 21st century
Notable Residents: Americommando, Tin Man, Wandjina, the Extremists

This world presents a divergent timeline that produced superhuman heroes and villains that are not iterations or reflections of those on Earth-0. Elements within the community of superhuman heroes of this Earth attempted to institute a radical legalized control of all meta-humans, resulting in dissension and infighting among their own ranks. An alliance of circumstance brought together a number of the major villains into a fractious group called the Extremists. This group eventually managed to not only bring down the control of the major hero organization, the Meta Militia, they also engineered the deaths and discrediting of many of those heroes, and even managed to escape their forced recruitment in Monarch's army and return to their Earth after Monarch and Superboy-Prime's mutual defeat of one another.

THE EXTREMISTS

Base: Earth-Eight
Current Members: Doctor Diehard, Dreamslayer, Gorgon, Lord Havok, Tracer
Former Members: Carny
Headquarters: A hidden facility on Earth-Eight's moon

On Earth-Eight, a former power-armored hero named Tin Man seized the office of the U.S. President by running on a platform of controlling meta-humans, powerful figures whose rampant and continuing violence endangered the world's population. He and his allies, meta-humans such as Americommando, Wandjina, Blue Jay, and others, formed a group called the Meta Militia who helped the government enforce the Meta-human Act, legislation that required all meta-humans to submit to government control. A small number of powerful meta-humans with violent or criminal histories reluctantly joined forces to stand against the Meta Militia, succeeding in killing their leader and then conquering a country in Eastern Europe called Slovekia to use as a base.

Then Monarch and his army arrived. The Extremists refused to join Monarch and Monarch was unwilling to leave behind a potential threat, so he moved against Lord Havok and his allies, forcing the Meta Militia to act as assets in a concerted assault with Monarch's own forces on the Extremists. This battle was costly. It ended when Lord Havok tricked Monarch and his agents into entering a room that nullified their powers and the Extremists then held Monarch at their mercy—though instead of killing him, they joined forces with him, helping Monarch on his further campaigns. However, when Monarch and Superboy-Prime defeated each other and destroyed Earth-51's entire universe in the process, Lord Havok used the power he had secretly stolen from Monarch to return himself and his allies to a hidden base on Earth-Eight's moon. Lord Havok revealed then that stealing Monarch's power was the actual reason for joining with Monarch in the first place, and that now fully aware of the multiverse's existence he plans on becoming the multiversal conqueror Monarch failed to be.

HEADQUARTERS: MOONBASE — 28 POINTS

Size: Awesome **Tou:** 20 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System (DC 25), Teleport (Affects Others), Workshop

DOCTOR DIEHARD

Hans Lecktor was a meta-human with vast magnetic powers. He was also originally a pacifist, a teacher who opened his Academy for Advanced Children to teach young meta-humans how to safely and responsibly use their powers. When he rejected the Meta-human Act, he, his children, and many of his students who also resisted the Act were all locked in concentration camps, where he watched both of his children die. Freed with the assistance of a former student, he joined with Lord Havok and opened a new school in Europe. Eventually coming into conflict with Lord Havok due to Monarch and the destruction of Lecktor's new school—among other personality clashes—Dreamslayer killed Diehard at Lord Havok's order.

It should be noted that his magnetic power's need for magnetically-effectible objects is reduced to a quirk because Lecktor's extreme resourcefulness and experience combine to make it little more than the occasional impediment—he usually finds multiple ways around the problem.

DREAMSLAYER

Dreamslayer is the result of a former nun named Louise Marino allowing herself to be possessed by a demonic entity worshipped by the Church of Dreamology, an entity the church intended to ritually possess her brother as a vessel instead of her. The Dreamslayer itself is a dreadful demonic being whose return to the physical realm was long prophesied and whose existence was a source of dread for good-aligned mystics the world over. The combined entity is a powerful magical creature and Louise Marino works with the Lord Havok to keep control of it (and her soul).

GORGON

Dr. Mortimer was a researcher at The Experiment House, a government facility for scientific research into metahumans and their powers, among other subjects. Massively insecure and jealous of his colleague, Dr. Leonard Grant, a.k.a. Wandjina, Mortimer suffered a blackout when he thought his wife was cheating on him, a blackout during which she was murdered. Only later did Mortimer discover that he was the murderer—under stress he could become a tentacled man-monster known as Gorgon. Acting as Lord Havok's spy within the Experiment House, Mortimer eventually killed his hated rival during the final battle between the Meta Militia and the Extremists.

As Gorgon, Mortimer has four monstrously strong tentacles extending from his head, tentacles that can move him very quickly across terrain and are strong enough to rend steel, stronger even then his body's own augmented strength. His own hands in that form become large claws.

LORD HAVOK

Alexi Nicolai was born the son of the Russian czar—the deformed son that his father immediately disowned. Spirited to safety and supported in secret by his mother,

Alexi grew into a brilliant technologist, making incredible advances in computers, robotics, and engineering, including creating a cybernetic liquid metal. Then his father discovered what Alexi's mother had been doing and killed her. Having lost the only person he loved and who had loved him, Alexi killed his father and after giving the citizens of Russia a short period in which to evacuate their country, he used his robots and war machines to destroy the entire country. The next time Alexi was seen he was encased in an advanced battlesuit and has not been seen without it since.

As Lord Havok, Alexi later conquered the country of Slovekia, covering its capital city in an incredibly powerful force dome and mass-producing his feared Havokoid robots in large

DOCTOR DIEHARD — PL13 • 231 POINTS

STR 3 **STA** 6 **AGL** 3 **DEX** 3 **FGT** 8 **INT** 3 **AWE** 5 **PRE** 5

Powers: Magnetic Mastery (Perception Ranged Selective Damaging Move Object 13, Precise, Subtle, Quirk—Requires ferrous materials; **AE: Magnetic Manipulation** (Move Object 20, Distracting, Subtle, Quirk—Requires ferrous materials)); **Magnetic Propulsion** (Flight 10 (2,000 MPH)); **Magnetic Sensitivity** (Senses 6 (Acute and Analytical Extended 3 Detect Magnetic Fields)); **Magnetic Shield** (Impervious Sustained Protection 10)

Advantages: Extraordinary Effort, Fascinate (Persuasion), Leadership, Ultimate Effort (Move Object power check)

Skills: Acrobatics 4 (+7), Athletics 4 (+7), Close Combat: Unarmed 2 (+10), Expertise: Teacher 8 (+11), Insight 6 (+11), Perception 6 (+11), Persuasion 6 (+11), Technology 6 (+9)

Offense: Initiative +3, Magnetic Mastery — (Perception Ranged, Damaging Move Object 13), Unarmed +10 (Close, Damage 3)

Defense: Dodge 10, Parry 10, Fortitude 10, Toughness 16, Will 13

Totals: Abilities 72 + Powers 113 + Advantages 4 + Skills 21 + Defenses 21 = 231

Complications: Guilt: Feels guilty about the death of his children and students as well as the "betrayal" of his earlier principles.

LORD HAVOK — PL13 • 274 POINTS

STR 15 **STA** 10 **AGL** 2 **DEX** 2 **FGT** 5 **INT** 11 **AWE** 4 **PRE** 4

Powers: Battlesuit (Removable -29 points; **Energy Blast** (Ranged Damage 16, Accurate 4, Precise, **AE: Explosive Blast** (Ranged Burst Area Damage 12), **AE: Autofire Energy Blast** (Ranged Multiattack Damage 10, Accurate 7); Enhanced Stamina 8, Enhanced Strength 13, Flight 10 (2,000 MPH), Immunity 10 (Life Support), Impervious Toughness 16, Protection 6, Senses 10 (Analytical on Auditory, Visual, and Detect; Detect Electromagnetic Energy; Infravision; Radar (Visual Penetrates Concealment))

Equipment: 100 points' worth of HQs and Vehicles (Mix and match from space and military vehicles as well as Moonbase, Satellite, Undersea base, and Underground Base HQs at Gamemaster's discretion)

Advantages: Benefit 5 (Absolute Master of Slovekia), Equipment 20, Fearless, Inventor, Jack-of-all-trades, Languages (English; Russian is native), Ritualist, Skill Mastery (Technology)

Skills: Close Combat: Unarmed 5 (+10), Deception 8 (+12), Expertise: Arcane Lore 4 (+15), Expertise: Science 12 (+23), Insight 10 (+14), Intimidation 11 (+15), Investigation 4 (+15), Perception 10 (+14), Persuasion 4 (+8), Technology 12 (+23)

Offense: Initiative +2, Autofire Energy Blast +16 (Ranged, Damage 10), Energy Blast +10 (Ranged, Damage 16), Explosive Blast — (Ranged, Burst Area Damage 12), Unarmed +10 (Close, Damage 15)

Defense: Dodge 10, Parry 10, Fortitude 12, Toughness 16, Will 14

Totals: Abilities 64 + Powers 114 + Advantages 31 + Skills 40 + Defenses 25 = 274

Complications: Disabled: Grotesque and debilitating birth defects overcome only be wearing the battlesuit.

DREAMSLAYER — PL14 • 275 POINTS

STR 8 **STA** 14 **AGL** 3 **DEX** 3 **FGT** 4 **INT** 6 **AWE** 8 **PRE** 6

Powers: Demonic Resilience (Immunity 40 (Fortitude Effects, Mental Effects), Protection 2, Regeneration 5); **Hellfire** (Perception Ranged Damage 14, Resisted by Will, **AE: Mystic Telepathy** (Mind Reading 10 and Mental Communication 4), **AE: Mystic Blast** (Ranged Damage 16, Accurate 4)); **Levitation** (Flight 8 (500 MPH), Dynamic, **AE: Worldwalk** (Movement 2 (Dimensional 2—Mystic Dimensions)), Dynamic, **AE: Magewalk** (Teleport 8, Dynamic))

Advantages: Fearless, Startle

Skills: Close Combat: Unarmed 4 (+8), Deception 6 (+12), Expertise: Arcane Lore 10 (+16), Insight 4 (+12), Intimidation 6 (+12), Perception 4 (+12), Persuasion 6 (+12)

Offense: Initiative +3, Hellfire — (Perception Range, Damage 14), Mystic Blast +11 (Ranged, Damage 16), Unarmed +8 (Close, Damage 8)

Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 16, Will 14

Totals: Abilities 104 + Powers 126 + Advantages 2 + Skills 20 + Defenses 23 = 275

Complications: Quirk: Marino has to fight to maintain control of the Dreamslayer entity that possesses her.

GORGON — PL12 • 145 POINTS

STR 5/10* **STA** 10 **AGL** 5 **DEX** 1 **FGT** 10 **INT** 6 **AWE** 2 **PRE** 0

Powers: Gorgon Form (Enhanced Advantages 5 (Fast Grab, Improved Hold, Improved Trip, Instant Up, Move-by Action), Enhanced Agility 4, Enhanced Fighting 9, Enhanced Skill 6 (Intimidation +12), Enhanced Stamina 10, Enhanced Strength 5, Protection 2), Shrinking 1 (Innate, Permanent), **Tentacles** (Enhanced Strength 5 (Limited to Extra Limbs), Extra Limbs 4, Elongation 2 (30 feet; Limited to Extra Limbs), Speed 3 (16 MPH)), **Claws** (Strength-based Damage 2)

Advantages: Close Attack 2, *Fast Grab, Improved Grab, Improved Hold, Improved Trip, Instant Up,* Inventor, *Move-by Action*

Skills: Deception 6 (+6), Expertise: Life Sciences 10 (+16), *Intimidation 12 (+12),* Perception 4 (+6), Technology 8 (+14)

Offense: Initiative +5, Claws +12 (Close, Damage 7), Tentacles +12 (Close, Damage 12)

Defense: Dodge 12, Parry 12, Fortitude 10, Toughness 12, Will 12 *Extra Limbs only.

Totals: Abilities 22 + Powers 87 + Advantages 3 + Skills 14 + Defenses 19 = 145

Complications: Quirk: Changes back and forth between human and Gorgon form, a change over which he doesn't always have control. **Quirk:** Strange appearance as Gorgon. **Secret:** Dr. Mortimer and Gorgon are one and the same.

numbers. It was Lord Havok that killed Tin Man, protected the rest of The Extremists, outsmarted Monarch, and saved his allies' lives when Earth-51's universe was destroyed. He is unlikely to let his allies forget any of this as he prepares to unleash his twisted genius on an unsuspecting multiverse.

Note: Lord Havok's Benefit advantage translates into essentially an HQ and army of minions far beyond any reasonable application of the Minions or Equipment advantages. For his Havokoids, of which he has as many as the Gamemaster decides he needs, use the sample robot from the Construct section of the *Hero's Handbook*—simply increase PL to 6 and add powers and skills for combat traits of Blaster +4 (Damage 8) and Unarmed +5 (Damage 7).

TRACER

Vincent Cade was a U.S. soldier captured after going rogue and deserting. He was then subjected to inhumane experimentation and conditioning to create a self-healing, walking weapon, only to again go rogue while on his first mission with Americommando and Eagle, killing Eagle. Before Monarch's arrival, Tracer operated as a spy for Lord Havok within the organized crime underworld by fronting as an expensive assassin, a role he simply transferred directly into Monarch's employ. Cade is a cynical realist and a brutal close quarter combatant whose integrated healing factor makes him difficult to put down for long.

TRACER	PL12 • 213 POINTS
STR 6 **STA** 6 **AGL** 6 **DEX** 5 **FGT** 13 **INT** 1 **AWE** 6 **PRE** 3	
Powers: Animal Mobility (Leaping 1 (15 feet), Speed 3 (16 MPH)); **Claws** (Strength-based Damage 1, Improved Critical 3); **Animalistic Perception** (Senses 6 (Analytical and Tracking Olfactory, Extended Auditory and Visual, Low-light Vision)); **Healing Factor** (Immortality 15, Immunity 2 (Disease, Poison), Protection 2, Regeneration 5)	
Advantages: Agile Feint, All-out Attack, Animal Empathy, Assessment, Close Attack 2, Defensive Roll 2, Fast Grab, Improved Initiative, Power Attack, Startle, Takedown 2, Uncanny Dodge	
Skills: Acrobatics 8 (+14), Athletics 8 (+14), Deception 6 (+9), Expertise: Soldier 4 (+5), Expertise: Streetwise 8 (+9), Insight 6 (+12), Intimidation 8 (+11), Perception 8 (+14), Stealth 8 (+14), Vehicles 4 (+9)	
Offense: Initiative +10, Claws +15 (Close, Damage 7, Crit. 17-20), Unarmed +15 (Close, Damage 6)	
Defense: Dodge 14, Parry 14, Fortitude 11, Toughness 10/8*, Will 11 *Without Defensive Roll.	
Totals: Abilities 92 + Powers 53 + Advantages 15 + Skills 34 + Defenses 19 = 213	
Complications: Temper: Tracer often gives into his animalistic side in combat and becomes an unrestrained killing machine.	

EARTH-NINE

THE TANGENT UNIVERSE

Timeline Scale: Early 21st century
Notable Residents: Superman (Harvey Dent), the Ultra-Humanite

Another divergent timeline, one in which many of the names of heroes from Earth-0 are in use, but by superhumans that bear little to no resemblance to Earth-0's defenders. On this planet, a man named Harvey Dent became "Superman," a psionic powerhouse that took over his Earth and outlawed all other superhumans unless they worked for him. He was aided in this endeavor by "Powergirl," an engineered superhuman lifeform created by the Chinese government. Opposing him was a resistance that included, among others, a female Joker and a group of Outsiders that included a Spectre, a Manhunter, a Plastic Man, and a Flash. Eventually, the Superman of this Earth became aware of Earth-0 and attempted to conquer it as well, bringing him into conflict with Earth-0's Justice League. Aided by Earth-Nine's resistance and Dent's original and similarly-powered wife, the League was able to defeat Dent and return control of Earth-Nine to its people.

EARTH-10

Timeline Scale: Presumably early 21st century
Notable Residents: Overman, Overgirl

This is an Earth where the Axis Powers won World War II thanks to technology reverse-engineered from Superman's alien starship, which landed in 1938 Europe and was seized by the Nazis. Here, the baby Kal-El grew up to become Overman, champion of National Socialism, and leader of a Justice League that includes Brunhilde (an alternate Wonder Woman) and Leatherwing (an alternate Batman).

EARTH-11

Timeline Scale: Early 21st century
Notable Residents:

A world where the genders are reversed on most of the major figures from that of their Earth-0 counterparts, events otherwise seem to follow similarly to the timeline presented by Earth-0. One example is Wonderman killing Maxine Lord to prevent her from controlling Superwoman.

EARTH-12

BATMAN BEYOND

Timeline Scale: Mid-21st century
Notable Residents: Batman (Terry McGinnis), Justice League Unlimited

Earth-12 is a near-future world where age forced Bruce Wayne to retire 25 years ago, and where corporate power and technological evolution has dehumanized society and made the world a much darker place for a new Batman and other heroes to defend.

NEO-GOTHAM

Neo-Gotham city is barely recognizable as the city that the original Batman protected. A crowded high-tech metropolis populated by skyscrapers with extensive rib-

JUSTICE LEAGUE UNLIMITED

Batman isn't the only hero in the dark near future of Earth-12. Justice League Unlimited continues to be a bright light in the Super Hero community. Brought together by Superman, this new team struggles to live up to the legacy of past incarnations, and seeks to admit new members to bolster its line-up. The new Batman has been approached on several occasions to join, but he has declined in all instances, preferring to act on his own and concentrate on keeping Neo-Gotham safe.

No longer the large team it once was in the past, Justice League Unlimited now consists of the following members:

AQUAGIRL

The girl known as Marina is the current Aquagirl. Rumored to be the daughter of Aquaman, she possesses similar powers to him, which she supplements with the ability to control water. She has distinctive long platinum blonde hair that is always wet and slicked back.

BIG BARDA

One of the more experienced members of the Justice League, Big Barda is little different from her younger self. Brash, aggressive, and often blunt to the point of rudeness, Barda is seldom one to withhold her opinion.

GREEN LANTERN

The Green Lantern known as Kai-Ro is an extraordinarily mature and wise child who was raised in a Tibetan monastery before he received his power ring. He exhibits exemplary control of his abilities and possesses a calm and peaceful demeanor, and often advocates less aggressive ways of dealing with villains. Despite his young age, Kai-Ro has visited much of the galaxy before joining Justice League Unlimited.

MICRON

Little is known of Micron except that he has the powers to shrink to microscopic size or grow to immense proportion, as well as fly. His powers bear a similarity to both those of the Atom and the Atom Smasher, though there is little further evidence to suggest that he might be related to either of them.

SUPERMAN

An older and wiser man, Superman leads this new Justice League with almost paternal supervision. His Kryptonian powers remain the same, though they may have increased in strength considering his great age and longer exposure to yellow sunlight.

WARHAWK

Impulsive and rash, Warhawk is one of the stronger members of Justice League Unlimited, easily equaling Big Barda in strength and potentially approaching Superman's level. To complement his flight, Warhawk wears a suit of armor composed of polynized aluminum steel and Nth metal, retractable artificial wings that allow him to fly, and razor-sharp retractable claws. When not wearing the suit, Warhawk is able to remotely control it from some distance.

bons of elevated roadways, and flying vehicles, the city still sports a dark side of dingy alleyways and side-streets where petty criminals prey on the weak and dispossessed. Bruce Wayne, once a high profile business executive, is now a retired recluse. Having cut ties with the Justice League after a tragic event, he has vowed that his time as Batman is over.

Yet, the shadow of the bat still lingers over the skyscrapers of the city. A new Batman patrols the nights of Neo-Gotham. Mentored by Bruce Wayne, this Batman is a young man named Terry McGinnis, who wears an advanced, futuristic battlesuit created by the original.

The Gotham City Police Department is led by Commissioner Barbara Gordon, the one-time hero known as Batgirl. Known for her no-nonsense and hardened attitude, she spares little love for Batman's heir, and has many direct confrontations with him. Despite her misgivings though, she does come to understand that the new Batman aids in keeping the crime rate in the city at a manageable level, which only makes her job easier.

A major criminal element in Neo-Gotham, not counting individual costumed villains, is a large street gang known as the Jokerz. Estimated at having a membership approaching 10,000 strong throughout the city, they primarily operate in small groups of less than ten. Members of the gang often wear clown-like face-paint or masks resembling that of the original Batman's greatest nemesis, the Joker, but they have neither his style nor finesse when it comes to criminal activities. The Jokerz have a reputation of being cruel and murderous, willing to take measures to extremes to achieve their goals. Some have even subjecting themselves to a surgical technique known as "splicing" that combines animal and human DNA to provide superhuman abilities.

Arkham Asylum, once the primary institution where the psychologically unstable and criminally insane were housed, is no more. Its doors were closed decades ago and inmates transferred to other facilities, one of which is the Cadmus Project. Managed by an aging Amanda Waller and staffed by scientists and heavily armed guards, Cadmus still conducts questionable experiments and possesses many secrets that it jealously guards from the rest of the world.

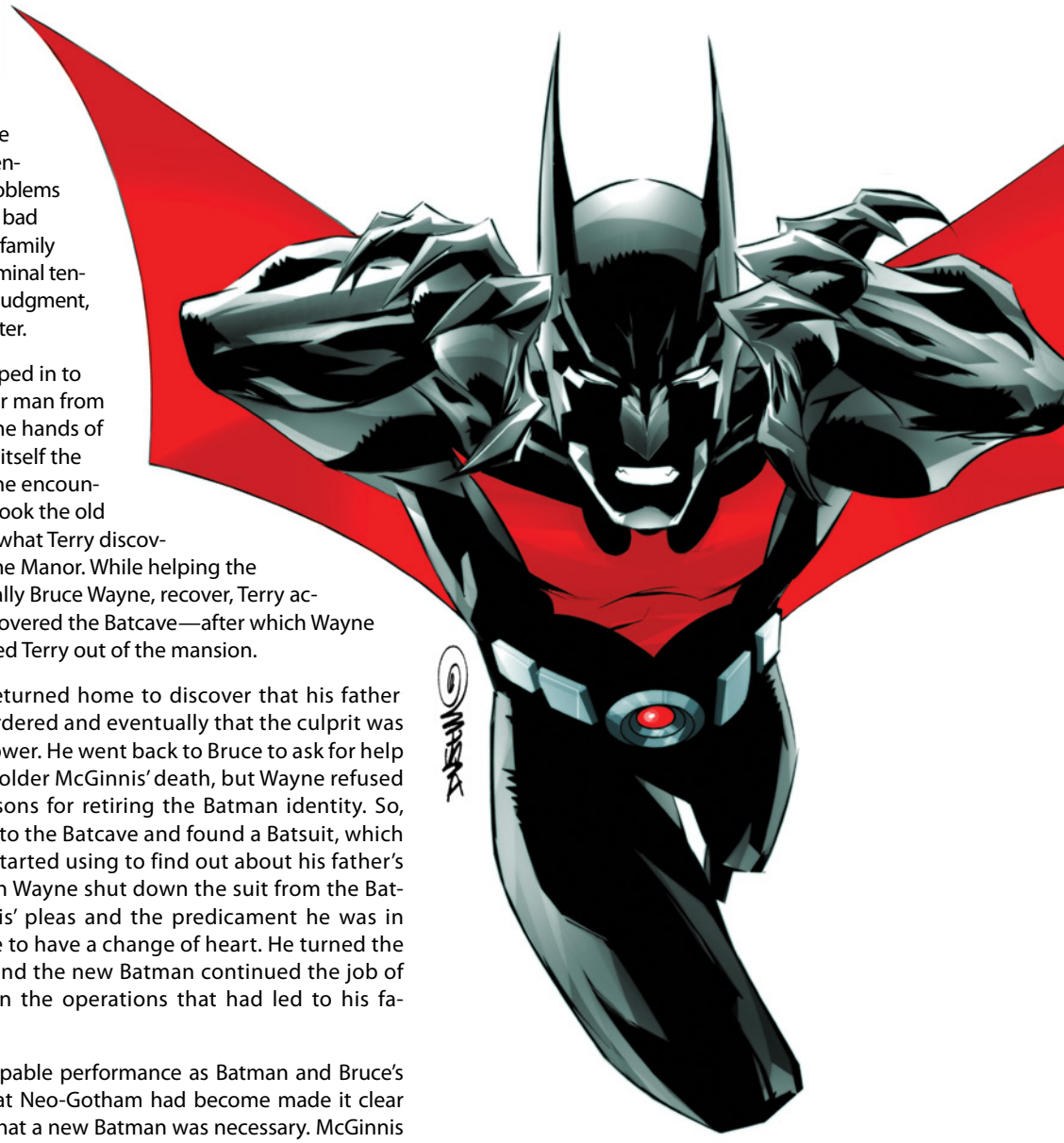
EARTH-15

Timeline Scale: Early 21st century
Notable Residents: Superman (Zod), Wonder Woman (Donna Troy)

This was an Earth where the dreams and goals of humanity's defenders had been realized—heroes had all but eliminated crime. Many heroes had retired and let their sidekicks move up into their old roles, and even Lex Luthor truthfully worked as a humanitarian.

Believing this was the "perfect Earth" he sought, Superboy-Prime ultimately destroyed this entire planet when he found it differed from his expectations.

BATMAN BEYOND



Terry McGinnis was a troubled youth, having even spent time in juvenile detention. But his problems stemmed from bad influences and family friction, not criminal tendencies—bad judgment, not bad character.

McGinnis stepped in to rescue an older man from an assault at the hands of a gang calling itself the Jokerz. After the encounter, McGinnis took the old man home to what Terry discovered was Wayne Manor. While helping the old man, actually Bruce Wayne, recover, Terry accidentally discovered the Batcave—after which Wayne promptly kicked Terry out of the mansion.

Sadly, Terry returned home to discover that his father had been murdered and eventually that the culprit was beyond his power. He went back to Bruce to ask for help avenging the older McGinnis' death, but Wayne refused citing his reasons for retiring the Batman identity. So, Terry snuck into the Batcave and found a Batsuit, which he stole and started using to find out about his father's killers. Though Wayne shut down the suit from the Batcave, McGinnis' pleas and the predicament he was in caused Wayne to have a change of heart. He turned the suit back on and the new Batman continued the job of shutting down the operations that had led to his father's death.

Terry's very capable performance as Batman and Bruce's disgust at what Neo-Gotham had become made it clear to both men that a new Batman was necessary. McGinnis needed the training to go with the heart and courage he'd already shown, and the resources to give him the edge in a renewed war for the city's soul, all of which Wayne could provide.

REAL NAME: TERRENCE "TERRY" MCGINNIS
OCCUPATION: PERSONAL ASSISTANT TO BRUCE WAYNE
BASE: NEO-GOTHAM, EARTH-12

PERSONALITY

Terry is earnest in his desire to live up to the legacy he's inherited, but as a young man he's also somewhat resentful of the manner in which the inheritance occurred and the lack of freedom it entails. He is brave to a fault, but also cocky and headstrong. His wisecracking seems beyond his own control at points, a trait which tends to exacerbate the trouble in which he finds himself.

Unlike Wayne, McGinnis doesn't allow his role as Batman to consume his life. He sees he is needed in Neo-Gotham, but he also has a life of his own he refuses to sacrifice.

POWERS & ABILITIES

McGinnis as Batman is young and in excellent physical condition, having increased his already respectable athletic ability under Bruce Wayne's tutelage to a level on par with an Olympic hopeful. He is clever and well educated, and constantly absorbing everything his mentor teaches him (which is quite a lot). Already an adequate street fighter before taking on his new role, Batman is now an accomplished combatant, capable of holding his own against many threats even without his Batsuit. How-

BATMAN BEYOND — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	3	6	4	7	4	3	4

POWERS

Arsenal: Array (15 points), Removable (–4 points) • *18 points*

- **Exploding Batarang:** Ranged Burst Area Damage 5 • *15 points*
- **Disc-shooter:** Ranged Multiattack Damage 4, Ricochet 3 • *1 point*
- **Electrified Suit Surface:** Reaction Damage 5, Distracting • *1 point*
- **Flash-bangs:** Ranged Burst Area Affliction 3 (Resisted and Overcome by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware; Limited to one sense) Linked to Ranged Burst Area Damage 3 • *1 point*
- **Grapnel:** Movement 1 (Swinging) • *1 point*
- **Razor Batarang:** Ranged Damage 6, Precise • *1 point*
- **Taser Batarang:** Ranged Cumulative Affliction 5 (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
- **Tech-killer Batarang:** Broad Simultaneous Nullify All Electronics 5) • *1 point*

Batsuit: Removable (-12 points) • *46 points*

Body Armor: Impervious Protection 4 • *8 points*

Cloaking System: Concealment 4 (All Visual), Blending • *4 points*

Exoskeleton: Enhanced Agility 2, Enhanced Presence 2, Enhanced Strength 3 • *14 points*

Form-Fitting: Feature 1 (Shrinks or expands to fit any human-sized person • *1 point*

Jet-boots and Wings: Leaping 4 (120 feet), Flight 5 (60 MPH), Gliding • *9 points*

Molecular Adhesive Boots: Movement 1 (Wall-crawling) • *2 points*

Rebreather and Lining: Immunity 5 (Suffocation (Drowning), Cold, Heat, Pressure, Radiation) • *5 points*

Retractable Claws: Strength-based Damage 1, Precise • *2 points*

Sensor Suite: Senses 13 (Analytical Touch (Chemical), Auditory Penetrates Concealment 4 (Limited to material he can touch), Communications Link (Batcave), Extended Auditory 2, Extended Visual 2, Infravision, Low-light Vision, Radio)) • *13 points*

EQUIPMENT

Up to 5 points of various equipment as needed

HEADQUARTERS: BATCAVE • *22 POINTS*

Size: Huge **Tou:** 14 **Features:** Communications, Computer, Concealed 2, Defense System, Dock, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Workshop

VEHICLE: BATMOBILE • 33 POINTS

Size: Large **Str:** 6 **Speed:** 8 (Flight (500 MPH)) **Def:** 8 **Tou:** 10 **Features:** Alarm, Navigation System, Remote Control; Cloaking System (Concealment 4 (All Visual))

ADVANTAGES

Agile Feint, Close Attack 6, Equipment 12, Defensive Roll, Improved Disarm, Improved Initiative, Instant Up, Move-by Action, Power Attack, Quick Draw, Seize Initiative, Takedown, Taunt, Well-informed

SKILLS

Acrobatics 6 (+12), Athletics 6 (+12), Deception 6 (+10), Expertise: Streetwise 4 (+8), Insight 6 (+9), Intimidation 5 (+9), Investigation 4 (+8), Perception 5 (+8), Ranged Combat: Arsenal 8 (+12), Sleight of Hand 2 (+6), Stealth 4 (+10), Technology 4 (+8), Treatment 4 (+8), Vehicles 4 (+8)

OFFENSE

Initiative +10	
Claws +13	Close, Damage 7, Precise
Disc-shooter +12	Ranged, Multiattack Damage 4
Exploding Batarang—	Ranged, Burst Area Damage 5
Razor Batarang +12	Ranged, Damage 6, Precise
Unarmed +13	Close, Damage 6

DEFENSE

Dodge	12	**Fortitude**	8
Parry	12	**Toughness**	8/7*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	58	**Skills**	34
Powers	64	**Defenses**	21
Advantages	30	**Total**	207

COMPLICATIONS

Enemy: McGinnis inherited a number of Wayne's still-extant old sparring partners. He also draws a number of enemies based on the reputation he inherited with the name.

Identity: Terry's identity under the mask is a tightly guarded secret.

Motivation—Responsibility: The new Batman strives constantly to live up to the name he's inherited and the reputation that goes with it. He takes *very* seriously his role as defender of Gotham.

Relationship: Terry is in a romantic relationship with Dana Tan.

Reputation: Batman isn't on the best terms with the Gotham Police, and finds that they often get in the way of his investigations.

ever, he normally wears a highly sophisticated suit with built-in performance enhancement technology that includes body armor, a strength-augmenting exoskeleton, and an integrated sensor suite. The suit also has a small arsenal of batarangs with various payloads.

ALLIES

Batman's primary ally is Bruce Wayne, both as patron and mentor. He can also count on most of the members of the so-called Batman "family" to a greater or lesser extent, as well as his friends in the Justice League Unlimited.

BRUCE WAYNE — PL8 • 207 POINTS

STR 2 **STA** 2 **AGL** 3 **DEX** 3 **FGT** 8 **INT** 8 **AWE** 8 **PRE** 6

Equipment: 20 points of equipment as needed

Advantages: Assessment, Benefit 5 (Billionaire), Close Attack 6, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 2, Equipment 4, Evasion, Improved Initiative, Improvised Tools, Inventor, Jack-of-all-trades, Languages 4 (Arabic, Mandarin, French, Latin, Russian, English native), Move-by Action, Power Attack, Precise Attack (Ranged; Concealment), Quick Draw, Ranged Attack 7, Redirect, Set-up, Skill Mastery 2 (Intimidation, Investigation), Trance, Uncanny Dodge, Well-informed

Skills: Acrobatics 4 (+7), Athletics 7 (+9), Deception 10 (+16), Expertise: Criminology 10 (+18), Expertise: Streetwise 6 (+14), Insight 10 (+18), Intimidation 8 (+14), Investigation 10 (+18), Perception 10 (+18), Persuasion 7 (+13), Sleight of Hand 4 (+7), Stealth 7 (+10), Technology 10 (+18), Treatment 5 (+13), Vehicles 8 (+11)

Offense: Initiative +7, Unarmed +14 (Close, Damage 2)

Defense: Dodge 11, Parry 11, Fortitude 5, Toughness 5/3*, Will 11 *Without Defensive Roll.

Totals: Abilities 82 + Powers 0 + Advantages 49 + Skills 60 + Defenses 16 = 207

Complications: Disability: Bruce is unable to walk without the aid of his walking stick. **Identity:** Bruce still keeps his previous role as Batman a secret. **Motivation—Justice:** Although he's given up the cowl, Bruce Wayne is still dedicated to bringing justice to the streets of his city.

ENEMIES

In addition to many new adversaries such as the Jokerz gang, Inque, Shriek, and the new Spellbinder, Batman has also discovered a number of his predecessor's problems, like Rā's al Ghūl and Mr. Freeze, are still around.

BRUCE WAYNE

The one enemy the original Batman couldn't defeat was age. Bruce Wayne, despite all his achievements, remained mortal and time eventually took its toll, stripping him of his hard-won physical prowess and forcing him to retire.

Bitter and jaded, Bruce Wayne is a shadow of his former self, and lives as a recluse in Wayne Manor with his Great Dane, Ace, his only companion. Emotionally shattered and left lame by an event in his past that he refuses to discuss, Bruce put aside his costume for good. If not for his chance encounter with Terry McGinnis, Bruce would still be living with the ghosts of his past.

At first Bruce doubted that Terry could live up to the legend of Batman. The boy was young, rash, and uncommitted, but time has mellowed these thoughts and Bruce can now see that Terry makes an excellent heir to the Batman legacy and is a competent crime-fighter. He allows Terry full use of the Batsuit, the Batcave, and the Batmobile in his duties as Batman, though Bruce isn't above threatening to take it all away from him if McGinnis doesn't perform in a manner that suits him.

CATWOMAN — PL10 • 209 POINTS

STR 4 **STA** 2 **AGL** 8 **DEX** 5 **FGT** 9 **INT** 1 **AWE** 2 **PRE** 1

Powers: Catsuit (Removable, -4 points), **Ability Boosters** (Enhanced Agility 3, Enhanced Strength 2), **Armored Costume** (Protection 3), **Claws** (Strength-based Damage 2), **Cutting Torch** (Damage 1, (heat), Linked to Weaken 1 (Affects Objects), **Grapple Cables** (Movement 1 (Swinging)), **Molecular Bonders** (Movement 1 (Wall-crawling)); **Nine Lives** (Summon 9, Horde, Multiple Minions 3 (Eight 135-point minions))

Advantages: Agile Feint, Close Attack 5, Defensive Attack, Defensive Roll, Improved Defense, Improved Initiative, Instant Up, Seize Initiative, Taunt, Uncanny Dodge

Skills: Acrobatics 8 (+16), Athletics 8 (+12), Expertise: Burglar 9 (+10), Insight 4 (+6), Perception 3 (+5), Persuasion 4 (+5), Stealth 8 (+16)

Offense: Initiative +12, Claws +14 (Close, Damage 6), Unarmed +14 (Close, Damage 4)

Defense: Dodge 14, Parry 14, Fort 6, Tou 6/5*, Will 8 *Without Defensive Roll.

Totals: Abilities 54 + Powers 98 + Advantages 14 + Skills 22 + Defenses 21 = 209

Complications Identity: Catwoman keeps her normal identity a secret. **Quirk:** Catwoman is openly flirtatious. **Motivation—Thrillseeker:** Catwoman is a risk-taker and adrenaline junkie.

Bruce assists Terry through a two-way communication link in the suit that allows him to both hear and see what Terry can. Additional sensors in the Bastsuit allow Bruce to observe the suit's performance and condition.

CATWOMAN

The new Catwoman first encountered the latest Batman while she was attempting a burglary. Their encounter ended badly for Batman, as Catwoman first taunted him, and then escaped easily. Their next encounter occurred when she was employed by a clone of Dick Grayson to plant a bug on Terry's Batsuit. Catwoman went on to assist both Terry and the original Dick Grayson in defeating the clone, but then assured Batman that their cooperation was just a one-off affair and not to expect it again in the future.

The new Catwoman has no connection with Selina Kyle. In fact, she is the daughter of Stanton Black, otherwise known as the villain Multiplex. Unlike her father, Catwoman cannot replicate a large number of duplicates; instead, she can create only nine and those "nine lives" made her think the Catwoman name was appropriate.

In addition to her duplication power, Catwoman is exceedingly agile and an excellent hand-to-hand combatant. She also wears a high-tech skintight powersuit that provides her with razor-sharp claws, wall-crawling, and the ability to leap significantly farther than the average person.

EARTH-19

GOTHAM BY GASLIGHT

Timeline Scale: Late 19th century
Notable Residents: Batman, Blue Beetle (Daniel Garrett)

In this timeline, Bruce Wayne existed and became Batman during the height of the Industrial Revolution in the late 1800s, bringing to justice Jack the Ripper and thwarting the schemes of a self-styled Master of the World.

EARTH-21

THE NEW FRONTIER

Timeline Scale: Mid-20th century (1960s)
Notable Residents: The Justice League, King Faraday, the Centre

On this Earth, the major heroes such as Superman and Batman started their careers before the Second World War and remained active thereafter alongside the Justice Society. An era of paranoia where the government brutally cracked down on costumed heroes finally ended with an epic battle against a monstrous entity that threatened the entire human race, and now the members of the newly formed Justice League and their allies lead the world into an age shining bright as silver.

EARTH-22

KINGDOM COME

Timeline Scale: Some point in the first half of the 21st century
Notable Residents: Superman, Magog, Von Bach, Norman McCay

When Superman turned his back on society in disgust, most of the rest of his generation of heroes followed suit, leaving this world to be "protected" by a younger, harsher, and more violent community. This ultimately led to disaster, pulling Superman out of retirement to attempt to put things right. Though his initial efforts were misguided and led to terrible loss, Superman recovered his equilibrium and his faith in humanity, helping to lead them to a better future. This Superman was stranded on Earth-0 for a time, working with the Justice Society against the god-entity Gog, but ultimately was able to return to his own world.

EARTH-26

Timeline Scale: Early 21st century
Notable Residents: Dunbar Dodo, J. Fennimore Frog, the Zoo Crew, Dr. Hoot, A.C.R.O.S.T.I.C., Frogzilla, Armordillo

A radically divergent timeline exists on this world where a broad variety of anthropomorphic talking animals are the dominant power and mankind is generally unknown. Despite the absence of mankind proper, the inhabitants of this world and their history hew closely to that of Earth-0, with counterparts for much of what exists there ranging from places like Gnu York (New York), Califurnia (California), and Cornada (Canada), or historical figures such as the Ratzis (Nazis) and Abraham Linkidd (Abraham Lincoln). Following a cross-dimensional encounter with Starro and Earth-0's Superman, a number of residents of this world found themselves with superpowers and took up costumes and codenames to fight evil as the Zoo Crew.

Illustrating one of the strange cosmic oddities of Parallel Earths, on Earth-0, the inhabitants of this planet apparently exist, but only as comic book characters. This is reminiscent of the way Earth-Prime has comic books detailing the heroes of Earth-0.

THE ZOO CREW

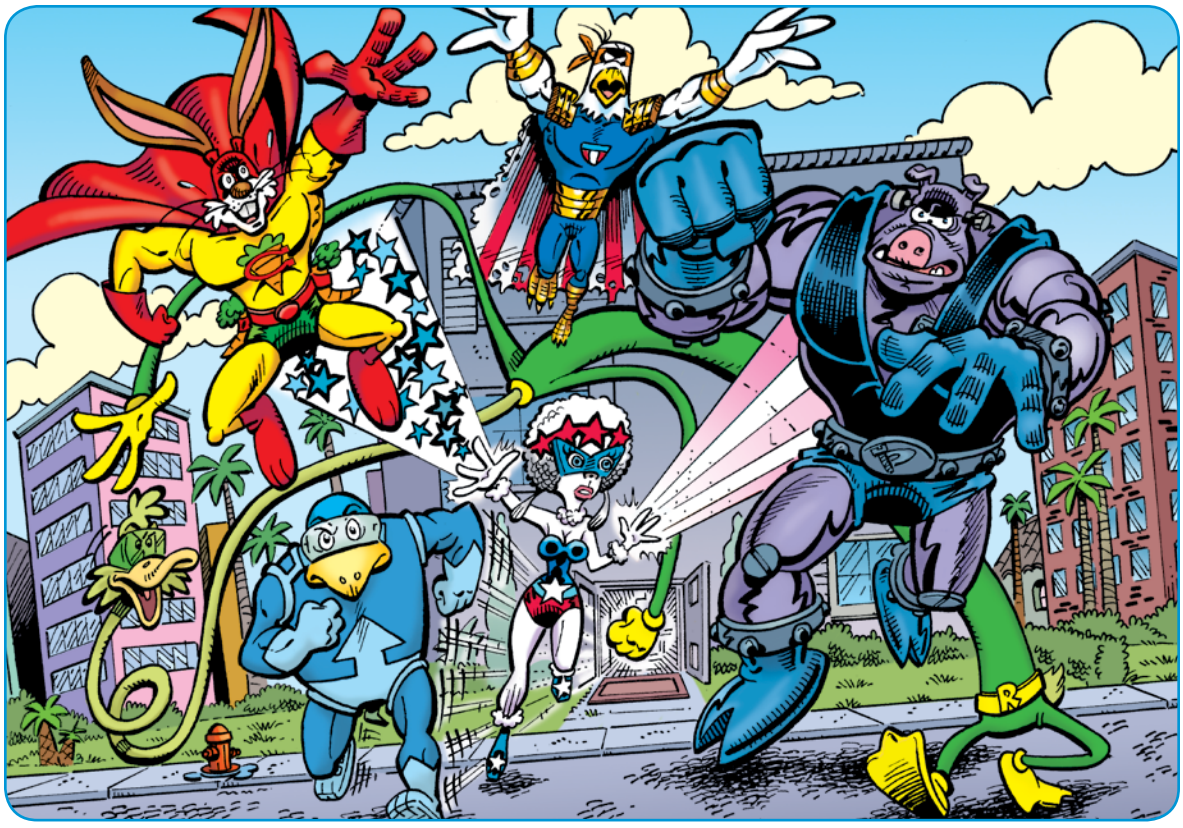
Base: Los Antelopes, Califurnia
Current Members: Alley-Kat-Abra, American Eagle, Captain Carrot, Fastback, Pig-Iron, Rubberduck, Yankee Poodle
Former Members: Little Cheese

The intergalactic menace Starro, somehow making it to Earth-26's universe, used its Pluto as a base to launch a new scheme to use a de-evolution ray on both Earth-26 and Earth-0, a scheme in which Superman inadvertently found himself interfering. Seeking cover behind a nearby meteorite when confronting Starro's ray weapon for the first time, both Superman and the then-irradiated fragments of the meteorite were pulled into Earth-26's universe. The fragments rained down on that Earth and the few stalwart animals that encountered them were imbued with superpowers. Joining together to use their powers for good, these new heroes helped Superman defeat Starro, and after the Man of Steel went home, Alley-Kat-Abra, Captain Carrot, Fastback, Pig-Iron, Rubberduck, and Yankee Poodle decided to stay together as The Zoo Crew.

FUNNY ANIMALS

Just about all of the "funny animals," which is to say, all of the anthropomorphic animal characters DC has published dating back to the 1930s, are (or were at some point in its historical timeline) residents of Earth-26. A very robust cross-section of them actually (re-)appeared in the pages of the Zoo Crew series.

Note that characters like Tawky Tawny (of the Marvel Family) or Matthew the Raven from the Dreaming do not fall into this category—neither exists in a universe where they would be considered the norm.



It took a while for the members to gel as a team, having considerable trouble with teamwork and tactics in their early days. Over time, they acquired a new member, the size-changing mouse Little Cheese. They even discovered the existence of a parallel Earth to their own, another world where anthropomorphic animals were dominant, but also where the Earth-0 Justice League had counterparts in the team **Just'a Lotta Animals (JLA)**—heroes who were not only fictional on the Crew's earth, but who Captain Carrot actually wrote and drew the comic book for in his civilian identity (at least, until this JLA sued to stop production on the grounds of copyright violation).

And then, fortunes changed for the worse. First, evil sorcerer from the Just'a Lotta Animals' world, Feline Faust, trapped Alley-Kat-Abra in another dimension and replaced her with an evil twin, Dark Alley, who proceeded to send Fastback into the future, murder team member Little Cheese, and then frame Yankee Poodle. Then, no sooner did the Crew rescue Fastback with the help of Time Master Chip Hunter then they returned to face a corrupt government that enacted legislation to force Super Heroes to reveal their secret identities and wear identity collars (The Collar ID Initiative). The Crew refused to comply and then fought crime without the official sanction and government support they had enjoyed. Joining them at this time was American Eagle who, though he had no powers, had plenty of skill and gadgetry to bring to the team's aid.

After Pig-Iron helped free the real Alley-Kat-Abra through a bizarre set of circumstances, the team discovered Starro's involvement in their misfortunes while fighting team enemy Salamandroid. Trying to stop Starro from helping criminal genius Rash Al Paca flood the world, they then discovered the government's ID collars robbed all Super Heroes on Earth-26 of their powers. The Zoo Crew was forced to ask the Just'a Lotta Animals team for help. The JLA was unable to stop the flood, but managed to transport a large group of refugees off the planet, including the Zoo Crew other than Pig-Iron (who stayed behind fighting Starro), intending on taking them back to the JLA's world. That plan was accidentally thwarted when the JLA encountered New Dogs Orihound, Lightstray, and Muttron, and were accidentally pulled through the New Dogs' Kaboom Tube and deposited on Earth-0. On Earth-0, the crew and all the other refugees were reduced to normal animals (i.e., no longer anthropomorphic or capable of communicating).

During the climactic battle against Mandrakk (see **The Monitors**, previously), Monitor Nix Uotan returned the Zoo Crew to their rightful forms as part of the epic alliance which ultimately defeated the primal cosmic vampire.

HEADQUARTERS: THE Z-BUILDING — 17 POINTS

Size: Gargantuan **TOU:** 12 **Features:** Communication, Computer, Fire Prevention System, Garage, Gym, Hangar, Living Space, Power System, Security System, Workshop (artist studio)

VEHICLE: THE ZOOCRUISER — 23 POINTS

Size: Gargantuan **STR:** 12 **SPEED:** 8 **DEF:** -6 **TOU:** 12 **Features:** Alarm, Multiple Flight Modes (Jet and Helicopter), Navigation System

ALLEY-KAT-ABRA

Felina Furr was a professional instructor in the art of Kat Fu, running a school in Mew Orleans. One day, while meditating, an irradiated meteor fragment landed in an incense pot and altered her stirring stick. The stick, forever-after called "Magic Wanda," gave Felina magic powers which she put to good use as "Alley-Kat-Abra." After being replaced with an evil twin, it took Abra some time to regain the trust of her teammates, even Captain Carrot, with whom she was having a romantic relationship.

CAPTAIN CARROT

Rodney Rabbit was the popular writer and artist on the comic book *Just'a Lotta Animals*. When an irradiated meteor fragment landed in his window box and changed his carrots into cosmic carrots, Rodney discovered that eating one turned him into lagomorphic powerhouse "Captain Carrot," leader of The Zoo Crew.

FASTBACK

Timmy Jo Terrapin was getting on a bus to take him from Okey-Dokey Swamp to Kornsas City when he was struck by an irradiated meteor fragment and gained super-speed, becoming "Fastback, The Reptilian Rocket." Despite becoming a famous Super Hero, Timmy remains the most laid-back member of the team, though his rural upbringing occasionally hampers his understanding of the complexities of "the big city."

Apparently, super-speed runs in the family as a latent power, as, unbeknownst to Timmy, his uncle Merton McSnurtle was the Ratzi-fighting super-speedster the "Terrific Whatzit" during WWII.

Note that Fastback's combat stats are a little low for a speedster…a favorite surprise attack is to charge an opponent and pull himself into his shell at the last second so that his shell impacts at high speed and he remains unharmed. This is a combined use of the Power Attack and All-out Attack maneuvers with a Charge action.

ALLEY-KAT-ABRA — PL9 • 142 POINTS

STR 0 **STA** 2 **AGL** 5 **DEX** 3 **FGT** 7 **INT** 3 **AWE** 5 **PRE** 3

Powers: "Magic Wanda" (**Levitation** (Flight 5 (60 MPH), **AE: Magic Fade** (Teleport 5 (900 feet))); **Mystic Bolt** (Ranged Damage 9, **AE: Telekinesis** (Move Object 9), **AE: Telepathy** (Mind Reading 9), **AE: Transmutation** (Transform 4 (Any Matter to Any Other Matter; 12 lbs))), Removable -6 points)

Advantages: Defensive Attack, Defensive Roll 3, Improved Critical (Unarmed), Improved Smash, Improved Trip, Instant Up, Power Attack, Ritualist, Startle, Trance.

Skills: Acrobatics 5 (+10), Athletics 5 (+5), Close Combat: Unarmed 3 (+10), Expertise: Magic 7 (+10), Insight 6 (+11), Perception 6 (+11), Persuasion 6 (+9), Ranged Combat: Mystic Bolt 6 (+9), Stealth 4 (+9)

Offense: Initiative +5, Mystic Bolt +9 (Ranged, Damage 9), Unarmed +10 (Close, Damage 0)

Defense: Dodge 13, Parry 13, Fortitude 5, Toughness 5/2*, Will 12 *Without Defensive Roll.

Totals: Abilities 56 + Powers 26 + Advantages 12 + Skills 24 + Defenses 24 = 142

Complications: Power Loss: Alley-Kat-Abra loses her magic powers if she is not able to gesture with her hands.

CAPTAIN CARROT — PL10 • 143 POINTS

STR 12 **STA** 12 **AGL** 4 **DEX** 4 **FGT** 4 **INT** 1 **AWE** 2 **PRE** 4

Powers: Flight 6 (120 MPH), Immunity 10 (Life Support), Senses 8 (Extended Auditory 3, Extended Visual 3, Low-light Vision, Ultra-hearing)

Advantages: Close Attack 4, Inspire, Power Attack

Skills: Expertise (Comic Writer and Artist) 8 (+9), Perception 2 (+4), Persuasion 4 (+8)

Offense: Initiative +4, Unarmed +8 (Close, Damage 12)

Defense: Dodge 8, Parry 8, Fortitude 12, Toughness 12, Will 8

Totals: Abilities 86 + Powers 30 + Advantages 6 + Skills 7 + Defenses 14 = 143

Complications: Power Loss: Carrot's powers are only temporary and he must replenish them by eating more "cosmic carrots." As Rodney Rabbit, his STR and STA are reduced to 0 each, and his AGL, DEX, and PRE are reduced to 1 each.

FASTBACK — PL10 • 116 POINTS

STR 1 **STA** 3 **AGL** 1 **DEX** 1 **FGT** 2 **INT** 0 **AWE** 1 **PRE** 2

Powers: Super-Speed (Enhanced Defenses 20 (Dodge 10 and Parry 10), Enhanced Advantages 16 (Agile Feint, Close Attack 4, Evasion 2, Improved Initiative 5, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 14, Speed 14 (32,000 MPH)); **Turtle Shell** (Protection 5, Impervious Toughness 8)

Advantages: *Agile Feint, Close Attack 4, Evasion 2, Improved Initiative 5, Instant Up,* Luck 2, *Move-by Action, Seize Initiative, Takedown*

Skills: Insight 2 (+3), Perception 2 (+3), Persuasion 4 (+6)

Offense: Initiative +21, Unarmed +6 (Close, Damage 1)

Defense: Dodge 12, Parry 12, Fortitude 6, Toughness 8, Will 8

Totals: Abilities 22 + Powers 77 + Advantages 2 + Skills 4 + Defenses 11 = 116

Complications: Quirk: Naïve.

PIG-IRON — PL9 • 107 POINTS

STR 14 **STA** 14 **AGL** 0 **DEX** 0 **FGT** 4 **INT** 0 **AWE** 1 **PRE** 2

Powers: Pig of Iron (Feature 1 (Can eat anything he can chew up in his metal mouth), Growth 6 (Innate, Permanent, Limited to Density on 4 ranks), Immunity 10 (Life Support), Impervious Toughness 14)

Advantages: All-out Attack, Improved Hold, Power Attack

Skills: Expertise: Steel Mill Worker 6 (+6), Insight 4 (+5), Perception 4 (+5)

Offense: Initiative +0, Unarmed +4 (Close, Damage 14)

Defense: Dodge 4, Parry 4, Fortitude 14, Toughness 14, Will 4

Totals: Abilities 46 + Powers 38 + Advantages 3 + Skills 7 + Defenses 13 = 107

Complications: Disability: Metal body is high density, rusts, and isn't terribly graceful. **Quirk:** Always hungry.

PIG-IRON

Piggsburg steel mill worker Peter Porkchop was working over a vat of molten metal when a piece of irradiated meteor fragment hit him and they both went into the vat. When he came back up out of the vat, he was larger and made of metal, a colossal pig of steel! As Pig-Iron, Peter was stalwart and true, at times the unyielding heart of the team. It was this courage that ultimately led him to make the last stand against Starro and give his teammates and other refugees time to escape.

RUBBERDUCK

Byrd Rentals was in a hot tub at his Follywood mansion being interviewed by gossip columnist Rova Barkitt when irradiated meteor fragments landed in the tub and nearby, resulting in both people present gaining superpowers. Rentals became able to stretch his body, changing length and shape at will. He became "Rubberduck, The Malleable Mallard!"

Though just as likely as Barkitt to self-aggrandize and make continuous Follywood references to highlight his background, Rentals was earthier than the other Califurnian on the team. He liked and respected his teammates, occasionally sharing his mansion, and preferred fast cars and other mundane entertainment to refined pursuits.

YANKEE POODLE

Famed gossip columnist Rova Barkitt was interviewing movie star Byrd Rentals at his Follywood mansion when exposure to one of the empowering meteor fragments gifted her with powers she called Animal Magnetism, projecting electromagnetic stripes from one hand to pull things to her and stars from the other to push them away, her magno-blast when using both hands together, and the ramp of stripes she could form behind her to carry her through the air.

Yankee Poodle was prone to self-promotion and dropping names to an even greater degree than Rubberduck, but her teammates overlooked it. When she was framed for the murder of Little Cheese after getting too close to discovering Dark Alley's impersonation of Alley-Kat-Abra, her team backed her until they could prove her innocence.

EARTH-30

RED SON

Timeline Scale: Mid 20th - Early 21st century
Notable Residents: Superman, Lex Luthor

This is another Earth where Superman's starship landed in a different place than on most Earths…in this case, it landed in Soviet Russia. Superman grew up to be a great protector of the Proletariat, but was eventually forced to assume control of the Union itself in order to do so. Under his guidance, the U.S.S.R. grew far more powerful than on most Earths, eventually eclipsing the U.S. almost entirely and dominating the rest of the world.

RUBBERDUCK — PL9 • 113 POINTS

STR 1 **STA** 1 **AGL** 2 **DEX** 1 **FGT** 4 **INT** 1 **AWE** 1 **PRE** 3

Powers: Rubber Body (Strength-based Damage 3; Elongation 7 (1,000 feet); Enhanced Advantage 10 (Accurate Attack, All-out Attack, Chokehold, Close Attack 4, Fast Grab, Improved Grab, Improved Hold); Enhanced Strength 4, Limited to Resist Attempts to Break Grabs; Impervious Protection 8; Leaping 6; Movement 3 (Safe Fall, Slithering, Swinging))

Advantages: *Accurate Attack, All-out Attack*, Benefit 3 (Movie Star, Wealth 2), *Chokehold, Close Attack 4, Fast Grab, Improved Grab, Improved Hold*

Skills: Expertise (PRE): Movie Actor 6 (+9), Persuasion 6 (+9)

Offense: Initiative +2, Unarmed +8 (Close, Damage 4)

Defense: Dodge 9, Parry 9, Fortitude 7, Toughness 9, Will 7

Totals: Abilities 28 + Powers 52 + Advantages 3 + Skills 6 + Defenses 24 = 113

Complications: Disability: Body is always pliable and can be stretched against his will. **Fame:** Byrd Rentals is a famous movie star.

YANKEE POODLE — PL8 • 95 POINTS

STR 0 **STA** 1 **AGL** 1 **DEX** 0 **FGT** 2 **INT** 2 **AWE** 2 **PRE** 2

Powers: "Animal Magnetism" (**Magno-Blasts** (Ranged Damage 9; **AE:** Deflect 9, **AE:** Flight 4 (Platform), **AE:** Move Object 9 (Limited to Pushing and Pulling)))

Advantages: Benefit 2 (Celebrity, Well-off), Connected, Defensive Roll 5, Luck 2, Taunt, Well-informed

Skills: Expertise: Gossip Columnist 8 (+10), Insight 6 (+8), Investigation 4 (+6), Perception 6 (+8), Persuasion 6 (+8), Ranged Combat: Magno-Blasts 6 (+7)

Offense: Initiative +1, Magno-Blasts +7 (Ranged, Damage 9), Unarmed +2 (Close, Damage 0)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 6/1*, Will 8
*Without Defensive Roll.

Totals: Abilities 20 + Powers 21 + Advantages 12 + Skills 18 + Defenses 24 = 95

Complications: Fame: Rova Barkitt is a famous columnist. **Quirk**—**Snob:** Rova is more than a little bit elitist.

EARTH-31

THE DARK KNIGHT RETURNS & ALL-STAR BATMAN

Timeline Scale: Late 20th - Early 21st century
Notable Residents: Batman, Superman, Joker

On this Earth, there was a dark-and-gritty timeline wherein a conspiracy of villains corrupted and covertly took over the government from within, forcing powerful heroes to cooperate through blackmail. Many heroes not in thrall to the shadow government led by Luthor and Brainiac were imprisoned or forced into exile and retirement, including Batman. Eventually unable to continue denying his true self (in his mind, Batman being real and Bruce Wayne being the mask), Batman aggressively returned to duty with considerable collateral damage. This decision led him into direct conflict with Superman, a conflict Wayne used to fake his death and go under-

REFLECTIONS AND VARIATIONS

One aspect that repeats in many alternate Earths is the existence and relative importance of several specific heroes, most significantly Superman and Batman. Versions of these two men are found in the majority of the worlds of "The 52." The most salient fact to remember here is that these alternate characters are exactly that: multiple versions of the same character. In some cases the differences are entirely matters of personality. For example, the Superman found in *New Frontier* (Earth-21) or *The Dark Knight Returns* (Earth-31) is pretty much mechanically identical to the Superman found on Earth-0; the differences are in personality and history, not numbers. Similarly, the Batman of Earth-Two is virtually the same as the one on Earth-0, only with some downgraded technology in terms of its descriptions. On Earth-11, the genders change, but Superwoman still uses the same stats as Superman, for example. On a few Earths, there are enough differences that they need to be pointed out, though—the following are some quick notes on how to adapt the existing stats presented for Superman or Batman in order to use them with some select alternate versions.

EARTH-21 (KINGDOM COME)

Superman—Raise Strength and Toughness by 1 each, lower attack and defense bonuses by 1 each, and add the Complications: Guilt and Quirk (Overcompensating for absence).

Batman—Halve Strength, Stamina, Agility, and Dexterity ranks, add the Complications Disability (Needs harness to move around) and Identity (Public). For the Combat Exosuit, simply add the power armor from the Battlesuit Archetype.

EARTH-30 (RED SON)

Superman—Add the power **Enhanced Intellect 8** (Sustained), the skills Expertise: Science 8 (+18/+10) and Technology 8 (+18/+10), as well as the Inventor advantage.

EARTH-40 (THE LIBERTY FILES)

Batman—Use the "Higher and Lower Power Level Archetype" guidelines form page 41 of the *Hero's Handbook* and reduce his PL to at least PL10 (even as low as PL8 if you desire); dropping 2 PLs from the standard write-ups is a good way of adapting most of the Earth-0 versions to this Earth's version of the same characters.

EARTH-43 (RED RAIN)

Batman—Increase Strength to 6, add the advantages Animal Empathy, Fascinate (Deception, Persuasion), Favored Foe (vampire), and add the powers Children of the Night (Summon Animals 2 (Bats, Rats, or Wolves; Horde, Mental Link, Multiple Minions 6 (64 minions))), Form of Mist (Insubstantial 2), Spider-Climb (Movement 1 (Wall-crawling)), Undead Invulnerability (Immortality 10 (Not When Staked or Beheaded), Immunity 30 (Fortitude), Protection 7 (Impervious, Limited: Not Versus Blessed, Magical, or Silver Weapons), Regeneration 10 (Source: Blood)), Vampiric Bite (Weaken Stamina 8, Limited to Draining 1 rank per round, Requires Grab); also, the Complications: Weakness (Sunlight and Holy Items) and Addiction (Blood).

ground to train an army to fight the shadow government. Freeing the other heroes, Batman moved against Luthor, eventually gaining Superman, Wonder Woman, and their daughter Lara as allies in a costly battle that ultimately overthrew Luthor's reign.

EARTH-40

THE LIBERTY FILES

Timeline Scale: Mid-20th century
Notable Residents: The Bat, the Star, Zod

Like Earth-2 and Earth-21, the heroes of Earth-40 came to prominence around the time of the Second World War; however, on this planet, the primary powered heroes acted as special (and covert) agents of the U.S. government, first helping bring down the Nazis and push World War II to a swift conclusion, and then defeating the psychotic Zod, a Kryptonian murderer exiled for his crimes.

EARTH-43

RED RAIN

Timeline Scale: Early 21st century
Notable Residents: Batman, Dracula

This is a world with a higher quotient of supernatural involvement than normal, where Batman was ultimately turned into a vampire and must control his own darker urges in order to continue his war on darkness.

EARTH-48

Timeline Scale: Early 21st century
Notable Residents: Forerunner, General J'onzz

An oddity of sorts, Earth-48 isn't home to humanity (long since extinct) but rather to a race of beings created by the Monitors to act as the Monitor's agents. The Forerunners were a brutal and powerful race that called

KINGDOM OF THE BEASTS

Humans (normal humans) are an endangered species on Earth-51. The dominant species are a series of animal-human hybrids called "beastmen." To represent these new lords of the Earth, simply take the existing supporting cast archetypes from the DC Adventures: *Hero's Handbook* and adjust as per the following broad types (modifying PL as required afterward and changing equipment descriptors):

- **All**—Add Close Combat: Natural Weaponry 4, Perception 4
- **Aquatic**—Add Immunity 1 (Breathe Underwater), Senses 1 (Low-light Vision), Swimming 4 (8 MPH)
- **Avian**—Add Claws (Strength-based Damage 1), Flight 2 (8 MPH)
- **Canine**—Add Fangs and Claws (Strength-based Damage 1), Feature 1 (Iron Stomach), Senses 3 (Low-light Vision, Acute Olfactory, Tracking Olfactory)
- **Felinoid**—Add Fangs and Claws (Strength-based Damage 1), Growth 1 (Innate; Permanent), Senses 3 (Low-light Vision, Acute Olfactory, Tracking Olfactory)
- **Ursinoid**—Add Fangs and Claws (Strength-based Damage 1), Feature 1 (Insulating Fur), Growth 2 (Innate; Permanent), Senses 1 (Acute Olfactory)

Earth "War World" and were themselves exterminated by the Monitors when their masters felt the race was no longer needed, leaving only a single known survivor (see Forerunner, under Monarch's entry in *Heroes & Villains, Vol. 2*).

EARTH-50

THE WILDSTORM UNIVERSE

Timeline Scale: Early 21st century
Notable Residents: The Authority, WildC.A.T.s, Mr. Majestic

Though divergent in that this Earth bears no direct counterparts to the major figures of Earth-0, Earth-50 is nonetheless home to its own powerful superhuman population. The heroes of this world are generally considered more "proactive" than the heroes of Earth-0, however, moving to deal with many threats before they arise, including the societal or cultural elements superhuman heroes in other universes tend to shy away from influencing. Earth-50's protectors are also shown to be far more brutal than is generally acceptable among Earth-0's heroic community…even the more highly-regarded examples show far less compunction about killing their opponents, or in harshly enforcing major and widespread political or social changes.

EARTH-51

KIRBY-EARTH

Timeline Scale: Early 21st century
Notable Residents: Kamandi, the New Gods, O.M.A.C., the Global Peace Agency

Initially quite similar to Earth-0, Earth-51 diverged when Batman went on a lethal crusade following Joker's murder of Jason Todd, wiping out most super-villains and allowing many costumed heroes to assimilate back into the populations they protected. Sadly, this left them ill-prepared to deal with Monarch's invading multiversal army and later, during a battle between Monarch and Superboy-Prime, the planet and its surrounding universe were destroyed.

Earth-51 was then reborn through the actions of its Monitor, Nix Uotan. Again similar to Earth-0, the unfortunate planet then became the victim of what would later be called the Great Disaster. A supervirus called Morticoccus, a mutated variant of the O.M.A.C. virus from the 30th century brought back inadvertently by an infected Val Armorr, was released into the population upon his death. The virus was a powerful mutagenic catalyst and those it didn't kill it changed, affecting animals as well as both humans and superhumans. Civilization fell as man and animal met somewhere in the evolutionary middle as beastmen, the new dominant lifeform left on the planet.

CHOICES

One of the driving premises behind DC Adventures is the idea of a Gamemaster and group of players making *their* DC Earth, making their *own* canon. As the multiple parallels show, there's a broad variety of stories that have already spun out their own timelines. Pick an Earth that hasn't been detailed and make it your own. Pick an Earth that has been detailed, and tweak till you and your players are happy.

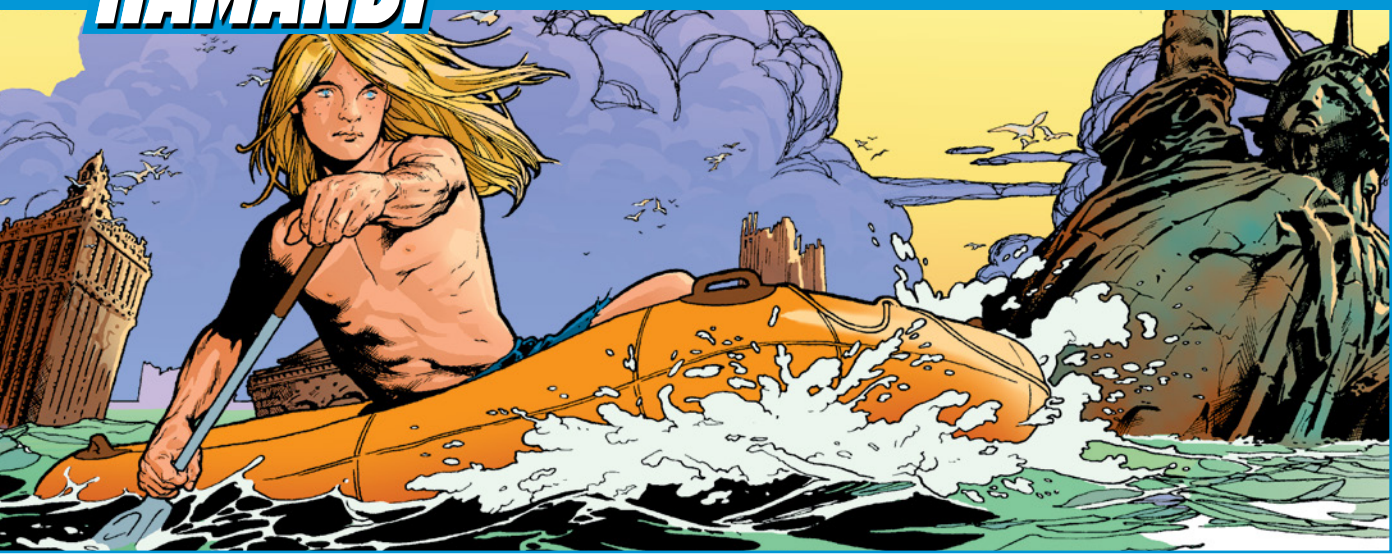
Want one of your heroes to have been found by a dying Abin Sur instead of Hal Jordan? Do it!

Want Batman to have died in the line of duty and then been replaced by Dick Grayson or Helena or a hero played by someone at your table? Do it!

You don't even have to limit yourself and your players to just one Earth. With the multitude of time- and dimension-travel options, a group of heroes (perhaps from diverse different Earths themselves) could jaunt from world to world, having adventures and saving those Earths from disaster. In so doing, they might even change the course of history, perhaps repairing damage done by earlier crises or interference.

Canon is a resource, not a straitjacket, and you should always remember—*it's your game.*

KAMANDI



The boy that would be Kamandi was born on a world that began like Earth-0, complete with superpowered defenders to keep the population safe. Then the Morticoccus arrived and ended it all. Civilization fell as even her most powerful defenders weren't immune to the disease's terrible sway. Animals and men alike were changed, as the former were raised to beastmen and the latter lowered to the same level.

As the world burned, Kamandi and his grandfather, ex-CADMUS scientist Buddy Blank, took refuge in the Command D bunker underneath Blüdhaven to wait out the changes. Kamandi continued his education there, physical and mental, until the day the bunker was breached and his guardian killed. Forced out into a savage world, Kamandi has made it his mission to explore the world before him, helping humanity (or any innocents) as he finds them.

Note: Earth-51 and Earth-17 seem to be very similar, with both having versions of Kamandi and the Great Disaster, and other than the existence of the New Gods on Earth-51, the differences in the two Earths are unclear at this time.

KAMANDI — PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	4	4	7	3	3	3

EQUIPMENT

Knife (Strength-based Damage 1, Improved Critical), other equipment scavenged at the Gamemaster's discretion

ADVANTAGES

All-out Attack, Close Attack 4, Defensive Roll 2, Diehard, Equipment, Great Endurance, Improved Initiative, Improvised Tools, Improvised Weapon, Luck, Power Attack, Ranged Attack 4, Taunt, Track

SKILLS

Acrobatics 6 (+10), Athletics 8 (+12), Expertise: Pre-Great Disaster Earth 2 (+5), Expertise: Tactics 6 (+9), Expertise: Wilderness Survival 6 (+9), Insight 4 (+7), Intimidation2 (+5), Perception 6 (+9), Persuasion 6 (+9), Stealth 6 (+10), Technology 4 (+7), Treatment 2 (+5), Vehicles 6 (+10)

REAL NAME: KAMANDI
OCCUPATION: THE LAST BOY ON EARTH
BASE: COMMAND D, EARTH-51

OFFENSE

Initiative +4

Improvised Weapon +11	Close, Damage 5
Knife +11	Close, Damage 5, Crit. 19-20
Unarmed +11	Close, Damage 4

DEFENSE

Dodge	10	**Fortitude**	7
Parry	10	**Toughness**	6/4*
Will	9	* Without Defensive Roll.	

POWER POINTS

Abilities	64	**Skills**	32
Powers	0	**Defenses**	18
Advantages	21	**Total**	135

COMPLICATIONS

Prejudice: Humans are held in contempt by the beastmen who are now masters of the Earth, and are now subject to slavery and anti-human pogroms with frequency.

Quirk-Strange Appearance: Normal humans stand out in the areas where Kamandi frequents and beastmen are the norm. *Talking* humans *really* stand out.

PERSONALITY

Kamandi is full of youthful enthusiasm, headstrong, and often not as cautious as the environment he lives in demands he should be. However, he is also brave, surprisingly clever, and absolutely selfless when it comes to helping innocents, especially other humans.

POWERS & ABILITIES

The boy known as Kamandi is in exceptional physical condition, having been raised to survive in a world that makes a standard Earth jungle look like an amusement park by comparison. His upbringing also left him far better educated than most of the beastmen with whom he contends, and far more so than the other humans on the planet, who are now primitives and savages for the most part, particularly in regards to history and tactics.

ALLIES

Uplifted canine scientist Dr. Canus is Kamandi's closest ally following the death of his grandfather Buddy Blank.

ENEMIES

A number of the beastmen who rule the post-apocalyptic landscape count Kamandi their enemy, Great Caesar and the Tiger Empire chief among them.

MYSTIC DIMENSIONS

Science isn't the only paradigm that explains worlds beyond our own. Long before man mastered even the rudiments of technology, *things* moved in the shadows between realities. Gods, demons, and other titanic entities as yet unnamed swam in the cosmic sea, fighting wars, carving out islands and spheres of power. Beyond the coil of parallel Earths that stretch out in one permutation after another, there are "Elsewhens," facets of creation mystical in nature that are accessible through incantation and ritual rather than mathematics and engineering. This section examines a number of notable arcane realms, a handful of the brave souls that walk them, and a few of the entities that claim them.

"YOU WILL NOT BAR MY PASSAGE!"

An additional wrinkle that can be added to the optional Dimensional Travel rules introduced elsewhere in this chapter is the idea that Mystic Dimensions, regardless of their relative "distance" from Earth's dimension, might exhibit varying degrees of resistance to traveler's entering or leaving them. Hell, for example, might actively resist a sorcerer's attempts to use his magic to leave the realms infernal. This doesn't so much imply sentience (though some realms might actually possess such) as it reflects the nature of the dimension in question.

Mechanically, this is handled by applying circumstance modifiers to the optional power check discussed previously. It's a lot easier to enter Hell than it is to leave, for one example…apply a minor positive modifier (+2) to attempts to enter Hell and a major negative modifier (-5) to attempts to leave. Further, mystic dimensions obey strange superstitions and logic that can only be described as, well, arcane. Did the traveler carry a copper penny before setting out? Did they spin counter-clockwise twice and curse the west wind? For some realms, like Faerie, these actions might actually be worth a circumstance modifier; attempting the journey from specific starting locations or at specific times of the year *certainly* are when dealing with Faerie. Adding colorful background modifiers based on story elements is a quick and easy way for Gamemasters to differentiate various mystic planes from one another in the mind's eyes of their players.

WITCHROAD RITUAL

Effect: Movement 2 (Dimensional Travel 2—Mystic Dimensions; Portal) Linked to Enhanced Awareness 10 (Limited to use with Power Check only); Distracting, Quirk (Requires crossroads as casting location), Quirk (Requires casting occur at midnight), Quirk (Requires specific material components—candle made from a virgin's body fat, a hanged murderer's tongue, and the skin of black cat left to bleed out for three days and nights)

Difficulty: 25 **Time**: 10 rounds

ASKING FOR A LITTLE HELP...

Another consideration when dealing with magic instead of science is that practitioners of the arcane arts can actually ask powerful entities for assistance in the trip (whether or not that's a good idea). As opposed to the new options for adding to the level of complexity involved with using the Dimensional Travel power, this method instead puts the dramatic control outside of mechanics—such entities are unpredictable and easily offended, leaving the Gamemaster a great deal of dramatic latitude in how to deal with the situation.

> *"If you didn't want to skip through the Pits of Abaddon, you should have phrased the request to Three-souled Vergidian in more detail—you said you wanted the fastest route, not the easiest."*

This is generally better handled through roleplaying rather than set mechanics. However, some players and Gamemasters simply prefer mechanistic approaches. This is fine. For them, the following is an example of invocation-based travel, a ritual used to invoke the Fates in the form of entities known as the Hecatae in order to walk the Witchroad they can manifest.

The Witchroad Ritual is very old, and known to many (though rarely cast given the

components, difficulty, and the risks in dealing with the Fates directly). It must always be cast as if "jury-rigged" and a failure on the skill check only means the ritual simply doesn't work if the caster is *very* lucky. The Hecatae are not to be trifled with by even the most powerful invokers.

ASTRAL PLANE

Notable Persons: Doctor Occult

The Astral Plane exists as a world of spirit that connects to the physical realms at all points. It can be said to be one of the few realms that exists outside (or behind, or below, all a matter of perspective) the physical realms as represented by other dimensions. As such it is considered contiguous to all places, assuming a traveler knows how to navigate the plane without becoming lost. Most travelers only venture through this realm in spirit form, as that is the most well-known and understood arcane means (though psychics outside of the arcane practices may also find their way to this plane). More knowledgeable practitioners of magic, such as the adventurer Doctor Occult, can enter and traverse the Astral Plane in their own physical forms.

Different individuals perceive the realm in different ways, sometimes even idiosyncratic ones. For example, Doctor Occult views the Astral Plane as only another dimension, one with its own laws and dangers, and as such sees a spectral void with shining roads to use and shadowy patches to avoid; John Constantine, conversely, interprets the Astral Plane as a mystical filter in dimensional travel, reflecting the bizarre visual interactions of the human mind with inhuman space and vaguely reminiscent of a psychotropic drug's "bad trip."

MISTER E — PL8 • 115 POINTS

STR 4*/2 **STA** 4 **AGL** 1 **DEX** 1 **FGT** 4 **INT** 3 **AWE** 5 **PRE** 3

Powers: Fanatic (Enhanced Strength 2 and Immunity 5 (All Mind and Emotion Control Effects); both Limited to when enraged); **Mystically Attuned** (Senses 5 (Magic Awareness, Ranged Detect Evil, Vision Counters Illusion)); **Timewalker** (Movement 3 (Time Travel 3, Affects Others; Quirk—Must walk))

Equipment: Garlic cloves, Gun (Ranged Damage 3) with silver bullets, Wooden stake (Strength-based Damage 2)

Advantages: Defensive Roll 2, Equipment 2, Fearless, Ritualist, Seize Initiative, Well-Informed

Skills: Athletics 4 (+8*/+6), Close Combat: Wooden Stake 4 (+8), Deception 4 (+7), Expertise: Arcane Lore 8 (+11), Insight 8 (+13), Intimidation 6 (+9), Investigation 2 (+5), Perception 8 (+13), Persuasion 4 (+7), Ranged Combat: Guns 4 (+5), Stealth 6 (+7)

Offense: Initiative +1, Gun +5 (Ranged, Damage 2), Unarmed +4 (Close, Damage 4*/2), Wooden Stake +8 (Close, Damage 5*/3) *When enraged.

Defense: Dodge 6, Parry 6, Fortitude 6, Toughness 6/4**, Will 10 **Without Defensive Roll.

Totals: Abilities 46 + Powers 18 + Advantages 8 + Skills 29 + Defenses 14 = 115

Complications: Disability—Blind: Mister E cannot see as normal people do, such as to read, or tell colors, or fine visual details. His mystic senses compensate for other normal blindness problems, however. **Disability—Unstable**: Mister E suffers from personality disorders and can switch from subdued and agreeable to fanatically self-righteous, dangerously sanctimonious, and obnoxiously hypocritical without warning. He is unpredictable, at times borderline psychotic. **Motivation—Justice:** Mister E is motivated by his own sense of justice.

MISTER E

Mister E operates as a historian and investigator of the supernatural in Boston. Even his erstwhile allies in the supernatural community, who are few, know little of his background. As a boy, Mister E was raised by an abusive religious fanatic of a father. Erik (Mister E's first name, his family name has never been revealed) one day found disturbing and lewd pictures his father had taken of the boy's mother and sister and tried to hide.

His father responded violently—removing Erik's eyes with a sharpened spoon.

The man professed to doing this to save his son from the inherent evils of humanity, and the boy, still deeply loving his father, mentally blocked the true memories of what happened that horrible night, though the events influenced him to grow up a dangerous and zealous fanatic in his own right. Other than his crusade against the forces of darkness and the details of a number of his cases, nothing is known of Mister E again until his joining with other magical defenders of humanity to bring Tim Hunter into his gifts as a magician. Half-mad at the best of times, E suspected the boy was weak and showed too great a risk of joining their enemies when the boy grew into a man and in possession of his full power. Mister E, therefore, tried to kill Tim, for the boy's own good from E's twisted perspective. He failed, and later encounters with the supernatural entities responsible for his father's acts and a hard-won victory against the cancer god M'nagalah served to mellow E a bit, but he is still far from even remotely likable as a person.

Mister E possesses a mystic sense which compensates in large part for his blindness. He also has a singular talent that occasionally makes him valuable to his allies—he can walk through time by willing it and moving in any direction, taking others with him as he goes. The origin for either gift remains unrevealed.

AZARATH

Notable Persons: Azar, Raven

Almost a thousand years ago, the mystic Azar brought a group of her followers to this dimension, which was eventually named after her. Embracing pacifism completely, Azar and her followers enacted a ritual to cleanse themselves, a ritual that purged the evil from their souls. Unfortunately, that evil then traveled to a contiguous dimension where it was used in a summoning by worshippers of dark powers and given form in a terrible birth dedi-

(Continued on page 164)

DOCTOR OCCULT

Doctor Occult was one of two infants kidnapped by a cult of Satanists to be sacrificed to their master on December the 31st, 1899. The cult rallied the attention of a different entity, the demonic Koth, who killed them for their temerity and rejected the sacrifice. The babies were rescued by Zator of the Seven, a group of mystics devoted to more honorable goals. Returning with them to the citadel of his order, Zator raised them, naming the two Richard Occult and Rose Psychic, and taught them magic and the knowledge to fight the forces of darkness. Eventually, the students completed their training and were sent out into the world to fight evil.

During the first few decades of their never-ending crusade, the pair met and fought beside a number of other mystic heroes, ranging from Zatara and Sargon through Doctor Fate and the Spectre. While fighting the mad god Stalker, Doctor Occult's soul was destroyed and Rose Psychic had to magically merge with her partner and lover

DOCTOR OCCULT — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	3	2	6	4	6	5

POWERS

Magic Talents: Array (20 points)

- **Hypnotism:** Ranged Cumulative Affliction 10 (Resisted and Overcome by Will; Dazed, Stunned, Controlled), Sense-dependent: Sight and Hearing) • *20 points*
- **Magehand:** Move Object 3 (400 lbs.) • *1 point*
- **World-Walking:** Movement 2 (Dimensional Movement 2—Any Mystical Dimension) • *1 point*

Symbol of the Seven: Removable (-13 points)

Exorcising Influence: Simultaneous Effortless Sustained Nullify Mental Possession Effects 10, Limited to spirits, demons, and creatures of evil • *40 points*

Mystic Shield: Deflect 15 • *15 points*

Sacred Terror: Cumulative Perception Area (Visual) Affliction 10 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Limited to Fear Effects, Limited to demons and other creatures of evil) • *10 points*

Unaging: Immunity 2 (Aging, Disease) • *2 points*

EQUIPMENT

.45 Pistol (Ranged Damage 3)

ADVANTAGES

Defensive Roll 2, Diehard, Equipment 2, Extraordinary Effort, Fearless, Improved Defense, Inspire 3, Luck 3, Trance

REAL NAME: RICHARD OCCULT
OCCUPATION: OCCULT DETECTIVE, SENTINEL OF MAGIC
BASE: MOBILE

SKILLS

Acrobatics 3 (+6), Athletics 5 (+8), Close Combat: Unarmed 4 (+10), Deception 6 (+11), Expertise: Arcane Lore 12 (+16), Expertise: Dimensions 12 (+16) Insight 8 (+14), Intimidation 6 (+11), Investigation 8 (+12), Perception 8 (+14), Persuasion 4 (+9), Ranged Combat: Guns 4 (+6), Sleight of Hand 4 (+6), Stealth 4 (+7), Treatment 4 (+8)

OFFENSE

	Initiative +3
Pistols +6	Ranged, Damage 3
Sacred Terror —	Close, Perception Area Affliction 10, Will DC 20
Unarmed +10	Close, Damage 3

DEFENSE

Dodge	8	**Fortitude**	6
Parry	8	**Toughness**	5/3*
Will	14	* Without Defensive Roll.	

POWER POINTS

Abilities	64	**Skills**	46
Powers	76	**Defenses**	18
Advantages	15	**Total**	219

COMPLICATIONS

Quirk: Doctor Occult shares his soul and physical form with his lifelong companion and former lover, Rose Psychic. They trade out physical existence, her being manifest and then him being manifest and then back and so on, which means they are not able to see or touch one another ever again. Rose has the same stats as the doctor, only trading out DEX and STR. The exact terms of when and how long either is manifest remain unclear.

Responsibility: The good doctor and his companion were *literally* raised to fight the forces of darkness. It is more than merely a life's purpose, it *is* his life.

THE FIRST COSTUMED SUPER HERO

As a note of historical comic book trivia, during one of Doctor Occult's adventures, he wore a costume complete with cape and chest symbol. This appearance as a costumed hero predated Superman's 1938 appearance by a couple of years, making Doctor Occult DC's actual *first* golden-age Super Hero.

in order to save his life. Since that day, they have shared physical existence, unable to remain in the world separately and manifesting in turns instead.

The Doctor has proven a valuable ally to many heroes in the years since, never ceasing to fight the good fight regardless of the roll of years that have passed. Occult has fought in most of the major supernatural crises that have afflicted the DC Universe, including the Shadow Creature's assault on Heaven and Asmodel's attempted possession of the Spectre entity, as well as the recent war in Hell that ended with Blaze becoming the new Domina. He was also one of the initial mentors and protectors to young Tim Hunter in the boy's introduction to the world of magic.

PERSONALITY

Doctor Occult is rather old-fashioned in his views and behavior, which isn't terribly surprising seeing as he was born in 1899 and raised in the early part of the 20th century. In many ways, he hasn't changed in all those years, still reflecting the ethics and upbringing instilled in him by the Seven and later honed by the harsh demands of the Great Depression and Second World War. He is brave, honorable, and completely devoted to his mission of protecting humanity from supernatural threats and predators. He does, however, carry the many emotional scars of decade after decade of fighting the good fight, particularly guilt over how he and the woman he loves can never actually be together again (while, ironically, being together constantly).

POWERS & ABILITIES

The Doctor is a highly-trained and experienced magic practitioner. In addition to the talents for mental control and moving objects through force of will he's mastered, he is an expert at traversing many dimensions and mystic realms, particularly the Astral Plane. He also carries the Symbol of the Seven, a powerful artifact given him by his mentors that can shield him from attack and drive away evil creatures and their influences. As an active detective during a more rough-and-tumble era, he's also accomplished at old-fashioned punches to deserving jaws and the use of his trusty .45 pistol. As opposed to many in the occult world who use the title "Doctor" as an affectation, Occult actually *is* an accredited physician.

ALLIES

Many allies have accrued during his services to the good fight, including the Justice Society, the Sentinels of Magic, and the rest of the so-called "Trenchcoat Brigade" (the nickname given to Occult, John Constantine, Mister E, and the Phantom Stranger when the quartet has worked together). As one of the boy's mentors, he can probably also consider Tim Hunter an ally.

ENEMIES

Few of Occult's direct enemies remain extant (a credit to his skills), but pretty much any supernatural individual with malign intent toward Earth or humanity can count on making the Doctor a stalwart opponent. The entity Koth, who almost consumed Occult as an infant, has been a recurring problem.

cated to one of the demon lords worshipped by the fell summoners. The child Trigon was the result of that birth, eventually killing his mother—only the first of countless victims as he destroyed his followers and their world, starting a campaign of conquest that would later see him ruling his entire birth-dimension. As part of his ambitions to eventually rule all creation, Trigon seduced an Earth woman to father a child that would act as his anchor to Earth's dimension. The mother of that child was unable to deal emotionally with the knowledge of what her lover actually was, and in the throes of suicidal despair she was approached by Azar's followers and brought to Azarath for sanctuary. The child Raven was born there and raised by Azar and the Azarathi adepts who hoped to turn her away from her father's evil.

Sadly, though Azarath managed to hinder his schemes many times, eventually Trigon tired of their interference and laid the paradise to waste, killing its inhabitants. Where once there were heavenly landscapes and verdant treasures unseen by other dimensions, Trigon left nothing but barren and lifeless stone.

THE DREAMING

Notable Persons: Morpheus, Cain and Abel, Lucien, Mervyn Pumpkinhead

The Dreaming is one of the names given the Dreamworld, the realm created and shared by all of the sentient minds in the universe. Its structure is inherently changeable, ruled only by changing thoughts of the dreaming minds that create it and the absolute will of its master, the Endless called Dream, also known as Morpheus, or the Sandman. A number of servants and retainers see to the continued functioning of the Dreaming, some created by Dream himself while others, such as the brothers Cain and Abel or the librarian Lucien, were individuals simply appointed to their tasks by Dream. Other creations that have wandered the Dreaming fulfill functions understood only by their creator—such as the Corinthian, who was formed to be an embodiment of vengeful nightmares. Still others, such as the Major Arcana, the Minor Nightkin, and the Fashion Thing, are free to act in the realm on their own recognizance.

For a period of several decades, Morpheus was absent from the Dreaming. He had been summoned mistakenly by a mortal sorcerer attempting to bind Dream's sister, Death. During Dream's captivity, many of his servants left the Dreaming, such as the Corinthian and Fiddler's Green. Others took to ruling over sections of the realms they claimed as their own, such as Brute and Glob, who took over the section of dreamworld created in the mind of a young boy named Jed; while there, they deceived first a scientist name Garret Sandford who traveled into dreamworlds with his inventions into taking the costumed persona of The Sandman, and then the spirit of the deceased Super Hero Silver Scarab (Hector Hall) into taking over that role after Sandford's breakdown and suicide. When Dream once more returned to the Dreaming to reclaim his titles and status, he tracked down his errant servants and reclaimed the entirety of his realm.

Despite the fluid nature of the realm, there are a handful of known locations that remain relatively unchanged and eternal.

FIDDLER'S GREEN

A beautiful and peaceful garden that Morpheus and others have referred to as the actual spiritual "heart" of the Dreaming. Sentient and aware of the needs of the dreamers making use of the area, Fiddler's Green actually left the Dreaming in human form during Morpheus' decades of absence.

GATE OF HORNS AND IVORY

These are the entrances to the realm. True dreams and visions enter through the Gate of Horn. False visions leave the realm through the Gates of Ivory to enter the real world.

HOUSE OF MYSTERY & HOUSE OF SECRETS

Two structures are separated by a graveyard that is found on the path leading from the Gate of Horn towards the Palace of Morpheus. The caretakers of these houses, the brothers Cain and Abel, are the eternal and perpetually reincarnated spirit guides that began existence as the two brothers remembered as the first murderer and the first murder victim. The brothers act as the caretakers of stories and the important mystic status of stories. They are meant to enlighten travelers with the meanings and resolutions carried in the stories they guard, parables meant to educate or tales of horror meant to frighten away from courses of actions. At times, when the flux and weave of magic is right, these two structures somehow are reflected in the real world, situated in the hills of Northern Kentucky.

LUCIEN'S LIBRARY

This place is a library wherein all of the stories that have ever been conceived yet never actually written down in the real world. Lucien, the librarian, also acts as the Warder of the realm, keeping the various accounts and acting as a sort of Major Domo. The raven Matthew, once a mortal soul, acts as his messenger (among other roles).

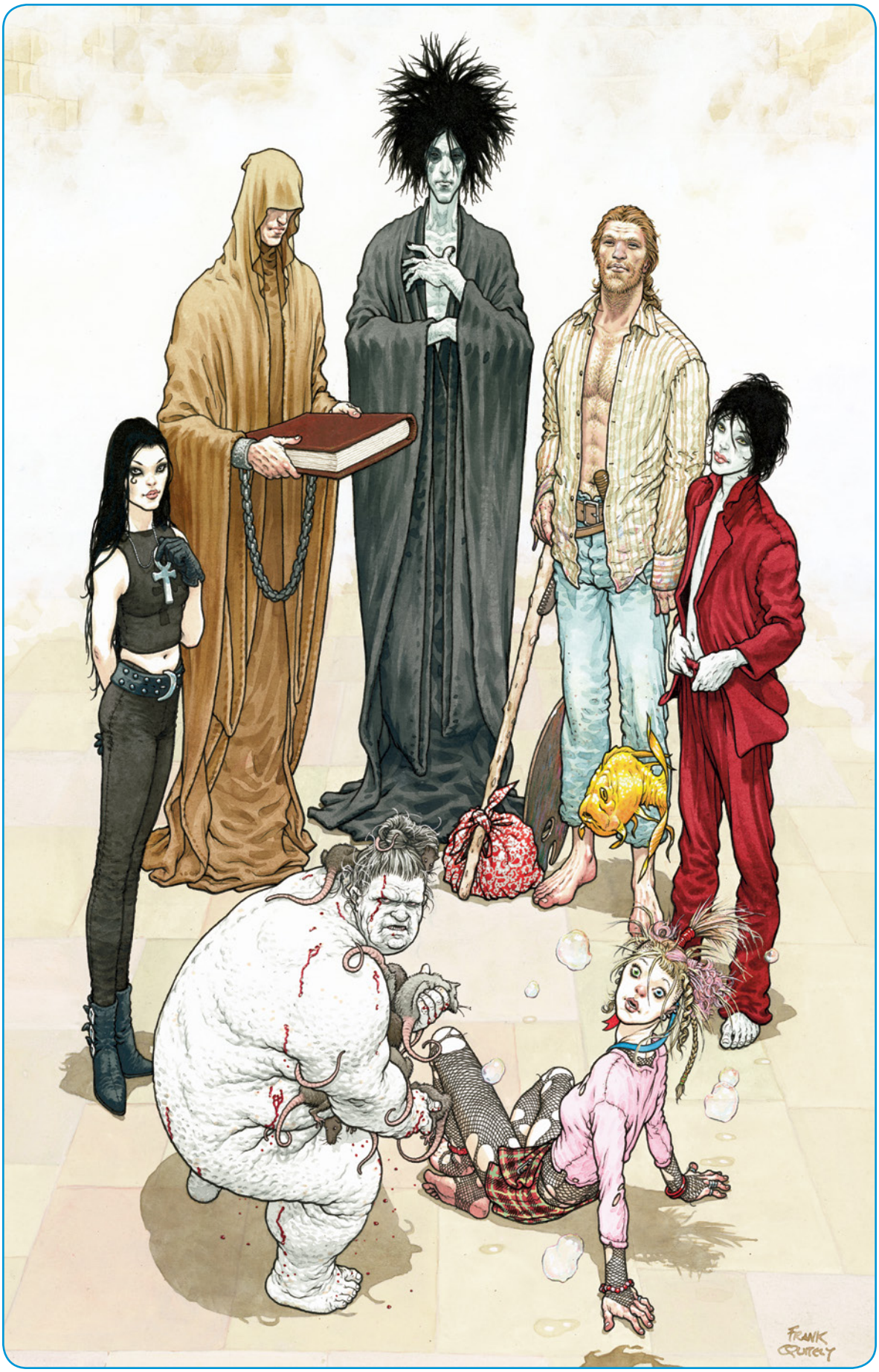
PALACE OF MORPHEUS

The actual home of the Endless known as Dream, the Palace is the mystical center of The Dreaming. The Palace can move at Dream's whim, yet wherever it is located is always considered the center of The Dreaming.

THE ENDLESS

Base: Various extradimensional realms unique to their owners, such as Destiny's garden or The Dreaming
Current Members: Death, Delirium, Desire, Despair, Destiny, and Dream
Former Members: Destruction

The Endless are abstract concepts given form. They are eternal and under most circumstances beyond any mortal concern (which is to say, plot-device or PL X characters). Each of them is strongly associated with the concept that gave them form, and hold near-absolute power where that concept is concerned. Each can manifest physical avatars, exist in their own mystical realms created by the combined consciousness of mortals, and apparently consider them-


FRANK CRUTCHLY

selves a family. Though each is perceived by mortals according to the viewer's own species or culture, they maintain set genders in those forms except for Desire (Death is always female for example, and Destiny always male). Several cultures have even worshipped them as gods, such as the Greeks and the Martians both having Dream in their respective pantheons under different names. Death, Destiny, Destruction, and Dream predate mortal life in the universe and are actually said to be older than the angels. With the rise of sentient life in the cosmos, Delirium and the twins Desire and Despair also came into being.

"Endless," is itself somewhat inaccurate a name, as these entities can meet their ends. The current Dream and Despair are the second to hold those roles, Delirium once held another form, and at the end of the universe, the last entity to still exist will apparently only be Death, who will outlive her siblings and, as she has said, "lock the place behind me as I leave."

DEATH

Death appears as a young woman, perky and dressed in goth overtones. Unlike her siblings she doesn't maintain her own realm, but instead travels all over creation. She appears to each mortal at the end of their lives and can exist simultaneously in countless places. Every so often, she lives a day as a mortal, a reminder of the feelings and limitations of mortal beings, of the value of the lives she concludes.

DELIRIUM

At some unknown point in the past and for reasons unrevealed, the Endless called Delight changed to become Delirium. She appears as an emotionally and mentally disturbed young woman whose presence in one place begins to warp reality with surreal details around her according to her spoken and unspoken whims.

DESIRE

Desire appears as an androgynous figure and represents sentient life's various objects of desire, the act and feelings of desire, wanting, and lust, rather than any notion of love or concern. Her/his realm is a titanic statue of her/himself.

DESPAIR

The second Despair appears as a small, quiet, and overweight female that lurks and stalks mortals, coldly enveloping them in her schemes, all of which end badly for her victims. Her realm is a void, a great and infinite nothingness where the only thing that exists are windows—windows that appear in the mortal world as mirrors.

DESTINY

The oldest of the Endless, Destiny appears as a robed male carrying a book chained to his wrist as he walks through a garden that represents the paths mortals have chosen to follow in their lives. The Book of Destiny is the story of creation and the action of every creature in it, the ones they have taken and the ones they have yet to take. Apparently, the only individuals who actually aren't in the Book of Destiny are the mortal adventurers The Challengers of the Unknown (see their entry in *Heroes and Villains, Vol 1*).

DESTRUCTION

The prodigal brother, Destruction apparently up and left his role several centuries ago at the beginning of the Age of Reason. Seeing the eventual development of world-ending weaponry, he decided he wanted no part in the actual destruction of the world. He now wanders the face of creation, seeing to his own curiosities and intent on self-knowledge, learning how to temper his own nature, and generally avoiding his siblings when he can; though he is still the manifestation of Destruction per se, he no longer actively directs anything related to his role, a role which appears to have more to do with change than the ending of things. He manifests in the form of a large and burly young man with wild red hair.

DREAM

Dream is also known by many mortals as Morpheus, the name he was worshipped under by the Greeks. Cold and aloof, he was brought low by a mortal sorcerer who bound him for decades after a botched rite intended to summon Death. Eventually freeing himself, Dream found himself forced through many tasks to reclaim his earlier power and artifacts of office, starting a journey of self-discovery and learning which culminated in his accepting his own destruction for his part in the death of his son, Orpheus. Upon his demise, Morpheus was replaced in the role of Dream by Daniel, the son of Hector Hall and Lyta Trevor-Hall that was conceived in the Dreaming during Hall's tenure as the so-called Sandman. Daniel appears to have inherited all the power of his predecessor, but also a greater insight into his own nature and being.

DIVINE REALMS

A number of dimensions were either created or taken over by the various powerful entities worshipped as gods by the people of Earth. For reasons unrevealed, the majority of these realms no longer have much to do with Earth, such as the Norse Asgard, which is locked in its eternal struggle for survival, or Ife, home to the African Orishnas. Rarely, when invoked by powerful mortals with knowledge or other talents sufficient to the task, or simply the proper artifacts, these realms have briefly had interaction with the mortal sphere again. Adolf Hitler's use of the Spear of Destiny during World War II, for example, almost brought the dreadful Norse Ragnarok to Earth. However, with the exception of the connections of the various afterworlds and the continuing involvement of the Greek Pantheon in mortal affairs, the remainder of these domains know little traffic with Earth.

AFTERWORLDS

Notable Persons: The Spectre, the Gray Man

The dimensions to which the souls of the departed travel after death is divided into two actual areas. The Realm of the Just Dead is a cold and featureless void where the dead are divided by their beliefs and actions before continuing on to their final reward. It was among theses souls that the Gray Man gathered dream energy for the Lords of Order before turning on his masters, and here is where the Spectre travels with impunity.

The remaining area is divided among the various divine powers as the individual realms where their worshipper's souls reside. An example would be the Greek House of Hades, which is separated from the other afterworlds by the River Styx. Though the Hindu section sees continuing traffic in number, other than the doors that lead on to the entirely separate dimensions of Heaven and Hell, the majority of these realms see only a trickle of new entrants in modern times, a reflection of the standing of their divine owners in a post-industrial age world.

OLYMPUS

Notable Persons: Zeus, Athena, Ares

Olympus is the home to the gods that comprise the Greek (and Roman) pantheon. Mount Olympus in Greece has at its summit a dimensional shallow that was transformed into a gate allowing passage between Earth's dimension and Olympus itself. The area in which the gods made their home is non-Euclidean in its geometry and every surface can have its own gravity, allowing a strange mix of Escher-esque perspectives on which to build structures that reflect classical Greco-Roman design.

Zeus originally ruled following his and his sibling's rebellion against their father, though Athena eventually replaced him and is the current monarch.

Mount Olympus was created at the same time as many other pantheon's homes following the release of the universal Godwave that followed the destruction of the old gods and their home (see New Gods in *Heroes and Villains, Vol 2* and The Fourth World in this chapter), but was hidden from other godly observers by the goddess Hecate to allow the Olympians time to recover from the struggle against the Titans. This did not protect them forever, as Darkseid became aware of them and plotted against the Olympians, weakening them through tricking the Olympians into dividing themselves into both Greek and Roman versions. Eventually, the tyrant of Apokolips invaded and destroyed Mount Olympus (instantly rebuilt through the will of Zeus) and later even captured and temporarily replaced the Olympians with Granny Goodness in the guise of Athena. At one point, the gods even abandoned their ancient home to travel among the stars, though they have since returned.

The House of Hades is connected to Olympus via the River Styx, which spans dimensions itself. The House of Hades is divided between Elysium and Tarturus, the former a paradise that rewards the good and faithful souls of the Olympians' ancient worshippers, the latter a terrible prison wherein the sinful souls from among the same group are tortured (as are the titans and other enemies of the Olympians).

Ares' home of Areopagus is also a pocket dimension attached to the greater Olympian realm (See Ares in *Heroes and Villains, Vol 1*).

FAERIE

Notable Persons: Titania ("the Faerie Queen"), Auberon, Puck

The Land of Summer's Twilight, the Fair Lands, Avalon, and Dom-Daniel—all of these are names under which Faerie is also known. Though the people and rulers that populate Faerie began on Earth, at some point over the ages, as wild and ambient magic dwindled and humanity with their poisonous cold iron became more and more prevalent, the various faerie races banded together to leave the mortal realm and find a new home. As the nine rulers of the refugees led them on this search, they eventually met Lucifer, who agreed to give them a corner of Hell he separated from the rest of his realm. Unbeknownst to most of the refugees, this agreement came at a high price—Lucifer kept eight of the nine rulers to be tortured in Hell forever after, and the remaining ruler would be required to send nine of the kingdom's fairest subjects to Hell every seven years.

The fey settled under the rule of their first king and his successors, molding their lands into a verdant paradise and maintaining minimal contact with the world of their birth. Following kings would be less benign toward their varied subjects, applying racial hierarchies harshly. These kings also discovered another worrisome fact kept secret, that faerie purebloods had difficulty begetting children. Interbreeding with mankind was the only means they discovered that could revitalize their bloodlines. Over time the intrigues of the court and the powerful personalities of those involved in the faerie aristocracy led to violence. After fighting a war of succession to gain his throne, the young king Auberon was desperate to establish a line of inheritance, only to discover this weakness in his kind's bloodline. He would eventually find himself forced to kidnap a human girl and use magic to disguise her as purebred fey in order to procure a wife that could provide him with an heir. The girl took the name "Titania." Though she produced a child, it wasn't Auberon's, but instead the product of an affair with the human Tamlin. Titania and the child's nanny pretended the child, obviously pure human at his birth, was stillborn and they hid the child on Earth (see Tim Hunter, *Heroes and Villains, Vol. 1*).

Auberon and Titania ruled Faerie during the time of the final Severing between Faerie and Earth during the late Middle Ages, and afterward weathered not only rebellion, but the eventual return of Faerie's first king. The return of this king—Huon the Small—was part of a

judgment of worthiness related to the original bargain that created Faerie and freed the land from their tithe to Hell, severing the connection with the infernal realm entirely.

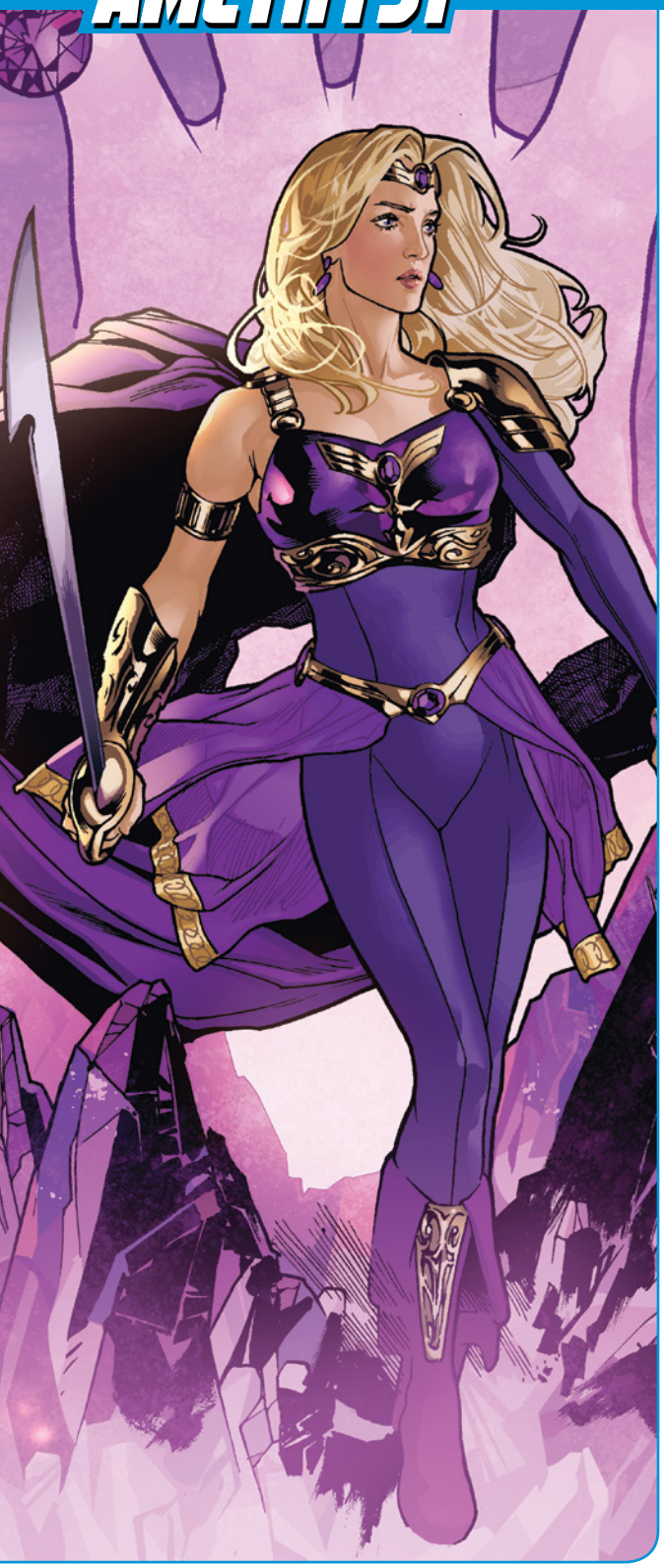
Unsurprisingly, Faerie is a realm where even the physical laws are more beholden to magic then science. Time moves differently in Faerie, faster on some occasions, slower on others. The landscape can change without warning, fluidly moving from winter to summer and back again, rivers of blood can suddenly appear, or the climate and terrain—at least partially sentient itself—can respond to the merest whim of those who know magic or the True Names of areas and their inhabitants. It is home to a panoply of races long believed to only exist in fairy tales, to goblin markets, and kings under the mountain, and giants, and dragons and ancient powers that have inspired folklore for centuries—a land where the binding power of oaths and promises as well as the innate magic of the ancient laws of hospitality and gifting are absolute.

GEMWORLD

Notable Persons: Amethyst, Dark Opal, Mordru

A nova several millennia ago upset the balance of magic tied to zodiacal configurations, inspiring a group of *Homo magi* survivors of Atlantis to seek a new home on a plane away from Earth's own dimension. One of these *Homo magi*, Citrina, at the time a young witch, came across a dimension claimed by the Lords of Chaos. She was able to broker a bargain with the Lords of Chaos to allow her fellow *Homo magi* and a number of other groups of creatures that wanted to accompany them to settle a world of their own in that dimension. Once settled, the world developed into a culture revolving around twelve great houses symbolized by the gemstones to which the particular house's magic became tied. These houses were Amethyst, Aquamarine, Diamond, Emerald, Garnet, Moonstone, Opal, Ruby, Sapphire, Sardonyx, Topaz, and Turquoise.

AMETHYST



REAL NAME: AMY WINSTON, AMETHYST
OCCUPATION: PRINCESS, FREEDOM FIGHTER, LORD OF ORDER
BASE: GEMWORLD, SOMETIMES EARTH

While working for the other Lords of Order, the lesser lord Patagones was sent to Gemworld to protect the interests of his kind on what was only one of many battlefields, and not even one his superiors considered a particularly important one. He took the form of a purple gemstone and possessed the body of Lord Amethyst, leader of one of the major houses of Gemworld in a manner similar to Nabu and Kent Nelson (through the Helm of Fate). While in that form, he fought Vandaemon, a Lord of Chaos who had taken the form of another gemstone and entered into an alliance with his wielder, Dark Opal. Patagones eventually fell in love with Lady Amethyst and, using his host's body, impregnated her. He and his host were killed by Vandaemon, but the witch-mother Citrina spirited the Lady Amethyst's new infant away to hide her on Earth before Dark Opal's forces brought down the rest of the house.

On Earth, young Amy Winston grew up ignorant of her adopted nature or her true origins—until her 13th birthday, that is. Knowing Amethyst's enemies would find her, Citrina secretly gave the child a necklace which would bring her to Gemworld, and when Dark Opal's agents tracked the girl down, she accidentally used it to do exactly that. The time differences between worlds meant that on Gemworld, Amy was actually a (young) adult woman instead of a newly adolescent girl, only one of many changes the poor girl had to adapt to in order to survive. Over the following years, she grew into her role and responsibilities, eventually mastering the teachings of Citrina and others. She also defeated Dark Opal and avenged her parents after many costly battles and adventures.

Though she tried to return to her life on Earth after defeating her enemies, her destiny refused to be laid aside. Eventually, she would be pulled back to defend Gemworld from other enemies, including the incarnate Lord of Chaos, Mordru. To end these struggles against more and more powerful enemies, she was finally forced to join with Gemworld itself, becoming a Goddess-avatar representing the very spirit of the planet.

PERSONALITY

Amethyst of Gemworld began as a frightened girl unsure of her sanity or place in the new worlds revealed to her. Over time, she grew into a brave and self-confident heroine that inspired her people to throw off the rule of tyrants and monsters. By the end of her existence in a purely physical form, she had accepted her destiny, having grown into the serenity and inhuman awareness of a godlike entity.

POWERS & ABILITIES

At first, Amethyst seemed only the inheritor of various spell-like abilities as the heir to House Amethyst, most adept of the ruling houses in using their innate magic talents. Later, it was revealed that she was the child of the Lord of Order Patagones while he was in human form, mak-

AMETHYST — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	6	1	1	4	4	6	5

POWERS

Amethyst Necklace: Movement 1 (Dimensional Travel 1—Gemworld and Earth, Portal), Removable *(-1 point)* • *3 points*

Incarnate Lord of Order: Immunity 2 (Aging, Disease), Regeneration 3, Senses 7 (Analytical Ranged Magic Awareness, "True Sight" (Vision Counters Invisibility, Vision Counters Illusion) • *12 points*

Magic: Array (42 points)

Mystic Gate: Teleport 14 (60 miles), Portal, Distracting, Dynamic • *43 points*

Astral Travel: Remote Sensing 10 (visual, auditory, mental), physical body is defenseless, Subtle 2 • *1 point*

Levitation Magic: Flight 6 (120 MPH), Platform, Subtle (applied to Platform aspect only), Dynamic • *2 points*

Mystic Blast: Ranged Damage 13, Accurate 4, Dynamic • *2 points*

Mystic Shield: Deflect 14, Dynamic • *2 points*

EQUIPMENT

Sword (Strength-based Damage 3)

ADVANTAGES

Benefit 6 (Status 4—Lord of Order, Status 2—Princess of House Amethyst), Connected, Diehard, Equipment, Great Endurance, Ritualist

SKILLS

Acrobatics 2 (+3), Athletics 2 (+3), Close Combat: Swords 2 (+6), Expertise: Arcane Lore 6 (+10), Insight 2 (+8), Perception 4 (+10), Persuasion 4 (+9)

OFFENSE

Initiative +1

Mystic Blast +9	Ranged, Damage 13
Sword +6	Close, Damage 4
Unarmed +4	Close, Damage 1

DEFENSE

Dodge	6	**Fortitude**	10
Parry	6	**Toughness**	4
Will	12		

POWER POINTS

Abilities	56	**Skills**	11
Powers	65	**Defenses**	17
Advantages	11	**Total**	160

COMPLICATIONS

Disability: Following her fight against the Anti-Monitor's shadow demons, Amethyst was rendered blind. Her innate magical nature allows her to sense her surroundings magically. This magic perception replaces most, but not all the information-input that actual sight conveyed.

Responsibility: Amethyst carries many heavy responsibilities, first as the surviving leader of House Amethyst, and then as a Lord of Order, and later as the Goddess-avatar of Gemworld. Her destiny proves inescapable time and again, overshadowing her personal desires for freedom or love.

ing her an incarnate Lord of Order, the first such known. Amethyst's powers changed over her career in four major phases—as Amy Winston, coming to grips with her true status, she was a minor talent frustrating her teachers in their attempts to teach her; as Princess Amethyst, she was coming into her own and a respectable sorceress while her innate traits as an incarnate Lord of Order slowly surfaced and she discovered the actual truth of her heritage (this is the Amethyst represented by the statblock presented here, immediately after fighting the Anti-Monitor's shadow demons); as Amethyst, Lord of Order, she was a mystical powerhouse, on par with Mordru (whose stats in *Heroes and Villains, Vol. 2* should be substituted for those here); and finally, once merged with Gemworld as the Goddess-avatar, Amethyst became a purely plot-device character beyond the use of mechanical numbers and other limitations.

ALLIES

Various retainers of House Amethyst, her mentor Citrina, and agents of the Lords of Order such as Doctor Fate, were all hers to count on.

ENEMIES

Dark Opal was her first major enemy, but he was later replaced by a succession of agents and catspaws of the Lords of Chaos, including the actual Lord of Chaos known as Child and the incarnate lord Mordru.

THE LORDS & LADIES OF GEMWORLD

Although Amethyst's game information reflects her relative youth and considerable potential, they can also serve fairly well for the powers and capabilities of the other ladies and lords of the Twelve Great Houses of Gemworld. Each Gemworld noble possesses a Magic array wielding the power of his or her birthstone; reduce the power ranks for Amethyst to 10–12 for most nobles. Gemworld nobles also have Close Combat, Expertise: Arcane, and interaction skills as great or better than given for Amethyst. As a rule of thumb, magical power (and skill) tends to wax with age and experience while physical traits (and combat skills) may wane somewhat. With these guidelines, it would be quite possible to run an entire DC Adventures series set on Gemworld, with the heroes as scions of the Twelve Houses struggling against the schemes of the agents of the Lords of Chaos.

A heavily magic-rich dimension (one of the appeals for the settlers), here even the lowest commoners can use small tricks and spells, though it is the aristocracy represented by the twelve houses that are capable of the greatest feats of sorcerous might, altering time and space and matter through complex workings. This reliance on magic has left the average technological development of Gemworld at a medieval level. There are large enough numbers of the traditional fey races stemming from the refugees that helped settle the world, that Gemworld has also been called "Faerie," and like the dimension that holds that name proper, time moves differently than it does on Earth.

Over the millennia the forces of the Lords of Order and Chaos moved against each other repeatedly, using Gemworld as yet another battleground in their eternal struggle. This caused the fall of more than one house and deaths beyond counting. The final series of these battles was fought by the surviving head of House Amethyst against ever more powerful agents before culminating in the Princess Amethyst sacrificing her physical life to mystically merge with Gemworld itself.

THE GREEN, THE GRAY, AND THE RED

Notable Persons: Swamp Thing, Animal Man

The Green is the embodiment of the living and sentient life force of the planet Earth and various other life-supporting planets throughout the cosmos. It ties together all plant life in a mystical connective field powerful enough to reflect through multiversal space as a verdant dimension, a dimension which is the true home of mystical entities such as The Parliament of Trees. The Gray is an analogous pocket dimension within the Green that reflects the same field for Fungal Life.

The Red is the less serene reflection formed by the mystical connection between all animal life. It has also been referred to in scientific terms as the "Morphogenetic Field," and the hero Animal Man's powers are somehow tied to it.

HEAVEN AND HELL

Heaven and Hell are dimensions antithetical to one another and represent a creation story different than those posited by the gods and goddesses that call the Divine Realms home (though one with strong evidence to support it given the existence and hierarchical power levels of many of the entities involved, such as Lucifer and the Spectre).

In the beginning, the Presence created the universe, pushing back the primordial darkness to the fringes of creation. From the resultant chaosplasm, the Presence created first Heaven and then the physical structure of the multiverse. Within that physical structure, the Presence created the Silver City to act as the base of operations for his servants while finishing their assigned tasks in populating the new existence with concepts and worlds and stars and living things and all other such phenomena. Of these servants, the mightiest one day led a rebellion from among the host of servants, or angels as they were called. The rebellion failed, and he and his followers were cast out of the Silver City. The isolated section of the multiverse to where they were exiled became Hell, and the exiled angels became known as the Fallen, led by the former instigator of their rebellion, Lucifer the Morningstar. Over time, Hell populated with all manner of dark and infernal servants to the Fallen and became a place of punishment for the souls of mortals who had sinned. The souls of those found worthy were instead bound for Heaven, and so the relationship between the two domains was settled: one the place of reward, the other condemnation. For those souls caught between judgments, the domain of Purgatory was created.

Recently, many upheavals have upset the long-held balance of both domains. First, the Great Darkness, the personification of the nothingness that the Presence had pushed out of creation, returned to wreak vengeance on the Presence. This terrible being clawed its way to Heaven before the Presence joined with it and ended its rampage. In the aftermath of the Great Darkness' passage through Hell, a weakened Lucifer was faced with a power struggle, which ended when he accepted Beelzebub and Azazael as partners in a triumvirate that would then rule Hell. Later still, Lucifer left his kingdoms entirely and the ancient evil Neron ultimately seized power. Neron then gulled Asmodel, lord of the Bull Host and one of the mightiest of Heaven's warriors, into leading a second rebellion against the Presence which also ended in failure and damned both Asmodel and his followers to join the ranks of the Fallen.

HELL

Notable Persons: Blaze (Domina), Lord Satanus, Neron, Etrigan

"Hell" is the general name for a large set of connected domains that form the infernal panoply. At Hell's heart burns the Hellfire Font, a mystic artifact responsible for keeping the fires of Hell burning. The infernal world is then separated into nine major provinces (and numerous smaller and insignificant provinces and sub-provinces), each of which is under the control of a separate ruler or lord. These rulers in turn owe their allegiance to an overlord called the

THE UNSPOKEN PRINCIPLE

The first principle of Hell, as reiterated for the unknowing by Doctor Occult in the limited series *Reign in Hell,* is "You can leave whenever you want." The meaning of this is that those trapped in Hell either want to be there (the powerful), or utterly believe they *should* be there (the damned and many demons). It also reinforces the idea of Hell as a place for spiritual rehabilitation rather than simple punishment.

THE UNITED STATES OF HELL

During a conflict between the U.S. Military and demonic entities (technically, designated "Hostile Species NHH-014"), the Human Defense Corps defeated a minor Fiend named Scarmaglione and the leader of the H.D.C. detachment, Sergeant Montgomery Kelly, assumed Scarmaglione's powers and seat, claiming the Fiend's holdings in the name of the U.S. This claim was accepted by the First Seated and therefore is considered valid within Hell.

"First Seated of the Infernal Dominion" that holds the title Dominus (or Domina, if female). The nine major provinces are as follows:

- **Pandemonia** (I)—Seat of Hell's throne and home to the ruling caste of demons.
- **Odium** (II)—The location of what passes for Hell's industrial sector.
- **Gull** (III)—The marketplace of Hell, the domain's mercantile center.
- **Praetori** (IV)—Hell's various ministerial and administrative headquarters are in this province.
- **Internecia** (V)—The province that houses Hell's militaries and the enforcers of Hell's laws.
- **Ament** (VI)—The source of Hell's cultural and propaganda ministries.
- **Labyrinth** (VII)—Hell's prison, for those inhabitants that break Hell's own laws or who are deemed simply too dangerous to wander the face of damnation "free".
- **Err** (VIII)—Home to the theological ministries that guide Hell.
- **Purgatory** (IX)—The outer Hell, where souls await damnation and entry into Hell.

Additionally, there is a dimensional waste called the Selvage, which is the buffer between the provinces of Hell. The Selvage resists and hinders the use of magic.

All of the denizens of Hell are loosely referred to as demons, but not all demons are equal (see page 285, *Heroes & Villains, Vol. 2*). The inhabitants of Hell are rigidly stratified into a brutal hierarchy that begins with the First Seated, then the Archfiends beneath the First Seated that either rule a province or perform some other important function or are simply too powerful in their own right to bow to any lesser demons. Below them are the Fiends, the middle management so to speak, who do the actual managing and administrative work, as well as perform the important missions for the Archfiends. Next are the demons, the countless numbers that swell the common crowds in Hell. The lowest rung on the ladder is filled by the damned, the souls condemned over the millennia to suffer for their sins in the fires of hell—the damned rank so low that the raw materials of Hell from which everything is built or constructed are actually rendered from their essences. Answering directly to the ruling caste are

a number of groups filled by Demons and Fiends whose functions support the everyday running of the domain: the Necro-Mages who monitor magical activity in Hell, the Exegesis Guild that controls the Renderers (machines that transform the damned into building material) and Forges (mechanical constructs that patrol Hell looking for anything that doesn't belong), and the Howlers and Rhymers (the elite of Hell's enforcers and soldiers).

Blaze and her brother Lord Satanus, once the rulers of the province of Purgatory, eventually led a rebellion against Neron's rule, upsetting the delicate balance of Hell's (truly) byzantine power structure. This culminated in Lord Satanus taking Neron's throne only to have a last-minute betrayal by Blaze result in her becoming the Domina, the new First Seated of the Infernal Dominion.

PURGATORY

Notable Persons: Rick Flagg, Sargon the Sorcerer

A Limbo-like dimension, Purgatory represents a stopover for the souls of the departed as they make their way to the afterlife awaiting them. The waiting room of the dead, it is here those souls whose deeds must be judged before they can find there eternal reward, or those who feel they have left too much unfinished in their mortal lives and won't allow themselves to move on, all reside. At least one section of Purgatory rests under the nominal control of Hell, presumably for those souls that are most likely to be judged worthy of damnation rather than redemption.

Souls cannot consciously choose to leave Purgatory and enter Heaven, as that entrance must be earned; however, a soul *can* willingly choose to leave Purgatory and enter Hell, but then cannot return.

THE SILVER CITY

Notable Persons: Zauriel, the Pax Dei

Heaven itself is an afterworld, home to the souls of those who died deserving of paradise as their eternal reward for whatever righteous and courageous lives they may have led. The Silver City is not home to these spirits and is distinctly *not* the same as Heaven. The Silver City is a physical outpost used by the hosts of Heaven when dealing with mortal creation and it exists outside (or "above") creation. Mortals reputedly couldn't survive contact with even its mere environment as only spirit is able to survive such sights and sounds. It is home base to the four hosts that serve the Presence, the great angelic armies of the Bull Host, the Eagle Host, the Lion Host, and the Host of Man (or Guardian Angels).

THE LAND OF NIGHTSHADES

Notable Persons: Nightshade, the Incubus

Once home to a number of medieval city-states ruled by a royal family with the power to move through shadow and mentally manipulate shadow itself, the Land of Nightshades fell into ruin when a sorcerous entity called the Incubus invaded and began to kill its inhabitants and seize control of the world. The Queen fled to Earth through her native world-walking ability and hid there, eventually taking a husband and giving birth to two children. She returned to her home with her children in order to show them their true heritage, but was attacked and killed by the Incubus while there. The entity then possessed the queen's son, but her daughter escaped back to Earth, growing up to become the heroine Nightshade.

Nightshade eventually returned with her Suicide Squad teammates to enact revenge on the Incubus only to discover that acting through her possessed brother the entity had killed the remaining inhabitants and reduced the land to waste. Unfortunately, one of her teammates, the Enchantress, was possessed by a related entity, the Succubus, and the entities had planned for the Succubus to possess Nightshade's body and have the two mate through their hosts to create a powerful demonic offspring. Nightshade's will proved too strong for The Succubus, though, and her teammate Deadshot managed to kill the Incubus' host body and the entity with it. When the Incubus died, its power died, and that power was apparently all that was holding the Land of Nightshades together at that point. The Squad barely managed to escape as the landscape and structures around Nightshade and the Squad crumbled to dust.

It was later discovered that the Land of Nightshades was connected to the land of Myrra, and apparently not as completely destroyed as had been earlier assumed.

LIMBO

Notable Persons: Prometheus, Merryman and the Inferior Five, Doctor Thirteen, Genius Jones

Limbo is *eventually* accessible from all points in the multiverse. In the measureless areas of Limbo where there is nothing but void, it has often been used to imprison magically-exiled enemies of multiple spellcasters over the millennia.

Limbo is a place outside space and time where those individuals "forgotten" by history and the powers that guide the universe are left, like so much historical detritus or cosmic flotsam. Earth-51, following its razing during the events of Darkseid's crisis, was shifted to Limbo and used to house the Library of Limbo as well as the so-called "forgotten," such as Merryman, formerly of The Inferior Five and the erased-from-reality Earth-12, who here was deemed the King of Limbo. Of the various "prisoners" of Limbo that worked together to convince the Powers-That-Be that they deserved to be returned to their rightful world, the only one that apparently succeeded thus far has been the "Ghostbreaker" Doctor Thirteen. Of the others, a time travel mishap involving the Legion of Substitute-Heroes has also apparently done the same kindness for Merryman and his Inferior Five compatriots, dropping them off in the current era on Earth-0.

DOCTOR THIRTEEN

Dr. Terrence Thirteen comes from a long line of scientists and rationalists. From an early age, his father ingrained in him a complete rejection of things that were outside the ability of reason and science to explain. As an adult, he became a successful "Ghostbreaker," someone who exposed charlatans and fakes and generally debunked claims of the supernatural. He had a stellar career until encountering the Phantom Stranger. While the two worked together to bring down a number of corrupt threats, Thirteen was never able to prove the Stranger was a fake, not that this tarnished Thirteen's faith in his principles in the slightest. Despite *many* encounters with the actual supernatural over the years, including having a sorceress child with a member of the *Homo magi* and not only dating Zatanna but apparently even "dying" during a bizarre astral trip taken at her side, he has continued to steadfastly disbelieve any of his experiences have been anything other than hysteria, hypnosis, drug-induced delusions, or very clever fakery.

MYRRA

Notable Persons: Nightmaster, Tickytarkapolis

A magical dimension where technology and culture remained at a medieval level—a common characteristic in such worlds—Myrra was home to two mighty warriors, Nacht and Brom, who were given powerful weapons by their king and his court wizard, Farben. Corrupted by the power entrusted to him, the warrior Brom plotted with Farben against their king to seize control of Myrra. Farben banished Nacht to Earth and Brom, and later his descendents, strove against the rightful rulers for a thousand years. These descendants, called Warlocks, managed to reduce the once-beautfiul Myrra to a land of darkness and ruin until the day a change in cosmic alignment allowed a King of Myrra to summon the descendant of Nacht back to retrieve Nacht's magic weapon, the Sword of Night. Aided by his ally, the warrior Tickytarkopolis, Jim Rook took the name Nightmaster (see *Heroes & Villains, Vol. 2*) and used the Sword of Night to defeat the Warlocks. Free of its oppressors, Myrra could begin to rebuild.

Facing continuing threats from other arcane menaces, however, Myrra proved to have further need of its champion and Rook was later forced to leave the Shadowpact (see *Heroes & Villains, Vol. 2*) in order to return to Myrra to help lead its people into a better and safer future.

PYTHARIA

Notable Persons: Claw the Unconquered

Pytharia is ruled by the tyrannical Occulas of the Yellow Eye and exists in a dimension that apparently contains only 15 worlds. Of these worlds, seven serve shadow and seven serve light, with Pytharia the balance between each group, a battleground for the two forces. Claw the Unconquered, a legendary warrior, was chosen by the Gods of Elder Light to fight on their behalf against the forces of darkness and their masters, the Shadow Gods.

DOCTOR THIRTEEN — PL6 • 72 POINTS

STR 1 **STA** 0 **AGL** 1 **DEX** 1 **FGT** 2 **INT** 4 **AWE** 3 **PRE** 1

Equipment: Cellphone, Laptop Computer

Headquarters: Doomsbury Hall • *8 points*

Huge; Tou 10, *Features:* Library, Living Space, Security System

Advantages: Defensive Roll 2, Equipment 2, Luck 2, Well-informed

Skills: Deception 4 (+5), Expertise: Ghostbreaker 8 (+12), Expertise: Occult Beliefs 8 (+12), Expertise: Parapsychology 8 (+12), Insight 6 (+9), Investigation 4 (+8), Perception 4 (+7), Persuasion 6 (+7), Technology 2 (+6)

Offense: Initiative +1, Unarmed +2 (Close, Damage 1)

Defense: Dodge 4, Parry 4, Fortitude 4, Toughness 2/0*, Will 8

*Without Defensive Roll.

Totals: Abilities 26 + Powers 0 + Advantages 7 + Skills 25 + Defenses 14 = 72

Complications: **Quirk—Unbeliever:** Terrence Thirteen devoutly disbelieves in magic, the supernatural, and anything else that cannot be explained scientifically and rationally.

REALMS OF ORDER AND CHAOS

Notable Persons: Lords of Order, Lords of Chaos, Doctor Fate

The higher dimensions home to the godlike powers known the Lords of Order and Lords of Chaos, these are a tightly connected set of dimensions whose structure has changed over the course of the eternal war between the two powers to suit the behaviors and beliefs of their inhabitants. Those belonging to Order are perceived by mortals as a place of unyielding logic and structure, sterile and unchanging (and therefore only remotely hospitable to "lesser" lifeforms), while those belonging to Chaos are fluidly mutable, changing with rapidity and without seeming predictability.

LORDS OF ORDER AND CHAOS

ORDER

Base: Realms of Order
Current Members: Amethyst
Former Members: Arriya, Gemimn, Kilderkin, Nabu, Terataya

CHAOS

Base: Realms of Chaos
Current Members: Mordru
Former Members: Chaon, Child, Mr. Keeper, M'Shulla, Shivering Jemmy of the Shallow Brigade, T'Charr

The Lords of Chaos and The Lords of Order were higher beings that existed as energy forms of great mystical power and who acted as the avatars of the concepts of entropy and stagnation within the period now called the Ninth Age of Magic. Supposedly evolved from mortal lifeforms originating on the planet Cilia in Earth's physical dimension, the Lords in their final forms were mystical abstractions whose actual existence ranged across time and space regardless of the physical forms they showed mortals. The two groups waged a war that spanned eons and crossed multiple dimensions, considering themselves inimical to one another as a base tenet of their existence (a tenet the rogue Lords Terataya and T'Charr, who had fallen in love with each other, ultimately died trying to disprove). Each side preferred to act through agents rather than in direct confrontation, and it is through those agents, such as Doctor Fate, the Gray Man, Kestrel, and Kid Eternity, that most mortals even became aware of the struggle and existence of the two forces.

In recent years, the Lords of Order had begun to withdraw in on themselves, allowing the Lords of Chaos greater sway as the cycle which they saw as dominating their existence was slowly progressing towards Chaos' ultimate victory and Order's inevitable rebirth. Even this changing tide came to an end at the hands of the Spectre entity who, having been deluded by Eclipso into accepting the idea that all magic was evil, destroyed the members of both groups. Currently, only the two Lords incarnated in mortal forms, Amethyst and Mordru, remain in existence.

DARKWORLD

Notable Persons: Arion of Atlantis

Home dimension of the entities Chaon and Gemimn, Lords of Chaos and Order, respectively, and Tynan, an entity known as The Balancer that was somehow created as equal to the Lords without belonging to either group. Alongside other entities, these three were worshipped by the Atlanteans as their gods prior to Atlantis' sinking, and the exact fate of Darkworld following the city's destruction is unknown.

DRUSPA TAU

Notable Persons: Hawk and Dove, Kestrel

A world within the Lords' home dimensions that served as a direct physical battleground for the two groups, it was here that Hawk and Dove discovered the true intent behind their creation as the "Unity" between the two forces, here that the Kestrel entity was apparently first created, and here that the Lords T'Charr and Terataya died.

THE ROCK OF ETERNITY

Notable Persons: The Wizard Shazam, Captain Marvel

The Rock of Eternity was originally created approximately 5,000 years ago by the wizard Shazam in his prior role as the Champion. Formed from two mountainous rock formations, one from Hell and the other from Heaven, the Rock of Eternity was created to act as a prison for demonic creatures called the Three Faces of Evil, though it later also imprisoned the Seven Deadly Sins entities and acted as a home for the wizard himself. The Rock has a strong magical connection to Earth and acts as a mystical conduit for the energies that empower Captain Marvel and Shazam's other chosen. The Rock of Eternity has a shadowy dimensional "reflection" in the form of the Rock of Finality; how this dark twin came into existence is a mystery, as is its creator, but it is known that Shazam was imprisoned there after his death at the Spectre's hands.

THE SHADOWLANDS

Notable Persons: Ian Karkull, Obsidian

A dimension of unremitting darkness, the Shadowlands were reputedly created from the substance of the original Great Darkness dispelled during the creation of the universe. Regardless of its origins, little is known of the dimension from which The Shade and Obsidian apparently draw their power and in which the sorcerer Ian Karkull hid for decades, aside from the property of corruption long-term exposure seems to exert.

SKARTARIS

Notable Persons: The Warlord, Jennifer Morgan, Deimos

A strange realm, Skartaris' geography mimics the inside of a sphere, leading travelers to conclude the land exists inside a hollow Earth—a false assumption despite the visual evidence. The savage land of Skartaris actually exists in an entirely separate pocket dimension accessible through natural gates at the Earth's poles and certain other isolated spots dotted around the globe. An artificial sun hangs in the sky orbited by an artificial moon that occasionally projects a shadow along its eccentric path. It never changes in brightness or position, which means that inhabitants have neither night nor seasons to mark time. Furthermore, there is a time-elasticity that occurs between Skartaris and Earth—time passes slower in Skartaris than it does on Earth, and in fact moves at different rates even in different places within Skartaris itself. For example, Travis Morgan experienced a transition of only a matter of weeks or months between his arrival and first trip back to Earth, yet on Earth proper, the better part of a decade had passed.

Towards the Northern edge of Skartaris where the land approaches the polar entrance from the Earth, there is a terminator where the light of the artificial sun does not reach, an area of eternal darkness. Stretching south from this terminator, the land is a single continent bounded to the south by the Dragon Sea and to the west by the Sea of Grel; what lies to the Far East is unknown. Most of the continent is jungle, divided mainly by large mountain ranges.

Skartaran history divides into roughly three fundamental eras. The first of these was untold eons ago: the Age of the Wizard Kings. During this time, Skartaris was known as "Wizard World" because of its high magic levels and its popula-

tion of heavily magic-dependent creatures and cultures. It was ruled by wizards and home to dragons, trolls, and other creatures that required high levels of magic to survive. Over the centuries, this level slowly dropped, causing the magic-based fauna and civilizations to die out. Various forms of life made their way through passageways to Skartaris from Earth over the course of thousands of millennia, including many forms of dinosaurs. Many thousands of years ago still, when Atlantis sank, expeditions of Atlantean survivors made their way to Skartaris and colonized it, eventually developing city-states. This was the second great era and it ended abruptly as the city-states fell to war among one another…a war fought with devastating nuclear weapons. Over the millennia since the destruction of the Atlantean colonies, the strange combination of radiation and ambient magical remnants mutated a number of species, creating entirely new varieties. The Skartaris that has developed from this environment is a medieval civilization at best, with parts still mired in savagery even lower down the cultural chain. The cities of Shamballah, Bal Shazar, and Kallistan are among the few urban areas where civilization is beginning to climb back out of complete barbarism, and yet even those settlements practice feudal regulation and maintain slave trade.

The modern era of Skartaris began only in the latter half of the 20th century with the arrival of the man who would eventually be called The Warlord. In 1969, U.S.A.F. Colonel Travis Morgan's plane was pulled through the polar gate while returning from a mission over Soviet airspace. His adventures started with mere survival and slowly built into a crusade to free the people of Skartaris from the petty despots that controlled them. Faced by myriad threats and opposed by the wizard-priest Deimos (heir not only to dark magic remnants of the wizard king's power but also surviving Atlantean technology) as only the first of many great enemies, the crusade continues to this day under Morgan's skilled and courageous leadership.

SORCERER'S WORLD

Notable Persons: Mordru, the White Witch

The Sorcerer's World is the heart of all magic that permeates the multiverse and is connected through its nature to all other mystical dimensions everywhere. It was recently shown under the sway of the tyrant sorceress Mirabai until an insurrection covertly managed by Mordru, using Captain Atom as a catspaw, toppled her reign and put Mordru himself into power. In the most prominent timeline currently leading to the 30th century, an era where the Sorcerer's World will be called "Zerox," Mordru will retain control over the centuries.

Note: For purposes of the optional Dimensional Travel rules presented at the beginning of the chapter, the Sorcerer's World is consider "contiguous" when dealing with any other mystical dimension or world.

OTHER REALMS

Not all dimensions that have had contact with Earth or her people are of a mystical nature or parallel offshoot. The multiverse is infinite and planes without number comprise its structure. Given the nature of superpowered beings with access to magic and vastly-advanced technology, it's simply inevitable that some of these planes would see contact from Earth's colorful inhabitants. What follows isn't an exhaustive list—there have been far too many such locations visited for a single adventure or even a single panel within a larger adventure in the 75 years of published stories in DC's library, so many that it would take an entire book by itself just to catalogue them. The vast majority of those locations have never been seen again or were intentionally left undetailed within the context of the stories that introduced them. What this section does present is the handful of other dimensions that are important enough within the DC Universe and its stories to have seen many stories set within them, such as Qward, or that have introduced important figures and concepts into DC's canon, such as the so-called Fourth World and its famous planets of Apokolips and New Genesis.

BGTZL

Notable Persons: Tinya Wazzo (Phantom Girl of the Legion of Super-Heroes)

Bgtzl is a world that exists in the same space as Earth but in a different dimensional plane. Inhabitants of Bgtzl that travel to Earth (through vessel or other device, as very few of them can manage the feat under their own power) can "phase" through solid matter by willing their physical structure to synchronize with the dimensional buffer between Bgtzl and Earth. Prior to their making official contact with Earth in the 24th century, the only interaction between natives of Bgtzl and Earth were sporadic incidents where they were mistaken for phantoms and ghosts.

THE FIFTH DIMENSION/ZRRF

Notable Persons: Mr. Mxyzptlk, Yz (Johnny Thunder's Thunderbolt), Bat-Mite, Qwsp

Zrrf is the name of a dimension more commonly referred to as "The Fifth Dimension." Inhabitants of that dimension operate according to physical laws completely beyond the understanding of mere three-dimensional humans and seem to possess limitless power to control and restructure matter at the slightest whim. Various imps, genies, and trickster entities throughout the ages have apparently been denizens of Zrrf visiting Earth. The visitors from that dimension obey only their own rules; one of which that seems to hold sway over the most famous visitor, Superman's adversary Mr. Mxyzptlk, is that getting them to say their name backwards

instantly returns them to their home dimension and forces them to remain there for a certain period of time. Johnny Thunder's Thunderbolt has recently been revealed to originate from the Fifth Dimension, but his class of being, a genie rather than an imp, seems to operate under different restrictions—namely being unable to act directly in Earth's dimension without explicit instructions from someone accepted as a controller.

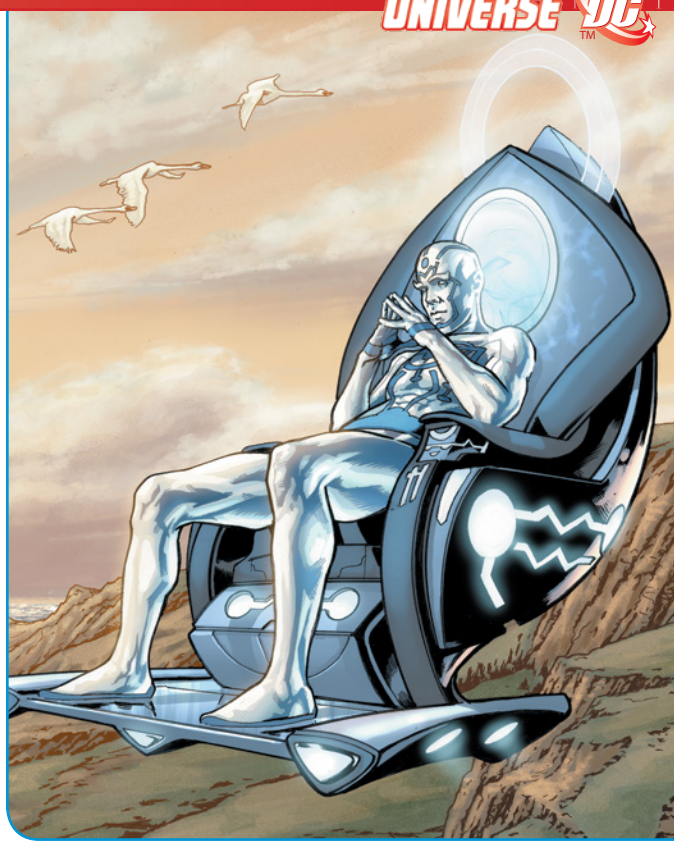
THE FOURTH WORLD

There exists a dimensional gulf normally traversable only through the powerful teleportation technology known as a Boom Tube. Untold ages ago, this gulf was inhabited by a race known as the "Old Gods," who fought a cataclysmic war that ultimately destroyed their home, the planet Urgrund. From the shattered remnants of Urgrund, two worlds eventually developed—dread Apokolips and idyllic New Genesis. The New Gods, inheritor race to Urgrund's lost power, developed on these planets. The various members of the New God race that lived on each of these worlds found themselves at odds, as the lords of Apokolips have always hungered for absolute power, while the New Gods on New Genesis want peace and freedom, as guided by the benevolent cosmic consciousness called the Source. Several wars have been fought between the two worlds, wars separated by uneasy détentes of varying duration and at least one lengthy truce that required the exchange of hostages: Darkseid's son, Orion, traded to New Genesis and Highfather's son, Scott Free, to Apokolips. This truce lasted until Scott Free escaped to Earth as Mister Miracle.

Separated from these two camps are Metron and The Black Racer. Metron is the ultimate explorer, born of neither world. In his Mobius Chair he scours the depths and corners of all of creation in the pursuit of knowledge and the advancement of his intellectual curiosity. Though more often allied with the interests of New Genesis—as the pursuit of knowledge requires freedom first—Metron has nonetheless worked with Darkseid when he deemed the goal worthy. The Black Racer is not precisely one of the New Gods, but rather a mortal vessel chosen as the avatar of inevitable death; the current vessel is an Earthman, an otherwise-paralyzed American soldier named Willie Walker who becomes a figure feared by even the New Gods when called to his duties.

APOKOLIPS

Yuga Khan, first lord of Apokolips, attempted to breach the Source Wall, a barrier separating the various universes from the power of the Source, and was imprisoned in the wall when he failed. His wife Heggra took power in his absence, scheming against New Genesis while positioning her sons, Uxas and Drax, as pawns in her political games. During her reign, her son Uxas apparently murdered his brother Drax when Drax went to claim his birthright in the Omega Force, then took the name Darkseid for himself. Darkseid then manipulated his uncle Steppenwolf into raiding New Genesis, an act of violence that resulted in the death of Highfather's wife, Avia, and sparked a new series of wars between the two worlds. When Heggra had



METRON — PL15 • 224 POINTS

STR 6 **STA** 8 **AGL** 2 **DEX** 3 **FGT** 2 **INT** 15 **AWE** 8 **PRE** 2

Powers: Godlike Mind (Impervious Will 18; Quickness 12, Limited to Mental Tasks); **Immortal** (Immunity 2 (Age, Disease); **Mother Box** (Feature 2 (Intelligence); Healing 8; Movement 3 (Space Travel); Removable -4)

VEHICLE: MOBIUS CHAIR • *175 POINTS*

Size: Small **STR** 6 **Speed** 20 (Flight, Dynamic), **DEF** 0 **TOU** 16 **Features:** Navigation System, Remote Control, Powers (**Flight AE:** Movement 6 (Dimensional Travel 3, Space Travel 3), Dynamic; **AE:** Teleport 20 (Extended (1 million miles), Extended Only), Dynamic; Concealment 10 (all senses), **Immunity** 10 (Life Support for Passengers), **Force Field** 20* (Impervious 20), **Senses** 41 (Analytical and Extended 10 on Auditory, Chemical, and Visual; Visual Counters Concealment 10)

Advantages: Eidetic Memory, Equipment 35 (Mobius Chair), Jack-of-all-trades, Skill Mastery (Expertise: History), Skill Mastery (Expertise: Science), Skill Mastery (Technology), Well-Informed

Skills: Expertise: History 10 (+25), Expertise: Known Multiverse 10 (+25), Expertise: Science 10 (+25), Insight 4 (+12), Investigation 5 (+20), Perception 7 (+15), Persuasion 8 (+10), Technology 10 (+25)

Offense: Initiative +2, Unarmed +2 (Close, Damage 6)

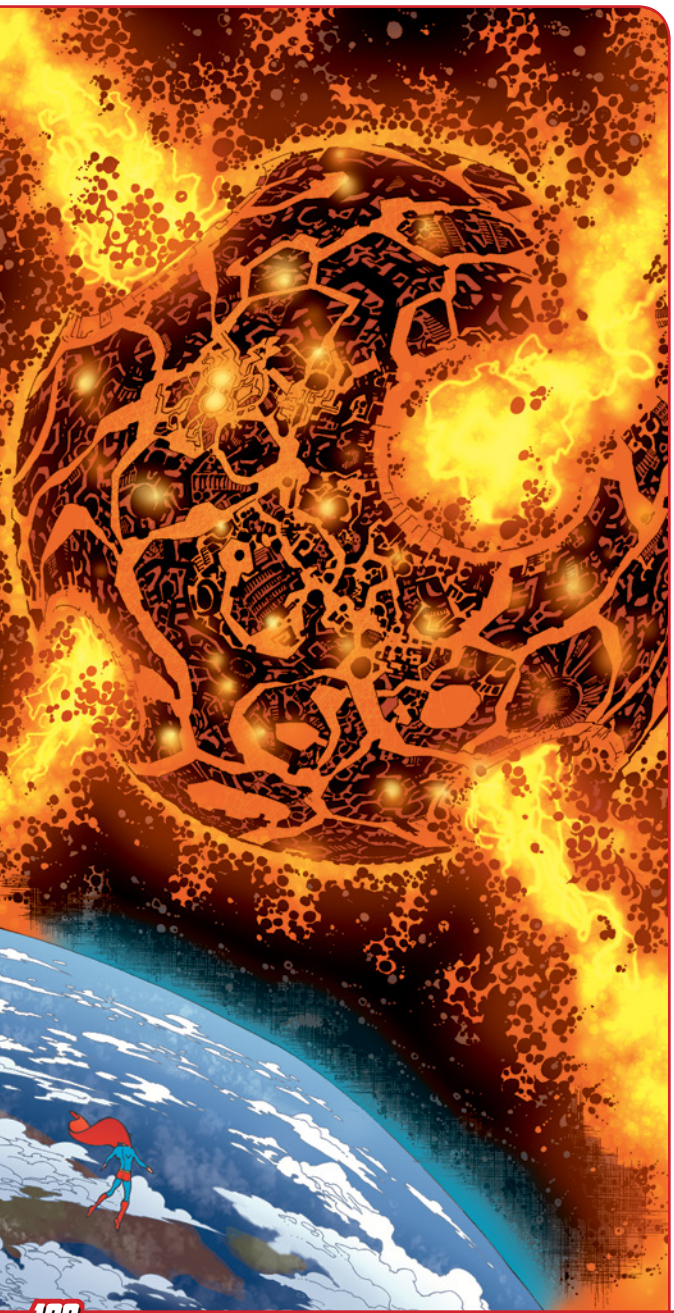
Defense: Dodge 2, Parry 2, Fortitude 12, Toughness 28/8*, Will 18 *Without Chair.

Totals: Abilities 92 + Powers 45 + Advantages 41 + Skills 32 + Defenses 14 = 224

Complications: Motivation—Knowledge: Metron is driven to seek knowledge at any cost. **Quirk – "Cold Fish":** Metron completely lacks the ability to empathize on any level. **Weakness**: All New Gods find the substance Radion potentially lethal.

Darkseid's first wife, Suli, murdered by Darkseid's lackey, Desaad, and then forced Darkseid into an arranged marriage with Tigra, Darkseid retaliated by having Desaad secretly murder Heggra. Darkseid then took the throne he's held ever since.

Apokolips is an industrial nightmare, a planet entirely covered by urban construction and factories devoted to arming Darkseid's military. The planet itself has been converted into a large factory, with continent-scale firepits providing energy. The population is largely composed of a desperate throng called "lowlies" or "hunger dogs" that slave for their master in his forges and live in the global slums of Armagetto. These dregs are mortal, not gifted with the power of a New God, though Darkseid's forces constantly scour the planet searching for those who demonstrate power or impressive skill and can either be put to use after conditioning in Granny's Orphanage or killed before they threaten Darkseid's rule. Above this lowest rank are Darkseid's soldiers, his Parademons that compose a force of seemingly endless legions. At the top of the food chain are those New Gods with power and skill enough to serve Darkseid directly, his "Elite":



- **Desaad**, his chief technologist and intelligence-gatherer.
- **Granny Goodness**, who trains Darkseid's guards, including his personal strike force, the Furies.
- **Kalibak**, son of Darkseid, who acts as his father's enforcer.
- **Mantis**, second most powerful New God on Apokolips and often called on to act as Darkseid's second-in-command.
- **Kanto**, Darkseid's personal assassin.
- **Devilance the Pursuer**, terrible hunter sent to track down Darkseid's enemies, such as the Forever People.
- **Virman Vundabar** and **Steppenwolf**, military advisors to Darkseid's forces.
- **Glorious Godfrey** and **Amazing Grace**, sibling evangelists of the word of Darkseid whose mind control abilities convert enemies of the regime or push them into controlled self-destruction.

Aside from his Parademons, Darkseid occasionally indulges in specially creating troops to use for specific missions or campaigns, soldiers like the aquatic shock troopers the Deep Six (Gole, Jaffar, Kurin, Shaligo the Flying Finback, Slig, and Trok). Or when he's feeling particularly cruel, Darkseid uses the Justifiers, captives from native populations forced to wear mind-controlling helmets which make them well-armed drones in utterly devoted service to Apokolips, fighting against those they otherwise called family or friend.

MANTIS

Mantis was the leader of a powerful tribe of insectoid New Gods that Darkseid lured away from New Genesis and over to the side of Apokolips. He ranks high in Darkseid's Elite and is considered the second most powerful New God on Apokolips. His energy manipulation abilities allow him to absorb any form of energy and channel it outward as destructive projections; additionally, he can generate his own Boom Tube without need of a Mother Box, and transform matter into anti-matter, which than detonates on contact with normal matter.

THE FEMALE FURIES

Base: Apokolips
Current Members: (active) Artemiz, Bernadeth, Lashina, Mad Harriet, Stompa; (cadets) Bloody Mary, Gilotina, Malice Vundabar, Speed Queen
Former Members: Big Barda, Knockout
Headquarters: Granny Goodness' Fortress-Orphanage

The Furies are an elite strike force trained and conditioned by Granny Goodness and other members of Darkseid's

MANTIS — PL14 • 305 POINTS

STR 16 **STA** 13 **AGL** 6 **DEX** 6 **FGT** 10 **INT** 4 **AWE** 4 **PRE** 4

Powers: Anti-Matter Charge (Burst Area Penetrating 10 Damage 14), **AE: Energy Blast** (Ranged Damage 16, Variable Descriptor—Heat, Cold, and Absorbed Energy), **AE: Frigi-blocks** (Ranged Affliction 13 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree, Accurate 4), **AE: Boom Tube** (Movement 3 (Space Travel 3, Dimensional, Portal)); **Flight** 8 (500 MPH); **Energy Absorption** (Immunity 80 (Toughness effects), Distracting, Limited to Energy, Sustained); **Godlike Resilience** (Immunity 11 (Age, Life Support), Impervious Toughness 16, Protection 3, Regeneration 5 (Source—Absorbed Energy)); **Sensitivity** (Senses 7 (Analytical and Extended 2 Radius Detect Energy Spectra, Vision Counters Invisibility))

Advantages: Benefit 4 (Status 4—Leader of powerful insectoid New God tribe), Close Attack 2, Fearless, Improved Initiative, Leadership, Startle

Skills: Acrobatics 2 (+8), Athletics 2 (+18), Deception 6 (+10), Insight 6 (+10), Intimidation 8 (+12), Perception 4 (+8), Persuasion 2 (+6), Ranged Combat: Energy Blast 6 (+12), Stealth 4 (+10), Technology 6 (+10)

Offense: Initiative +10, Anti-matter Charge (Close, Burst Area Damage 14, Penetrating 10), Energy Blast +12 (Ranged, Damage 16), Frigi-Blocks +14 (Ranged, Affliction 13, Dodge/Damage DC 23/28), Unarmed +12 (Close, Damage 16)

Defense: Dodge 10, Parry 12, Fortitude 15, Toughness 16, Will 13

Totals: Abilities 126 + Powers 129 + Advantages 10 + Skills 23 + Defenses 17 = 305

Complications: Power Loss: Occasionally needs to spend time in his power pod to recharge energies spent in battle. **Weakness:** All New Gods find the substance Radion potentially lethal.

Elite. All female, they also serve as the occasional honor guard for their lord and master, Darkseid, and, ultimately, they answer only to him. They are currently led by Lashina—though Bernadeth constantly schemes to supplant her—but were once led by Big Barda before she defected to Earth with her lover, and later husband, Scott Free; this betrayal is considered a stain on the Furies' record and they take any opportunity to strike at their former leader.

The Furies are vicious combatants who excel at fighting dirty, ambushes, "dog-piling," and any other tactics that grant them immediate and unfair advantage. They are completely loyal to Darkseid. While agents of Darkseid, they are not technically members of "Darkseid's Elite" and as such may or may not have access to a Mother Box depending on the nature of their mission.

ARTEMIZ

Artemiz lives for the hunt and is never very far away from her precious Cyberpak. Her signature weapon is a high-tech bow capable of shooting over half a mile away. She prefers to work independently of her teammates, moving ahead of them as a scout or apart from them as fast-moving "artillery." This may also indicate how much she dislikes the others, as she also hangs in the back when the Furies gather as a group and doesn't interact with the others more than necessary.

ARTEMIZ — PL10 • 158 POINTS

STR 5 **STA** 6 **AGL** 5 **DEX** 5 **FGT** 10 **INT** 1 **AWE** 3 **PRE** 2

Powers: Immortal (Immunity 2 (Age, Disease); **Powerbow** (Ranged Damage 9, Extended Range 2; Easily Removable -8)

Equipment: Body Armor (Protection 1)

Advantages: Accurate Attack, Defensive Roll 2, Great Endurance, Equipment, Improved Aim, Improved Initiative, Minion 15 (3 Rank 5 Minions—the Cyberpak), Move-by Action, Power Attack, Precise Attack 2 (Cover and Concealment; Ranged), Quick Draw, Teamwork, Tracking

Skills: Acrobatics 6 (+11), Athletics 6 (+11), Expertise: Wilderness Survival 10 (+11), Insight 6 (+9), Investigation 4 (+5), Perception 8 (+11), Ranged Combat: Powerbow 6 (+11), Stealth 6 (+11), Technology 4 (+5)

Offense: Initiative +9, Powerbow +11 (Ranged, Damage 9), Unarmed +10 (Close, Damage 5)

Defense: Dodge 11, Parry 11, Fortitude 8, Toughness 9/6*, Will 9 *Without Defensive Roll.

Totals: Abilities 74+ Powers 14 + Advantages 29 + Skills 28 + Defenses 13 = 158

Complications: Motivation—Responsibility: All of the Furies are loyal to Darkseid and their mission…*or else!* **Weakness:** All New Gods find the substance Radion potentially lethal.

CYBERPAK — PL7/MR 5 • 67 POINTS

STR 5 **STA** 5 **AGL** 3 **DEX** 3 **FGT** 5 **INT** –4 **AWE** 2 **PRE** 0

Powers: Animal Senses (Senses 2 (Acute Smell, Low-light Vision)); **Armor Implants** (Impervious Toughness 8, Protection 3); **Claws and Teeth** (Strength-based Damage 2); **Large** (Growth 2, Innate, Permanent)

Advantages: Great Endurance, Move-by Action, Teamwork

Skills: Close Combat: Claws 2 (+7), Perception 6 (+8), Stealth 8 (+9)*

Offense: Initiative +3, Unarmed +7 (Close, Damage 7)

Defenses: Dodge 6*, Parry 6*, Fortitude 6, Toughness 8, Will 3 *Includes Growth modifiers.

Totals: 20 + Powers 20 + Advantages 3 + Skills 8 + Defenses 6 = 67

The Cyberpak are large, well-trained, and heavily cyber-augmented hounds devoted to Artemiz. They are usually used in groups of three and named sequentially (Unus, Secundus, Tertius).

BERNADETH

Desaad manipulated circumstances to get his sister, Bernadeth—a conniving backstabber of the first order—into the Furies, and the two of them have conspired repeatedly to make her the team's leader. She even betrayed Lashina once and marooned her on Earth to get her position for a short while. She is a cold, cautious, and calculating fighter, but most definitely not the coward Desaad is, as she hasn't hesitated to attack even powerful targets like Superman and Orion when the team has needed it. Her signature weapon is the Fahren-knife, a self-heating blade that moves to her mental command and can roast a victim from the inside.

BERNADETH — PL10 • 157 POINTS

STR 4 **STA** 6 **AGL** 3 **DEX** 3 **FGT** 8 **INT** 5 **AWE** 3 **PRE** 1

Powers: Immortal (Immunity 2 (Age, Disease)); **Fahren-knife** (Ranged Damage 8, Concentration); **AE:** Strength-based Damage 4 (Penetrating 4); **AE:** Deflect 10 (Limited to Close Attacks); Removable, - 5 points)

Advantages: Assessment**,** Defensive Roll 4, Improved Critical 4 (Fahren-knife)

Skills: Athletics 4 (+8), Close Combat: Knives 4 (+12), Deception 12 (+13), Expertise: Political Intrigues 8 (+13), Insight 12 (+15), Intimidation 6 (+7), Investigation 6 (+11), Perception 6 (+9), Persuasion 8 (+9), Ranged Combat: Fahren-knife 8 (+11), Stealth 6 (+9), Technology 8 (+13)

Offense: Initiative +3, Fahren-knife +12 (Close, Damage 8, Penetrating 4), Fahren-knife +11 (Ranged, Damage 8)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 10/6*, Will 10 *Without Defensive Roll

Totals: Abilities 66 + Powers 23 + Advantages 9 + Skills 41 + Defenses 18 = 157

Complications: Responsibility: All of the Furies are loyal to Darkseid and their mission…*or else!* **Quirk – Schemer:** Bernadeth is pathologically untrustworthy. **Weakness:** All New Gods find the substance Radion potentially lethal.

LASHINA — PL11 • 198 POINTS

STR 6 **STA** 7 **AGL** 6 **DEX** 6 **FGT** 12 **INT** 1 **AWE** 3 **PRE** 2

Powers: Immortal (Immunity 2 (Aging, Disease); **Superhuman Agility** (Leaping 1, Speed 3 (16 MPH)); **Lash-whips** (Enhanced Advantages 5 (Chokehold, Fast Grab, Improved Grab, Improved Hold, Improved Trip, Precise Attack 2 (Cover and Concealment; Close); Limited to use with Whips), Enhanced Strength 10 (Limited to Grabs with Her Whips Only), Strength-based Damage 4 (Penetrating 4), Reach 10; Reaction Affliction 10 Resisted with Fortitude (Dazed, Stunned, Incapacitated; Limited to Whips, Grab-based); Removable, -10 points)

Equipment: Body Armor (Protection 1)

Advantages: Accurate Attack, Agile Feint, Benefit (Status—Leader of the Female Furies), *Chokehold*, Defensive Attack, Defensive Roll, Equipment, *Fast Grab,* Improved Critical 2 (Whips), *Improved Grab, Improved Hold*, Improved Initiative, *Improved Trip*, *Instant Up*, Move-by Action, *Precise Attack 2 (Cover and Concealment; Close)*, Takedown 2, Uncanny Dodge

Skills: Acrobatics 8 (+14), Athletics 8 (+14), Deception 6 (+8), Expertise: Tactics 8 (+9), Insight 8 (+11), Intimidation 8 (+10), Perception 8 (+11), Stealth 8 (+14), Technology 4 (+6)

Offense: Initiative +10, Lashes +12 (Close, Damage 10 or Strength 10 Effects, 50-foot reach), Electrified Whips +12 (Close, Reaction Affliction 10 Resisted with Fortitude, Following Grab, 50-foot reach), Unarmed +12 (Close, Damage 6)

Defense: Dodge 13, Parry 13, Fortitude 9, Toughness 9/8*, Will 11 *Without Defensive Roll.

Totals: Abilities 86 + Powers 48 + Advantages 13 + Skills 33 + Defenses 18 = 198

Complications: Responsibility: All of the Furies are loyal to Darkseid and their mission…*or else!* **Weakness:** All New Gods find the substance Radion potentially lethal.

MAD HARRIET — PL10 • 142 POINTS

STR 5 **STA** 7 **AGL** 7 **DEX** 6 **FGT** 10 **INT** 1 **AWE** 2 **PRE** 2

Powers: Immortal (Immunity 2 (Age, Disease); **Superhuman Agility** (Enhanced Advantages 3 (Improved Initiative 2, Instant Up), Leaping 2, Speed 3 (16 MPH)); **Power Spikes** (Strength-based Damage 2, Penetrating 2, Removable, -1 point))

Advantages: Agile Feint, All-out Attack, Chokehold, Close Attack 3, Defensive Roll 3, Fast Grab, Fearless, Grabbing Finesse, Improved Critical 4 (Power Spikes), *Improved Initiative 2, Instant Up,* Move-by Action, Power Attack, Prone Fighting, Redirect, Seize Initiative, Set-up, Startle

Skills: Acrobatics 6 (+13), Athletics 6 (+11), Intimidation 6 (+8), Perception 6 (+8)

Offense: Initiative +15, Power Spikes +13 (Close, Damage 7, Crit 16-20), Unarmed +13 (Close, Damage 5)

Defense: Dodge 10, Parry 10, Fortitude 10, Toughness 10/7*, Will 10

*Without Defensive Roll.

Totals: Abilities 80 + Powers 13 + Advantages 23 + Skills 12 + Defenses 14 = 142

Complications: Responsibility: All of the Furies are loyal to Darkseid and their mission…*or else!* **Quirk—Mental Instability:** Mad Harriet is *crazy*. **Weakness:** All New Gods find the substance Radion potentially lethal.

LASHINA

Lashina succeeded Barda as leader of the Furies. A vicious combatant, Lashina always pushes herself a little harder than her teammates, as she feels she is always being measured against her predecessor Barda and found wanting. When she was marooned on Earth by Bernadeth, she operated under the name "Duchess" with the Suicide Squad until she could return home. She then killed Bernadeth only to die for Darkseid's displeasure shortly thereafter (bringing the Suicide Squad to Apokolips did *not* make him happy); he later resurrected both to fight for him again, but the tension remains constant between the two Furies, with Lashina generally commanding in the field and Bernadeth commanding out of combat. Her signature weapon is a powerful set of lash-like whips which she can use to shatter or crush steel as well as electrocute those wrapped in the deceptively extensible metal lashes.

MAD HARRIET

Little is known about Harriet aside from her traditional manner in combat—Harriet is completely insane and attacks wildly, her ferocity and complete lack of concern over her own safety, especially when combined with her power spikes, make her an opponent to be feared. Her annoying habit of speaking like an old fairy-tale witch, and in third person, only adds to the desire to avoid her.

STOMPA

Stompa is a simple and direct warrior—she likes noise and she likes collateral damage. She doesn't say much outside of combat, leaving that to Lashina and Bernadeth, but on the battlefield she "trash talks" opponents and her boots

STOMPA — PL11 • 137 POINTS

STR 9 **STA** 9 **AGL** 3 **DEX** 1 **FGT** 8 **INT** 0 **AWE** 0 **PRE** 2

Powers: Heavy Matter Boots (Strength-based Damage 5, Shockwave (Burst Area Affliction 11 (Resisted by Fortitude; Vulnerable, Defenseless), Instant Recovery, Limited Degree, Limited: Both Stompa and targets must be in contact with the ground, Linked to Burst Area Damage 11, Limited: Both Stompa and targets must be in contact with the ground), Removable, -5 points); **Immortal** (Immunity 2 (Age, Disease)); **Strong Legs** (Leaping 4 (500 feet), Speed 3 (16 MPH)); **Super-strength** (Enhanced Strength 2, Limited to Lifting; *lifting str 11*; 50 tons)

Equipment: Body Armor (Protection 3)

Advantages: All-out Attack, Equipment, Great Endurance, Improved Smash, Power Attack, Startle, Taunt

Skills: Acrobatics 4 (+7), Athletics 6 (+15), Deception 4 (+6), Insight 4 (+4), Intimidation 8 (+10), Technology 4 (+4), Vehicles 6 (+9)

Offense: Initiative +3, Heavy Matter Boots +8 (Close, Damage 14), Shockwave (Close, Burst Area Damage 11 and Burst Area Affliction 11 Resisted by Fortitude), Unarmed +8 (Close, Damage 9)

Defense: Dodge 10, Parry 10, Fortitude 12, Toughness 12, Will 9

Totals: Abilities 64 + Powers 27 + Advantages 7 + Skills 18 + Defenses 21 = 137

Complications: Motivation—Responsibility: All of the Furies are loyal to Darkseid and their mission…*or else!* **Weakness**: All New Gods find the substance Radion potentially lethal.

always leave little doubt as to her location given the volume of sound they generate alongside their devastating shockwave effects.

STEPPENWOLF

Darkseid's dour uncle Steppenwolf helped him to win the throne of Apokolips, and by doing so earned the position as commander of its armies, allowing him to pursue his true passion for battle. Steppenwolf is a cunning, if dogged, strategist and sufficiently satisfied in his ambitions that he is as loyal as any of Darkseid's elite can be.

VIRMAN VUNDABAR

One of Granny's "orphans," Virman became obsessed with Earth's Prussian military, adopting its style and mannerisms as part of his own role as a tactical planner of Darkseid's elite. Vundabar prefers to command his forces from the safety of the back ranks rather than being on the front lines like Steppenwolf, although his cunning and capabilities as a combatant should not be underestimated.

NEW GENESIS

The paradisiacal antithesis to Apokolips' hellish demeanor, New Genesis itself is covered completely in lush and beautiful, unspoiled forest, towering mountains, and crystal-pure oceans. The surface of the planet is left untrammeled by the New Gods who call the world home. Instead, they soar above in the clouds, living in the flying city called

STEPPENWOLF — PL14 • 213 POINTS

STR 8 **STA** 10 **AGL** 6 **DEX** 5 **FGT** 14 **INT** 2 **AWE** 2 **PRE** 3

Powers: Cable Snare (Removable, -6 points; Array (28 points): **Blast** (Ranged Damage 14) **AE: Snare** (Ranged Affliction 14 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree); **Electro-Axe** (Easily Removable, -2 points; Strength-based Damage 6); **Godlike Endurance** (Protection 3); **Immortal** (Immunity 2 (Age, Disease)); **Super-strength** (Enhanced Strength 4, Limited to Lifting; Lifting STR 14)

Equipment: Hover Bike (Medium, STR 8, TOU 11, DEF 6, Flight 12 (8,000 MPH), Navigation System)

Advantages: Accurate Attack, All-out Attack, Benefit 3 (General of Darkseid's Armies), Defensive Attack, Equipment 9, Improved Critical (Electro-axe), Improved Disarm, Improved Initiative, Leadership, Move-by Action, Power Attack, Set-up, Takedown, Weapon Bind

Skills: Athletics 6 (+14), Deception 4 (+7), Expertise: Animal Handling 8 (+10), Expertise: Tactics 8 (+10), Insight 6 (+8), Intimidation 8 (+11), Perception 6 (+8), Persuasion 2 (+5), Ranged Combat: Cable Snare 7 (+12), Teechnology 4 (+6), Vehicles 5 (+10)

Offense: Initiative +10, Cable Snare +12 (Ranged, Affliction 14 or Damage 14), Electro-axe +14 (Close, Damage 14), Unarmed +14 (Close, Damage 8)

Defenses: Dodge 12, Parry 14, Fortitude 14, Toughness 14, Will 13

Totals: Abilities 100 + Powers 36 + Advantages 24 + Skills 32 + Defenses 21 = 213

Complications: Motivation—Combat: Steppenwolf lives for battle and to fulfill his duties as a soldier. **Relationship:** Steppenwolf is Darkseid's uncle. **Responsibility:** Steppenwolf is loyal to his master and to his duty as a general. **Weakness**: All New Gods find the substance Radion potentially lethal.

VIRMAN VUNDABAR — PL11 • 151 POINTS

STR 7 **STA** 7 **AGL** 2 **DEX** 5, **FGT** 11 **INT** 7 **AWE** 3 **PRE** 1

Powers: Immortal (Immunity 2 (Aging, Disease))

Advantages: Close Attack 4, Defensive Roll 2, Favored Environment (Planned Battlefields), Improvised Tools, Inventor, Leadership, Ranged Attack 5, Seize Initiative, Taunt, Well-informed

Skills: Athletics 3 (+10), Deception 9 (+10), Expertise: Tactics 5 (+12), Insight 4 (+7), Intimidation 5 (+6), Investigation 4 (+11), Perception 4 (+7), Persuasion 6 (+7), Technology 8 (+15), Vehicles 4 (+9)

Offense: Initiative +2, Unarmed +15 (Close, Damage 7) or by weapon

Defense: Dodge 10, Parry 11, Fortitude 10, Toughness 9/7*, Will 11 *Without Defensive Roll.

Totals: Abilities 86 + Powers 2 + Advantages 18 + Skills 26 + Defenses 19 = 151

Complications: Motivation—Power: Virman has ambitions. **Weakness**: All New Gods find the substance Radion potentially lethal.

Notes: Vundabar's traits do not reflect his considerable access to minions or Apokoliptan weapons (up to effect rank 12) and his Favored Environment advantage makes him slightly more capable than his power level indicated when he has the opportunity to prepare a battlefield to his advantage.

HIGHFATHER	PL16 • 302 POINTS

STR 12 **STA** 14 **AGL** 2 **DEX** 2 **FGT** 12 **INT** 10 **AWE** 10 **PRE** 6

Powers: Agent of the Source (Feature 1 (Connection to the Source), Senses 1 (Cosmic Awareness)); **Immortality** (Immunity 2 (Aging, Disease)); **Golden Staff** (**Cosmic Blast** (Ranged Damage 18, Accurate 2; **AE:** Healing 9 (Energizing, Restorative; Persistent); **AE:** Teleport 12 (Extended), **AE:** Transform 7 (anything to anything); Immunity 10 (Life Support); Strength-based Damage 2; Removable (-10 points)); **Mother Box** (Feature 2 (Intelligence); Healing 8; Movement 3 (Space Travel); Removable (-4 points)); **Telepathy** (Mental Communication 5, Mind Reading 8)

Advantages: Benefit 5 (Status—Leader of New Genesis), Close Attack 2, Connected, Fascinate (Persuasion), Inspire, Leadership

Skills: Acrobatics 4 (+6), Athletics 4 (+16), Expertise: The New Gods 6 (+16), Expertise: Tactics 2 (+12), Insight 8 (+18), Perception 8 (+18), Persuasion 8 (+14), Ranged Combat: Cosmic Blast 8 (+10), Technology 5 (+15), Treatment 5 (+15)

Offense: Initiative +2, Cosmic Blast +14 (Ranged, Damage 18), Golden Staff +14 (Close, Damage 14), Unarmed +14 (Close, Damage 12)

Defense: Dodge 14, Parry 14, Fortitude 14, Toughness 14, Will 18

Totals: Abilities 136 + Powers 104 + Advantages 11 + Skills 29 + Defenses 22 = 302

Complications: Motivation—Responsibility: Highfather is the leader of New Genesis and responsible for the well-being of its people. **Responsibility:** Highfather is the agent of the Source and vague cosmic rules limit his choices and actions on occasion. **Weakness**: All New Gods find the substance Radion potentially lethal.

Supertown. Beneath them on the planet proper are the Primitives, mortals who have chosen to live in the wilderness, and Forager's people, semi-insectoid life evolved from micro-organisms that live beneath the surface; often dismissively called "Bugs" by Orion and other arrogant residents of Supertown, Forager's people and their rulers, Queen-Widow and Prime-One, contribute to New Genesis' well-being, even fighting alongside the New Gods against Darkseid when needed.

New Genesis is led by Highfather, once the warrior Izaya whose wife was lost to the raid which started the hostilities with Apokolips that ultimately resulted in Darkseid maneuvering onto his world's throne. As the wielder of the Golden Staff, Highfather is the chosen of the Source and acts as his people's spiritual guide in addition to their physical head of state. When needed he can call on a variety of powerful agents among his people, New Gods honored to help New Genesis:

- **Orion**, son of Darkseid and Tigra, prophesized to destroy his father in an epic final battle.
- **Lightray**, courageous solar-powered companion of Orion, whose spirit soars as high as his body flies.
- **Mister Miracle** and **Big Barda**, Highfather's son and daughter-in-law, both escapees from Apokolips with personal axes to grind against Granny and Darkseid.
- **Lonar** and the Old God steed **Thunderer**, fearless explorers.
- **Himon**, former teacher to Metron and one of the inventors of the Boom Tube technology, now hidden guerilla instructor ensconced on Apokolips itself.
- **Fastbak**, young poet and lover of all things *speed*.
- The **Forever People** (Mark Moonrider, Serafin, Beautiful Dreamer, Big Bear, and Vykin the Black), a group of special New Gods picked by the Source and raised together who can combine mental power to summon forth Source-empowered **Infinity Man** (ironically, Darkseid's brother Drax, saved from death by the Source and given power greater even than Darkseid's own) from the other-dimensional world Adon.

THE META-ZONE

Notable Persons: Shade the Changing Man

The Meta-Zone is a dimension separated from Earth by a deadly buffer area called the Zero Zone. Meta is a planet of highly-advanced science in service to a tightly-controlled society. The inhabitants are not only aware of Earth, but have infiltrated a covert outpost there called the Occult Research Center (O.R.C.). One Metan, Rac Shade, is known to have worked with a select few of Earth-0's superhumans in the form of the Suicide Squad.

A particularly deadly section of the Zero Zone is called the Area of Madness; only Shade seems to be able to survive contact with the mind-shattering environment there and has used it to hide from Metan authorities more than once. Dimensional access to Meta from Earth appears to be sporadic, difficult to predict, and quite dangerous. Ac-

cess from other places, such as Apokolips, seems to work more predictably and with less risk of life and limb from the attempt.

SHADE THE CHANGING MAN

Rac Shade was once an intelligence-operative for his native Meta. At some point, he was framed for treason by enemies of the state and sentenced to death. While awaiting his fate, a riot occurred at the prison where he was kept and he managed to escape. Making his way eventually to Earth, Shade fought alongside the Suicide Squad until the opportunity to return home was presented. While on Earth, Shade helped stop a number of Metan criminals that had seized the O.R.C. from implementing a scheme to take over the Earth. Helping a marooned–on-Earth Lashina of the Female Furies return to Apokolips, Shade was betrayed and saw several of his newfound compatriots die before Darkseid appeared and returned Shade to Meta.

Shade still works to clear his name, and though even the leaders of Meta know him to be innocent, until fully cleared of the frame-job, the complicated and byzantine legal system of Meta requires them to hunt him.

The M-vest that Shade wears projects a force field that protects him from incoming attacks, adds to the force of his blows, enables limited flight, and distorts his appearance in a psycho-reactive fashion based on his viewers.

SHADE THE CHANGING MAN	PL10 • 134 POINTS
STR 3 **STA** 3 **AGL** 3 **DEX** 3 **FGT** 6 **INT** 2 **AWE** 2 **PRE** 2	
Powers: M-vest (Enhanced Defenses 6 (Dodge 3, Parry 3), Feature 1 (The surface of the force field distorts Shade's appearance based on the emotional state and perceptions of the viewer), Flight 4 (30 MPH), Force Field (Impervious Protection 8, Sustainted), Strength-based Damage 4; Removable (-7 points))	
Advantages: All-out Attack, Close Attack 2, Evasion, Improved Defense, Improved Initiative, Seize Initiative	
Skills: Acrobatics 5 (+8), Athletics 5 (+8), Close Combat: Unarmed 5 (+13), Deception 5 (+7), Expertise: Spy 8 (+10), Expertise: Zero Zone 6 (+8), Insight 6 (+8), Intimidation 6 (+8), Investigation 6 (+8), Perception 6 (+8), Persuasion 6 (+8), Ranged Combat: Metan Weapons 6 (+9), Stealth 6 (+9), Technology 6 (+8)	
Offense: Initiative +7, Ranged Metan Weapons +9 (Effect varies), Unarmed +13 (Close, Damage 7 with vest, Damage 3 normally)	
Defense: Dodge 9, Parry 9, Fortitude 6, Toughness 11, Will 9	
Totals: Abilities 48 + Powers 28 + Advantages 7 + Skills 41 + Defenses 10 = 134	
Complication: Motivation – Responsibility: To Meta. **Prejudice**: Framed for treason and despite being a loyal son of Meta, Shade must contend with Metan agents constantly attempting to "bring him to justice" for his supposed crimes.	

THE PHANTOM ZONE

A buffer dimension in partial contact with the physical dimension in which Earth exists, the Phantom Zone was used as a prison by the Kryptonians, who exiled many of their society's worst enemies there, including General Zod and his associates. Other civilizations have independently discovered the Phantom Zone as well, including the Martians, the natives of Bgtzl, and at least one scientist on Earth. It is known by various races as the Ghost Zone, the Still Zone, the Buffer Zone, the Stasis Zone, and the Honeycomb. Prometheus' Cosmic Key grants him access to his *Crooked House* headquarters hidden there, and the White Martians of the Hyperclan were trapped in the Zone for centuries.

While in the Phantom Zone, a person interacts with the physical world only as an unseen phantom, watching but having no actual contact. Inhabitants do not age nor do they need any form of sustenance or sleep. They are telepathic with other inhabitants and insubstantial even to one another. Time simply does not pass in the Zone, where everything is a featureless and eternal "now."

Rare pockets of "real space" can be found within the zone that allow physical contact among the inhabitants and where time passes, but these are unpredictable and difficult to locate. One such area encompassing a set of prison buildings transported from Krypton prior to its destruction was where Zod and Ursa conceived their son, Lor-Zod (a.k.a. Christopher Kent), as part of a plan to escape from the Zone.

"POCKET" DIMENSIONS

A pocket dimension is a smaller continuum than a standard universe or dimension, though its boundaries may or may not be difficult for mortal perceptions to understand. Some come into existence in the "overlapping" space of multiple dimensions or through equally complicated natural phenomena, while others, such as the dimension created by the Time Trapper following the first Crisis as a tool to use against his enemies in the Legion of Super-Heroes, are artificial creations built by advanced or god-like entities. The Time Trapper's pocket dimension was large enough to contain an entire simulacra of Earth, but most of the ones encountered by heroes in the DC Universe have been noticeably smaller, in some cases large enough to only equal the space inside a building or similar structure. The following are a few of the better known examples of pocket dimensions:

BARTER'S SHOP

An interdimensional space used by the mysterious figure Barter, a trader and deal-maker of mystical bent with a special interest in paraphernalia used by mystic figures and heroes, the entire dimension seems only to encompass the environs inside his shop. On Earth, this shop can be accessed by using any phone and dialing the phone number 666-888 (advertised in every phone book in the world as "Barter Trading. Exotic goods and services."). The answer will subject the caller to a verbal onslaught offering the sale of strange merchandise followed by the recording disconnecting. After making this phone call, the next door the caller enters will open into Barter's place of business.

THE HIDDEN CITY

Nommo, an ancient sorcerer tied to the legendary Empire of Kor and who later took the name Doctor Mist, created the city as a home for *Homo magi* survivors of Atlantis' sinking as part of a plan to help repopulate the depleted subspecies' numbers. At some point after its construction, the city was transported into a pocket dimension created for it, one accessible from Earth at the point of the city's original location in the mountains of Turkey. The existence of the city in its pocket dimension is made possible by the power channeled through the Medulla Jewel. Sindella, mother of the heroine Zatanna, was a native of the Hidden City.

THE OBLIVION BAR

A bar catering to the supernatural and mystical, the Oblivion Bar is similar to Barter's Shop in that it can only be accessed through doors that "overlay" normal doors in various structures in other dimensions, but that act as gates to the bar itself when used. Unlike Barter's, these doors are not normally only summoned, but also normally appear in different places in different worlds at different times, some entrances changing places as time goes by. Only individuals with magical abilities can apparently see the doors for what they are, though non-magical individuals can use the doors if invited in by the bar's clientele or if they carry a magic token made for that purpose. Customers within the bar have access to phone and Internet lines to other dimensions made possible through dimensional exchange magic powered by a shard from Gemworld. The origins of the bar are a mystery, and "ownership" seems to have passed through a number of hands over time. The Shadowpact make frequent use of the Oblivion Bar, with Nightmaster having been its owner for a period of time recently.

WINTERSGATE MANOR

The home of the enigmatic Baron Winters, the dimension exists outside of both space and time, with doors not only opening into various locations, but also various time periods. Though others can enter and leave normally, the Baron himself almost never leaves his home (acting through agents as the group known as the Night Force), except to infrequently "visit" time periods other than the modern era.

THE ANTI-MATTER UNIVERSE

Billions of years ago, the Maltusian scientist Krona disregarded the beliefs of his people and performed an experiment designed to allow him to see the creation of the universe. His people believed that any such attempt would have disastrous consequences and they were proved correct. Due to the interference of Krona's experimental viewing method as it impinged on the environment of creation, a second universe was created alongside the first, an anti-matter universe. This second universe is antithetical to the existence of the positive matter universe to the point that even the briefest exposure between the substance of the two results in explosive destruction. Safe travel between the two universes is possible only through the use of special portals designed to translate the characteristics of matter in such a way as to circumvent this reaction, rendering matter traveling through such portals safe on the side of its destination. The Qwardians call these "qwa-portals."

The various worlds in the positive matter universe, as well as certain people, have counterparts in the anti-matter universe. The planet Oa, center of the positive matter universe, has a counterpart in the anti-matter universe's world of Qward, which is at the center of that universe. Earth (or specifically, Earth-0), has a counterpart in what is called Anti-Earth.

ANTI-EARTH

This dimensional counterpart to Earth-0 bears many similarities to the parallel Earth designated Earth-Three, which is a morally reversed version of Earth-Two complete with evil counterparts to the Justice Society of America. On Anti-Earth, Earth-0 is seen reflected darkly, as many of the moral viewpoints and historical and cultural developments of Earth-0 are reversed. The heroes of Earth-0 are villains and vice-versa, with the most powerful force on Anti-Earth being that of the evil counterpart to the Justice League, a group called the **Crime Syndicate** (see their entry in *Heroes and Villains, Vol. 1*). These vicious, dimensional doppelgangers have caused problems for their positive-matter counterparts more than once.

QWARD

The world of Qward was originally under the sway of the powerful entity known as the Anti-Monitor, who shaped their tyrannical and militarily-obsessed culture. Following a battle with his positive-matter counterpart that resulted in the Anti-Monitor going into dormancy, the Qwardians continued on in his absence as they had before, slowly replacing his despotic control with a highly-regimented police state.

The majority of all Qwardians are involved with the perpetuation of their militaristic society through the development of weapons, soldiers, and campaigns of conquest, with the remaining minority forced into slave labor to support their brethren. The Weaponers of Qward are the ruling caste, the scientist-soldiers responsible for the race's greatest weapons and conquests. The elite of their soldiers are called Thunderers and wield special equipment—particularly notable being their deadly qwa-bolt energy spears. The Qwardians eventually came into conflict with the Oans and their servants, and the Thunderer's qwa-bolts's yellow construction was designed in part to make them effective weapons against the Green Lantern Corps' rank-and-file.

When the Anti-Monitor was roused from dormancy prior to the first Crisis, he again enslaved the Qwardians, going so far as to transform many Thunderers into his Shadow Demon soldiers. With their conqueror thought destroyed forever at the end of the Crisis, the Weaponers retook control of their race…only to again fall when the Thunderers led a coup aimed at deposing them. Many Weaponers went into exile rather than serve their former servants. The reign of the Thunderers came to an end when the Anti-Monitor returned to existence during the restructuring of the multiverse that happened in the later crisis, and the Qwardians were in turn put to work as slaves of the Sinestro Corps, mass-producing copies of the power ring they had once developed for Sinestro to use against his former compatriots in the Green Lantern Corps.

Though briefly free during the Anti-Monitor's imprisonment by Nekron, with his return to Qward the Qwardians presumably again live under the Anti-Monitor's rule.

Qwardians look like hairless humans with large eyes. However, they are considerably stronger and hardier than humans due to their harsh upbringing and conditioning as well as militarily-aimed eugenics programs carried out over millennia. These programs have on occasion proven capable of producing superpowered Qwardians on par with some members of the Justice League of America, but the superpowered Qwardians are rare and apparently short-lived.

WEAPONERS OF QWARD

Base: Qward
Current Members: Irik Roval, "The Weaponer"
Former Members: First Weaponlord Varnathon, General Fabrikant
Headquarters: Various fortress cities on Qward, such as Q'Uld or Rengar

The Weaponers are the weaponsmiths, engineers, and scientists that form the ruling caste of Qwardian society. They are tacticians and artificers, and their abilities are well-developed enough that they have produced weapons and technology to occasionally rival that of the Guardians of the Universe (whom they despise). Initially chosen from among the Thunderers for their technical and tactical skills, in the absence of the Anti-Monitor they rose to take control of their culture.

THUNDERERS OF QWARD

The Thunderers are the elite of Qward's soldiers, originally selected for that role by the Anti-Monitor itself. Each

EVIL IS AS EVIL DOES

One element that has changed over time is the static presentation of morality in the Anti-Matter Universe. In the Silver Age, when the Anti-Earth precursor of pre-Crisis Earth-Three was introduced, everything was represented in "black and white"—everything that was good in the normal world was evil on Earth-Three and historical circumlocution was heavy-handed (America discovered Europe, for one example). In the modern era, more variety is generally shown—in cultures and on worlds where the most powerful figures have been despotic and brutally greedy, if not outright psychotic, culture and society adapts around them. The people on Anti-Earth act the way they do in part because the successful models they see are bad guys; Superman inspires and, unfortunately, so too does Ultraman. The Qwardians are harsh and aggressive because that was the only way they survived as tools of the Anti-Monitor. Silver Age over-the-top reversal is still a perfectly playable setting style if the tastes of the Gamemaster and his players run that way; however, Gamemasters should never feel that the source material is *only* playable in that way.

and every one is fanatically devoted to furthering their world's goals. For Weaponers instead of Thunderers, reduce Fighting by 3, increase Intellect by 3, and add Expertise: Weaponsmith 13 (+18) and Technology 13 (+18)

SHADOW DEMONS

The Shadow Demons are created by the Anti-Monitor from among his Thunderers to use as shock troops and terror tools against populations or defenders that prove resistant to the might of the Thunderers themselves. They are fast, living shadows, and their very substance is destructive—contact with their bodies is similar to touching anti-matter.

THE SPEED FORCE

The Speed Force is the name for a dimension made up entirely of "speed energy." It generates an energy field tapped by various super-speed-using individuals to enhance their abilities in various ways; those speedsters who tap into the Speed Force's energy field are in danger of being pulled into the dimension when overextending their powers. In many ways, it is considered a speedster "Heaven" or "Valhalla," where those who have tapped its energies go for their final reward. Barry Allen and Johnny Quick were both residents for a while, and Max Mercury's spirit is now there; by

THUNDERERS OF QWARD — PL8 • 120 POINTS

STR 5 **STA** 5 **AGL** 3 **DEX** 3 **FGT** 8 **INT** 1 **AWE** 2 **PRE** 1

Powers: Flight Suit (Flight 6 (120 MPH, Removable (-2 points))); **Force Shield** (Deflect 11, Removable (-4 points)); **Qwa-bolts** (Ranged Damage 10, Removable (-2 points))

Advantages: Benefit (Status—Thunderer), Improved Initiative, Teamwork

Skills: Athletics 6 (+9), Expertise: Tactics 6 (+7), Perception 4 (+6), Ranged Combat: Qwa-bolt 3 (+6), Stealth 5 (+8), Vehicles 6 (+9)

Offense: Initiative +9, Qwa-Bolt +6 (Ranged, Damage 10), Unarmed +8 (Close, Damage 5)

Defense: Dodge 8, Parry 8, Fortitude 7, Toughness 5, Will 6

Totals: Abilities 58 + Powers 35 + Advantages 3 + Skills 15 + Defenses 11 = 120

Complications: Quirk—Fanatic: Devoted to their world's leaders and goals.

SHADOW DEMONS — PL6 • 165 POINTS

STR 0 **STA** 6 **AGL** 6 **DEX** 2 **FGT** 6 **INT** 0 **AWE** 0 **PRE** 0

Powers: Shadow Being (Concealment 4 (Visual, Limited to Shadows), Enhanced Advantage 2 (Fast Grab, Improved Initiative), Flight 8 (500 MPH), Immunity 35 (Fortitude effects, interaction skills), Insubstantial 4); **Annihilating Touch** (Reaction Damage 6 Linked to Reaction Weaknen Toughness 6)

Advantages: *Fast Grab, Improved Initiative*

Offense: Initiative +10, Unarmed +6 (Damage 6 Linked to Weaken Toughness 6)

Defense: Dodge 6, Parry 6, Fortitude —, Toughness 6, Will 0

Totals: Abilities 40 + Powers 125 + Advantages 0 + Skills 0 + Defenses 0 = 165

Complications: Inhuman: Shadow Demons are not human, or even truly living. **Quirk—Fanatic:** Unquestioningly loyal to the Anti-Monitor.

combining their powers, several speedsters were even able to temporarily pull Superboy-Prime into the Speed Force as well—though he escaped shortly thereafter in terms of the normal time-perspective of Earth-0, for him a significant amount of time had passed, leading to the conclusion that time moves differently for those in the Speed Force as opposed to those outside it.

XEBEL

Xebel is a former penal colony used by Atlanteans that exists behind a dimensional gateway accessible through the Bermuda Triangle. Atlantis exiled a number of separatists to Xebel after one of the city-state's many civil wars, and those exiled there eventually founded their own kingdom while nursing homicidal grievances against Atlantis and its royal line. The gate from Xebel back to Earth is limited in the number of people who can travel through it at one time, and thus far only those sent through on important missions for the King of Xebel have been seen. Mera and her sister Siren are from Xebel, and the criminal Black Manta apparently holds a long-standing grudge against the people of Xebel that Mera feels was the real reason Manta killed her son.

ANTI-MONITOR

ANTI-MONITOR PLX

Quirk—Strange Appearance: A coruscating ball of energy in physical form held together by his armor, when coalesced into a semblance of matter the Anti-Monitor looks monstrous by any standard.

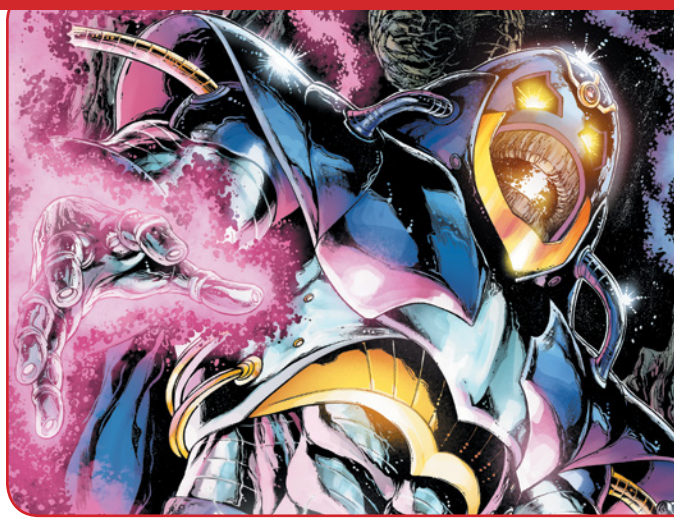
Quirk—Extreme Megalomania: The Anti-Monitor does not have allies, only servants and tools. He is brutal and deadly in enforcing this relationship and does not accept disobedience or failure.

When the Overmonitor first encountered the multiverse, it sent in a probe in its image in order to explore this new phenomenon. The incoming probe was affected by the aftershocks of the primal upheaval caused by Krona's experiment, and split into two beings: the Monitor, who saw physical birth on Oa in the positive matter universe, and the Anti-Monitor, who manifested on Qward. A living representation of the dark side of the probe entity, the Anti-Monitor quickly subjugated Qward and the rest of the Anti-Matter universe. Eventually it became aware of its counterpart. Fundamental opposites, once they became aware of one another, they immediately began fighting with their godlike abilities (without ever leaving their respective locations). After countless eons of stalemate, a telling strike-and-counterstrike resulted in both entering a state of dormancy that lasted billions of years.

When the scientist later known as Pariah attempted to repeat Krona's experiment, in addition to destroying his own planet and universe, his actions also awakened the Anti-Monitor from dormancy. Instead of directly renewing its fight with its counterpart, the Anti-Monitor instead renewed its control over the Qward and began creating Shadow Demon soldiers from the Thunderers under his command. Once its base was firm, the Anti-Monitor released a wave of anti-matter that began to engulf one positive-matter universe after another, beginning the events of the first crisis. This campaign of destruction was finally stopped by the combined might of reality's greatest heroes from across multiple universes, but only at terrible cost, including the lives of many heroes and countless worlds before a new universe was created as a result. The Anti-Monitor itself was apparently destroyed by Kal-L, the first Superman.

When Alexander Luthor plotted to return the universe to its pre-Crisis state, he used parts of the Anti-Monitor's containment suit in his plans. The restructuring of the multiverse that followed resurrected the Anti-Monitor on Qward, from where it helped instigate the Sinestro Corps War before finally falling to the successive might of Earth's heroes, the combined force of the Guardians of the Universe, and finally, to a direct attack from Superboy-Prime. Its shattered body ended up on the planet Ryut in Sector 666 where

REAL NAME: THE ANTI-MONITOR
OCCUPATION: DESPOT AND DESTROYER OF UNIVERSES
BASE: THE MOON OF QWARD IN THE ANTI-MATTER UNIVERSE



Nekron captured and killed the weakened Anti-Monitor to use it as a battery for Nekron's Black Lantern Corps. When the White Light Entity resurrected the Anti-Monitor as part of the final battle against Nekron, the Lord of the Unliving transported the monster back to Qward rather than face a reinvigorated enemy with power to rival Nekron's own.

PERSONALITY

The monster known as the Anti-Monitor exists only to consume and control, and all its plans and actions are directed toward those twin purposes. It is cold, utterly ruthless, and calculating on a detached level beyond mortal understanding.

POWERS & ABILITIES

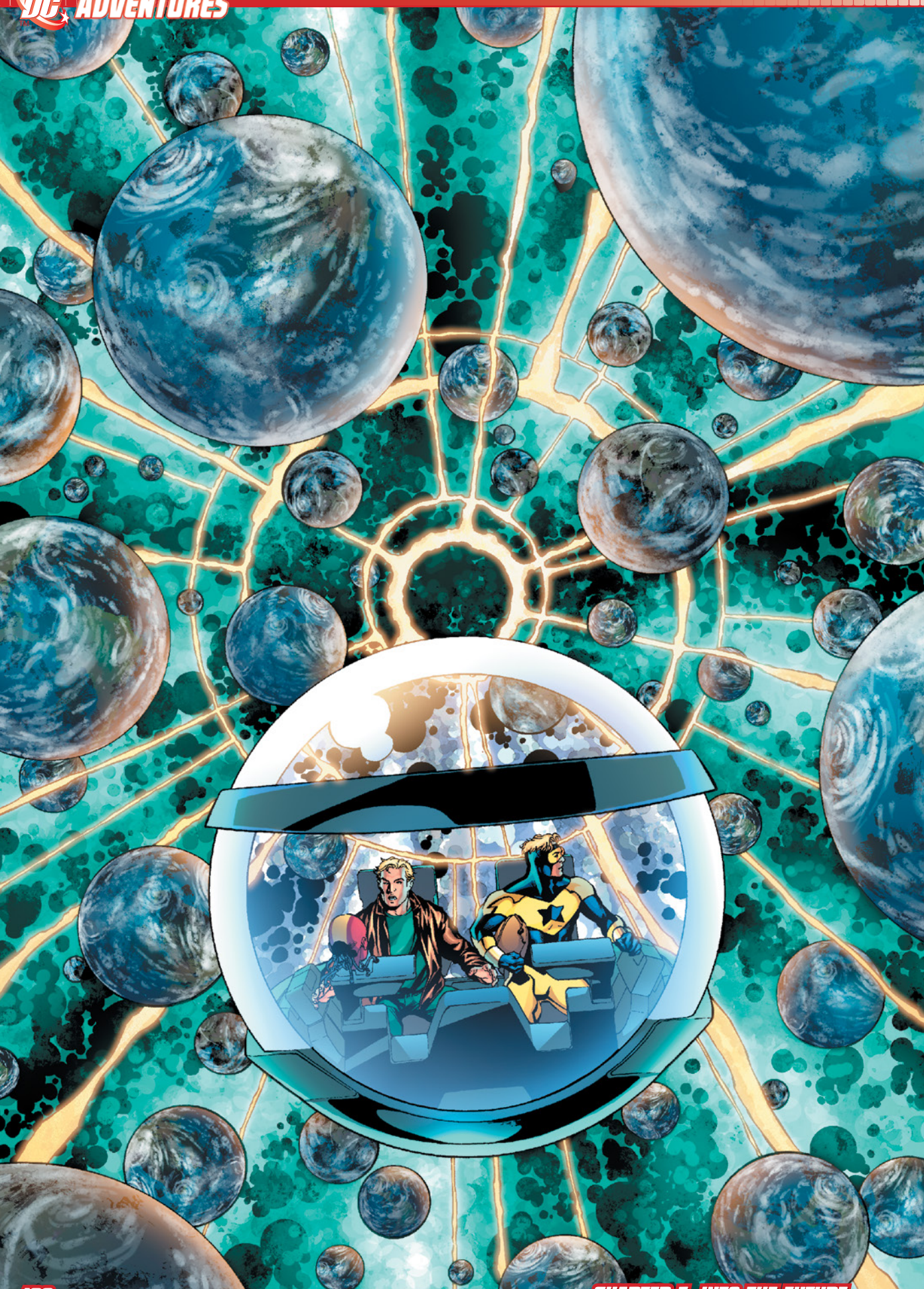
At the height of its abilities, the Anti-Monitor has unmatched levels of power, such as power to create anti-matter waves that engulf universes and transform them into energy it can absorb. Its physical form is mutable, ranging in size from half-again human height to hundreds of feet tall. That form has immeasurable strength and is practically indestructible by any conceivable standard; it can alter local reality at will (erasing Psycho-Pirate's face while keeping him alive, for one example), unleash moon-shattering bolts of energy, sense the smallest change in energy spectra, and perceive events happening in universes entirely removed from itself. Plot-device character barely begins to describe the Anti-Monitor.

ALLIES

The Anti-Monitor has no allies, only tools. In the past, it has used the Qwardians, the Sinestro Corps, Superboy-Prime, the Cyborg Superman, and Psycho-Pirate in that role.

ENEMIES

The Anti-Monitor is essentially the enemy of not just every hero in the multiverse, but every single living thing, as its goal is ultimately to consume all creation. The Green Lanterns and their masters, as well as Superman, rank highly in its mind for the defeats they've helped it suffer.



CHAPTER 5: INTO THE FUTURE

The scope of the DC Universe goes beyond just the present day—far beyond! If the experiences of heroes like the Justice League are any indication, hundreds of thousands, if not millions, of years of future history await. This chapter looks at a sample of the DC Universe's most important eras of future history.

TIME TRAVEL

Time travel in the DC Universe is a complex and dangerous endeavor, yet there seems to be a large amount of it going on. There are numerous risks involved with time travel. The major ones involve arriving at the incorrect chronological position and the danger of altering historical events. The number of methods used to travel through time are equally numerous, but can be primarily reduced to individual powers, technological and magical devices, or through utilizing the Speed Force.

THE TIME STREAM

The time stream can best be visualized as a swiftly flowing river, referred to as the main or primary timeline. Along the length of the primary timeline can be found branching tributaries. Some of the tributaries navigate their own course while others twist and intertwine with the main flow only to eventually merge back into the primary timeline. The junctions of these tributaries are points along the primary timeline where something has occurred to create an alternate timeline. Not every event creates its own timeline, nor is every point in history susceptible to alteration. Minor changes in the time stream, such negligible things as choosing to wear a red as opposed to a blue cape, may cause a minor tributary to branch off only to merge back into the main stream where the alteration is absorbed. Major events, such as preventing the rocket that carried Superman to Earth, would create a major tributary that navigates its own course independent of the main time stream.

The time stream also suffers disturbances similar to eddies, currents, rapids, and rips that can interrupt journeys, force travelers into alternate time streams, and even destroy time-traveling vehicles. This requires time travelers to keep a constant vigil to prevent accidently being drawn off course and deposited at an undesired point in history, or worse, marooned in the time stream with no way of returning home.

THE PROBLEM WITH TIME TRAVEL

Time travel does present a major obstacle: any one method of time-travel can only be used by an individual once during their lifetime, after which it is no longer available to them. This is due to a problem related to physiology rather than physics; the second use of the same time-travel method would cause excruciating pain and physical damage to most organic beings. Invulnerable individuals like Superman have been known to have traveled many times using the same method. Further examination into the phenomenon reveals that the pain is due to the simultaneous existence of identical nervous systems having an adverse effect on the time-travelers involved. The use of an alternate time-travel method circumvents this problem by placing the traveler on a different "track" of time.

For centuries, scientists had to contend with only being able to observe the past through the use of Time Viewers, but the problem was bypassed in the 30th century when Brainiac 5 invented the Time Bubble, which utilizes a force field that prevented the multiple-nervous-system phenomenon from occurring. This discovery led to the further invention of the Time Beacon, which helps guide time travelers to their home time.

CHANGING HISTORY

To the casual observer, it would appear that any point in history could be interfered with and thus create an alternate history. In reality though, there are points in the time stream that are "malleable," meaning that they are able to be altered or prevented all together, while there are other points which are "fixed" and actively resist or cannot be changed. For example, both World War I and II have occurred in every conceivable timeline, but exactly how the wars begun, who was involved, or indeed who was victorious can all be vastly different. Both wars can be considered "fixed" events, whereas the details of the wars are "malleable."

Any alteration to history reverberates both up and down the time stream, causing a cascade of events that can cause permanent changes to the stream. The time travelers who instigated the change are immune to the alterations as they proceed along the newly created timeline while the original continues unabated.

The ability to alter some points in history but not others gives the gamemaster an excellent mechanic to prevent the heroes from changing the game's timeline irreparably. By making a historical point in the time stream "fixed," the least the heroes can do is observe the event, while the most would be to make minor, cosmetic alterations.

THE BIG BANG

The origin of the universe has long perplexed the people of the DC Universe, from the Oan scientist Krona in the distant past to Professor Li in the 31st century. Despite legends of ensuing disaster, some scientists have ignored these warnings and created devices in an attempt to view this event, all with disastrous effects. Every attempt to view the creation of the universe has met with the viewing equipment exploding catastrophically (as in the case of Dr. Li, which not only destroyed her equipment, but caused a cascading shockwave that quickly destroyed Titan), to causing the universe to split into many alternate versions of itself, or to cause all universes to merge into one. Suffice it to say, any hero that tries to view the Big Bang should be prepared for some very "interesting" times.

TIME TRAVELING

Many time travelers, particularly those that use devices or vehicles as opposed to their own powers, need a deep understanding of the time stream to be able to navigate through the hazards safely. This requires the utilization of the Expertise: Temporal Mechanics skill.

EXPERTISE: TEMPORAL MECHANICS

Intellect • Trained only

You can use Expertise: Temporal Mechanics to navigate the time stream, locate historical points of temporal significance, or to identify temporal anomalies. Your Expertise check result determines your effectiveness in this area.

Failing the skill check by one degree places a time traveler up one level on the difficulty chart, failing by two degrees places a time traveler up two levels, etc. For example, if Brainiac 5 was trying to time travel back to December 12, 1980 (DC 25) but only rolled a total of 21 on his skill check, he would arrive sometime in the year of 1980, but miss the exact date he was aiming for. If a Time Beacon is also in use, time travelers receive a -10 to the DC.

EXPERT: TEMPORAL MECHANICS DIFFICULITIES

DC	MANEUVER
10	Navigate to a general time period (e.g. the 20th century)
15	Navigate to a specific decade (e.g. the decade of 1960s)
20	Navigate to a specific year (e.g. 1966)
25	Navigate to a specific day (e.g. March 3, 1966)

THE UNITED PLANETS

A thousand years in the future, the Earth is united under a single government, and is the center of a sprawling interstellar federation. In the past, Earth has seen bloody wars, racist uprisings, and virtual economic collapse, but is now almost utopian. This is the staging ground for the Legion of Super-Heroes. Welcome to the 31st century.

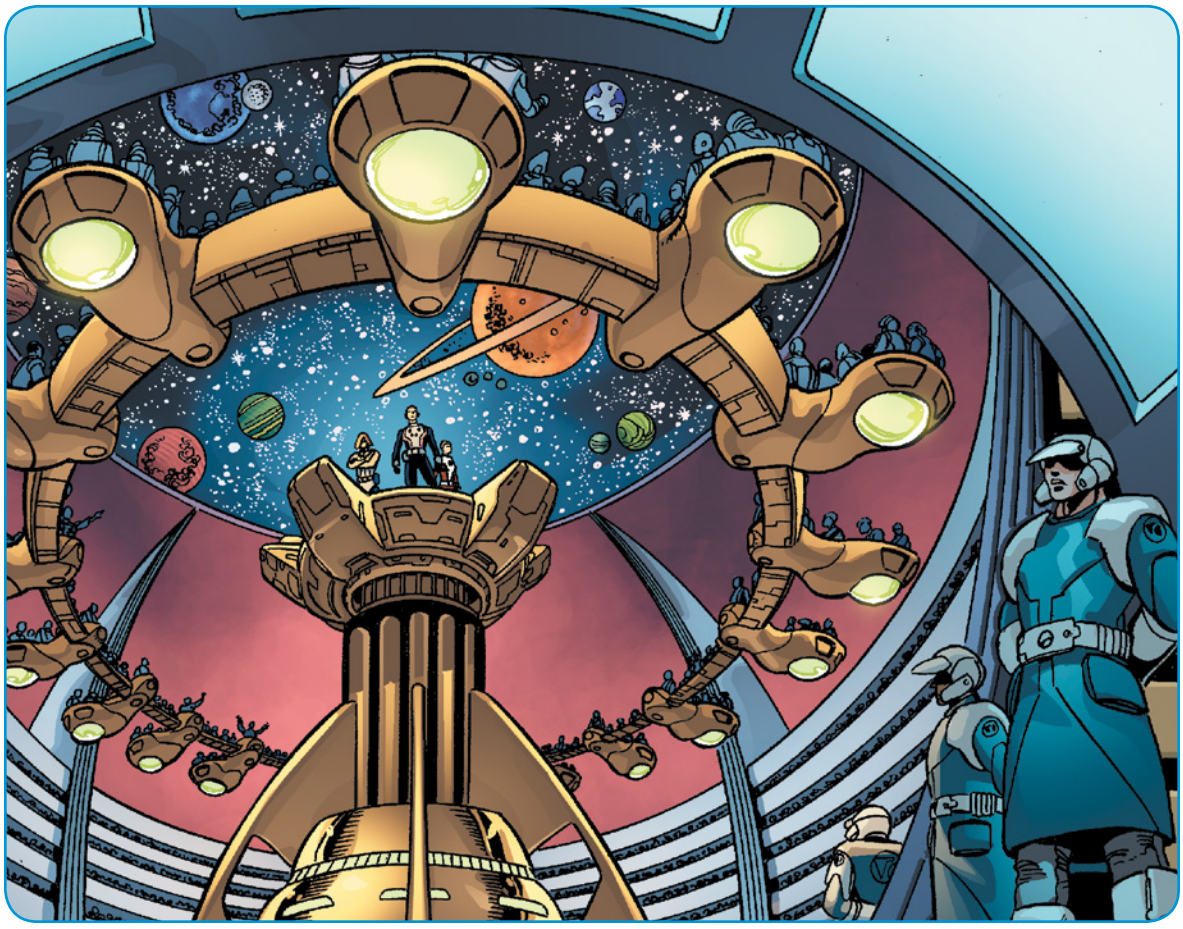
EARTH

Home to over 15 billion individuals, Earth is no longer a balkanized world of often conflicting governments. Instead, it is now unified under the global organization of EarthGov, led by one elected president. EarthGov runs everything from the administration of the planet to crime control and the distribution of information.

The average citizen of the Earth of the 31st century lives a life of carefree leisure. Work for survival has become a thing of the past, as the population is provided with everything that they need—food, shelter, medical assistance, and education are supplied by the government. Many people remain in educational institutions for significantly longer periods of time, pursuing knowledge for its own sake. Those who wish to work do so for its own benefits, either to return something to the community or satisfy their own curiosity, though providing a service to the community does also provide a commensurate financial reward. Within certain social and peer groups, there is a level of subtle pressure, which can determine if an individual works or not. Some people are more than content to sit back and reap the benefits of an advanced and beneficent society, whereas others believe that work is good for the mind and soul. Among these individuals, work can be seen as a status symbol. There are still others who see work as a means of obtaining extra finances, seeking to increase their personal wealth and to use as a bargaining chip in games of acquisition and manipulation.

The technology of Earth in the 31st century has certainly helped to make this society possible. Electronic communication and access to information is practically instantaneous, and travel equally so, making the planet a true global village. Any point on the planet is no further than an hour away; a citizen could live in Metropolis, study in Sydney, and work in Johannesburg, and have no problems commuting to any of these locations yet still be home in time for dinner. This is all made possible by a computer system and network called WorldComp.

This advanced and powerful computer system provides global networking of media, information, and essential



services, in addition to overseeing world air, ground, and underground traffic, and incoming and outgoing space traffic. A large part of the WorldComp's processing power is permanently dedicated to storing and analyzing banking and transaction data, as well as handling all communications, holographic or otherwise. Without WorldComp, Earth's organization, scheduling, and exchanges with other worlds of the United Planets would crash in micro-seconds.

The Earth is also the primary founder of the United Planets, a federation of Earth colonies and sovereign worlds that have banded together in the name of mutual protection and cooperation. The capital of the U.P. is located in the city of Metropolis, though the majority of the government and bureaucracy reside on the artificial planet of Weber's World, constructed for just that purpose.

Although at first this may seem like a utopian society, a closer examination shows that things are far from perfect.

The Earth, much like the rest of the United Planets, suffers from an economic depression. This has led to many communities on Earth receiving far less than what they need to survive easily. Ghettos and slums have arisen where the poor do their best to make do with the little they have. This ghettoizing has been exasperated by a new mentality of xenophobia instigated by Earth-Man and his Justice League of Earth. This has forced many aliens into the same slums and ghettos that the poor are trying to live in, creating uncomfortable, and often explosive, situations.

This new mentality has caused the Earth to adopt an isolationist policy, which has damaged its relationship with the United Planets. There have been calls from some on Earth for the planet to secede, while many within the U.P. Council feel that the Earth should be expelled from the federation. So far, none of these motions have been passed, perhaps because of Earth's prominent and permanent position within the U.P. Council.

Not only have these changes in economy and mindset altered the view that humans have of aliens on Earth, but it has also opened the door to greater and more violent criminal activity. With a large population that is barely maintained by technological applications to farming, transportation, and housing, any criminal behavior cannot be tolerated. Criminal elements are dealt with swiftly, with incarceration and rehabilitation being the primary form of punishment followed by mind-wiping the criminal personality traits from those who persist in such antisocial behavior.

Non-violent crimes are normally punished with a prison sentence varying from 2-50 years. Prisons are all mechanically guarded and fully automated. If an individual commits more than two non-violent offences, they are reclassified and treated as a violent offender. For these there are only two options: mind-wipe or hard labor.

Mind-wiping is a painless process that eliminates from an individual any criminal tendencies. When used alone, the individual's entire memory is erased, which is then

followed by psychic rehabilitation to ensure that their orientation is fixed to one that is beneficial to society. When used in conjunction with hard labor, the criminal fulfils his obligation to society in one of Earth's prisons or on one of the prison asteroids located in the asteroid belt. Rehabilitation is withheld until the sentence is fulfilled, and then the individual is subjected to a mind probe. If any personality elements that compelled criminal behavior remain, he or she is mind-wiped and rehabilitated to fit into society again. If no criminal traits remain, psychic rehabilitation is often sufficient.

EARTHGOV

EarthGov is led by an elected President who is selected from a small group of candidates by WorldComp every seven years based on his or her skills, personality, and moral code. Prospective candidates must be at least 16 years of age, have no criminal record, and must be of Earth origin. Possession of a higher education is preferable. Candidates are given no more than 24 hours to campaign for the position, most of which is done via special holo-news broadcasts, though other forms of media are available for use. Even speeches are limited to two hours maximum.

All registered Earth citizens age 14 or older may vote, though for naturalized aliens this may vary depending on the age of maturity on their home planet. Voting can be done almost anywhere using the WorldComp network, and verification is conducted by a simple retina or brainwave check.

In addition to the President, EarthGov also includes various governors, mayors, coordinators, and analysts, as well as local Science Police contingents.

Answering directly to the President, there are eight Governors of Earth, one each for the regions of North America, South America, Europe, Central Asia, East Asia, Africa, Pacifica, and Antarctica. They are responsible for planning activities and policies within their respective regions; they are also responsible for dealing with any dissent and disorder. Governors are selected every six years from a pool of candidates supplied by WorldComp.

City Mayors, in turn, answer to their regional Governors. In the 31st century, many cities have grown and merged with each other, spanning entire seaboards in some instances. An extensive bureaucracy of managers, both humans and computers, provide support.

The President also has at his or her disposal the counsel of the local Galactic Coordinator, who works closely with the heads of planetary governments to develop policies and maintain good trade and working relationships between member worlds. Regional Coordinators work directly with individual world governments to devise and maintain interstellar policies.

ALTERNATE LEGIONS

There are many versions of the Legion of Super-Heroes scattered throughout the various alternate realities of the DC Universe. Some of the alternate Legions are practically identical to the one from the New Earth universe, while others are extremely different. At least one of these Legions has never had Superboy as a member, while another was formed by Superboy after he was discovered and raised as R.J. Brande's adopted son in the 31st century.

During Superboy-Prime's attempt to destroy the Legion of Super-Heroes, Brainiac 5 called on the assistance of the Legions of two other realities: one from Earth-247 and the other from Earth-Prime.

The Legion from Earth-247 were sponsored by the United Planets during the early days of its formation. The Legion consisted of representatives from many of the member worlds, and were an attempt by the U.P. to create a poster child of galactic unity and peace. The Legion also served as a crime-fighting team, and were instrumental in preventing the U.P. from collapsing on many occasions. This version of the Legion was eventually attacked by the Fatal Five and one hundred of their alternate counterparts, which they called the Fatal Five Hundred. The conflict ended tragically with the Earth-247 timeline unraveling, casting the Legion adrift between dimensions. They have now returned to the multiverse in search of other missing Legionnaires as the New Wanderers.

The Legion from Earth-Prime formed under very different circumstances. In their 31st century, those under the age of majority were strictly monitored and controlled, steered away from individual thought and acts of rebellion. The Legion in this reality formed in opposition to these policies, believing that the universe should be a fun and exciting place, and not one that is under the strict control of adults. Although the Legion provides their assistance to the United Planets, they are still viewed with a degree of disapproval by many adults. The majority of this Legion returned to their home dimension, except for XS and Gates, who elected to remain in the New Earth reality.

THE LEGION OF SUPER-HEROES

Earth, or more properly the city of Metropolis, is the home of the Legion of Super-Heroes. The Legion was founded with the financial assistance of R.J. Brande when three youths—Imra Ardeen of Titan, Rokk Krin of Braal, and Garth Ranzz of Winath—saved the multibillionaire from an assassination attempt. In gratitude, Brande provided this small group of heroes with a headquarters in Metropolis to aid them in providing their particular brand of assistance to those who required it. Word of this new "club" quickly spread throughout the United Planets, drawing many young people to join its rapidly growing membership. In only a short matter of time, the Legion of Super-Heroes became a large and powerful crime-fighting force within the U.P.

At first, the Legion was largely ignored by EarthGov and the United Planets, until one of its founding members, Lightning Lad, was killed during the invasion of Earth by Zaryan the Conqueror. Overnight, this little band of hard-working youths went from a local curiosity to a widely recognized team of skillful individuals who were

willing to give their all in defense of a planet that hardly knew them.

As the news of Lightning Lad's brave sacrifice spread throughout the galaxy, the Legion was inundated with more hopeful applicants, far more than they could possible admit to membership. Some of those rejected formed together to create their own teams of Super Heroes, like the Legion of Substitute-Heroes.

Not only were those interested in joining the Legion of Super-Heroes drawn to Earth, but some of the galaxy's most deadly villains tested the mettle of the young heroes. Villains such as Mordru and the Time Trapper confronted the Legion, and each was duly met and defeated by them.

In honor of their heroic endeavors, EarthGov made the Legion a major part of the Earth's defenses, and supplied them with cutting edge technology to assist them in their duties. Yet the Legion of Super-Heroes remained an independent force, employed by neither the Earth nor the United Planets as they continued to valiantly protect the galaxy out of pure dedication and the goodness of their own hearts.

Their dedication was not without its own cost though. Several Legionnaires have lost their lives in the defense of others. Ferro Lad died valiantly stopping a Sun-Eater from devouring the Earth's sun, Triplicate Girl suffered the loss of one of her duplicates while trying to stop the marauding rampage of Computo, and Karate Kid was callously murdered by the Legion of Super-Villains in an act of petty revenge.

The Legion of Super-Heroes has also faced and repelled some of the greatest threats to galactic peace. They resisted the combined efforts of Mordru, the Dark Circle, the Khunds, and the Dominators from conquering the Earth and survived the disbanding of their team orchestrated by Universo. They successfully defeated Darkseid in his attempt to plunge the galaxy into eternal darkness, then helped to defeat Mordru again in the devastating Magic Wars. They survived their outlaw status on Earth, defeated the Justice League of America, and recently faced the deranged Superboy-Prime in a conflict that took the assistance of two other Legion's from alternate realities to win.

The Legion now finds itself in a precarious position. Seen once again as a collection of suspect individuals by EarthGov, the Legionnaires are struggling to regain their place of trust on the Earth. The inclusion of Earth-Man into their ranks has only managed to fan the flames of those who oppose their existence as a crime-fighting force on Earth, and Earth as a member of the United Planets, while his presence in the Legion has only caused dissent and an atmosphere of distrust within their own ranks.

BLOK

Blok is one of the sentient silicon life forms that evolved on the planet of Dryad, which peacefully co-existed with a human colony that was founded in the early 30th century. A series of natural disasters destroyed Dryad, but not before the population was evacuated with the assis-

BLOK — PL10 • 136 POINTS

STR 15 **STA** 12 **AGL** 0 **DEX** 0 **FGT** 4 **INT** 2 **AWE** 2 **PRE** 1

Powers: Stone Body (Enhanced Strength 4 (Limited to Lifting), Enhanced Advantage 1 (Diehard), Growth 2 (Innate, Permanent), Immunity 9 (Disease, Cold, Heat, Pressure, Radiation, Vacuum, Poison, Suffocation), Protection 4, Impervious Toughness 12), Communication 1(Mental, Limited to silicon-based life forms)

Equipment: Legion Flight Ring (Communication 5 (Subspace Radio, Anywhere, Limited to Distress Signal only; Flight 7 (250 MPH)), Telepathic Earplug (Communication 1 (Mental; Comprehend 3 (Languages)), Transsuit (Immunity 9 (Disease, Cold, Heat, Pressure, Radiation, Vacuum, Poison, Suffocation))

Advantages: All-out Attack, Benefit (Legion Membership), Diehard, Equipment 10, Improved Smash, Interpose, Power Attack

Skills: Close Combat: Unarmed 1 (+5), Expertise: Philosophy 6 (+8), Insight 2 (+4), Intimidation 5 (+7)

Offense: Initiative +0, Unarmed +5 (Close, Damage 15),

Defense: Dodge 4, Parry 4, Fortitude 12, Toughness 16, Will 8

Totals: Totals: Abilities 64 + Powers 38 + Advantages 15 + Skills 7 + Defenses 12 = 136

Complications: Motivation—Doing Good. **Quirk:** Blok is calm and patient. It takes a lot to make him angry. **Relationship:** Blok is in love with the Black Witch and will do almost anything for her.

EARTH-MAN PL14 • 251 POINTS

STR 1 **STA** 2 **AGL** 1 **DEX** 1 **FGT** 3 **INT** 1 **AWE** 0 **PRE** 4

Powers: Power Duplication (Variable 30 (all powers and abilities; Continuous, duplicated powers and abilities only last 12 hours, Limited to natural powers and abilities, Limited to duplicating powers of targets within 25 feet, only highest rank applies of multiple duplicate powers and abilities))

Equipment: Legion Flight Ring (Communication 5 (Subspace Radio, Anywhere, Limited to Distress Signal only; Flight 7 (250 MPH)), Telepathic Earplug (Communication 1 (Mental; Comprehend 3 (Languages)), Transsuit (Immunity 9 (Disease, Cold, Heat, Pressure, Radiation, Vacuum, Poison, Suffocation))

Advantages: All-out Attack, Attractive, Benefit (Legion Membership), Close Attack 5, Connected, Equipment 8, Leadership, Move-by Action, Power Attack, Ranged Attack 5

Skills: Close Combat: Unarmed 2 (+10), Deception 10 (+14), Expertise: History 8 (+9), Expertise: Politics 10 (+11), Intimidation 8 (+12), Persuasion 10 (+14)

Offense: Initiative +1, Unarmed +10 (Close, Damage 1)

Defense: Dodge 10, Parry 10, Fortitude 5, Toughness 2, Will 5

Totals: Abilities 26 + Powers 150 + Advantages 27 + Skills 24 + Defenses 24 = 251

Complications: Motivation—Recognition: Earth-Man wants recognition for Earth humans, particularly himself. **Reputation:** Kirt's xenophobic outlook has given him a bad reputation among his fellow Legionnaires; very few believe or trust his motivations. **Temper:** Kirt finds it hard to control his temper, especially when things don't go his own way.

tance of the Legion of Super-Heroes. Unfortunately, Blok believed that the Legion was responsible for the destruction of Dryad, which led him to join forces with the Dark Man and the League of Super-Assassins. Brainwashed and given extraordinary powers, Blok and the League of Super-Assassins attacked the Legion of Super-Heroes but were defeated. When the Legion of Super-Heroes turned its attention to the Dark Man, Blok assisted them in opposing him. This led to Blok being offered membership in the Legion as its first reformed criminal member and most visible alien.

Blok possesses a great deal of patience and curiosity, though he is more than happy to follow another's lead. He has developed deep feelings for fellow Legionnaire the White Witch (later the Black Witch), and is emotionally shaken by her absence from the team.

EARTH-MAN

Kirt Niedrigh made his first appearance as Absorbency Boy at a Legion tryout. He was rejected for membership because of the apparent lack of versatility of his power, but the truth was that Saturn Girl detecting disturbing psychopathic tendencies during her routine mind probe of potential candidates. Absorbency Boy attempted to prove his worth by defeating newly appointed Legionnaire Tyroc by using the powers of Superboy and Sun Boy. Absorbency Boy was easily defeated and promptly disappeared.

Kirt reappeared years later in the guise of Earth-Man, proclaiming that he had discovered proof in the Arctic that Superman was a human and had been given his powers by Mother Earth to protect the planet against alien invaders. Using this information, Earth-Man incited hate and distrust on Earth against aliens, who were placed into internment camps and deported off-planet. Gathering around him a group of fellow Legion rejects and villains, Earth-Man formed the Justice League of Earth, assisted the Earth in seceding from the United Planets, and captured any resisting Legion of Super-Heroes members who fought against him and absorbed their powers. Finally, Earth-Man used Sun Boy to turn most of the planets in the galaxy into red suns.

The remaining Legionnaires brought Superman back from the 20th century to assist them in defeating the Justice League of Earth, but this was made difficult by the lack of yellow sunlight to empower him. Storming the JLE's satellite, Earth-Man took on Superman directly, and would have defeated him if Brainiac 5 hadn't freed Sun Boy. With the Earth's sun returned back to its normal coloration, Superman easily defeated Earth-Man with the combined help of the Legion, and the JLE were imprisoned on the prison planet Takron-Galtos.

The Justice League of Earth was briefly freed from its imprisonment by Superboy-Prime and the Legion of Super-Villains, though Earth-Man insisted that he was only allied with them because they shared the goal of destroying the Legion of Super-Heroes.

Again imprisoned, Earth-Man was then freed by EarthGov on the proviso that he join the Legion. Not pleased with being forced to take in a racist member, most of the Le-

GATES — PL10 • 194 POINTS

STR 2 **STA** 3 **AGL** 4 **DEX** 0 **FGT** 3 **INT** 0 **AWE** 1 **PRE** -1

Powers: **Invertebrate Body** (Enhanced Advantage 1 (Prone Fighting), Movement 2 (Slithering, Sure-footed 1), **Pincers** (Strength-Based Damage 2); Protection 5, Senses 1 (Low-light Vision)); **Teleportation Gates** (Array; Teleport 15 (Accurate, Easy, Extended, Increased Mass 10, Portal), **AE:** Movement 3 (Space Travel 3; Increased Mass 10, Portal)),

Equipment: Legion Flight Ring (Communication 5 (Subspace Radio, Anywhere, Limited to Distress Signal only; Flight 7 (250 MPH)), Telepathic Earplug (Communication 1 (Mental; Comprehend 3 (Languages)), Transsuit (Immunity 9 (Disease, Cold, Heat, Pressure, Radiation, Vacuum, Poison, Suffocation))

Advantages: Benefit (Legion membership), Close Attack 3, Defensive Attack, Defensive Roll 4, Equipment 10, Evasion, *Prone Fighting,* Taunt

Skills: Deception 4 (+3), Expertise: Politics 6 (+6), Perception 6 (+7), Stealth 4 (+8)

Offense: Initiative +4, Pincers +6 (Close, Damage 4), Unarmed +6 (Close, Damage 2)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 12/8*, Will 4

*Without Defensive Roll.

Totals: Abilities 24 + Powers 124 + Advantages 21 + Skills 10 + Defenses 15 = 194

Complications: Quirk: Gates finds humans confusing and annoying. **Quirk:** Gates is a free thinker and a non-conformist.

QUISLET — PL10 • 150 POINTS

STR — **STA** 5 **AGL** 2 **DEX** 2 **FGT** 5 **INT** 3 **AWE** 0 **PRE** 1

Powers: Energy Form (Immunity 10 (Life Support), Insubstantial 4 (Permanent, Affected by mental powers)), **Object Possession** (Summon 10, Controlled, Heroic, Mental Link, Type (Inanimate Objects), Object disintegrates 30 seconds after animating or immediately after Quislet leaves object, Limited to already existing objects, earth, or metal, Animated object must possess Quislet's Fgt, Int, Awe, Pre Abilities, and all skills), Shrinking 4 (Permanent)

Equipment: Exploration Ship (Small, **STR** -1 **SPD** 7 **DEF** 11 **TOU** 9 **Features:** Commlink, Comprehend 3 (Languages), Senses 1 (Infravision), Shrinking 4 (Permanent), Voice Synthesizer (Feature 1)

Advantages: Assessment, Benefit (Legion Membership), Equipment 7, Fearless, Taunt

Skills: Close Combat: Unarmed 3 (+8), Deception 7 (+8), Perception 8 (+8)

Offense: Initiative +2, Unarmed +8 (Close, Damage —)

Defense: Dodge 9, Parry 9, Fortitude 5, Toughness 5, Will 7

Totals: Abilities 26 + Powers 90 + Advantages 11 + Skills 9 + Defenses 14 = 150

Complications: Motivation—Thrills. **Quirk:** Quislet is exceedingly egocentric and sarcastic, which others find annoying. **Weakness:** Quislet cannot survive long in our dimension without his ship. If his ship is destroyed he has no choice but to flee to his own dimension.

gionnaires openly distrust Earth-Man. During his tenure, Earth-Man has already proven to be a valuable member to the team, and his association with them seems to have caused him to review his anti-alien bigotry. He has openly spoken out against xenophobic actions taken by humans, and has even begun a relationship with Mon-El's ex-wife, Shadow Lass.

GATES

Tijulk Mr'asz is an insectoid alien who was forced to join the Legion of an alternative reality by his planetary government as their representative. He is unique as being one of the few non-humanoid Legion members, and the only one to have joined against his will. Taking the codename of Gates, he has strong political views, and sees the Legion of Super-Heroes as militaristic and inherently fascist.

Gates was drawn forth from his own reality, along with his fellow alternate Legion members by Brainiac 5 to assist with the confrontation of Superboy-Prime and the Legion of Super-Villains. Once the Legion of Super-Villains had been defeated, Gates decided to remain when his fellow Legionnaires returned to their correct reality.

Gates is a powerful teleporter, able to open portals to almost anywhere in the galaxy. Gates uses his abilities to ferry teammates quickly from point to point, but is resentful of being used solely as a method of transportation.

QUISLET

Quislet is a strange energy-based lifeform from another dimension. He views himself as a traveler and explorer, though in truth he stole his ship and fled through an interdimensional portal. When he first arrived, Quislet attempted to offer his "all-important talents" to the Science Police, but was declined. Stumbling upon a Legion open call, Quislet followed Brainiac 5 and a group of candidates to investigate a disaster caused by the Dark Circle. His power to possess inanimate objects proved to be more than valuable in the investigation, and he was offered membership.

Practically nothing is known regarding Quislet's past, his home, or his people. He remains hidden within his small exploration vessel, which has shielding that defies most scans, making it impossible to verify his morphology or even his gender.

Quislet is a curious, gossipy, fun-loving, and extremely egocentric individual. He communicates in a high-pitched, annoyingly sarcastic voice though the voice synthesizer unit built into his exploration vessel. Quislet is also able to communicate through inanimate objects he is possessing by vibrating molecules to make sound. Despite his negative personality traits, Quislet is cooperative with his teammates and has a surprising knowledge of the normal universe.

TELLUS

Tellus is a Hykraian, an aquatic species from a methane world, and is one of the few of his species that have chosen to leave their planet. Taking employment on an interstellar freighter, Tellus heard of the Legion of Super-Heroes and decided to learn more about it. Arriving on Earth, he applied for and was accepted into the Legion Academy based on the highly skillful control he had of his native

telepathic and telekinetic powers. Upon graduation, Tellus applied to the Legion at the same time that Saturn Girl announced her assumption of reserve status. Having a need for the telepath on the team, as well as his other powers, gained him Legion membership.

Tellus is one of the few non-human members of the Legion of Super-Heroes. His can be somewhat uncoordinated due to his physical bulk, and finds human/humanoid social customs confusing, but he is totally devoted to the Legion and his role in it.

THE LEGION ACADEMY

The Legion Academy was founded in the latter half of the 30th century as a place for superpowered youths to learn how to better use their powers in preparation for joining the Legion of Super-Heroes. The first campus was constructed alongside the Legion Headquarters in Weisinger Plaza, Metropolis, but was later relocated to just outside Metropolis at Old Montauk Point. The United Planets provides financial support for the academy, as it sees the facility as not only a training ground for potential Legionnaires, but as a location where any superpowered individual can come to better understand his or her powers, regardless of future career goals.

Providing full facilities for both students and staff alike, the Academy includes a full suite of classrooms, training rooms, a library, a mess hall, labs, and housing, as well as a safe environment for students to practice their powers. The Academy is jointly headed by Legion Reservists Bouncing Boy and Duplicate Girl, who also provide instruction to the students. Current Legionnaire Wildfire also frequently teaches at the academy, and he is a strong proponent for only recruiting future Legion members from Academy graduates.

TELLUS — PL10 • 162 POINTS

STR 4 **STA** 6 **AGL** 2 **DEX** 1 **FGT** 2 **INT** 3 **AWE** 4 **PRE** 1

Powers: Aquatic (Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation: Aquatic), **Swimming** 6 (30 MPH), Senses 1 (Low-light Vision)); **Large** (Growth 2, Innate, Permanent), **Telekinesis** (Array (20 points), Ranged Damage 10, Dynamic, **AE:** Flight 7 (250 MPH) , Dynamic, **AE:** Protection 10, Sustained, Dynamic, **AE:** Move Object 10, Dynamic); **Telepathy** (Mental Communication 5, Mind Reading 10)

Equipment: Legion Flight Ring (Communication 5 (Subspace Radio, Anywhere, Limited to Distress Signal only; Flight 7 (250 MPH)), Life Support Helmet (Immunity 2 (Suffication)), Telepathic Earplug (Communication 1 (Mental; Comprehend 3 (Languages)), Transsuit (Immunity 9 (Disease, Cold, Heat, Pressure, Radiation, Vacuum, Poison, Suffocation))

Advantages: Benefit (Legion Membership), Equipment 8, Favored Environment (Aquatic), Great Endurance

Skills: Close Combat: Unarmed 4 (+6), Expertise: Legion History 5 (+8), Expertise: Psychology 3 (+6), Investigation 2 (+5), Perception 3 (+7), Ranged Combat: Telekinesis 9 (+10)

Offense: Initiative +2, Telekinetic Blast +10 (Ranged, Damage 10), Unarmed +6 (Close, Damage 4)

Defense: Dodge 4, Parry 4, Fortitude 8, Toughness 16/6*, Will 12 *Depends on Dynamic Array.

Totals: Abilities 38 + Powers 84 + Advantages 11 + Skills 13 + Defenses 16 = 162

Complications: Quirk: Tellus finds human social customs confusing. **Quirk:** Tellus is completely loyal to the Legion of Super-Heroes. **Weakness:** If Tellus is ever bereft of his life support helmet and not in a methane atmosphere he will suffocate.

Academy courses normally run for two years, with a possible third year for students who require more attention. The curriculum includes a broad range of subjects, including power usage, teamwork, police methods, moral guidelines, hand-to-hand combat, and survival.

Several members of Legion of Super-Heroes have been graduates of the Academy. These include Timber Wolf, Chemical King, Dawnstar, Magnetic Kid, and Tellus. The Academy has also trained several Legionnaires, such as the second Invisible Kid and the White Witch, in how to better use their abilities cooperatively and within a group.

Academy students are occasionally made available to the Science Police for field missions. These missions are normally short-term and rated non-lethal, usually focusing on natural disaster relief or public works rather than crime-fighting, though criminal investigation is not ruled out if the mission is considered relatively safe. At least one instructor must be present at all times during a field mission to provide instruction, guidance, and support to participating students and to evaluate their performance and ability to work as a team.

Field missions are a privilege for students, not a right. Students who have fallen behind on other studies or who are under disciplinary measures are not usually invited to participate. Being asked to join a field mission is viewed by students as an indication of achievement and a reward.

THE GOVERNMENT OF THE UNITED PLANETS

The United Planets is governed from Earth and the majority of its member planets are originally Earth colonies, though some alien planets have also been admitted. The primary function of the United Planets is to enable Earth to maintain control over its colonized planets. As such, planets colonized by Earth are granted automatic membership whereas alien planets must join via treaty.

The United Planets is administered through the United Planets Council, a collection of 10 to 15 delegates from various members' worlds. The seat held by Earth is permanent and holds veto power, but the other delegates are regularly rotated. Representatives must attend all meetings of the full United Planets, either in person or by holographic transmission.

Below the United Planets Council sits the Council of Planets, where each member planet is represented by its head of government, or heads if there are more than one, along with any aides or experts that are required. The Council of Planets is merely an advisory board and has no voting rights for itself, so non-voting planets tend to frantically lobby the members of the more senior United Planets Council to have important matters brought to the fore to be voted upon. As a result, it is a hotbed of friendships, rivalries, and intrigues.

Because of its vast physical size, the United Planets maintains several organizational branches to assist with government and defense. These include the Space Fleet (military and exploration), the Science Police (law enforcement), the Diplomatic Corps, and an administrative bureaucracy located on Weber's World. Although these branches have authority over their respective fields of expertise throughout the United Planets by agreement of all federation members, each planet is permitted to maintain its own form of government and legal system within acceptable moral boundaries. Each planet is also encouraged to maintain good working and trade relations with the other members of the United Planets.

SCIENCE POLICE

The Science Police are the primary law enforcement agency within the United Planets. There are Science Police facilities located on every member planet of the U.P. A large contingent is stationed permanently on Earth due to the planet's importance within the U.P. governmental structure and the large proportion of U.P. officials located on the planet at any one time.

Each facility is overseen by Planetary Science Police Chiefs who possess wide discretionary powers in withholding information from the public when necessary, and may call upon the assistance of the Legion of Super-Heroes when required. The Science Police may utilize whatever force is deemed suitable in the apprehension of a criminal, including the use of either natural or artificial mental probes, electronic surveillance, and methods

SCIENCE POLICE OFFICER — PL 5 • 57 POINTS

STR 2 **STA** 2 **AGL** 1 **DEX** 1 **FGT** 3 **INT** 0 **AWE** 1 **PRE** 1

Equipment: Blaster Pistol (Ranged Damage 5), Commlink, Flash Goggles, Restraints, Two-person Flier (Medium. Str 2, Spd 8, Def 5, Tou 8; Features: Alarm, Navigation System 3 (Extended Vision 2 (x100), Infravision))

Advantages: Defensive Roll 2, Equipment 10*

Skills: Athletics 3 (+5), Expertise: Current Events 2 (+2), Expertise: Police Officer 4 (+4), Insight 4 (+5), Intimidation 2 (+3), Investigation 2 (+2), Persuasion 4 (+5), Ranged Combat: Pistols 4 (+5), Vehicles 4 (+5)

Offense: Initiative +1, Blaster Pistol +5 (Ranged, Damage 5), Unarmed +3 (Close, Damage 2)

Defense: Dodge 4, Parry 5, Fortitude 4, Toughness 4/2*, Will 3
*Without Defensive Roll.

Totals: Abilities 22 + Powers 0 + Advantages 11 + Skills 15 + Defenses 9 = 57

Complications: Responsibility: Science Police find demands placed on their time due to their occupation.

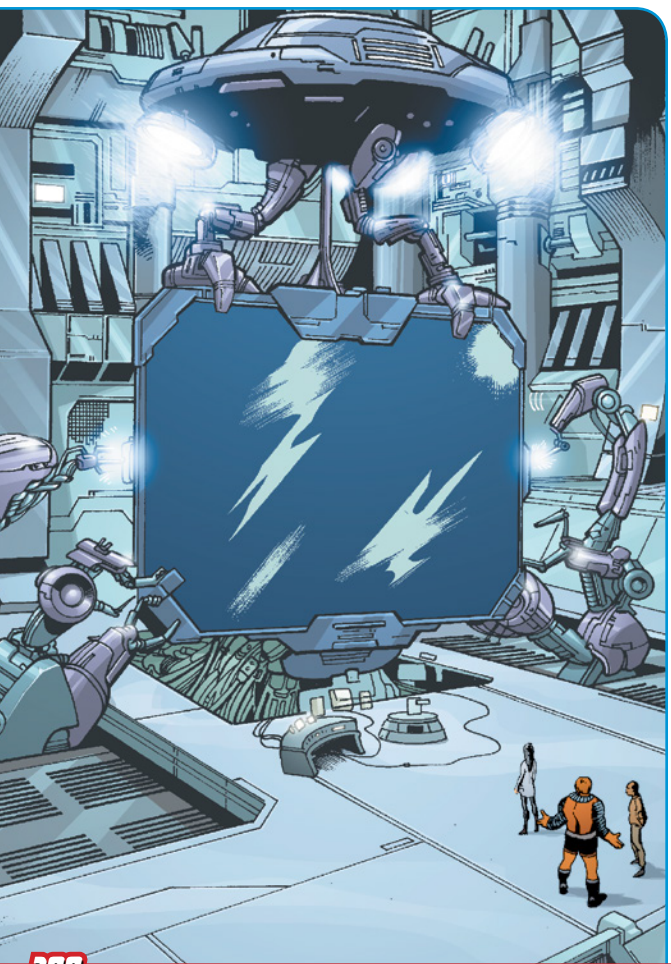
*The Science Police have access to a wide range of high-tech items. Their equipment points are usually used for armed vehicles, but they can also be spent on new and different weapons than they're shown using here. If you choose, you may even allow that technology to boost them up to PL 6 or even PL 7.

that may be considered entrapment under other legal systems. Suspects are normally arrested without any notification of their rights, though legal representation is made freely available.

The Science Police are primarily concerned with controlling smuggling and trade violations, protecting government officials, suppressing anti-government terrorism on all federation planets, and investigating any violent crimes. The Science Police are also solely responsible for the administration and operation of all prison facilities within the United Planets.

Training of Science Police recruits is conducted in one of two major academies: one located on Earth in Europolis, and the other located on Mars within Earth's solar system. Recruits are drawn from United Planets member planets, and they do not discriminate between gender, species, or sexuality. Training normally begins at the age of 17, and recruits are monitored closely for several years. Before training begins, each recruit is subjected to strenuous mental testing to ensure their mental stability, suitability for the role, and their loyalty to the U.P. Those that are found suitable are then inducted into a 4-year training course that includes classes in law, police procedures and methods, and weaponry combat.

Science Police officers come from all worlds in the United Planets, and are trained as peace-keepers and criminal investigators at the Academy on Mars, and have sworn to uphold the law on all worlds of the U.P.



THE TIME INSTITUTE

The most advanced scientific institute within the United Planets is undoubtedly the Time Institute. Once part of the faculty of the University of Metropolis, the Time Institute was relocated to the moon of Titan in the Earth solar system where it remained until its destruction in the early 31st century. The facility is now being reconstructed on the planet Naltor.

Before its destruction, the Institute was most easily recognized by the constant bright red beam of light that emanated from the building's roof. The source of the beam of light was the Time Beacon, a device invented by the Time Institute, which reaches out throughout the time stream and acts as a guide in returning time travelers home and steering them away from alternate timelines. Without the Time Beacon, time travel is an exceedingly dangerous activity, often leading to travelers failing to return to their correct temporal origin or even being permanently lost in time.

The Institute was originally built using joint funding from the University of Metropolis and the United Planets, and eventually received substantial funds from the industrialist R.J. Brande. Known for the vast range of studies and experiments conducted under its auspices, the Time Institute houses a thriving community of scientists, students, and technicians specializing in temporal mechanics.

Brainiac 5 studied at the Institute before joining the Legion of Super-Heroes, where he was instrumental in the invention of the first operational, multi-use Time Bubble. Since the device's inception, time travel has become a regular aspect of the Institute's curriculum, allowing historians and scientists to travel to the past to view important or mystifying historical events. Time travel is strictly controlled by the Institute, and great care is taken not to interfere of alter the time stream in any way.

The Time Institute also provides a large number of viewing rooms, where Time Viewers allow researchers to look into the past at virtually any historical event without any risk of affecting it. Time Viewers require a vast amount of energy to operate, with the energy required increasing exponentially the further back the target time period is.

The Institute is currently headed by Dr. Li, who is the sole survivor of the explosion that destroyed the Institute facility on Titan when researchers attempted to view the beginning of time. Professor Li is overseeing the construction of the new facility on Naltor. Until the Institute is fully reconstructed, and a Time Beacon activated, time travel is once again a highly dangerous endeavor, to be undertaken only under the most extenuating of circumstances.

TIME VIEWER — 64 POINTS

Remote Sensing 20 (Affects Postcognition), Senses 4 (Postcognition).

TIME BUBBLE — 50 POINTS

Size: Large; **STR:** 5 **Speed:** 6 **DEF:** -2 **TOU:** 12 **Features:** Alarm, Navigation System 2, Remote Control; Immunity 11 (Temporal Conditions, Life Support), Movement 5 (Dimension (Alternate Timelines, Time Travel 3, Increased Mass 6))

OTHER WORLDS OF THE UNITED PLANETS

The United Planets has hundreds of full-member worlds within its jurisdiction, all of which are unique. Many worlds have inhabitants that have developed racial super abilities to a greater of lesser degree to help them survive in alien conditions, while others have remained relatively true to the human genome. This doesn't include the worlds that are under U.P. quarantine, U.P. protectorates, associated members, or worlds that have been constructed or terra-formed to serve a specific purpose.

COLU

A planet populated by green-skinned, blond-haired, long-lived humanoids, Colu is easily the most technologically advanced world in the United Planets. The inhabitants of the planet are considered to be the most advanced intellects known. They devote much of their time and energy to the research of new technologies. The government is a technocracy, led by a dictator who normally assumes the title of Brainiac. This position was recently held by Brainiac 5 when the Legion of Super-Heroes was no longer welcome on Earth.

Every citizen on Colu is mentally connected to the Intelligence Collection, a world spanning information database and sharing network that allows all Coluans on the planet to communicate with each other instantaneously and access any information they may require.

Brainiac 5 is a Coluan, though his intelligence surpasses even that normally found on the planet.

DAXAM

Daxam was once a beautiful, flourishing planet in orbit around a red sun. Its inhabitants possessed potential powers identical to those of the long extinct Kryptonians with whom they also shared a similar culture and mindset

COLUAN TECHNICIAN — PL 4 • 40 POINTS

STR 0 **STA** 0 **AGL** 0 **DEX** 0 **FGT** 0 **INT** 8 **AWE** 2 **PRE** 0

Powers: **Intellect Probe** (Mind Reading 2, Cumulative, Close); **Intelligence Collection** (Communication 1 (Rapid, Subtle (encrypted); Limited to only while on Colu), Enhanced Advantage 2 (Beginner's Luck, Contacts; Limited to only while on Colu)), Quickness 6 (Limited to Mental Tasks)

Advantages: *Beginner's Luck, Contacts*, Eidetic Memory

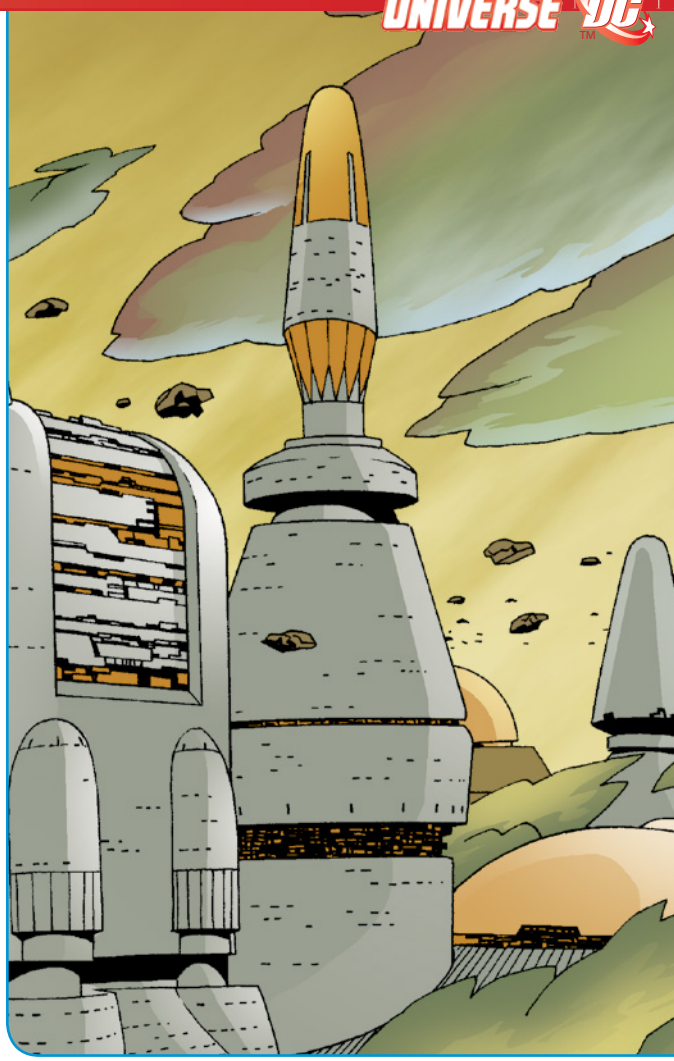
Skills: Expertise: Science 6 (+14), Technology 6 (+14)

Offense: Initiative +0, Unarmed +0 (Close, Damage 0)

Defense: Dodge 0, Parry 0, Fortitude 0, Toughness 0, Will 2

Totals: Abilities 20 + Powers 13 + Advantages 1 + Skills 6 + Defenses 0 = 40

Complications: Indifferent: The long-lived and brilliant Coluans are so given to debate and experimentation they are often oblivious to more immediate concerns.



DAXAMITE — PL12 • 202 POINTS

STR 17 **STA** 12 **AGL** 2 **DEX** 2 **FGT** 2 **INT** 3 **AWE** 2 **PRE** 2

Powers: Flight (Array (28 points), **Flight** 14 (32,000 MPH); **AE: Speed** 14 (32,000 MPH)); **Heat Vision** (Ranged Damage 12); **Invulnerability** (Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum), Protection 4, Impervious Toughness 16); **Super-senses** (Senses 15 (Extended Hearing 2, Extended Vision 3, Infravision, Microscopic Vision 4, Vision Penetrates Concealment (except lead), Ultra-hearing)); **Super-speed** (Quickness 5); **Super-strength** (Enhanced Strength 4, Limited to lifting (*lifting str 21;* 50,000 tons)

Skills: Close Combat: Unarmed 5 (+7), Expertise: Science 6 (+9), Ranged Combat: Heat Vision 6 (+8), Technology 6 (+9), Vehicles 2 (+4)

Offense: Initiative +2, Heat Vision +8 (Ranged, Damage 12), Unarmed +7 (Close, Damage 17)

Defense: Dodge 6, Parry 7, Fortitude 12, Toughness 16, Will 10

Totals: Abilities 84 + Powers 84 + Advantages 0 + Skills 13 + Defenses 15 = 202

Complications: Power Loss: Daxamites lose their superhuman attributes and powers under a red sun. Attacks with the "red solar radiation" descriptor are automatically Penetrating against Daxamites, and their Toughness is reduced to +6 against such attacks. **Weakness:** Exposure to the element lead is highly toxic to Daxamites even when empowered by a yellow sun.

DURLAN SPY — PL8 • 90 POINTS

STR 0 **STA** 0 **AGL** 4 **DEX** 2 **FGT** 2 **INT** 1 **AWE** 1 **PRE** –1

Powers: Immunity 1 (Radiation); **Misplaced Organs** (Immunity 2 (Critical Hits), Regeneration 3); **Scanning** (Senses 5 (Analytical Auditory, Modification Awareness (Counters Illusion, Mental Sense)); **Chameleon** (Variable 5 ((assumed shapes; insubstantial up to rank 3), Move Action; Limited to gross physical traits of the assumed form and cannot reproduce an individual's powers or complex mechanisms))

Advantages: Assessment, Benefit (Ambidexterity)

Skills: Athletics 4 (+4), Close Combat: Unarmed 3 (+5), Deception 6 (+5), Perception 6 (+7), Stealth 4 (+8)

Offense: Initiative +4, Unarmed +5 (Close, Damage 0)

Defense: Dodge 5, Parry 5, Fortitude 5, Toughness 0, Will 4

Totals: Abilities 18 + Powers 46 + Advantages 2 + Skills 12 + Defenses 12 = 90

Complications: Power Loss: Ionizing radiation (such as X-rays) can nullify Durlans' shape-changing, even permanently in case of sustained exposure. **Prejudice:** The "solid" (non-shapeshifting) races view Durlans with suspicion and prejudice, owing to the race's ability to infiltrate other societies with ease.

that encouraged the arts and sciences, but discouraged off-world travel. Unlike Kryptonians, all Daxamites are extremely vulnerable to lead, a substance that is virtually absent from Daxam.

During the Darkness Saga, Darkseid moved Daxam within the orbit of a yellow sun, empowering the Daxamites. Exerting his mental control on them, he forced the Daxamites to terraform their planet into a likeness of his face, stripping away the topsoil and the water in the process. Then he used the inhabitants as soldiers in his bid to conquer the universe and forced them to mindlessly worship him as a god. Darkseid was defeated by the Legion of Super-Heroes, but Daxam was left an uninhabitable wasteland.

The physical damage to Daxam has been largely repaired, though the scars of the event remain across the surface of the planet. The psychological damage inflicted upon the Daxamites by their enslavement is immeasurable, and some, such as Ol-Vir, have never truly recovered from the experience and continue to worship Darkseid.

The Legionnaire Mon-El is originally from Daxam.

DURLA

Once the home to a highly advanced civilization on par with the United Planets, Durla was virtually destroyed by the Six Minute War, leaving the planet a virtual radioactive wasteland. Now, the highly xenophobic inhabitants live in a tribal culture, remain highly insular, and have virtually nothing to do with the interstellar community at large.

Only one tribe on the planet has any communication with the United Planets, and that is kept to an absolute minimum. The U.P. has placed the planet under a state of almost complete quarantine, and maintains an orbital platform stationed by a rotating roster of two-man teams to monitor the planet.

Several Durlans have left their homeworld to create lives for themselves in the United Planets. The most prominent of these is R.J. Brande, financial backer of the Legion of Super-Heroes and father of Legionnaire Chameleon Boy. Yera Allon, another Durlan, impersonated Legionnaire Shrinking Violet, married Colossal Boy, and became a full member of the Legion.

Considering their ability to take on any form and impersonate anyone, Durlans are highly feared. The rumor that a Durlan may be posing as an individual within a community is enough to scare most sentient beings into an uncontrolled witch hunt. Fortunately, all Durlans can have their ability to shapeshift nullified by a rare compound called "cancelite."

NALTOR

Naltor is a beautiful, tectonically unstable planet, and perhaps one of the wealthiest within the United Planets. A combination of high technology and magical heritage, along with a strong business sense coupled with a prescient ability, makes the planet a strange and exotic location.

NALTORIAN SEER	PL 3 • 24 POINTS
STR 0 **STA** 0 **AGL** 0 **DEX** 0 **FGT** 0 **INT** 2 **AWE** 5 **PRE** 1	
Powers: Visions (Enhanced Advantage 1 (Improved Initiative), Sense 5 (Precognition, Uncontrolled, Distracting; Mental Danger Sense))	
Skills: Expertise: Current Events 4 (+6), Insight 2 (+7), Perception 4 (+9)	
Offense: Initiative +4, Unarmed +0 (Close, Damage 0)	
Defense: Dodge 0, Parry 0, Fortitude 0, Toughness 0, Will 5	
Totals: Abilities 16 + Powers 3 + Advantages 0 + Skills 5 (10 ranks) + Defenses 0 = 24	
Complications: Lost in Time: Due to their unique perspective, Naltorians sometimes confuse the present and the future.	

The planet was colonized by a small group of wizards from Zerox who sought greater contact with humanity. The inhabitants gradually lost their magical abilities, but the unstable nature of the planet caused them to develop a talent to see into the immediate future. The Naltorian government, the High Assembly, put this talent to immediate use by speculating in the United Planets stock and commodities markets. Within 20 years of joining the U.P., Naltor had the highest income per capita of any planet in the federation and become the home of the intergalactic credit bank.

The culture of Naltor is strictly matriarchal. Women regularly hold positions of power, and are automatically deferred to. Despite this fact, the position of High Seer, the leader of the High Assembly, is a position that may be held by either gender.

At the request of the Legion of Super-Heroes and the United Planets government, Naltor has allowed a large number of Titanian refugees to settle on the planet. As a form of recompense, the Naltorians requested that they also host the new Time Institute facility, a request that was approved by the U.P. Council.

The Legionnaires Dream Girl and White Witch come from Naltor.

TITAN

Titan was the largest moon in orbit around Saturn, and home to a race of telepathic humans originally from Earth. Considered an incredibly beautiful place to live, the climate was maintained by an atmosphere shield that surrounded the moon and created a pleasant temperate environment. The planet boasted the lowest crime rate within the United Planets, which some attributed to the efficiency of the Titanian Science Police, while others claimed that the rings of Saturn produce psychoactive particles that reduce aggressive tendencies.

Titanians are ruled by the Ares family, a hereditary hierarchy, though their rule is similar to that of the British royal family in the 20th century, where the monarch is largely a figurehead representative of a duly elected parliament.

Early in the 31st century, Titan was proud to act as the home of the new Time Institute. Disaster struck just as construction of the facility was completed when Dr. Adjapu ignored all warnings and attempted to use the central Time Viewer to observe the creation of the universe.

TITANIAN REFUGEE	PL 4 • 41 POINTS
STR 0 **STA** 0 **AGL** 0 **DEX** 0 **FGT** 0 **INT** 1 **AWE** 3 **PRE** 0	
Powers: Telepathy (Communication 5 (Mental), Mind Reading 4)	
Skills: Expertise: Choose One 4 (+5)	
Offense: Initiative +0, Unarmed +0 (Close, Damage 0)	
Defense: Dodge 0, Parry 0, Fortitude 0, Toughness 0, Will 6	
Totals: Abilities 8 + Powers 28 + Advantages 0 + Skills 2 + Defenses 3 = 41	
Complications: Refugee: Titanians are refugees without a home.	

The Time Institute exploded catastrophically, tearing a hole through Titan's atmosphere shield. Despite the best attempts of the Legion, Titan rapidly became unstable and exploded. Fortunately, many Titanians were able to escape the destruction of their home, but now face a future as homeless refugees. Many at first fled to Earth, but the pervading xenophobic climate required the Titanians to first be held in internment camps, and then deported to other planets that were willing to host them, such as Naltor.

Saturn Girl, a founding member of the Legion of Super-Heroes, is originally from Titan.

BEYOND THE UNITED PLANETS

As large as the United Planets is, its borders barely encompass two arms of the Milky Way galaxy. Beyond those limits, and even within them, can be found hundreds of inhabited planets that want to have nothing to do with the U.P., and may indeed see the otherwise peaceful, overwhelmingly human, society as a potential threat or enemy. The U.P. has been involved in a number of wars with some of its galactic neighbors, and although it has so far successfully warded off these attacks, this has been primarily due to the assistance of the Legion of Super-Heroes.

THE DOMINION

The Dominion is an interstellar empire. It is ruled by the Dominators, a race that adheres to a strict caste system reflected by the size of a red disk tattooed on their forehead at birth.

During the middle of the 30th century, the Dominators launched an attack against the United Planets, but their offensive was repulsed by the might of the U.P. military forces. The Dominion suffered such great losses that a new political faction favoring peace came into power and sued for a treaty with the United Planets.

The negotiations were initially opposed by many factions, and would have ended disastrously if not for the intervention of the Legion of Super-Heroes in protecting the Dominion peace envoy from an attack by the victims of

DOMINATOR SOLDIER/INSURGENT PL 6 • 73 POINTS

STR 1 **STA** 1 **AGL** 2 **DEX** 2 **FGT** 2 **INT** 3 **AWE** 1 **PRE** 0

Equipment: Binoculars, Blaster Rifle (Ranged Damage 8), Commlink, Fragmentation Grenade (Ranged Burst Area Damage 5)

Advantages: Defensive Roll 2, Equipment 7

Skills: Deception 6 (+6), Expertise: Genetics 2 (+5), Expertise: Politics 5 (+8), Perception 6 (+7), Persuasion 6 (+6), Ranged Combat: Dominator Firearms 2 (+4), Stealth 8 (+10), Technology 4 (+7)

Offense: Initiative +2, Blaster Rifle +4 (Ranged, Damage 8)

Defense: Dodge 9, Parry 6, Fortitude 3, Toughness 3/1*, Will 8
*Without Defensive Roll.

Totals: Abilities 24 + Powers 0 + Advantages 9 + Skills 20 + Defenses 20 = 73

Complications: Castebound: Dominators are subservient to higher-caste members and dismissive of those of lower caste; all other races are considered lower-caste.

Dominator genetic engineering on human subjects. The peace talks continued for years on Earth, but an agreement was eventually reached.

Eventually the peaceful political faction lost power within the Dominion, and even though the new aggressive faction has openly upheld the peace treaty, relations have steadily deteriorated over time as the Dominators secretly plot against the United Planets.

The Dominators prefer to use subtler approaches than open warfare when conquering other planets. All their soldiers are trained insurgents specialized at inciting others into committing illegal or rash acts. They are masterful manipulators who find bending others to their will exceptionally easy and deeply satisfying. The Dominators are also highly skilled genetic engineers, able to create deadly bio-weapons with relative ease.

DARK CIRCLE

The Dark Circle, an alliance ruled by five core planets, is perhaps one of the oldest civilizations in the galaxy. Located in the unexplored section of the galaxy, the exact position of the core worlds is unknown. Worshippers of the darkness of interstellar space, the Dark Circle believe that the "blood emotions" from the "darker" recesses of the mind are more spiritually pure than the "corrupting light" of reason and logic. Over time their religion has spread to many worlds, and the Dark Circle hope to eventually control the entire galaxy through it.

As the United Planets formed and expanded, the Dark Circle found their ability to expand spinward limited, and so concentrated their expansion in the opposite direction. In the 30th century, the Dark Circle leadership decided to make converting the U.P. a priority, and sent four of their members to act as spies and to ascertain suitable methods of invasion. One of the spies, Ontiir, infiltrated the Science Police, while the other three infiltrated various academic institutions. With the assistance of Norak Kun from Naltor, the four spies began a process of creating a clone army of themselves, populating an entire planet with them. In addition, they captured numerous superhumans in an attempt to create a superpowered army, but were stopped when the Legion of Super-Heroes discovered their activities.

The Dark Circle next decided to replace the Legion with reprogrammed cloned copies to be used as sleeper agents during their next invasion. The Dark Circle managed to obtain genetic material for the Legion during Universo's subjugation of Earth, followed with an attack by their cloned army. The Legion managed to fend off the attack, but it is unknown if the Dark Circle succeeded in their attempt to replace them with clones, or indeed if any clones were successfully produced.

Apart from openly attacking Earth, the Dark Circle has infiltrated many worlds in the United Planets, inciting dissidence and open revolt amongst them. One such attempt was even made on Earth, but was prevented by the Legion at the cost of Chemical King's life.

DARK CIRCLE CLONE SOLDIER — PL 6 • 54 POINTS

STR 2 **STA** 3 **AGL** 1 **DEX** 1 **FGT** 5 **INT** 0 **AWE** 2 **PRE** 0

Equipment: Blaster Rifle (Ranged Damage 8), Commlink, Dark Circle Body Armor (Protection 3)

Advantages: Equipment 4, Ranged Attack 3

Skills: Athletics 4 (+6), Expertise: Soldier 4 (+4), Expertise: Tactics 4 (+4), Intimidation 2 (+2), Perception 2 (+4), Vehicles 2 (+3)

Offense: Initiative +1, Blaster Rifle +4 (Ranged, Damage 8), Unarmed +5 (Close, Damage 2)

Defense: Dodge 6, Parry 6, Fortitude 6, Toughness 6, Will 3

Totals: Abilities 28 + Powers 0 + Advantages 7 + Skills 9 + Defenses 10 = 54

Complication: Loyal: Clone soldiers are completely loyal to their superiors, even to the point of sacrificing themselves on command.

Their next attempt to conquer Earth involved controlling Mordru, which failed as Mordru reversed their control easily. With the Dark Circle at his command, Mordru's attempt to conquer the planet came to be known as Earthwar. Once again the Legion stepped in and fought back, defeating Mordru and freeing the enslaved Dark Circle from his mental control.

Late in the 30th century, Ontiir collaborated with the Emerald Empress to infiltrate Weber's World, but his ruse was uncovered and he was exposed as a spy for the Dark Circle. During his court marshal, Ontiir was teleported away by the Dark Circle, leading the Legion to invade the Circle's base-world to retrieve him where they discovered that he was only one of many clones. The ensuing battle led to the death of Ontiir and the departure of the Legion, empty-handed.

At this point, the United Planets decided that it would be best to make a concerted effort into investigating Dark Circle activities, assigning the Daxamite Dev-Em to the task. The Dark Circle discovered Dev-Em's activities and cloned him in another attempt to produce a superhuman army. The Legion soon intervened, and the White Witch used her magic to re-unite all the clones back into the original Dev-Em. The Dark Circle operatives managed to escape, and little has been heard from the Dark Circle since.

KHUND EMPIRE

The Khund Empire is a large interstellar nation located spinward of the United Planets. The Khund Empire remained relatively stagnant for almost a thousand years, mostly due to internal turmoil and rebellions by subjugated races. But by the middle of the 30th century, Zaryan the Conqueror rose to power through the Khundish military. He possessed both the strength to command respect as well as the intelligence to plot brilliant strategies. His people rallied around him, and he led the Empire on an invasion of the U.P., conquering planet after planet with little resistance. His use of spies and treachery paid off, as there was no reason to believe that the brash Khunds could be capable of political subtlety. The invasion was finally halted by the Legion of Super-Heroes when the Khunds attempted a massive invasion of Earth, but at the cost of Lightning Lad's life, who shortly beforehand had destroyed the ship that Zaryan was aboard. The Khunds retreated, were stripped of their conquered worlds, and were forced to pay renumeration.

KHUND CYBER-SOLDIER — PL 8 • 119 POINTS

STR 10 **STA** 8 **AGL** 1 **DEX** 0 **FGT** 6 **INT** 0 **AWE** 2 **PRE** 3

Powers: Cybernetic Eye (Senses 2 (Infravision, Ultravision), Enhanced Advantages 2 (Precise Attack (Ranged; Concealment and Cover)), Removable); **Grafted Cyber-weapon** (Ranged Damage 12, Removable); **Subdermal Armor** (Protection 1, Impervious Toughness 9)

Equipment: Binoculars, Camo Clothing, Commlink

Advantages: Equipment, *Precise Attack 2 (Ranged; Concealment and Cover),* Ranged Attack 4

Skills: Athletics 4 (+14), Expertise: Soldier 4 (+4), Expertise: Tactics 4 (+4), Intimidation 4 (+7), Persuasion 2 (+5), Vehicles 2 (+2)

Offense: Initiative +1, Grafted Cyber-weapon +4 (Ranged, Damage 12), Unarmed +6 (Close, Damage 10)

Defense: Dodge 7, Parry 7, Fortitude 11, Toughness 9, Will 4

Totals: Abilities 60 + Powers 32 + Advantages 5 + Skills 10 + Defenses 12 = 119

Complications: Savagery: Aggressive and hot-tempered by nature, Khunds live for battle and honor; even "friendly" Khunds make for unpredictable allies at best.

Once again the Khunds set their sights on Earth under Zaryan's successor, General Garlak. Using the same tactics as his predecessor, Garlak hired a human spy to infiltrate the Legion of Super-Heroes and sabotage the Earth's defenses. The spy joined the Legion as Nemesis Kid, but the Legionnaires suspected there was a spy in their ranks, so they secretly built back-up defenses. Though Nemesis Lad believed he had successfully destroyed Earth's defenses, the Khund fleet assault was easily defeated and Nemesis Lad's deception exposed. Again the Khunds were stripped of their conquered worlds and forced to pay remuneration to the United Planets.

The Khunds viewed this as only a minor setback, and harried the United Planets with frequent border raids. In the late 30th century, the Khund Empire was manipulated into the Earthwar by agents of the Dark Circle, who were themselves being controlled by Mordru. The action ended badly with Warlord Garlak being captured by the Legion, the Dark Circle erasing his mind, and the entire conflict being considered an embarrassment by the Empire.

Garlak's successor, General Galmark, led the Empire in an invasion of Nullport and the Science Asteroids, but both times he was confronted by the Legion of Super-Heroes. Despite his aggressive actions, Galmak was able to use shrewd diplomacy to maintain a position of strength in the following peace negotiations due to the discovery that Chameleon Boy had led an ill-advised espionage mission to Khundia.

The relationship between the Khund Empire and the United Planets is still strained, but the U.P. hopes to maintain peaceful coexistence for the foreseeable future.

THE SYSTEM

In the 853rd century, humanity has spread outwards, colonizing the Milky Way Galaxy and beyond, creating a civilization known as the United Galaxies. The Earth's solar system, now called simply "the System," has been rebuilt and the planets terraformed to make as many of them as habitable as possible, all made possible by incredibly advanced, almost magic-like, technology. The Justice Legions are the primary protective force in the United Galaxies, each assigned a particular area to patrol and guard.

THE UNITED GALAXIES

The United Galaxies is held together by the Galactic Macronet, a vast network of hundreds of thousands of stellar computers that control and oversee all data transfer and teleportation travel within the galaxies. The technology of the 853rd century has allowed the utilization of stellar masses as enormously powerful computers, with each sun maintaining a link with the Galactic Macronet, which serves as the backbone for an economy centered on the gathering, organizing, and distribution of information. Controlling and administering the Macronet is the artificial solar computer Solaris, located in the orbit once occupied by Uranus in the System.

Access to the Macronet is provided by the Headnet, a network that connects and links all the inhabitants of the United Galaxies through a small microchip inserted in their brains. Headnet allows for instant communication, the broadcasting of news, information, and entertainment programs, as well as allowing general administration and day to day life to proceed. The inhabitants of the United Galaxies have become so reliant on Headnet that they find themselves unable to function effectively without it.

To house the enormous populations of the United Galaxies, all major cities on the terraformed planets of the U.G. are inside tesseracts: folds in space that can hold immense populations in very little space.

POWER ICONS

The people of the United Galaxies, and of Earth in particular, have access to devices that give them superpowers for a short period of time. Known as Power Icons, each device normally holds the signature powers of two superhumans from the 21st or 31st centuries. When activated the Power Icon uses cosmic energy to imbue the wearer with the combined superpowers within the icon. Most people use Power Icons as a form of recreation, but many also take the opportunity to use the powers afforded them to have a go at playing Super Hero.

JUSTICE LEGIONS

The United Galaxies are protected by Justice Legions; each one is assigned to a particular solar system or collection of systems as their primary concern. Many heroes from the 21st and 31st centuries have counterparts in the Justice Legions, carrying out their legacies in much the same manner as their ancestors did.

The most famous is Justice Legion Alpha, styled after the Justice League of the 21st century. The current members of the team are Aquaman, the Atom, Batman, Flash, Hourman, Resurrection Man, Starman, Superman, and Wonder Woman. Each member of Justice Legion Alpha protects and calls home a particular planet in the System. They come together to combat threats that are too great for them to handle individually and use Jupiter as their headquarters.

Although the members of Justice Legion Alpha appear to have a superficial similarity to their forebears, most are quite different.

AQUAMAN

The King of the water-world of Neptune, Aquaman bears a superficial resemblance to Arthur Curry, but appears more fish-like with green scaled skin and water-like hair. In addition to sharing the original's aquatic abilities, Aquaman is able to mentally control water from free-standing bodies, free water molecules in the air, and even those found within the human body. Aquaman also uses a sword.

THE ATOM

A scientist and only survivor of another universe that was consumed by our own, the Atom is able to divide his mass equally into multiple copies of himself as he shrinks in size. When he reaches atomic size, the Atom duplicates are able to arrange themselves into different molecular configurations, becoming anything from a diamond to a methane gas cloud. The Atom makes his home on Jupiter.

BATMAN

Born to prison guard parents on Pluto, Batman is the sole warden of what is now a planetary penitentiary housing the galaxy's most dangerous criminals. When he was a young child, a prison revolt erupted and the criminals gathered all the guards on the planet in one area and forced their children to witness the execution of their parents. Inspired by tales of the Dark Knight, Batman took it upon himself to act as Pluto's warden. Training his entire life to reach physical perfection, Batman has also had technological enhancements surgically implanted. To assist him, Batman has built Robin the Toy Wonder, a child-sized, artificially intelligent, robotic sidekick.

FLASH

A tachyon scientist from the 27th century, John Fox gained his powers through time traveling. John has access to the

Speed Force, which provides him with his super-speed powers. The Flash lives and operates primarily on Mercury.

HOURMAN

An android that possesses the memories of the original Hourman, Rex Tyler, his powers come from a cosmic device called the Worlogog, which gives him total control of time and space, the limits of which have yet to be ascertained. Hourman operates from Saturn.

RESURRECTION MAN

Still Mitch Shelly from the late 20th century, Resurrection Man serves as the Justice Legion Alpha's primary tactician and advisor. His powers have remained essentially the same: dying momentarily, then returning to life with new powers. Mitch is now able to control which powers he receives, and tends to keep flight, invulnerability, and superstrength along with any other powers he gains.

STARMAN

Ferris Knight is the current Starman, a direct descendant of Ted Knight, though his family didn't take on the mantle until his great-grandfather did. Possessing the same Cosmic Control Rod as the original Starman, Ferris monitors the artificial sun, Solaris, from his satellite that now resides in the orbit that Uranus once occupied.

SUPERMAN

A direct descendant of the original Superman, known as Superman-Prime, Kal Kent has a broader range of powers. A member of the Superman dynasty in the past had married into the royal family of the 5th Dimension, giving their descendants access to 10 new senses. He gains his power from Superman-Prime, who lives in the sun and grants his descendants power as long as they protect the Earth.

WONDER WOMAN

The new Wonder Woman is a marble statue that was given life by the Goddess of Truth. She has similar powers to those of Diana Prince, but also possesses two sentient, shape-changing weapons called Harmony and Hope. When not in use as weapons, they are worn as a pair of bracelets. Wonder Woman operates from Venus, which is the new home of the Amazons.

THE RETURN OF SUPERMAN-PRIME

The Justice Legion Alpha swapped places with the 21st-century Justice League to celebrate the return of the original Superman from his fifteen thousand year self-imposed exile in the sun. The original Justice League was asked to participate in a series of games and demonstrations in the 853rd century while their future counterparts remained in the past to take their place. Unfortunately, the future Starman had been bribed by Solaris into betraying the team and infecting Hourman with a virus to take into the past.

The virus wreaked havoc with the technology of the past, causing a Rocket Red suit to destroy the city of Montevideo. Horrifically, the virus also began affecting and killing people as well. Justice Legion Alpha and the remaining members of the Justice League learned that the virus was nothing but an elaborate computer program looking for a host, so the heroes built such a host—

Solaris, including a sample of Lois Lane's DNA—for the virus to infect, thus bringing the construct to life. Starman, in a final act of repentance, sacrificed himself to remove Solaris from the solar system. To try to save the 853rd century, the future Superman used technology he found in the Watchtower to travel forward through time, almost killing himself in the process.

In the future, the Justice League faced an alliance between Solaris and Vandal Savage, who wanted to use a piece of Kryptonite left on Mars in the past by the future Starman to fire a beam into the sun and destroy Superman-Prime before Superman returned. Vandal Savage also had John Fox's time gauntlets stolen to prevent the Justice Legion Alpha from returning to foil his plans.

In a final assault, Solaris killed thousands of superhumans in his bid to fire the Kryptonite beam into the sun, but was stopped by the Green Lantern, who used his ring to cause the artificial sun to go supernova.

On Mars, Vandal Savage used the time gauntlets to teleport to Earth, but the gauntlets had been tampered with, and Savage was teleported back to the 21st century in Montevideo, where he was killed by the exploding Rocket Red suit.

Superman-Prime finally emerged from the sun bearing a Green Lantern ring and explained that the Huntress from the past, inspired by time capsules used by school children, realized that they had thousands of years to come up with a plan to foil Solaris' plan. The intervening centuries were used to plot against Solaris, including replacing the Kryptonite on Mars with a disguised Green Lantern ring.

Using the ring and the DNA in Solaris, Superman-Prime and Hourman recreated Lois Lane, this time with superpowers, and a new Krypton, populated with Kryptonians plucked from the past, just before their planet exploded. The new planet was placed in orbit around a new artificial yellow sun, Solaris II.

VANISHING POINT

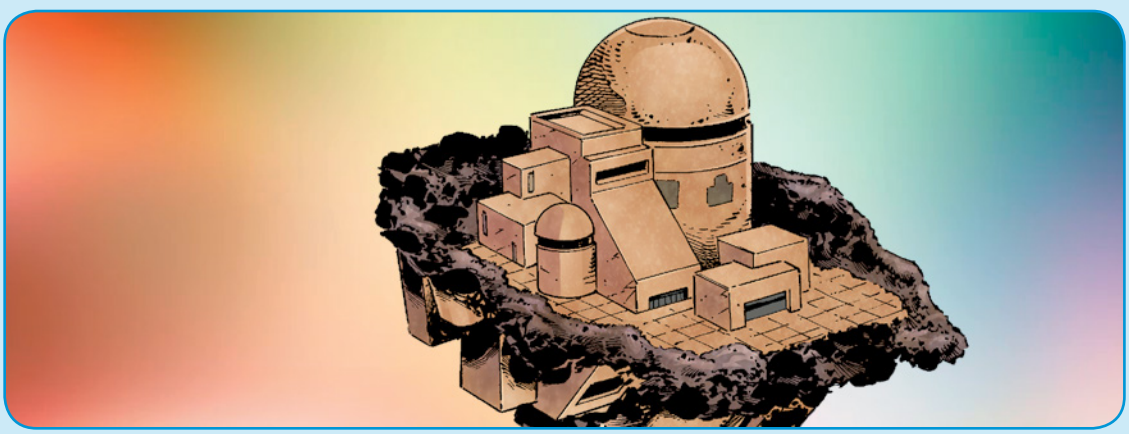
The Vanishing Point exists in an alternate dimension outside the normal space/time continuum. It is the very last moment of time before entropy consumes the universe and ends it forever. At the very center of the dimension floats a fortress that acts as the headquarters of the Linear Men, a secretive team of men and women who police time and ensure that events occur as intended. The group's sole purpose is to observe time and only intervene when the time stream is threatened. Due to the perils of time travel, the bodies of the Linear Men have become unstable and many parts of their bodies have been replaced by mechanical parts. As time has gone by, many of their members have died countless times, so they have been resurrected by rescuing them just prior to their death or by plucking them from an alternate timeline.

The team's name originated after the first cosmic Crisis, when there was only one universe and when time proceeded in a linear fashion and paradoxes could unravel all reality. Apart from Rip Hunter, the Linear Men seem unaware of the events in the time stream that have seen the creation of multiple universes, all with multiple timelines. It is currently unknown how this affects the Linear Men and the Vanishing Point. There may indeed still be just one "main" timeline that the Linear Men are attempting to repair, or there may in fact be a different version of the Linear Men for each timeline, struggling to ensure the integrity of their own individual universe, or perhaps even something entirely different.

The core team consists of their leader and founder, Matthew Ryder, as well as an alternate future version of Ryder known as Waverider, Travis O'Connell, Liri Lee, Rayak the Ravager, and Rip Hunter. Other members of the Linear Men have been seen from time to time. An alternate Matthew, one who was once employed by Lex Luthor, later became part of the team.

The Linear Men gauge the accuracy of the timeline by an event which occurred in 2995: the explosion of Earth's moon, detonated by Travis O'Connell and which took his life. This event is considered a fixed temporal point, and is always meant to happen.

At first the Linear Men functioned well together, but Rip Hunter never found it easy to see eye-to-eye with the rest of the team on how to maintain the integrity of the time stream. Sick of the conflict, Rip imprisoned the other Linear Men in a cell deep within their fortress, allowing him to maintain the time stream in his own fashion. During this period, Rip Hunter joined Superman, Green Lantern, and Booster Gold as they searched the time stream for Batman, who was time lost briefly. While Rip was away, the Time Stealers entered the fortress and freed Lori and Waverider.



TIME MASTERS AND TEMPORAL TYRANTS

Despite the dangers involved in time travel, there are still a large number of heroes and villains who risk it. Some seem to have even managed to overcome the limit of only being able to use each method of time travel only once as explained by Rip Hunter, an experienced and capable time traveler himself . Other time travelers are Chronos and Hourman (see *Heroes & Villains, Vol. 1*).

BLACK BEETLE

The Black Beetle hails from an undisclosed near future. He is a member of the Time Stealers, a team of temporal villains intent on altering the time stream to suit their various whims. At first, Black Beetle masqueraded as a Blue Beetle from the 27th century to convince Dan Garret and Jaime Reyes to assist him in traveling to the past to prevent the murder of Ted Kord. Together, they convinced Booster Gold to help them, and while the attempt was successful, it caused an alteration to the time stream, creating a future where Maxwell Lord and his O.M.A.C.s police the world. When Ted and Booster Gold gathered some of their Justice League International teammates together to restore the time stream, Black Beetle revealed himself and his association with the Time Stealers. Ted stole the Time Stealers' time bubble and returned to the past and restored the time stream.

The Black Beetle recently altered the time stream again by traveling to the past and having Dick Grayson killed as Robin. He then saw to the deaths of the Teen Titans, which ensured a future where the demon lord Trigon conquered the Earth, allowing Black Beetle to steal a red scarab from

BLACK BEETLE	PL 11 • 152 POINTS
STR 8 **STA** 6 **AGL** 6 **DEX** 5 **FGT** 6 **INT** 2 **AWE** 1 **PRE** 1	
Powers: Black Beetle Armor (Flight 7 (250 MPH); **Lightning Blast** (Ranged Damage 10); Movement 3 (Time Travel); Impervious Protection 8); **Strength of the Scarab** (Enhanced Agility 4, Enhanced Dexterity 4, Enhanced Fighting 4, Enhanced Stamina 4, Enhanced Strength 6); **Subdermal Scarab** (Feature 2 (Quick Change, Scarab AI and Database)	
Advantages: Accurate Attack, Leadership, Power Attack, Well-informed	
Skills: Close Combat: Unarmed 2 (+8), Expertise: Temporal Mechanics 4 (+6), Ranged Combat: Lightning Blast 7 (+12), Stealth 3 (+9), Technology 8 (+10)	
Offense: Initiative +6, Unarmed +8 (Close, Damage 8), Lightning Blast + 10 (Ranged, Damage 12)	
Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 14, Will 5	
Totals: Abilities 26 + Powers 102 + Advantages 4 + Skills 12 + Defenses 8 = 152	
Complications: Obsession: Black Beetle is obsessed with procuring all of the technological devices known as scarabs. **Power Loss:** Black Beetle's powers rely on his implanted Reach scarab. **Secret:** Nobody truly knows who the Black Beetle is. In fact, due to his manipulations of the time stream, the person wearing the Black Beetle armor may not have any traceable origin anymore.	

EPOCH, THE LORD OF TIME	PL14 • 244 POINTS

STR 5 **STA** 2 **AGL** 1 **DEX** 1 **FGT** 2 **INT** 4 **AWE** 2 **PRE** 1

Powers: **Chrono-cube** (Easily Removable (-52 points); Movement 4 (Dimensional (Time Point), Time Travel 3); **Summoned Armies** (Summon 6, Horde, Multiple Minions 7 (128 90-point minions), Broad (armies from the future or past), Active)); **Power Armor** (Removable (-20 points); Absorbed Weapons (Variable 10 (Slow)), Enhanced Strength 5, Impervious Protection 16)

Equipment: **Palace of Eternity** (Size: Huge; Toughness 12; Features: Communications, Defense System, Holding Cells, Infirmary, Isolated, Living Space, Power System, Temporal Limbo, Workshop)

Advantages: Accurate Attack, Assessment, Equipment 3, Inventor, Well-informed

Skills: Close Combat: Power Armor Weapons 6 (+8), Expertise: History 6 (+10), Expertise: Temporal Mechanics 12 (+16), Insight 4 (+6), Perception 5 (+7), Ranged Combat: Power Armor Weapons 11 (+12), Technology 6 (+10)

Offense: Initiative +1, Unarmed +2 (Close, Damage 5), Power Armor Weapons +8 (Close, Damage variable), Power Armor Weapons +12 (Ranged, Damage variable)

Defense: Dodge 8, Parry 10, Fortitude 8, Toughness 18, Will 9

Totals: Abilities 26 + Powers 158 + Advantages 7 + Skills 25 + Defenses 28 = 244

Complications: **Obsession:** Epoch is obsessed with conquering all of reality. Everything he does is calculated with that objective in mind.

the demon's trophy room. Rip Hunter, pursuing the Black Beetle, defeated him by causing his power armor to overload and explode, apparently killing him.

The true identity of Black Beetle is unknown, though he made many claims as to who he was. At first, he claimed to be Hector, the brother of one of Jaime's tech support personnel, who had bonded with a scarab. He then claimed to have killed Hector and stolen his scarab, only to quickly retract the statement and claim to be a future Jaime driven insane after being attacked by Milagro.

Black Beetle gains all his powers from the scarab bonded to his spine, a piece of technology built by an alien race known as the Reach. It may be assumed that his powers are identical to those exhibited by Jaime, but he has only been seen to have used a small proportion of them.

EPOCH, THE LORD OF TIME

The man who would become known as the Lord of Time comes from the year 3786 A.D. An immensely powerful superhuman, he gains the majority of his powers from his chrono-cube, which allows him to access the time stream and manipulate historical events so he can come to rule all space and time. At first, Epoch used his powers to capture criminals and imprison them in Timepoint, an extradimensional space where time stands still. At one point, Epoch travelled back in time and tried to defeat the Justice League using armies from the past, but the Justice League of America defeated him, which has earned them his eternal wrath.

Epoch has learned to reliably travel not only up and down the time stream, but across it as well, enabling him to visit alternate dimensions and timelines. He often draws beings from the past and future to commit crimes for him in the present, and wears armor that absorbs weapons from the multitude of different eras he has visited. Epoch operates from his Palace of Eternity, which is located somewhere in Timepoint. He originally built an artificially intelligent computer named the Eternity Brain to manage the Palace, but when it turned against him, Epoch drew the Five Warriors from Forever from the time stream to destroy it, though they were unsuccessful. It took the combined might of the Justice League and the Justice Society to destroy the Eternity Brain. Though Epoch was forced to flee from his Palace, he has since returned to plot his conquest of all reality.

THE INFINITE MAN

Jaxon Rugarth was a professor at the Time Institute in Metropolis when he volunteered as a test subject for a new and powerful time machine designed by Rond Vidar, a former enemy of the Legion of Super-Heroes. Utilizing aspects of both the Time Cube and the Hyper Time Drive, Rond Vidar hoped to prove that time was circular in nature by sending Jaxon so far into the future that he would return through the past. Unfortunately, the time machine was far more powerful than Rond anticpated, sending Jaxon through thousands of alternate timelines

THE INFINITE MAN — PL X • 212+ POINTS

STR 14 **STA** 20 **AGL** 2 **DEX** 2 **FGT** 8 **INT** 13 **AWE** 8 **PRE** 5

Powers: Chronal Blast (Ranged Damage 16, Unreliable); **Infinite Man** (Growth 12 (Permanent), Impervious Toughness 20); **Time Control** (Enhanced Advantage 1 (Seize Initiative), Movement 5 (Dimensional 2 (Alternate Timelines), Time Travel 3), Variable X (summon creatures, objects, or people from time))

Advantages: Diehard, Fearless, *Seize Initiative*, Well-informed

Skills: Close Combat: Unarmed 4 (+12), Expertise: History 12 (+25), Expertise: Temporal Mechanics 12 (+25), Ranged Combat: Chronal Blast 8 (+10)

Offense: Initiative +2, Unarmed +12 (Close, Damage 14), Chronal Blast +10 (Ranged, Damage 16)

Defense: Dodge 8, Parry 10, Fortitude 20, Toughness 20, Will 12

Totals: Abilities 96 + Powers 71+X + Advantages 3 + Skills 18 + Defenses 24 = 212+

Complications: Quirk: The Infinite Man harbors a deep resentment towards the Legion of Super-Heroes, and does everything in his power to destroy them.

and dimensions simultaneously, shattering his mind and endowing him with enormous amounts of temporal energy. Appearing at the same spot that he departed from, the Infinite Man attacked Rond with the intention of killing him. When the Legion of Super-Heroes arrived to lend assistance, the Infinite Man drew creatures from various eras to attack them. While the Infinite Man was distracted, Rond Vidar sabotaged the time machine and sent him into an endless loop though the time stream, trapping him indefinitely.

Rond Vidar and Brainiac 5 worked diligently for years to devise a method of curing Jaxon, though their efforts were largely unsuccessful. The Infinite Man did not remain inactive, and learned that he could utilize the powers of the Anti-Monitor to free himself and immediately set about attacking the Legion of Super-Heroes again. Rond and Brainiac 5, with the assistance of the White Witch, were able to return Jaxon's temporal energy back into the time stream, stripping him of his powers and leaving him virtually a mindless shell.

Sent to Medicus One for treatment, Jaxon was again empowered with temporal energy when Brainiac 5 needed his help in piercing the Time Trapper's Iron Curtain of Time. Re-energized by Rond in a Time Cube, the Infinite Man and the Time Trapper were pushed into the time stream by Brainiac 5's force field, and sent to the Dawn of Time, where they presumably remain, locked in an endless struggle.

TIME COMMANDER

John Starr, a brilliant scientist working on an artificial lifeform project, turned to crime when the project was cancelled. Caught and incarcerated, he used the prison facilities to create his Hourglass, a device that uses the constant of relativity to enable time travel. Fleeing into the past to when the prison had yet to be built, the Time Commander simply walked to freedom.

TIME COMMANDER — PL8 • 101 POINTS

STR 0 **STA** 2 **AGL** 0 **DEX** 1 **FGT** 2 **INT** 5 **AWE** 2 **PRE** 0

Powers: Hourglass (Easily Removable; Movement 3 (Time Travel 3 (any time, 800 lbs.); Increased Mass 4), Variable 5 (25 points, Move Beings or Objects through Time))

Equipment: Padded Costume (Protection 2,Subtle)

Advantages: Defensive Roll 4, Equipment 1, Improved Defense, Inventor

Skills: Close Combat: Unarmed 5 (+7), Expertise: History 13 (+18), Expertise: Science 6 (+11), Expertise: Temporal Mechanics 8 (+13), Insight 2 (+4), Perception 4 (+6), Stealth 4 (+4), Technology 6 (+11), Vehicles 2 (+3)

Offense: Initiative +0, Unarmed +2 (Close, Damage 0)

Defense: Dodge 7, Parry 8, Fortitude 4, Toughness 8/4*, Will 4 *Without Defensive Roll.

Totals: Abilities 24 + Powers 27 + Advantages 7 + Skills 24 + Defenses 20 = 102

Complications: Deranged: The Time Commander believes his hourglass can only be used for good.

Using his ability to travel though time again, Time Commander attempted to discover Batman and Green Lantern's secret identities. Though he was successful, the heroes managed to defeat him and Green Lantern erased any memory of their identities from him before sending him back to jail.

Time Commander next appeared in Paris where he used his abilities to manipulate time in an attempt to return the Earth to a Garden of Eden-like state. His manipulations of the time stream were all positive, such as returning youth to a woman and raising a man from the dead. His plans were ultimately ended by Metamorpho (see *Heroes & Villains, Vol. 2*) who shattered the Hourglass, stripping the Time Commander of his powers and returning him once more to jail.

In a final escape attempt, the Time Commander was freed from jail by the Calendar Man to join the Time Foes. Attempting to recover his Hourglass, the Time Foes snuck into the Hudson River Mall during Halloween when their costumes would go largely unnoticed. The Time Commander inadvertently revealed the Time Foes when he assaulted a woman who wanted his Hourglass. The Teen Titans quickly arrived and defeated the Time Foes.

Events during the temporal crisis caused by Parallax had the Time Foes along with the Time Commander trapped in a time-loop where they apparently perished. However, the Time Commander later appeared in an hourglass to berate Waverider for not fulfilling his promise of making him a Time Master in return for his aid. This appearance gave Mister Mind, disguised as Booster Gold's robotic sidekick Skeets, the opportunity to kill the Time Commander by dissolving him into the hourglass' sand.

Another man named Sterling Fry took up the legacy of the Time Commander and killed Liberty Belle during his attempt to steal the Hourglass. On releasing the sand from within the Hourglass, Fry disappeared. It is unknown if the exposure to the tachyon particles in the sand killed Fry, or just displaced him in the time stream.

TIME TRAPPER

The Time Trapper is an enigmatic being whose past and origin remain a mystery, yet he is probably the Legion of Super-Heroes' greatest adversary. At different points the Time Trapper has been revealed to be an alien known as a Controller, a future version of the Legionnaire Cosmic Boy, the sorceress Glorith, Lori Morning, and an adult Superboy-Prime. Brainiac 5 has theorized the Time Trapper is in fact an alternate sentient timeline whose identity constantly alters as the true timeline marches on.

The Time Trapper has at his disposal an immense amount of power. He is able to manipulate the time stream, create pocket dimensions, time travel, and create barriers within the time stream that prevent travel along it. Yet despite these vast abilities to manipulate the future and the past, the Time Trapper cannot alter time in the present. He also maintains a vast army of soldiers and slaves that have been drawn from different time periods, which he keeps at the End of Time to be used at his whim.

Early in the Legion's existence, the Time Trapper created the Iron Curtain of Time that restricted their ability to time travel into their future to only 30 years. At this point, the Time Trapper was thought to be a renegade Controller. The Legion of Super-Heroes managed to defeat him, and he was thought destroyed when Darkseid stripped him of his powers.

In a later appearance, it was revealed that Superboy had come from a pocket dimension that the Time Trapper had created, and any travel to the past that the Legion of Super-Heroes made was to this dimension. The Time Trapper hoped to trap the Legion in the pocket dimension and kill them, but Superboy prevented the attempt at the cost of his own life.

Despite all Legion regulations, Brainiac 5, Duo Damsel, Mon-El, and Saturn Girl attempted to destroy the Time Trapper in his citadel at the End of Time. During the conflict, one of Duo-Damsel's duplicates was killed and Mon-El seriously injured, but the Time Trapper was sent back to the Dawn of Time while grappling with the Infinite Man.

TIME TRAPPER — PL X • 172+ POINTS

STR 2 **STA** 6 **AGL** 2 **DEX** 2 **FGT** 5 **INT** 14 **AWE** 8 **PRE** 4

Powers: Comprehend 3 (Read, Speak, and Understand all languages), Variable X (Time Control, Travel, and Manipulation)

Advantages: Benefit 4 (Cipher), Inventor, Jack-of-all-trades, Minions X (soldiers and slaves), Seize Initiative

Skills: Deception 9 (+13), Expertise: History 12 (+26), Expertise: Psychology 12 (+26), Expertise: Sociology 12 (+26), Expertise: Temporal Mechanics 12 (+26), Insight 4 (+12), Intimidation 9 (+13), Perception 4 (+12), Persuasion 9 (+13), Technology 10 (+24)

Offense: Initiative +2, Unarmed +5 (Close, Damage 2)

Defense: Dodge 12, Parry 12, Fortitude 10, Toughness 6, Will 15

Totals: Abilities 86 + Powers 6+X + Advantages 5+X + Skills 47 + Defenses 28 = 172+

Complications: Obsessed: With preventing Superman from having any connection with the Legion of Super-Heroes. **Obsessed:** With destroying the Legion of Super-Heroes.

The Time Trapper has admitted that he has tried on many occasions to separate Superman from the Legion of Super-Heroes, and that he has at times confused pocket dimensions and alternate realities. This has led to some conjecture that his actions have caused the creation of many other alternate realities involving various different Legions, with and without Superboy as a member. He has also admitted to creating the crystal tablet revealing Superman as a human that Earth-Man found in the Arctic. The Time Trapper's plans appeared to come to fruition when he tried to use Superboy-Prime to destroy the link that Superman has with Legion. Dragging the Legion to the End of Time, the Time Trapper tried to destroy Superman, but it was revealed that he was, in fact, a future adult version of Superboy-Prime. Refusing to believe what he saw, Superboy-Prime attacked the Time Trapper, causing them both to disappear in a flash of light which sent Superboy-Prime back to his own alternate reality and apparently destroyed the Time Trapper.

WAVERIDER

Matthew Ryder was a scientist from the year 2030 A.D., a possible future where the world was ruled by a villain called Monarch. Deciding to fight the villain, Matthew discovered that the villain was once a hero and built a time machine to travel back to the past to discover Monarch's identity. When he used the time machine, Matthew became merged with the time stream, granting him amazing powers and altering his appearance.

WAVERIDER — PL11 • 197 POINTS

STR 1 **STA** 3 **AGL** 3 **DEX** 2 **FGT** 4 **INT** 4 **AWE** 3 **PRE** 1

Powers: Armor (Protection 5); **Invisibility** (Concealment 4 (All Visual Senses)); **Waverider** (Flight 15 (64,000 MPH), Insubstantial 4 (incorporeal), Movement 5 (Dimensional 2 (Alternate Timelines), Time Travel 3)); **Chronal Anomaly** (Feature 1 (Temporal Immunity)); **Quantum Energy Blast** (Ranged Damage 13); **Replication** (Morph 2, disguise); **Chronal Senses** (Senses 5 (Temporal Awareness, Precognition (Limited to touching the target)))

Advantages: All-out Attack, Defensive Roll 2

Skills: Close Combat: Unarmed 1 (+5), Expertise: History 6 (+10), Expertise: Science 8 (+12), Expertise: Temporal Mechanics 10 (+14), Insight 4 (+7), Perception 4 (+7), Ranged Combat: Quantum Energy Blasts 7 (+9), Stealth 2 (+5), Technology 6 (+10)

Offense: Initiative +3, Unarmed +5 (Close, Damage 1), Quantum Energy Blast +9 (Ranged, Damage 13)

Defense: Dodge 12, Parry 12, Fortitude 7, Toughness 10/8*, Will 10 *Without Defensive Roll.

Totals: Abilities 42 + Powers 100 + Advantages 3 + Skills 24 + Defenses 28 = 197

Complications: Indecisive: Waverider is often plagued by bouts of indecision, causing him to hesitate when actions would be appropriate. **Motivation—Responsibility:** To protect the time stream.

Arriving in the past, Waverider, as Ryder called himself, used his powers to try to discover who would become Monarch with no success. An encounter with Captain Atom (see *Heroes & Villains Vol. 1*) released a massive amount of temporal energy, causing a rift in time to appear bringing Captain Atom with Monarch. The villain explained that he had been watching Waverider the whole time so that he could ensure his own existence. In the ensuing battle, Monarch killed the hero Dove (see *Heroes & Villains Vol 1*), and in a rage Hawk (see *Heroes & Villains, Vol. 1*) beat Monarch to unconsciousness. Unmasking him, Hawk discovered that he would, in fact, become the very villain he had just fought.

Waverider later encountered an unpowered version of himself in the time stream that came from a future where Monarch hadn't existed. They both joined the Linear Men to help protect the time stream from alteration. Waverider was soon killed by Extant, a future version of Monarch, and the alternate Matthew Ryder was contacted by Metron (see *Heroes & Villains, Vol. 2*). Telling him that Waverider would have to save the universe, Metron merged Ryder with the time stream to carry on the Waverider legacy.

AFTERWORD

I began reading comics when I was ten years old. I was home from school due to illness and my grandma brought me some comics to keep me occupied. I'm sorry to say I can't remember what comics they were, but I was hooked and not a week went by from that point on that I didn't pick up new comics from the little spinner rack at the local Sentry grocery store in my hometown of Burlington, Wisconsin.

When I was 12, my neighbor, Dave Bridier (R.I.P., buddy) introduced me to *Dungeons & Dragons* and, once again, I was hooked. Shortly thereafter, on a visit to the Dungeon Hobby Shop in Lake Geneva I discovered there were roleplaying games *other* than *D&D*, including Super Hero roleplaying games! I devoured *Villains & Vigilantes, Heroes Unlimited, Champions, DC Heroes*, and more over the following years.

I often thought about how much fun it would be, how *cool* it would be to work on those games. And over the last three years I've been able to do just that alongside Steve Kenson and a raft of other talented people on the DC Adventures roleplaying game. Thirteen-year-old me would be very excited to know this about his future self... and somewhere inside 43-year-old me he is.

Comics and roleplaying games are all about wish-fulfillment and wonder. When reading, playing, or even thinking about them, you're able to imagine fantastic things and make them real enough that you can explore strange worlds and experience things you never could in the real world. You get to ask "what if" and explore all the possible answers this universe, or any other, could possibly contain.

And now, as we bring the DC Adventures game line to a close, I'm able to take the time to look back on it and appreciate how this game has brought my two loves together in a way that's a dream come true not just for me, but for so many comics fans out there: people who've been reading and enjoying comics for decades as well as those who've come to love the characters more recently through comics, movies, or cartoons. We're all fans of the DC Universe—and now we have a game we can use to create our own heroes or play our favorites from the comics. I hope you all think that's as amazing and fun as I do.

Our approach to the DC Adventures roleplaying game was to make it a self-contained game line: four books and done. This is a different approach than many games take, but it's becoming more and more common as companies realize fans don't need book after book to let them tell the stories they already have in their heads. Instead, these four books give you all the rules, characters, and important pieces of information you need to run games for you and your comic-loving friends for years and years to come. Our goal was to make it easy for you to tell your stories by giving you everything you need to run your games, so you can concentrate on entertaining your friends without having to do all the work of creating write-ups for your supporting cast and villains.

It's been a pleasure to work on these books and I hope you love them—and get as much use out of them—as I do. But I also hope there's a 13-year-old out there who's just fallen in love with comics and gaming who gets his or her hands on these books, devours them, and can't believe how cool it would be to get to work on something like them some day. And I hope it's you.

Jon Leitheusser
DC Adventures Line Developer
January 2013

The table on this and the following pages lists all the characters in *Universe* by power level, from lowest to highest. Keep in mind that power level does not always give a full picture of a character's potency (the Controllers being a good example). But it can give you a good idea of how tough an opponent a villain is, or how powerful an ally a hero might be. The characters highlighted in green denote a character whose power point total is correct for a character of that power level. For example, Atomic Knights (see page 55) are PL9 Super Heroes who cost 135 power points, just as Sonar (see page 85) is a PL11 super-villain who costs 165 points.

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D.E.O. Agent	6	48
Doc II	6	133
Doctor Thirteen	6	175
Enemy Ace, The	6	21
G.I. Robot	6	22
Hawk Wingman	6	119
Sgt. Rock	6	23
Scalphunter	6	19
Turpin, Dan	6	33
Unknown Soldier, The	6	23
Imperial Guardian Lion	7	89
Chase, Cameron	7/12	47
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