

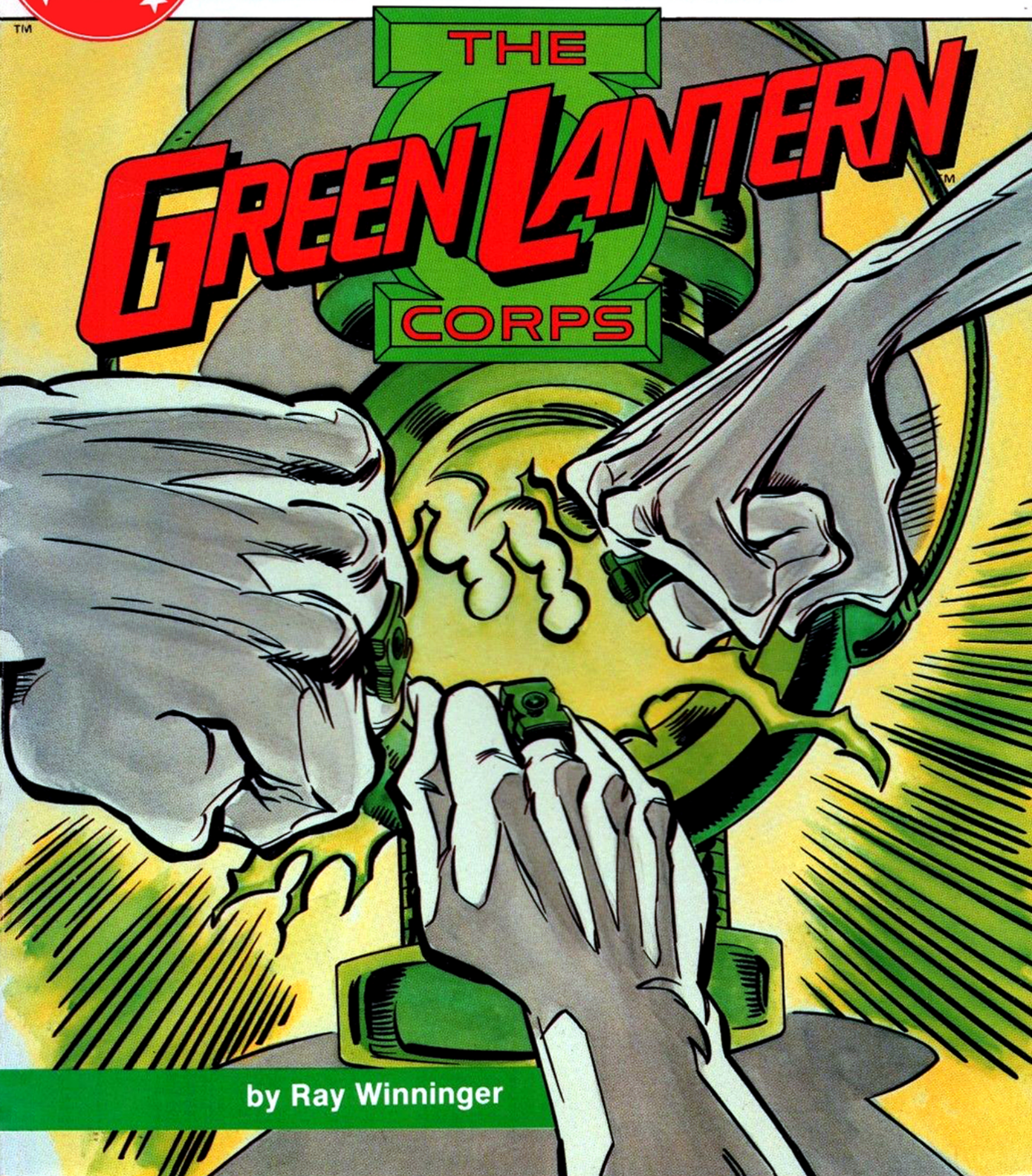


HEROES

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PLAYING
REFERENCE



THE GREEN LANTERN CORPS



by Ray Winninger



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THE GREEN LANTERN CORPS SOURCEBOOK

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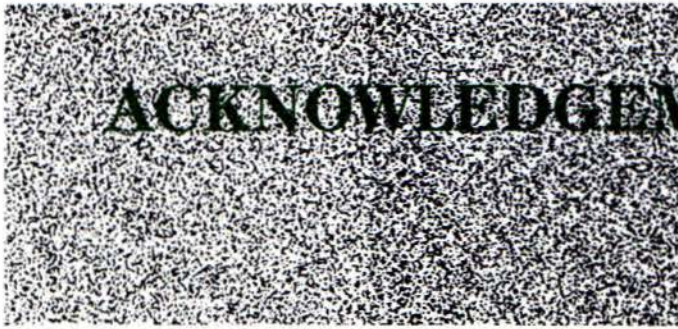
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BE PART
OF THE
LEGEND!
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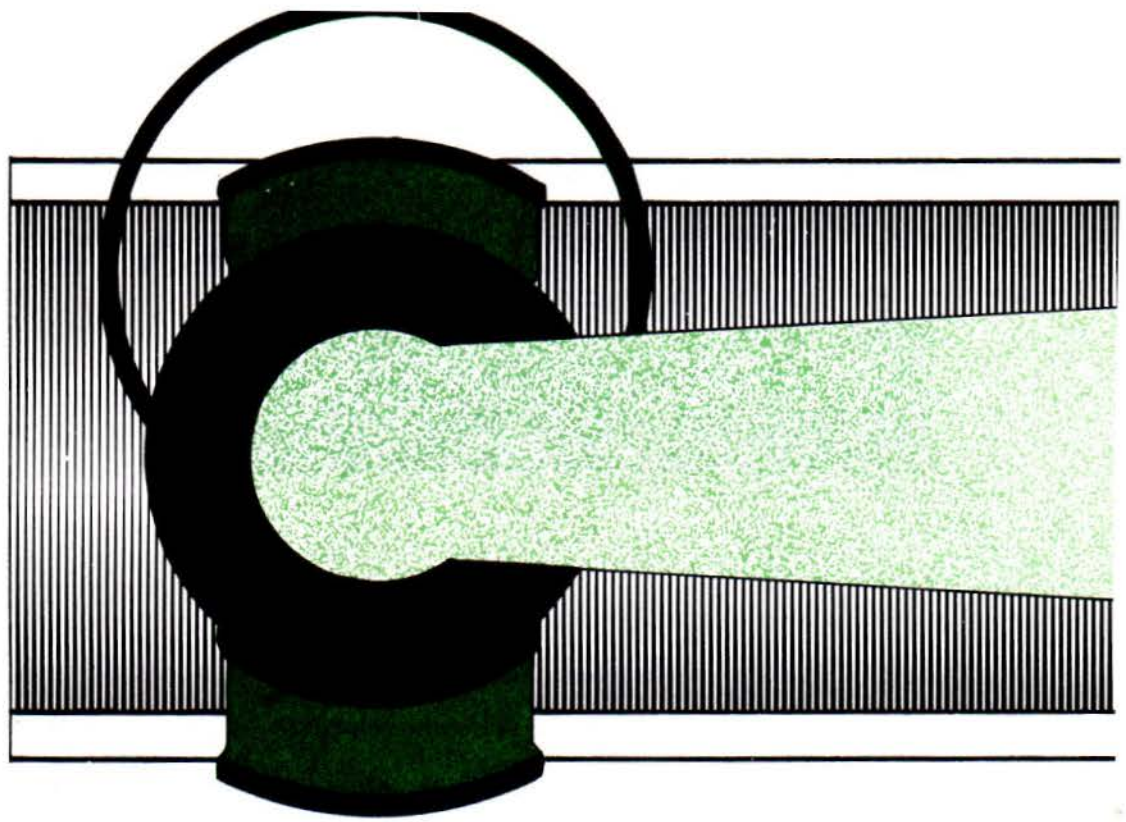
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This elite group consists of the bravest and most valiant warriors from across the furthest flung reaches of space. They are united under a common master and charged with the task of protecting the innocent and combatting injustice everywhere. These men and women, as well as other more exotic beings, are completely without fear; they are willing to lay down their lives for their ideals. Such is the stuff of the Green Lantern Corps.

These pages contain all that is needed to become a part of the Green Lantern legend: character statistics, rules, and background information. This book is compiled to aid both the player and the Gamemaster (GM), and for both those creating characters and those designing exciting adventures featuring the most formidable members of the Green Lantern Corps and their most fearsome adversaries. Now, heroes like Hal Jordan, Guy Gardner, and Kilowog, and villains such as the evil Sinestro, Star Sapphire, and Hector Hammond can all soar the spaceways in any adventure.

USING THIS BOOK

This reference is essentially a specialized Who's Who of the Green Lantern Corps. Within are descriptions and information on the most famous members of the Corps, past and present, along with notes on their friends and enemies. Of course, it would be nearly impossible to cover every one of the Lanterns in great detail (there are more than 3600 of them), so the Corps' most interesting and important members have been selected for special treatment here.

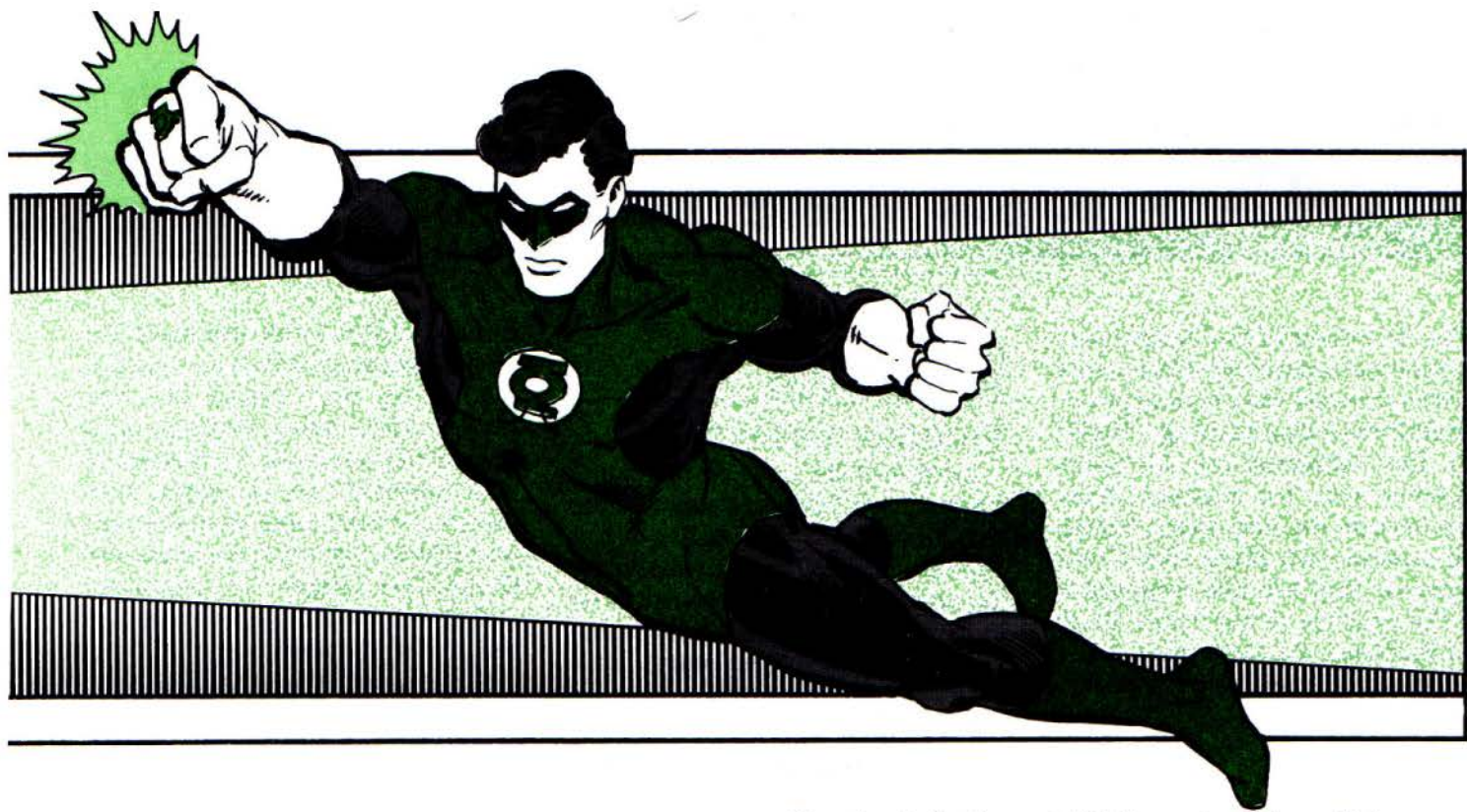
This book is an ideal reference for any GM who is looking for ideas for adventures and campaigns involving the Green Lanterns and their enemies. Many adventures from the DC Comics that involve the individual characters have been described in great detail in the hope that they

will provide imaginative GMs with a springboard for their own stories.

A NOTE ON REFERENCING

As a service to GMs and comics fans, the information within the text which has been taken directly from the DC Comics is all referenced by the issue number and author. In each case, the comic's full title has been replaced with an abbreviation in order to save space. Below is a list of the abbreviations used:

- AA — All American Comics
- AdC — Adventure Comics
- AdS — Adventure of Superman
- AS — All Star Comics
- B — Batman
- BB — Brave and the Bold
- BIB — Blue Beetle
- CIE — Crisis on Infinite Earths
- DC — DC Comics Presents
- F — Flash (2nd series)
- GA — Green Arrow Mini-Series
- GL — Green Lantern (2nd series)
- GLC — Green Lantern Corps
- GL1 — Green Lantern (1st series)
- GL/GA — Green Lantern/Green Arrow
- HDC — History of the DC Universe
- JLA — Justice League of America
- JLI — Justice League International
- FIR — Firestorm
- L — Legends
- MILL — Millennium
- OM — Omega Men
- OUT — Outsiders
- S — Superman (2nd series)



Sh — Showcase
 SO — Secret Origins
 SST — Saga of the Swamp
 TGC — Tales of the Green Lantern Corps miniseries
 TGCA — Tales of the Green Lantern Corps Annual
 WW — Wonder Woman (2nd series)
 WhW — Who's Who
 WW87 — Who's Who '87 Update

For example, (*Sh #22, Broome*) stands for *Showcase #22* written by John Broome.

GENESIS

The pages that follow tell of the origins of many of the Green Lanterns and their supporting cast members. It is only fitting to include a brief description of the very first Green Lantern.

The Green Lantern made his appearance in *All-American Comics #16*, cover-dated July 1940. The Lantern was the brainchild of artist Martin Nodell, editor Sheldon Mayer, and writer Bill Finger. There were distinct differences between the Green Lantern of the 40s and the ring-slinger who currently patrols the spaceways. The "Golden Age Green Lantern," as he is usually referred to today, was a tall blond radio broadcaster named Alan Scott, who received his magical power ring at the behest of a mystical "green flame."

Green Lantern remained in *All-American Comics* for a time and soon graduated to his own title (around the Fall of 1941). When the legendary Justice Society of America was formed in *All-Star Comics #3*, the Green Lantern was shown to be a charter member. For a brief time, he adventured alongside the Flash and Wonder Woman in *Comics Cavalcade*. Early on, Green Lantern had the good fortune of being handled by some of the undisputed masters of comic art like Alex Toth, Irwin Hasen, and

Carmine Infantino, establishing a tradition which never seems to have vanished.

Sadly, in 1948, Green Lantern suffered the ultimate embarrassment: being pushed out of his own book by a character named Streak the Wonder Dog. Sales of many of the hero titles were down; of the entire line of DC superstars, only Superman, Batman, and Wonder Woman survived the 40s intact.

By the mid-fifties, the audience for the hero comic books resurfaced somewhat, and DC began reintroducing its Golden Age heroes in flashier, modernized versions. The first of these streamlined (or Silver Age) heroes was the new Flash, who first appeared in *Showcase #4*. The Flash was a big hit, and hot on his heels the powers-that-be at DC decided to reintroduce the Green Lantern. In order to appeal to the youth of the age, the new Green Lantern was given more of a "science-fiction" flavor by his creators: editor Julius Schwartz, writer John Broome, and artist Gil Kane. His incredible power ring was no longer magical, but was the product of applied super-science. The Lantern now spent a great deal of his time in outer space, and he even participated in a highly acclaimed series of stories that took place several thousand years in Earth's future. The most startling innovation was the revelation that the Green Lantern of Earth was merely one of 3600 Green Lanterns, each of whom was given a power ring and assigned to patrol a sector of space by the benevolent Guardians of the Universe.

Apparently, creators Broome, Schwartz, and Kane had done their work well. Ever since his reintroduction in 1958, the Green Lantern has remained a steady force within the world of DC Comics. The new Green Lantern, too, has had the good fortune of being handled by some of comics' first rate creators: Gil Kane, Gardner Fox, Neal Adams, Denny O'Neil, Dick Giordano, Mike Grell, Alex Toth, Marv Wolfman, Len Wein, Dave Gibbons, Steve Englehart, and Joe Staton.

CHAPTER I

The Guardians

The Guardians of the Universe are the mystical immortals of the planet Oa who founded the Corps approximately three billion years ago (*WW87 #3*). The Guardians are the Green Lanterns' wise old masters. From their base on Oa, they direct, advise, and monitor each of the 3600 Green Lanterns. They are also responsible for the creation of the Power Rings and Batteries; the Batteries are the sources of the Green Lanterns' power.

Guardians

GUARDIANS of the UNIVERSE

DEX:	6	STR:	2	BODY:	25
INT:	24	WILL:	35	MIND:	25
INFL:	8	AURA:	12	SPIRIT:	12
INITIATIVE:	38	HERO POINTS:	180		

POWERS:

Flight: 40, Force Manipulation: 30, Invulnerability: 30, Regeneration: 10, Systemic Antidote: 20, Sealed Systems: 20, Spirit Travel: 45, Telepathy: 50

SKILLS:

Gadgetry: 35, Scholar: 25, Scientist: 30

LIMITATIONS:

Miscellaneous: A Guardian's Force Manipulation power slowly fades away after he has been separated from Oa for a time. Subtract one from the Guardian's APs of Force Manipulation for each week (18 APs of time) that he has been off-planet.

MOTIVATION: Responsibility of Power

WEALTH: Billionaires

JOB: Guardians of the Universe

RACE: Alien (Oan/Maltusian)

FIRST APPEARANCE:

Green Lantern #1

HISTORY OF THE GUARDIANS

TEN BILLION YEARS AGO

Intelligent life arose on the planet Maltus many billions of years before the first single-celled life forms appeared on the Earth. In fact, viable life evolved on Maltus faster than on any other world in the known universe (*GL #200, Englehart*), save Gallo (*GL/GA #80, O'Neil*).

The race that sprang up on Maltus progressed through a slow tract of evolution not unlike our own, passing through the usual periods of warfare, exploration, conquest, and discovery. Over the years, the technology on Maltus improved by leaps and bounds; eventually its people were able to conquer space and begin exploration abroad. Like most intelligent races, the Maltusians almost succeeded in extinguishing themselves several times during maddening outbreaks of war. Fortunately, however, the philosophy and wisdom of the culture developed in an equal proportion to the technology level, and such a fate was avoided.

After five billion years of development, scientific achievement on Maltus was almost completely limitless. Over the years, the race itself had become very highly evolved, its members having developed very formidable mental powers which made them essentially immortal. By this time, the periodic wars and infighting had ceased and the people of Maltus had become a single united force. The adults now occupied most of their time with the eternal study of the nature of the universe, pausing briefly for sport and games (*WW87 #3*).

THE COMING OF KRONA

After approximately one billion years of experimentation, the immortals had expanded their studies into every conceivable area save one: the

formation of the universe itself. The ancient writings of the race had forbidden any such inquiry and predicted devastating consequences should anyone choose to disobey (*GL #40, Broome*). Like all taboos, however, there came a day when someone would break this edict. His name was Krona (see *Chapter IV: Enemies*), and he was one of the most brilliant of the immortal scientists.

Krona constructed a machine capable of piercing the temporal barrier and viewing the beginnings of time itself. As he watched time peel away, Krona caught a glimpse of the hand of creation depositing the speck that would become the entire universe into the cosmos. At that instant, however, his machine exploded and the universe was shattered.

As the ancient legends foretold, Krona's actions carried very grave consequences. At the moment his machine exploded, the universe infinitely replicated itself, creating the multiverse and the many parallel dimensions (*CIE #7, Wolfman* is one title). At the same time, a negative image, or anti-matter universe, was created in opposition to our own. As a result of the appearance of the anti-matter universe, evil was unleashed onto our own plane (*GL #40, Broome*).

A final consequence of Krona's actions was the twin births of the Monitor (on Oa's moon) and the Anti-Monitor (on the moon of Qward, Oa's twin in the anti-matter universe) (*CIE #7, Wolfman*). Billions of years later, these two powerful beings would engage in a struggle which would change the lives of millions.

The other immortals punished Krona for his misdeeds by turning him into a bolt of energy and sending him to wander the cosmos forever (*GL #40, Broome*). Disturbed that a member of their own race was responsible for unleashing evil, the immortals banded together and decided to do something about it.

ON TO OA

Approximately three-and-one-half billion years ago (*WW87 #3*), the immortals relocated to the planet Oa at the center of creation. They proclaimed themselves to be the "Guardians of the Universe," and began making plans to combat the evil that Krona had unleashed. Their first attempt at such was the creation of an ultimate race of lizard-like warriors. Unfortunately, these experiments went awry, ultimately producing the dreaded Psions (*HDC #1, Wolfman*).

As a second attempt, the Guardians constructed the Manhunters (see *Manhunters*), a race of elite androids sent out to combat injustice (*JLA #141, Englehart*). Each Manhunter android was given a powerful stun gun that drew power from a huge Central Battery on Oa. These androids were then dispatched by the Guardians to the areas in space more beset by evil.

For centuries, the Manhunter program was quite successful, with the androids staving off the forces of chaos and saving millions from destruction. Eventually, however, for some unknown reason, the Manhunters rebelled against their programming and attacked Oa, overpowering the Guardians. When the head Manhunter attempted to charge his stun gun directly from the massive Central Power Battery, however, he created a power overload which rendered all of the Manhunters' weapons useless (*JLA #141, Englehart*). The Guardians were then able to overcome their android servants whom they banished, stripped of much of their power, to the worlds they had formerly defended.

Disheartened by the failure of the Manhunters, the Guardians retreated to their drawing boards and conference chambers. They finally emerged with a new plan to stem the tide of evil. Returning to the idea of using living creatures as their agents in order to reduce the likelihood of betrayal, the Guardians selected the most worthy and valiant warriors from across the cosmos, and equipped each with a Power Ring and Battery, the formidable weapons they would need in the war against evil.



Approximately three billion years ago, the Green Lantern Corps was born. Rori Dag of the planet Rojira was apparently the first warrior the Guardians selected (*GL #67, Fox*).

Although the Green Lantern Corps would go on to be extremely successful, one group of the Guardians developed the belief that even the Corps was not a strong enough measure against evil, leaving the planet to eventually become the race known as the Controllers (see *Controllers*) (*WhW #5*). The Controllers believed that evil was an infection that had to be eradicated regardless of the cost, while the remainder of the Guardians were interested merely in stemming evil's spread.

Against the wishes of their brethren, the Controllers positioned themselves throughout the universe with the intention of destroying entire galaxies, should the evil they contain ever get out of control. The ultimate fate of the Controllers is generally unknown, though it has been recorded that one of their number encountered and was destroyed by members of the Legion of Super-Heroes in the latter half of the 30th century (*AdC #357, Shooter*). This early division within the ranks of the Guardians was to be the first of many.

Shortly after the Controllers left Oa, the Guardians took another task upon themselves: the collection and disposal of the stray magical energy which permeated the cosmos (*GL/GA #111, O'Neil; SO #18, Thomas*).

The Guardians saw magic as a powerful weapon, which the many intelligent races of the universe were not quite prepared to deal with. As a part of the quest to remove the excess magic, the Guardians engaged and destroyed the dismal "Empire of Tears" on the barren world of Ysmault (*TGCA #2, Moore*). After gathering together all of the mystical energy, the Oans imprisoned it within the heart of a star. Unknown to the Guardians, this "Starheart" had actually become a sentient creature itself. The Starheart was able to will part of itself to escape in the form of a meteor, which would one day give birth to the Golden Age Green Lantern (*SO #18, Thomas*). The Starheart would also return to plague the Guardians three billion years later, when Zalaz the Jacklord would steal its power in order to reunite himself with M'la his departed Queen (*GL/GA #112, O'Neil*).

THE ZAMARONS' DEPARTURE

Approximately two-and-one-half billion years ago, the Guardians suffered the second split within their ranks. The female Guardians left Oa, eventually evolving into the race known as the Zamaron (see *Zamarons*) (*GL #200, Englehart*). The female Oans grew dissatisfied with their male counterparts' dedication to the mission of combatting evil and migrated to the planet Zamaron, where they intended to found an empire based upon conquest. For some unknown reason, the Zamaron chose to be ruled by a mortal woman of a particular physical appearance (*GL #16, Broome*) (see *Chapter IV: Enemies, Star Sapphire*).

Despite the loss of their females, the Guardians continued to carry out their mission. Over the next two and one-half billion years, the Green Lantern Corps proved to be a most effective force and won acclaim across the cosmos. Throughout most of this period, operations proceeded smoothly and efficiently. In recent years, however, the Guardians have faced a number of crises.

OTHER CRISES

The first crisis was the threat posed by Space Sector 3600. T.D.H.D, one of the "gods" worshipped by the people of section 3600, achieved such absolute power that he merged with the space sector itself and wiped out its inhabitants (*TGCA #2, Englehart*). The Guardians sent the greatest Green Lanterns of the age to oppose 3600, all of whom perished. In the end, the Guardians themselves were forced to deal with the menace, imprisoning the mad god in a sciencell on Oa. Many years later, Section 3600 would escape to plague the cosmos yet again with the help of the evil Sinestro (*TGCA #2, Englehart*).

The next major threat faced by the Guardians was the return of Krona, who was able to tap the mystic power of the Golden Age Green Lantern; this enabled Krona to return to his original form (*GL #40, Broome*). Krona returned to Oa, overpowered the Guardians, and attempted to probe the universe's origins once again. Fortunately, he was stopped by the Golden Age Green Lantern working

in tandem with Hal Jordan, the famous Green Lantern of Earth. After his defeat, the Guardians returned him to his energy form and once again exiled him into the void.

Shortly after Krona's return, the Guardians lost the first member of their race in several million years when Appa Ali Apsa, a Guardian sent to Earth to observe humanity in the company of Hal Jordan and the hero known as Green Arrow, was stripped of his immortality and exiled to Maltus (*GL/GA #81, O'Neil*). After spending a great deal of time on Earth, Appa had become somewhat "human" himself and chose to put an entire shipload of people at risk in order to save Hal (*GL/GA #80, O'Neil*). This action was, of course, a clear violation of Guardian law.

Later, another minor crisis arose when Hal accidentally brought the malevolent alien Ffa'rzz of Cygni 61 to Oa (*GL/GA #97, O'Neil*). "The Mocker," as Ffa'rzz is often called, was able to feed off of the central power battery and seemingly subjugate one of the Guardians themselves. Hal was able to force the Mocker to leave of its own free will, however, averting any major catastrophe. A short time later, the creature returned to plague the Guardians anew, though this time it failed to catch the Oans off guard. The Mocker was then quickly captured and exiled to the deepest reaches of space (*GL/GA #107, O'Neil*).

The next big crisis arose on Oa when the Weaponers of Qward, the inhabitants of the anti-matter universe created by Krona's misdeeds, invaded the positive matter plane in force (*GL #126, O'Neil*). During the invasion, the Weaponers captured Oa and subjugated the Guardians. It took the combined might of almost the entire Green Lantern Corps to defeat the Weaponers. In the ensuing battle, several Green Lanterns lost their lives. A few years later, the Weaponers created the Anti-Green Lantern Corps as the first step in a second invasion (*GL #150, Wolfman*).

Some time after the two Qwardian invasions, Krona returned once again. This time he had been released by the evil extra-dimensional entity known as Nekron as part of a plan to destroy

the universe (*TGC #1-3, Wein*). It took the combined power of the entire Green Lantern Corps and the Guardians themselves to defeat Krona and Nekron and secure the safety of the cosmos. More Green Lanterns lost their lives in this struggle than in any other battle in the Corps' history.

The most serious crisis that the Guardians have faced to date came when the Anti-Monitor of Qward awoke from his long period of dormancy to threaten the entire multiverse (*CIE #1-12, Wolfman*). During the so-called Crisis on Infinite Earths, the Anti-Monitor was able to destroy many of the parallel universes that were established when Krona attempted to discover the universe's origin. The Anti-Monitor also shattered the central power battery on Oa and imprisoned the Guardians.

After the Guardians freed themselves from the Anti-Monitor, yet another split within their ranks occurred. Six of the Guardians thought that they should strike back against the Anti-Monitor and destroy his moonbase in Qward. The remaining Guardians believed that it was best to simply abandon the universe to its fate (*GL #195, Englehart*).

Against the wishes of their brethren, the six rebel Guardians secretly sent Guy Gardner and Hal Jordan of Earth along with a band of cosmic criminals into Qward to destroy the moonbase (*GL #198, Englehart*). The remaining Guardians somehow discovered this plan, and, learning that the destruction of the moonbase would only increase the Anti-Monitor's power, sent the members of the Green Lantern Corps into Qward to stop it. During the entire Crisis, 14 of the Guardians were killed.

DEPARTURE OF THE GUARDIANS

Shaken by their mistakes during the Crisis, the Oans decided to give up their guardianship, leaving the Green Lantern Corps' members on their own to patrol the spaceways as they saw fit (*GL #200, Englehart*). Before leaving, the Guardians returned Appa Ali Apsa, the banished Guardian, to Oa so the Green Lanterns would have someone to turn to should they require counsel. Just before their departure, the 21 remaining Guard-

ians were reunited with the 22 remaining Zamaron, the females of their race. Together, the two races decided to remove themselves to unknown realms in order to found a new race of immortals who may or may not one day replace them. A short time later, one of Guardians reappeared and gathered together the heroes of Earth in order to announce the coming of this new immortal race (*MILL 1-8, Englehart*).

ATTITUDES

More than anything, the Guardians are a people who love their privacy. They have done everything within their power to seal off Oa from the rest of the universe, including the construction of a powerful defensive barrier (*GL/GA #97, O'Neil*). This protective measure is just as much for the good of the many peoples of the universe as it is for the Guardians themselves. Oan technology is quite advanced and has produced many weapons and devices that less advanced races are not yet prepared to deal with. If, by some chance, a more primitive being happened to get his hands on any of these items, the consequences could be disastrous.

Another result of their isolation instinct is the Guardians' policy of choosing outsiders and intermediaries to do their work for them. The Guardians themselves only take a direct hand in universal affairs when absolutely necessary, and such occasions are few and far between. They allow their "deputies," the Green Lanterns, to resolve the more minor and far more common crises. Naturally, the Guardians prefer to have as little contact with their intermediaries as possible, preferring to leave them to their own judgment. This is part of the reason why they take such great care in selecting new recruits for the Green Lantern Corps.

The only activity with which the Guardians have been known to concern themselves over the last several billion years is halting the spread of the evil unleashed by Krona's misdeeds. They seem to have lost all other desires, hobbies, and interests long ago. It is important to note that the Guardians are only interested in protecting the peoples of the universe

from this evil, not eradicating it forever (*GL/GA #107, O'Neil*). The Oans only guard, they do not punish.

Although the Guardians are highly intelligent and probably the single most advanced race in the cosmos, they are hardly omniscient. They have been known to make mistakes and even, from time to time, accept the counsel of mere humans (such as Green Arrow) (*GL/GA #76, O'Neil*).



As a result of their immortality, the Oans are sometimes too far detached from the more primitive races to make sound judgments concerning these peoples' well-being.

POWERS AND ABILITIES

The Guardians possess an array of impressive powers. While still on Maltus, they developed powerful telepathic abilities which could reach across the vastness of space. Additionally, the Guardians have achieved the true immortality which is respon-

sible for their amazing physical resilience. Several of the twenty-one remaining Oans have been alive for billions of years.

Perhaps the Guardians' most remarkable power is the green energy generated by their bodies. This energy is the result of interaction between forces on the planet Oa and the Guardians' own physiology. After being separated from Oa, the energy output becomes less and less potent (*GL/GA #80, O'Neil*). This energy can be used in the same manner that the Green Lanterns use the green beam of their Power Rings. In fact, the energy that powers the Rings ultimately originates with the Guardians themselves, since they created the Power Battery themselves (see *Recent Revelations*).

The Guardians have developed a process by which one of their numbers can be stripped of all of his powers and made mortal. This has only been performed upon one occasion throughout their entire history when Appa Ali Apsa's choice to save Hal Jordan meant endangering other lives (*GL/GA #81, O'Neil*) (see *Chapter III: Friends*).

RECENT REVELATIONS

After the recent execution of Sinestro, the Power Battery dissipated, rendering the Green Lantern Corp without green energy. This event lead to some startling revelations (*GLC #223, Englehart*).

After the Oan females left the Guardians, they joined with the Korugarians to eventually evolve into the Zamaron. At first, the Guardians wished to punish both the Oan women and the Korugarians, but they realized that it was only their hurt pride that motivated them. With this realization, the Guardians solemnly swore that, whatever the provocation, no Zamaron or Korugarian would ever suffer confinement at their hands or at the hands of their agents.

To make certain that their vow would not be broken, the Guardians had ordered the Power Battery to return to the nothingness from which it was created should the vow ever be broken. When Sinestro was tried and executed by the Green Lantern Corps, the vow was thus broken and the Power Battery dissipated.

Manhunters

MANHUNTERS

DEX:	9	STR:	12	BODY:	12
INT:	9	WILL:	9	MIND:	11
INFL:	7	AURA:	7	SPIRIT:	4
INITIATIVE:	25 (31)	HERO POINTS:	90		

POWERS:

Bio-Energy Blast: 35, Illusion: 12

SKILLS:

Detective: 9, Gadgetry: 14, Martial Artist/Attack Advantage: 6, Scientist: 15, Weaponry: 7

LIMITATIONS:

Miscellaneous: Illusion can only be used to transform a Manhunter's own appearance.

Miscellaneous: Bio-Energy Blast power represents a self-destruct mechanism and is only usable on the Manhunter himself.

MOTIVATION: Psychopaths

WEALTH: Affluent

JOB: NA

RACE: Artificial Life

EQUIPMENT:

Original "Stun Gun"

DEX:	0	STR:	0	BODY:	8
INT:	0	WILL:	0	MIND:	0
CHARGES:	15				
COST:	224 HPs+	\$	100K		

POWERS:

Bio-Energy Blast: 12

Lantern Power Battery

DEX:	0	STR:	0	BODY:	9
INT:	0	WILL:	0	MIND:	0
CHARGES:	38				
COST:	351 HPs+	\$	240K		

POWERS:

Energy Absorption: 15

The Lantern functions as a recharge pack for the Stun Gun above.

Blaster Rod

DEX:	0	STR:	0	BODY:	9
INT:	0	WILL:	0	MIND:	0
CHARGES:	26				
COST:	346 HPs+	\$	240K		

POWERS:

Bio-Energy Blast: 15

Manhunter Battlesuit

DEX:	8	STR:	9	BODY:	9
INT:	0	WILL:	0	MIND:	0
CHARGES:	25				
COST:	456 HPs+	\$	190K		

POWERS:

Control: 12

LIMITATIONS:

Miscellaneous: Control only usable on the wearer of the suit.

NOTE: Manhunter battlesuits are usually issued to the intelligent aliens that the Manhunters recruit as servants. The suit resembles the Manhunter androids and has a special feature which allows the androids to mind-control the wearer (*JLA #140-141, Englehart*). Additionally, the living creatures recruited by the Manhunters are usually trained to a proficiency of 6 APs in Martial Artist and Thief/Stealth and are issued with a less powerful version of the blaster rod (Bio-Energy Blast: 12).

FIRST APPEARANCE:

First Issue Special #5

HISTORY

The android Manhunters were the Guardians' second attempt at creating a force to stem the spread of evil (*JLA #141, Englehart*). They were created approximately one billion years before the foundation of the Green Lantern Corps.

For many centuries, the Manhunters admirably performed the task for which they were created. At one point, however, for some inexplicable reason, they rebelled against their programming and attacked Oa, overpowering the Guardians and seizing the central power battery. When the lead Manhunter attempted to charge his stun gun directly from the central battery, the battery exploded. All of the Manhunters' weapons were rendered useless, and the Guardians were able to overcome their robotic servants and exile them, without their specialized weaponry, to the worlds they used to protect.

Over the next several centuries, many of the Manhunters reverted somewhat to their original programming and continued to hunt down evildoers. Eventually, however, the hunting of sentient creatures became an end unto itself, for the mechanical

monsters and the Manhunters totally lost their sense of justice (*WhW #14*). At this time, the blue tint of the androids' artificial skin faded and they began wearing blue face masks. The Manhunters also began the practice of recruiting living beings for their own twisted purposes.

Apparently, a group of Manhunters has been hiding on the Earth for thousands of years. It was after hearing legends of the robotic Manhunters that Paul Kirk became the costumed hero of the same name (*WhW #14*). Recently, public defender Mark Shaw was recruited by the Manhunters and used as a pawn in their desperate attempt to take control of the universe. The first step in this plot was to discredit the Guardians by making it look as though the Green Lantern of Earth had actually destroyed an entire inhabited world (*JLA #140, Englehart*). Fortunately, the Justice League of America was able to expose this plot and defeat the Manhunters, who then presumably went into hiding.

Recently, the Manhunters have come out of hiding in order to oppose the Guardians' plan to evolve a new immortal race on the Earth (*MILL 1-8, Englehart*). Somehow they managed to intercept a copy of the complete history of the universe as recorded by Harbinger (*HDC #1-2*), and have used it to infiltrate the lives of virtually every hero on the planet.

GOALS AND METHODS

The Manhunters are very intelligent and cunning. They prefer to use deception to achieve their goals whenever possible. They will often recruit living creatures as spies. Sometimes these creatures are highly trained and equipped with special battlesuits, which increase their combat capabilities and insure loyalty to their robotic masters.

The Manhunters spread themselves across the entire universe, with forces occupying almost every inhabited planet. Each planet that has a colony of Manhunters is led by a Grandmaster, a super-Manhunter with special leadership programming and equipment (use the statistics given for the Manhunters, adding 2 to INT; the Charisma skill is at 10 APs) (*SO #22, Thomas*).

On each inhabited world, the Manhunters make use of three types of agents: the Manhunter androids themselves, recruits, and "sleeper" forces. Recruits are members of the local population which have been given special training and indoctrination in the Manhunters' cause. Most recruits are issued special Manhunter battlesuits, which, when worn, cause them to resemble Manhunter androids. "Sleeper" agents are members of a local population who are subjected to a special brain implant at birth. Whenever the Manhunters need a sleeper agent to perform a task, they can activate the implant, placing the subject under their complete control.

Sleeper agents and recruits have been infiltrated into positions of power on their homeworld, maximizing the Manhunters' control over their environment.

OTHER MANHUNTER GADGETS

The Guardians purposely constructed the Manhunters as formidable combat opponents. Originally,

they were equipped with powerful stunguns that needed a periodic recharging from a power battery in the same manner as a Green Lantern's Power Ring is recharged. After the Guardians stripped them of this weaponry, the Manhunters were able to create even more potent weapons of their own (the blaster rods).

Note that there are many different types of Manhunters. The statistics presented in this section merely represent one of the more formidable models. In fact, it seems as though some of the Manhunters have their original programming still intact. Green Lantern and Green Arrow had even encountered a group of "good Manhunters" once (*GL/GA #91, O'Neil*).

Manhunter Replica Android					
DEX:	9	STR:	7	BODY:	10
INT:	7	WILL:	5	MIND:	5
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE: 18					
CHARGES: 25					
COST: 733 HPs + \$ 380K					

POWERS:
Illusion: 12

SKILLS:

Thief/Stealth: 9, Weaponry: 6

LIMITATIONS:

Miscellaneous: Illusion is only usable to disguise the android's features.

The Manhunters often capture aliens in key positions and replace them with these android duplicates, allowing the Manhunters to subtly expand their own sphere of influence. During the Millennium saga, the Batman faced such an android, posing as Police Commissioner Jim Gordon (*B #415, Starlin*).

"Sleeper" Implant

DEX:	0	STR:	0	BODY:	1
CHARGES: 45					
COST: 178 HPs+ \$ 65K					

POWERS:

Control: 12

The Manhunters often select certain useful alien victims at birth and implant these tiny devices in their brains. The alien then walks around with the implant for years before it is activated. Once activated, the implant turns its victim into a slave of the Manhunters' will. Most of the children born in the town of Smallville during Superman's youth were sub-

THE MANHUNTERS ON EARTH

During the Millennium saga, Earth was revealed to hold one of the Manhunters' largest colonies. When Zamaron Nadia Safir and Guardian Herupa Hando Hu came to Earth to reveal their plans for birthing the universe's next immortal race, the Manhunters came forth in force to oppose this scheme (*MILL #1, Englehart*). In order to accomplish this, the androids were forced to reveal many of the agents whom they had placed close to Earth's heroes in order to keep the costumed crowd in check. This is a list of some of the Manhunter's human agents:

Jim Gordon (replaced by replica android): Commissioner of Gotham City's Police Department and a personal friend of the Batman (*MILL #2, Englehart, B #415, Starlin*).

Rocket Red #7 (recruit agent): member of the Justice League International (*MILL #1, Englehart, JLI #9, Giffen/DeMatteis*).

Dr. Helga Jace (recruit agent): Nobel Prize-winning scientist and personal advisor to the Outsiders. (*MILL #1, Englehart, OUT #27, Barr*).

Mr. Smith (recruit agent): head of Con-Trol and later Ferris Air. (*SO #22, Thomas*).

Chief Ferguson (recruit agent): Chief of Police in Pittsburgh, Firestorm's home town (*MILL #1, Englehart, FIR #67, Ostrander*).

Lana Lang and most of the inhabitants of Smallville (sleeper agents): Superman's oldest friends (*MILL #2, Englehart, S #13, Byrne*).

Robert West (recruit agent): father of Wally West, the Flash (*MILL #1, Englehart, F #8, Baron*).

Ms. Hunter (recruit agent): bodyguard of a gangster who once battled Hawkman and Hawkwoman (*SO #22, Thomas*).

Overthrow (recruit agent): enemy of the Blue Beetle (*MILL #2, Englehart, BB #20, Wein*).

Dirk Davis (recruit agent): Booster Gold's press agent (*BG #24, Jurgens*).

Pan (recruit agent): a god of the ancient Greeks and resident of Wonder Woman's Paradise Island (*MILL #1, Englehart, WW #12, Perez/Wein*).

Mary Francis Cassidy (recruit agent): older sister of the Blue Devil (*SO #22, Thomas*).

Laurel Kent (android): graduate of the Legion Academy in the 30th century (*LSH #42, Levitz*).

Dr. Harry Hadley (recruit): member of the government's Captain Atom project (*MILL #3, Englehart*).

Marcie Cooper (aka "The Harlequin," recruit agent): girlfriend of Infinity Inc.'s Obsidian (*SO #22, Thomas*).

jected to this device (*AdS #436, Byrne/Ordway*).

Rocket Red Battlesuit

DEX: 8 STR: 12 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 20
COST: 1240 HPs+ \$ 930K

POWERS:

Bio-Energy Blast: 13, Flight: 12,
Radar Sense: 10, Super
Hearing: 12, Super Ventriloquism
(Radio): 15, Telepathy: 1

LIMITATIONS:

Telepathy only works with
machinery.

The Rocket Red Brigade was established by Kilowog, who also designed and built these powered battlesuits for this group.

The first Rocket Red of the Justice League International, Rocket Red #7, was a Manhunter recruit agent (*MILL #1, Englehart*, and *JLI #9, Giffen/Matteis*). The current Rocket Red is a Russian soldier named Dmitri.

Controllers and Zamaron

THE CONTROLLERS

DEX: 15 STR: 10 BODY: 40
INT: 23 WILL: 35 MIND: 30
INFL: 8 AURA: 10 SPIRIT: 10
INITIATIVE: 46 HERO POINTS: 110

POWERS:

Comprehend Languages: 14,
Energy Absorption: 15, Force
Manipulation: 24,
Invulnerability: 45,
Regeneration: 9, Telepathy: 25

SKILLS:

Charisma: 12, Gadgetry: 35,
Scientist: 28, Weaponry/Exotic: 13

MOTIVATION: Upholding the Good

WEALTH: Billionaire

JOB: Guardians of the Universe

ACE: Alien (Oan/Maltusian)

FIRST APPEARANCE:

Adventure Comics #357

Three billion years ago, shortly after the creation of the Green Lantern Corps, the Guardians suffered a split within their ranks. Some of them felt that evil could never be truly eradicated, only curbed, while others saw evil as a disease that had to be wiped out, no matter the cost. This latter group departed Oa and became

known as the Controllers. They then positioned themselves at strategic locations across the universe, perfectly willing to destroy entire galaxies in any region wherever evil was out of control.

THE ZAMARONS

DEX: 9 STR: 6 BODY: 8
INT: 10 WILL: 18 MIND: 11
INFL: 7 AURA: 7 SPIRIT: 6
INITIATIVE: 26 (35) HERO POINTS: 70

POWERS:

Invulnerability: 20, Sealed
Systems: 20
Systemic Antidote: 20

SKILLS:

Acrobatics: 7, Gadgetry: 18, Martial
Artist: 9, Military Science: 15,
Scientist: 20, Spy: 11, Thief: 7,
Vehicles: 7, Weaponry: 9

MOTIVATION: Power Lust

WEALTH: Billionaires

JOB: Would-be Conquerors

RACE: Alien (Oan/Maltusian)

EQUIPMENT:

Spear

DEX: 0 STR: 10 BODY: 9
INT: 0 WILL: 0 MIND: 0
CHARGES: 35
COST: 224 HPs+ \$ 19K

Star Sapphire Gem

DEX: 0 STR: 0 BODY: 6
INT: 0 WILL: 0 MIND: 0
CHARGES: 26
COST: 1168 HPs+ \$ 570M

POWERS:

Flight: 25, Force
Manipulation: 18*, Skin Armor: 8

* The Star Sapphire gem has a Force Manipulation equal to the wielder's APs of WILL.

FIRST APPEARANCE:

Green Lantern #16

HISTORY

The Zamaron were originally females of the Oan race. They left their male counterparts, the Guardians, approximately two-and-one-half billion years ago because of their growing dissatisfaction with the amount of energy and time that the Guardians were devoting to the war against evil. The female Oans believed that it would be wiser to use their race's supreme technology to conquer an empire (*GL #200, Englehart*).

After leaving Oa, the females settled on the planet Zamaron, where they followed a completely different evolutionary track from that of the Guardians. The Zamaron, as they now called themselves, believed in maintaining a peak physical condition, while the relatively frail Guardians concentrated on developing their mental faculties.

For some as yet unexplained reason, the Zamaron chose to be ruled by a mortal woman of a particular physical appearance (*GL #16, Broome*). Each time their queen would perish, the Zamaron would scour the cosmos in search of a mortal with an identical appearance to whom they would offer their loyalty. By an amazing coincidence, Hal Jordan's love, Carol Ferris, matched the description of the Zamaron's queen perfectly (see *Chapter III: Friends, Carol Ferris* and *Chapter IV: Enemies, Star Sapphire*). It was recently revealed, however, that the Zamaron follow the instructions of their sovereign only at their whim. Their queen is not really capable of imposing her will upon them (*GL #200, Englehart*).

Recently, the Zamaron returned to Oa, where their champion, Nadia Safir, First Pretoria of the Palace Guards, engaged Herupa Hando Hu, the appointed champion of the Guardians, in a contest of energies; the Guardian was easily victorious (*GL #200, Englehart*). Thereafter, the Zamaron and Guardians decided to depart together to realms unknown in order to found a new race of immortals.

GOALS AND ATTITUDES

The Zamaron value power very highly. Their society is based upon the idea that the strongest should rule. This is part of the reason why they left Oa in the first place; they thought that their male counterparts were wasting the powers with which they were endowed.

Until recently, the Zamaron were primarily concerned with increasing their own personal power. After their champion was bested by one of the Guardians, however, they came to recognize that their brothers may have been applying their power wisely all of this time.

CHAPTER II:

The Green Lantern Corps

As stated in the previous chapter, The Guardians of the Universe founded the Green Lantern Corps approximately three billion years ago in order to stem the spread of evil across the cosmos. The important events in the history of the corps are all discussed elsewhere within this book.

BASIC CONCEPTS

When the Guardians founded the Green Lantern Corps, they divided the known universe into 3,600 "sectors" of equal size. Each of these sectors would be assigned its own Green Lantern, who would be responsible for protecting the life forms of the sector from evil and disaster. The Guardians arrived at the figure 3,600 by calculating the maximum amount of territory that one Green Lantern could efficiently cover. At the time the Corps was founded, there just happened to be 36 living Guardians. Each of the Guardians took on the responsibility of monitoring and advising 100 of the Green Lanterns.

A Green Lantern is given awesome responsibilities. Consequently, the beings selected for membership in the Corps have to possess a superior dedication to the Guardians' cause and a certain uncompromising morality. The Guardians always took the task of recruiting the new Green Lanterns very seriously. Age, sex, race, physical capability, and technical achievement have never had any bearing upon a being's chances of selection for membership in the Corps. The only important factors are the being's dedication to duty and willingness to help his fellow creatures.

There is little that one being can do to combat the forces of evil across an entire sector of space unaided, so the Guardians gave each of the Green Lanterns a formidable weapon: the famous Power Ring. After charging the Ring at a Power Battery (which the Guardians also provide), a Green Lantern has a reserve of 24 hours' worth of power. When the Ring is charged, the only limits to its effectiveness are the willpower (WILL) and desires of the wielder and the color yellow (which the Ring is unable to affect due to a necessary impurity within the Power Battery).

WHAT IT TAKES TO BE A GREEN LANTERN

New Green Lanterns are usually inducted into the Corps by one of two methods. First of all, if a current Green Lantern is mortally wounded or unable to continue his/her duties for some other reason, s/he has a responsibility to select and induct a suitable replacement. The Power Ring has a built-in feature that enables it to seek out a worthy Ring-bearer. This is how Earth's Hal Jordan became a Green Lantern. When Abin Sur, Jordan's predecessor, was mortally wounded in a crash landing, his Ring summoned Hal as an ideal replacement (*Sh #22, Broome*).

When ordered to find a suitable candidate for the Corps, a Power Ring will sometimes inform the Ring-wielder of more than one equally-worthy successor. Usually, in such cases, the Green Lantern will pass the Ring to the closest of the candidates. At the same time that Abin Sur's Ring detected Hal Jordan, it also detected Guy Gardner, an equally suitable replacement. Jordan became 2814's new Green Lantern simply because he was closer to Abin Sur's wrecked spacecraft (*GL #59, Broome*).

In sectors that contain an unusually large number of inhabited worlds (such as Earth's sector 2814), the Guardians will often choose an alternate Green Lantern to stand ready to replace the sector's Green Lantern at a moment's notice. These alternates are usually partially trained in the methods of the Corps and the use of the Power Ring long before they are called to serve. This reduces the amount of time that these particularly sensitive areas must be left vulnerable in the event of the current Green Lantern's incapacitation. Some are even permitted to keep Power Rings of their own while not on official duty with the Corps (as shown in *GL #165, Barr*). For many years, Guy Gardner served as Hal Jordan's alternate. Later, after Guy was incapacitated, John Stewart was chosen as Hal's new alternate (*GL #87, O'Neil*).

The second method by which one may be brought into the Green Lantern Corps is to be selected and inducted by the Guardians themselves. Many times a Green Lantern is unable to pass on his or her Power Ring before death or retirement. In these cases the Guardians scan the sector for a worthy replacement. Ch'p of H'IVEN is an excellent example of a Green Lantern selected by this method. His predecessor in sector 1014 was killed before he had an opportunity to recruit a worthy successor. The Guardians then scanned 1014 themselves, eventually granting the Ring to Ch'p (*GLC #203, Englehart*).

There are essentially three characteristics that any candidate must possess in order to be considered for membership in the Green Lantern Corps. First, the candidate must be worthy, meaning that he or she will always meet the responsibilities of being a Green Lantern and will always use the power of the Ring to uphold the good. So good is the procedure that the Power Rings and the Guardians use to detect this worthiness. In the three billion year history of the Corps, only one Green Lantern has ever betrayed this principle: Sinestro of Korugar (*GL #7, Broome*).

Second, a Green Lantern must have a strong willpower (WILL). The Power Ring is only as powerful as the WILL of the wielder. The Guardians (or Power Rings) will always select a candidate with the strongest possible willpower in order to leave the sector in question in the hands of the most effective Green Lantern possible. Every Green

Lantern will have a WILL statistic of 15 or greater, with most in the 18-22 range. With a WILL of 25, Hal Jordan is one of the greatest Green Lanterns of all time.

Finally, a Green Lantern must be completely without fear (*Sh #22, Broome*). The menaces that the individual Green Lanterns are called upon to combat are often formidable and life-threatening. A Green Lantern cannot let his or her own fears ever compromise the dedication to duty. This means that all Green Lanterns must have a MIND of 10 APs or greater.



PROBATIONARY PERIOD

Newly inducted Green Lanterns are placed on a brief period of probation, during which they are closely scrutinized by the Guardians. If, during this time, the Ring bearer is unaware of the existence of the Guardians and the Corps, these secrets are kept from him/her (as was the case with Hal Jordan). Eventually, after the Green Lantern has proven his/her worthiness, the Guardians will summon him/her to Oa and reveal everything about themselves and the Corps (*GL #7, Broome*).

Sometimes the Guardians appoint a Green Lantern from a neighboring sector to train a new inductee. Katma Tui was assigned to serve as such for John Stewart (*GL #187, Kupperberg*).

PLAYER CHARACTER GREEN LANTERNS

With the Corps' new operating procedure, it is possible for many individual Green Lanterns to station themselves in the same space sector, or even on the same planet, all at the same time. Consequently, one or more players in a campaign may be offered an opportunity to create new

Green Lanterns as player characters. Remember that all Green Lanterns must have a WILL of 15 APs or greater and a MIND of 10 APs or greater.

In order to become a Green Lantern, a character must pay a certain number of Hero Points. In return for these Hero Points, the character is provided with a Power Ring, Battery, and uniform. In addition, the character is also obliged to uphold all of a Green Lantern's responsibilities (see *Responsibility of a Green Lantern*). The number of Hero Points that it costs to become a Green Lantern depends on the hero's WILL score (see the *Green Lantern Generation Table*). Note that being a Green Lantern does not preclude a hero from possessing other powers or abilities.

GREEN LANTERN GENERATION TABLE

Character's WILL	Cost to become a GL
15	9,047 Hero Points
16	9,089 Hero Points
17	9,119 Hero Points
18	9,161 Hero Points
19	9,191 Hero Points
20	9,245 Hero Points
21	9,275 Hero Points
22	9,359 Hero Points
23	9,419 Hero Points
24	9,503 Hero Points
25	9,563 Hero Points

Note that a Green Lantern character should be generated from a Hero Point base of at least 12,000 (in order to be able to qualify as a Green Lantern).

The Hero Point costs in the table above are substantially less than the total Hero Point cost of the Ring, Battery, and uniform. This is because these items are considered to have been built by the Guardians already. Also, a character obtaining these items must carry out a Green Lantern's responsibilities in order to keep them. The Guardians have taken away a Green Lantern's Ring, Battery, and uniform on more than one occasion because that member failed to carry out his/her responsibilities.

RESPONSIBILITIES OF A GREEN LANTERN

As soon as s/he accepts the Power Ring, a Green Lantern pledges to carry out certain responsibilities enumerated below:

1) PROTECTION OF LIFE AND LIBERTY WITHIN ASSIGNED SECTOR:

A Green Lantern's first and foremost duty is to protect the inhabitants and territory of his/her space sector (although recently this restriction has been removed). This includes the responsibilities to combat evil wherever and whenever it is to be encountered, and to do everything within one's power to protect the inhabitants of the sector from natural disasters and cataclysms.

There are several accounts of exactly what constitutes a "space sector." One published account claims that the sectors are actually wedges measured off in one-tenth degree angles from Oa (the center of the universe), meaning that each sector is infinitely long (*TGC #3, Harris*). Another holds that the "sectors" are simply key galaxies scattered across the cosmos. In any case, the exact details of the sector division are not vital for game purposes, just as they are not a factor within the comics themselves.

It is known that the sectors are each bordered by at least two neighboring sectors, and that each contains many inhabited worlds. Hal Jordan claims that sector 2814 contains thousands of inhabited worlds (*GL #181, Wein*). For the sake of simplicity, assume that the sectors are each 52 APs from one end to the other. Planets that lie on a border between two sectors are called "rim worlds" (*GL #158, Barr*). When a Green Lantern is on a mission that moves outside of his/her own sector, the Guardians will usually relieve him/her and call in the Green Lantern of the new sector (*GL #159, Barr*).

2) FOLLOW THE ORDERS OF THE GUARDIANS WITHOUT QUESTION: Green Lanterns are also sworn to follow the orders of the Guardians (whom they address as "Master") without hesitation. Sometimes a Guardian will give instructions to a Green Lantern that seem quite out of the ordinary and contradictory to the remainder of the "code." Green Lanterns must learn that the Guardians always have a valid reason for their instructions, however, and that any vacillation can be catastrophic.

3) NON-INTERFERENCE: While acting to combat injustice or to save lives, a Green Lantern must never perform any action that will alter a world's culture or political makeup (*GL #162, Busiek*). Similarly, a Green Lantern must never perform any action on a world that is against the collective will of its inhabitants.

4) ACT WITHIN LOCAL LAWS AND SUBJECT ONESELF TO LOCAL AUTHORITY: While visiting or operating on inhabited territory, a Green Lantern must make every effort to conduct himself or herself in accordance with the local laws (*GL/GA #76, O'Neil*). Also, a Green Lantern must submit to any local authorities (within reason, of course).

5) PROVEN PERIL CLAUSE: A Green Lantern must not take action against anyone or anything until the object or creature in question is proven to present a danger to life or liberty (*GL/GA #104, O'Neil*).

6) REFUSAL TO ACT FOR PERSONAL GAIN: A Green Lantern must never use the powers at his/her disposal for any sort of personal gain (*#71, Broome*). A Green Lantern cannot, for example, suddenly Power Ring several thousand dollars into existence and go off on holiday. In addition, a Green Lantern cannot accept any rewards for services rendered (*GL #154, Barr*).

7) COOPERATION WITH FELLOWS: A Green Lantern is obligated to do everything in his/her power to assist his or her fellow Green Lanterns. Green Lanterns are also expected to show respect for their fellow Corps members.

Two or more Green Lanterns meeting for the first time usually use their Power Rings to form an infinity symbol or "mobius strip," a sign of mutual respect (*GL #124, O'Neil*).

8) RESPECT FOR LIFE: A Green Lantern must never willingly take the life of another living creature, unless it is the only possible solution to a problem (*GL #70, Broome*). Similarly, a Green Lantern is only allowed to use reasonable force in combatting a menace.

9) COMBAT THE GREATEST DANGER: A Green Lantern must always give top priority to the greatest individual danger present within the sector. Although it does not seem like much on the surface, this rule often has grave implications. For example, Hal Jordan was once required to leave Earth to rescue an alien world just as his friends entered mortal danger (*GL #178, Wein*).

10) PRESERVATION OF HONOR: A Green Lantern must always attempt to maintain the honor of the Corps, and should refrain from dishonesty and the use of treachery (*GL #193, Englehart*).

Note that the Lanterns are trusted to maintain this "code." The Guardians have enough confidence in the Corps members to give the Green Lanterns the option of violating any of the above principles if it is warranted in the individual Green Lantern's best judgment. A Green Lantern that violates any of the principles, however, had best be prepared to defend his/her actions before the Guardians!

DISCIPLINE

Before the Guardians departed, they used to closely monitor the activities of each and every member of the Green Lantern Corps (*GL #58, Broome*). Whenever they noticed a Green Lantern violating the rules and regulations of the Corps, they would summon him or her to Oa for a trial.

The Guardians' trials were never very elaborate affairs. They would simply summon the offender before them, read the charges, and ask the accused to offer an explanation. If the accused could explain his or her actions the matter was forgotten, otherwise the Guardians would discipline the offender. The penalty was usually one of the following:

1) REMOVAL FROM THE CORPS: Whenever a Green Lantern made a mistake that was serious enough to warrant one to question his or her judgment, the Guardians would usually remove the offender from the Corps and select a new Green Lantern to occupy the unguarded sector (*GL #150, Wolfman*). Before taking such a measure, however, the Guardians would consider the Green Lantern's past service record, which could possibly influence them to settle on a lesser form of punishment.

This punishment would also be inflicted upon any Green Lantern that began to fail to meet the three basic requirements for Corps membership outlined above (such as Sinestro (*GL #6, Broome*)).

2) PROBATION: In cases where the Guardians cannot be sure whether or not a Green Lantern broke the regula-

tions they would often put him or her under close scrutiny for a time. If, during this period, the Green Lantern would take any other action resembling an offense, the Guardians would remove him or her from the Corps.

3) PERSONAL SUPERVISION: Sometimes the Guardians would deem it best to order the offending Green Lantern to move to Oa for a time so that they could instruct and supervise the transgressor themselves. A similar disciplinary measure was taken with Guy Gardner (*GLC #205, Englehart*).

4) EXILE: If the Guardians ever determined that a Green Lantern's personal obligations were interfering with his or her duties they would often exile the offender from his or her homeworld for a period of one year. This penalty was once exacted upon Hal Jordan (*GL #150, Wolfman*).

5) RITUAL OF ENDURANCE: In extreme cases, where a Green Lantern's guilt or innocence could not be determined, or two or more Green Lanterns disagreed over a comrade's guilt, the Guardians would often subject the offender to the "Ritual of Endurance" (*GL #155, Barr*). In order to pass the ritual, a Green Lantern had to make it through a small pocket of the anti-matter universe unaided. Failure often brought death!

REWARDS

The only rewards that anyone ever received for being in the Green Lantern Corps are a hearty thanks from the Guardians and the satisfaction of a job well done. The Guardians did, however, have one special honor that they would bestow upon particularly valiant Green Lanterns: appointment to their own personal guard (*TGC #1, Wein*). The Honor Guard consists of one or more Green Lanterns who remain on Oa to council their masters. Honor Guard members are allowed to wear honorary sashes and are usually held in the highest esteem by their peers. Apropos of -7PI (*GLC #205, Englehart*) is currently an Honor Guard. Before his death, Tomar-Re was a member of this elite group (*TGC #1, Wein*). K'ryssma of Etreia was also a member, but she has gone back into a cocoon. After the Guardians' departure, the Honor Guard moved on to Maltus to protect Appa Ali Apsa (*GLC #205, Englehart*).

CONTACT WITH THE GUARDIANS

The Guardians also used to keep in constant contact with the members of the Green Lantern Corps, advising and directing them. With their highly advanced scanners on Oa, the Guardians were able to monitor vast areas of space easily and efficiently. Whenever a disaster that deserved the attention of the Corps would come to their attention, the Guardians would contact the Ring-wielder of the appropriate sector and dispatch him or her to the trouble area.

The Guardians would usually communicate with the Green Lanterns by speaking through their Power Batteries (*GL #32, Broome*). Built into the communication feature of the Power Batteries is an emergency signalling device that allowed the Guardians to instantly send out an SOS to the entire Corps (*GL/GA #127, O'Neil*).

If a more extensive briefing was necessary, the Guardians could summon a Green Lantern's energy twin to Oa (*GL #1, Broome*). The energy twin is essentially a living creature's life force. While the twin is in transit, the creature's physical form remains motionless exactly where it is. The Guardians would often summon a Green Lantern's energy twin rather than bringing his or her entire physical form in order to save time. An energy twin is capable of travelling many times faster than any known form of space travel. Any information or knowledge gathered by the energy twin is automatically passed on to the character's physical form after the twin reoccupies the body. The movement of an energy twin is simulated by using the Spirit Travel power.

Finally, in certain rare instances, the Guardians would summon the entire physical form of a Green Lantern to Oa. The only common circumstances under which a Green Lantern's physical form would be present were the regular meetings of all the Corps members (*GL #9, Broome*). These meetings were held about once per Earth year, and all Ring-wielders were expected to attend. Of course, the Guardians made certain exceptions to this rule. Mogo (the intelligent planet Green Lantern), for example, found it very difficult to attend the meetings (*GL #188, Moore*). During the meetings, the Guardians would discuss certain universal threats and share information of interest to the entire Corps. The meetings also served as a forum, providing the Corps members with a chance to acquaint themselves with one another.

THE GUARDIANS' DEPARTURE

The Guardians recent departure has had a profound impact on the operating procedure of the Corps. The idea of individual space sectors has been abandoned (*GLC #200, Englehart*). Instead, the individual Green Lanterns now have the authority to position themselves wherever they feel their efforts will be the most effective. Consequently, most of the Lanterns formed small teams of four or five members in order to concentrate on the more troublesome areas across the cosmos (*GLC #201, Englehart*). One such group stationed on Earth consisted of Hal Jordan, John Stewart, Katma Tui, Ch'p, Arisia, Kilowog, and Salakk.

With the Guardians gone, the Green Lanterns had to take on much more of the responsibility for patrolling the spaceways in search of disaster. Without the Guardians' constant monitoring, however, it was much easier for a Green Lantern to get away with a minor transgression here and there. When Appa Ali Apsa and the Green Lantern Corps Honor Guard were on Maltus, they monitored the Corps' activities somewhat, and any major transgression was bound to receive their notice. Appa Ali Apsa is now a Guardian again, and he is the caretaker of what is left of the Power Battery and Oa.

Perhaps the most profound consequence of the Guardians' absence was their unavailability. The Guardians were often called upon by the Corps members for advice and guidance.

With the demise of the Central Power Battery and Oa upon the death of Sinestro (*GLC #223, Englehart*), the future role of the Guardians remains to be seen.

GREEN LANTERN EQUIPMENT

Each and every Green Lantern is issued with a Power Ring, Power Battery, and uniform. Each item is detailed in this section.

Power Ring

DEX:	0	STR:	0	BODY:	4
INT:	10	WILL:	0	MIND:	0
CHARGES: 15					
COST: Depends on WILL*					

* See individual entries for the Green Lantern Corps members.

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: *,
Invulnerability: 15, Life Sense: 40,
"Omni-Power:" **, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

* The Power Ring has a Force Manipulation power equal to the user's WILL score.

** The Power Ring has a number of APs of "Omni-Power" equal to one-half ($\frac{1}{2}$) of the wielder's WILL, fractions rounded down (see *New Powers* for a description).

LIMITATIONS:

The Ring is completely ineffective against the color yellow.

Miscellaneous: The Life Sense power is usable only to detect other Green Lanterns.

SPECIAL: While the Ring is worn, it confers a BODY of 12 APs upon any user with a BODY of less than 12 APs (if a Ring-user's BODY is 12 APs or more, it remains at the same number of APs). Also, while the Power Ring is worn and charged, it has a BODY equal to the user's WILL.

The Power Ring is an extremely powerful and versatile device. While it is fully charged, its capabilities are limited only by the willpower and imagination of the wielder. A few of the Ring's features and powers are explained here:

INT: The Ring itself is intelligent and serves as a storehouse of information. Any time a Green Lantern has to do an Action Check using his INT in order to recall a specific fact, s/he may substitute the INT of the Ring

instead (see GLC #211, *Englehart* for an example of this). However, the Ring's INT may not be used if the Green Lantern is attempting to analyze data or form conclusions. The INT of the Ring is also useless for Perception Checks.

FORCE MANIPULATION: This is the power that the Green Lanterns call upon most frequently: the famous green beam. When a Green Lantern uses Force Manipulation in order to form an object, s/he divides up the total number of APs of Force Manipulation between any attributes and powers that the object would intrinsically have.

For example, if Hal Jordan (Force Manipulation of 25) were to create a giant boat, he could give it a STR of 8, a BODY of 8, and a speed (Swimming power) of 9 ($8+8+9=25$). If he created a giant club, it could have a STR of up to 25. If he wanted to make a giant fan to blow away some poisonous fumes, he could give it a BODY of 5 and 20 APs of Super Breath. Any object formed by Force Manipulation need not have BODY APs, but keep in mind that any object with a BODY of 0 would be instantly dissipated upon contact with another object.

In order to create an object with Force Manipulation, a Green Lantern must completely understand all of the object's working parts. This is why some Green Lanterns (like Kilowog) can create huge, complex machines with their Power Rings while others cannot. A Green Lantern's INT score limits the complexity of the objects s/he is able to create (see the *Force Manipulation Limitations* chart).

INVULNERABILITY: One of the Ring's powers is the capacity to reduce its bearer's susceptibility to mortal injury. This ability is simulated using the Invulnerability power (see pg. 6 of *Powers and Skills*).

"OMNI-POWER:" The capabilities of the Ring are limited only by the imagination of the wielder. Virtually every power listed in the *Powers and Skills* manual (basic set) is at a Green Lantern's disposal. Simulate this as follows: each Green Lantern has a number of APs of "Omni-Power" equal to one-half ($\frac{1}{2}$) his/her WILL score rounded down. These APs may be used to mimic any power permissible within the campaign as though the



Ring were an omni-gadget. When a Green Lantern announces that s/he is mimicking a power, s/he must pay the Base Cost of that power in Hero Points.

For the sake of illustration, here is a list of some of the powers that Hal Jordan has mimicked with his Power Ring over the years and the comic issues in which examples are cited:

- Animate Objects:** *GL #12, Broome*
- Bomb:** *GL #8, Broome*
- Danger Sense:** *GL #4, Broome*
- Darkness:** *GL #21, Broome*
- Detect* (lie):** *Sh #22, Broome*
- Detect* (radiation):** *Sh #22, Broome*
- Dispersal:** *Sh #22, Broome*
- Illusion:** *GL #3, Broome*
- Invisibility:** *GL #2, Broome*
- Magnetic Control:** *GL #9, Broome*

- Matter Manipulation:** *Sh #22, Broome*
- Mind Blank:** *GL #19, Broome*
- Mind Probe:** *GL #2, Broome*
- Shrinking:** *GL #8, Broome*
- X-Ray Vision:** *Sh #22, Broome, GL #3, Broome*

* Denotes a new power which is not described in the *Powers and Skills* manual. See *New Powers* in this book.

SEALED SYSTEMS: Note that the Ring has a Sealed Systems of 16 APs. Even though the Power Ring runs out of power after 24 hours, it carries a special back-up charge that will protect its wielder from hostile environments for an additional 24 hours (*GLC #212, Englehart*, for example).

SPIRIT TRAVEL: The Ring's Spirit Travel power reflects the user's ability to send forth his "energy self."

SPECIAL POWERS

The Ring has two additional powers that cannot be easily described in game terms. First, it can be ordered to find and summon a replacement should the current Green Lantern ever come to mortal harm or decide to retire. The Ring is capable of scanning an entire space sector, if necessary, in order to find a suitable candidate. The full use of this ability is discussed previously.

Second, the Ring has a built-in SOS feature that allows a Green Lantern to alert any fellow Green Lanterns within one sector of his or her current location (*GL #124, O'Neil*). All Green Lanterns are obliged to answer this summons if possible.

USE OF THE RING OVER A DISTANCE

A Ring-wielder need not wear the Ring to call upon its abilities. A Power Ring can be controlled from up to 100 yards (5 APs) away (*GL #18, Broome*). The farther away from the Power Ring that the wielder gets, however, the less effectively the Ring can be used. To determine a Ring's effectiveness from a distance, reduce a Ring-wielder's WILL APs by twice the number of APs of distance between him/her and the Ring. For example, while standing 5 APs (one-hundred yards) away from his Ring, Hal Jordan (WILL: 25) can use Force Manipulation at 15 APs ($25 - (5 \times 2) = 15$) and Omni-Power at 7 APs ($25 - (5 \times 2) = 15 / 2 = 7$).

If two characters within 100 yards of the Power Ring are each trying to give it conflicting commands, have each character make an action check using his WILL as the AV/EV and the WILL of his opponent as the OV/RV. The character who receives the most RAPs on this roll wins out and is able to command the Ring for the next phase. If both characters fail, neither is able to command the Ring. Remember to alter the combatants' WILL scores based on their distance from the Ring.

VULNERABILITY TO YELLOW

Due to a necessary impurity within the Power Battery that charges the Ring, it is impossible for the green

FORCE MANIPULATION LIMITATIONS

INT	Maximum complexity of object
-----	------------------------------

Below 2: Simple objects only, with no moving parts: clubs, bowling balls, giant hands, etc.

2-4: More complex objects with simple moving parts. Examples include hinged objects, giant whistles, clamps, and pulleys, etc.

5-6: Fairly complex objects and vehicles: motorboats, cars, giant electric fans, etc.

7-10: Complex vehicles: jets, simple space craft, and very complex objects: television sets, stereos, etc.

11-15: Extremely complex equipment generally available in Earth's 20th century: spectro-analyzers, carbon dating equipment, electron microscopes, etc.

15+: Complex equipment beyond the capacity of 20th-century Earth technology: giant instant healing machines, teleportation booths, etc.

In certain instances, a Green Lantern may substitute his/her APs of a particular skill for INT, using this chart as a guideline for equipment. For example, a Green Lantern who is a genetic scientist in his secret identity (INT: 5, Scientist: 8) can create extremely complex equipment pertaining to genetics (electron microscopes, for example).

energy to have any effect upon the color yellow (*Sh #22, Broome*). A few words on this special vulnerability are in order:

The Ring is powerless to take direct action against a yellow object. Acting indirectly against the yellow object is perfectly feasible. For example, yellow gas can be blown away by a Ring-generated fan, because the fan itself needs never touch the gas; the fan creates wind and the wind makes contact with the gas.

While ruling on the Ring's effectiveness, the GM should keep in mind the contact rule: the green energy is incapable of making contact with any yellow object. This means, for example, that a giant hand created with the Ring's Force Manipulation cannot pick up a yellow object, that Systemic Antidote mimicked using "Omni-Power" will have no effect upon a poison of a yellow hue, and that the Ring's Skin Armor power is useless against a yellow energy bolt, missile, or attacker.

By using his wits, Hal Jordan is often able to get around this special vulnerability to yellow.



A NOTE ON ENERGY EXPENDITURE

Unlike other gadgets described in the Hardware Handbook and elsewhere, the Power Ring automatically expends 1 charge per AP of time regardless of the actual number of powers used during that time.

Power Battery (Lantern)

DEX:	0	STR:	0	BODY:	10
INT:	0	WILL:	0	MIND:	0
CHARGES: 40					
COST: 713 HPs+ \$ 11M					

POWERS:

Invisibility: 15, Energy Absorption: 19

The Power Battery (Lantern) is used to recharge the Power Ring; it functions as a reload pack for the Ring. It does not cost a Green Lantern Hero Points to recharge his/her Ring, and the process takes eight seconds (2 phases/1 AP). The individual Power Batteries draw their power from the huge Central Power Battery located on Oa, which in turn draws its power from the Guardians themselves.

Traditionally, most Green Lanterns recite an oath while recharging their Rings. This oath is not a necessary part of the operation, but a simple traditional means of reaffirming dedication. Most Green Lanterns compose their own oaths. Some samples are presented below:

*"In Brightest Day, In Blackest Night,
No evil shall escape my sight!
Let those who worship evil's might
Beware my power — Green Lantern's
light!"*

— Hal Jordan (*Sh #22, Broome*)

Note that Hal's oath has been adopted by a number of other Green Lanterns as a means of paying him respect.

*"In Brightest Light, In Darkest Sea
All Dangers will be seen by me!
While others from these dangers flee,
I shall always a Green Lantern be!"*

— GL of Penelo (GL #159, Rozakis)

*"And I shall shed my light
upon dark evil
for the dark things
cannot stand the light
... the light of Green Lantern"*

— Tomar Re of Xudar, shared by
Golden Age Green Lantern of Earth

The Power Battery has a built-in feature that allows a Green Lantern to keep it invisible while it is not in use. By using the Power Ring, a Green Lantern can easily detect an invisible Power Battery.

Green Lantern Uniform

DEX:	0	STR:	0	BODY:	10
INT:	0	WILL:	0	MIND:	0
CHARGES: 40					
COST: 128 HPs+ \$ 10K					

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

Each Green Lantern is issued with a uniform that is specially designed to withstand the rigors of space travel. In game terms, the wearer can substitute the BODY of the uniform for his own BODY against attacks involving extreme heat or cold.

Note that many Green Lanterns alter the basic uniform to a design more in line with their own individual tastes. Guy Gardner, Arisia, and Ch'p all wear uniforms that differ drastically from the standard issue.

Notable

GREEN LANTERNS

There have been thousands of Green Lantern Corps members throughout the years. This section focuses on those Green Lanterns who are the most well-known.

Although every Green Lantern of every sector cannot be covered, by no means does this augment the importance of and the need for each and every one of these brave individuals. Each Green Lantern is an integral part of the Corps, and each is needed to insure the safety and well-being of those of each sector.

Hal Jordan

HAL JORDAN_{sector 2814}

DEX: 20	STR: 3	BODY: 12(4)
INT: 8	WILL: 25*	MIND: 18
INFL: 6	AURA: 7	SPIRIT: 4
INITIATIVE: 34 (39) HERO POINTS: 170		

SKILLS:

Acrobatics/Dodging: 4,
Charisma: 6, Martial Artist/Attack
Advantage: 5, Scientist: 4,
Vehicles: 10

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 25(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 16,833 HPs+ \$ 137.5T		

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 25,
Invulnerability: 15, Life Sense: 40,
"Omni-Power": 12, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 25 when worn, and a BODY of 4 when not worn. While Hal wears the Ring his BODY is at 12 APs, otherwise he has a BODY of 4 APs.

Power Battery (Lantern)

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 713 HPs+ \$ 11M		

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 128 HPs+ \$ 10K		

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

CONNECTIONS:

Appa Ali Apsa (high-level)
Black Canary (high-level)
Ferris Aircraft Corporation
(high-level)
Green Arrow (high-level)
Green Lantern Corps of Earth
(high-level)
Justice League (high-level)
United Nations (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Test Pilot/Insurance
Investigator/Salesman/Truck
Driver/Galactic
Defender/Adventurer
RACE: Human

NOTE: When Hal began his career as a Green Lantern, his WILL was 23. A year or two after he became a Green Lantern, his WILL increased to 24 (around issue #76 of *Green Lantern/Green Arrow*). Another year or two after that, his WILL reached its current level of 25 (around the time of the battle against Nekron, which is depicted in the *Tales of the Green Lantern Corps* mini-series).

FIRST APPEARANCE:

Showcase #22

Hal Jordan is one of the most formidable Green Lanterns of all time. His career has spanned many

years, and his reputation extends to the farthest reaches of the cosmos.

BACKGROUND

EARLY YEARS

Anyone who knew Hal as a boy would not have been too surprised to learn that he would one day grow up to become a famous hero. From his earliest years on, Hal seemed to crave action and excitement. He was by far the most adventurous of the three Jordan brothers (Hal has an older brother Jack, and a younger brother, Jim (*GL #9, Broome*)).

Shortly after graduating from high school, Hal's thirst for adventure drove him to enlist in the US Air Force (*GL #36, Broome*). Within his first year with the force, Hal was selected for Officer Candidate Training and sent to flight school. Shortly thereafter, he was quickly commissioned and became an ace pilot.

Hal enjoyed his years in the Air Force and made a lot of lifelong friends there. Had it not been for the rigorous discipline, which he did not find at all appealing, he might have spent many more years in the service.

After completing his tour of duty, Hal enrolled in a college on the West Coast and graduated with a degree in aviation engineering (*GL #36, Broome*). This higher education would prove invaluable in later years, though at the time he found college life almost distastefully boring. One of the immediate benefits of his engineering degree was that it enabled him to land a job as a test pilot for the Ferris Aircraft Corporation in Coast City, California. Hal loved working at Ferris, not only because he had fallen in love with the owner's pretty daughter Carol, but also because the work was challenging and exciting. During his first day with Ferris, Hal met a young man who would soon become one of his closest friends: Tom "Pieface" Kalmaku.

INDUCTION INTO THE CORPS

One day, while working in a flightless training module on the grounds of Ferris, Hal was suddenly swept up by a strange bolt of green energy. The emerald glow carried him and the training module deep into the heart

of the Sierra Madre mountain range. Eventually, he was deposited at the site of what appeared to be a wrecked aircraft. Inside the wreckage, which was actually a spacecraft, Hal found the mortally wounded Abin Sur of Ungara, who was then the current Ring-wielder of sector 2814 (*Sh #22, Broome*).

In the few moments of life he had remaining, Abin Sur explained to Jordan how, as a member of the Green Lantern Corps, he was obligated to pass his Ring on to a worthy successor before his death. The Power Ring had selected Hal as the closest living creature with a kind soul and a strong will. Following Abin Sur's final instructions, Hal donned the Power Ring and the alien's uniform and used the newly-acquired Power Ring to bury Abin Sur and the wreckage of his spacecraft deep beneath the Sierra Madres. Over the years, Hal would honor his predecessor by frequently visiting his gravesite (*GL #194, Englehart*).

Being a Green Lantern suited Hal's adventurous nature, and he took to the job with great relish. Within his first few months with the Power Ring, he began a relentless war on crime. He quickly defeated the Puppet Master (*GL #1, Broome*) and a host of less ambitious thugs. During these early adventures, the Guardians monitored their newest recruit as usual, and immediately recognized the amazing potential that Hal possessed. In one of his earliest outings as a Green Lantern, he was forced to battle the deadly Weaponers of Qward, who were already responsible for the deaths of many Corps members (*GL #2, Broome*).

Early in his career, Hal encountered most of the villains that would return to plague him again and again over the years. In some of his earliest cases, he defeated Hector Hammond (*GL #5, Broome*), Sinestro (*GL #6, Broome*), Sonar (*GL #14, Broome*), Star Sapphire (*GL #16, Broome*), and Doctor Polaris (*GL #21, Broome*). Hal's remarkable performance against these menaces finally confirmed his valor in the eyes of the Guardians. They had enough confidence in Hal to reveal their own existence and the existence of his



fellow Green Lanterns, secrets they were keeping from him in case he proved unacceptable (*GL #7, Broome*). It was upon these revelations that he truly learned what it meant to be a Green Lantern.

Unlike most of Earth's heroes, Hal Jordan seemed to love the limelight and his new-found celebrity status. It was not uncommon for Green Lantern to make public appearances at various fund-raisers and social gatherings. In fact, Hal even gave his blessing to the formation of a Green Lantern Fan Club (*GL #3, Broome*). However, one of the negative aspects of "Green Lantern Mania" was that it was partially responsible for causing Carol Ferris, the object of Hal's own affections, to fall in love with his alter-ego. Determined to win Carol's heart as himself, Hal would be tormented by this self-competition for years.

ENTRY INTO THE HERO COMMUNITY

At the same time that Hal was learning about the Green Lantern Corps and getting acquainted with his fellow Green Lanterns, he was also being introduced to the rest of Earth's heroes.

One day, after battling a giant bird that was menacing Coast City and tracing the creature back to a strange meteor, Hal encountered the Flash, Aquaman, and Martian Manhunter, all of whom had already battled similar creatures. Working as a group, these heroes, along with Superman, managed to trace the meteors to Greenland and remove the threat of the creatures' masters. Impressed with the effectiveness of their cooperation, these heroes decided to band together as the Justice League of America, one of the greatest gatherings of heroes the Earth has ever seen (*JLA #9, Schwartz/Fox*). Over the years, Hal would come to befriend the Atom (*JLA, #41, Schwartz/Fox*), Hawkman and Hawkwoman (*JLA #31, Schwartz/Fox*), the Elongated Man (*JLA #105, Schwartz/Wein*), the Red Tornado (*JLA #106, Schwartz/Wein*), Zatanna (*JLA #161, Schwartz/Conway*), and Firestorm (*JLA #179, Wein/Conway*) while in the Justice League. It was also through the League that Hal met the

Green Arrow (*JLA* #4, *Schwartz/Fox*), and Black Canary (*JLA* #75, *Schwartz/O'Neil*), heroes that would become two of his dearest friends.

Shortly after the Justice League was formed, Hal ran into Barry Allen (the Flash) in Coast City, and the two managed to discover each others' secret identities (*GL* #13, *Broome*). After this event, the two heroes became particularly close friends and shared many adventures outside of the Justice League. Hal remained close to Barry right up until Barry's tragic death (*CIE* #8, *Wolfman*).

While Hal operated with the early Justice League, he was brash and self-assured. In the increasing absence of Superman, Hal's Power Ring seemed to eclipse all the powers of the remaining League members combined. More often than not, it was up to the Green Lantern to save the day.

A few months later Hal received a shock that would shatter his pride: Carol Ferris had decided to dump both Green Lantern and Hal Jordan to marry a man named Jason Belmore (*GL* #49, *Broome*).

DEPARTURE FROM COAST CITY

After Carol's stunning announcement, Hal quit his job as a test pilot and left Coast City. Arriving in nearby Skyview City, he signed on for a brief stint as a pilot for Skyview Air Services, but soon left to continue his wanderings (*GL* #50, *Broome*). Eventually, Hal became an insurance adjuster for the Evergreen Insurance Corporation of Evergreen City in the American northwest.

While working at Evergreen, Hal seemed to be well on the track toward rebuilding his shattered life. He made a few close friends at the office (including Mr. Lawford, his boss), and began romancing young Eve Doremus, the niece of a famous scientist (*GL* #58, *Broome*). During this period, he also completed an ever-increasing number of important assignments for the Guardians (*GL* #55, *Broome*, for example), which forced him to spend much of his time as Green Lantern. Unfortunately, these assignments kept him away from the attentions of Eve (*GL* #68, *O'Neil*).

After Hal had spent a month or two in Evergreen City, Carol Ferris showed up to ask his advice on the eve of her wedding (*GL* #69, *Broome*). Seeing Carol again renewed Hal's frantic state of mind. He soon quit Evergreen Insurance and moved to Solar City, Florida (*GL* #71, *Broome*). Tired of dealing with disasters in both of his identities, Hal decided to introduce some levity into his life and became a salesman for the Merlin Toy Corporation. On a business trip back to Coast City, he ran into Carol Ferris once again and learned that she had broken off her engagement to Jason Belmore at the last possible moment (*GL* #73, *Friedrich*). Any chance of Hal getting back together with Carol was ruined, however, when Hal was forced to inform Carol that she was actually the villain known as Star Sapphire in a bizarre alter-ego (*GL* #74, *Friedrich*).

THE QUEST TO FIND AMERICA

Of course, Hal Jordan was simply not well-suited for selling toys. After his latest disaster in Coast City, he travelled on to Star City on a charity mission. There he encountered his fellow Justice Leaguer, the Green Arrow, and the two were embroiled in the plight of some underprivileged housing tenants (*GL/GA* #76, *O'Neil*). This case even brought down the attention of the Guardians of the Universe, who were forced to chastise Jordan for his actions. Green Arrow lost his temper during this reprimand and challenged the Guardians to send a representative of their race down to Earth to learn what it was like to be human. It was a challenge that they accepted.

The Guardian representative (Appa Ali Apsa, named in *GL* #199, *Englehart*), Green Arrow, and Green Lantern then set out to discover the true character of the American people. Their journeys took them to many parts of the American countryside. Along the way, they encountered the more traditional menaces that are usually ignored by heroes such as bigotry, hunger, religious fanaticism, and racism. What the heroes and their extra-terrestrial companion witnessed during those adventures

would change their lives forever. During one of these adventures, Appa used his tremendous powers to save Hal's life, while endangering an entire boatload of people (*GL/GA* #80, *O'Neil*). For these actions, Appa was stripped of his immortality and sentenced to exile on Maltus, the Guardians' original home (*GL/GA* #81, *O'Neil*).

For a short time, Green Lantern and Green Arrow carried on the quest without their diminutive friend. During this period, Hal had begun to lose faith in his masters and was seriously considering resigning from the Corps. He seemed to lose all such thoughts for the time being, however, when he once again ran into Carol Ferris, this time at a school run by her newly acquired fiancé, Jason Belmore (*GL/GA* #83, *O'Neil*). During this meeting, Hal finally revealed his secret identity to Carol, and the two became inseparable. Shortly thereafter he returned to Coast City.

Over the next several months, Earth's Green Lantern, the Green Arrow, and the Black Canary (Green Arrow's love interest) shared many more adventures. Around this time Hal became even closer to Carol and picked up a diminutive alien companion named "Itty" (*GL/GA* #93, *O'Neil*). Although not yet comfortable enough to return to work for Ferris, Hal did ask Carol to loan him the money to buy his own semi-truck and became an independent trucker (*GL/GA* #99, *O'Neil*).

Shortly after becoming a truck driver, Hal was introduced to the fledgling hero Air Wave, whom he discovered was actually his cousin Hal (*GL/GA* #100, *O'Neil*). As Green Lantern, Hal took Air Wave under his wing for a while and instructed him in heroics. This period was also marked by a plague of return appearances by some of Hal's most persistent foes, like Hector Hammond (*GL/GA* #101, *McGinty*), and Sonar (*GL/GA* #106, *O'Neil*). Hal and Carol also drifted apart during these months because of his inability to spend much time with her due to his commitments as Green Lantern (*GL/GA* #109, *O'Neil*).

THE "DEATH" OF GUY GARDNER

A couple of months later, Hal's power battery was damaged during

his battle with a menace known as the Crumbler (*GL/GA #115, O'Neil*). Mistakenly believing that something was wrong with his Power Ring, Hal travelled to Oa to have it inspected by the Guardians. While Hal was gone, he left Guy Gardner, his appointed alternate Green Lantern, in charge of sector 2814. The Guardians informed Hal of the fact that it was his Power Battery which was damaged and gave him a new one to replace it. The damaged Battery was extremely dangerous. Hal returned to Earth just in time to see Guy Gardner apparently blown to pieces by the Battery while Guy was attempting to charge his Power Ring (*GL/GA #116, O'Neil*).

Hal was deeply disturbed by Guy's apparent death; for a short time he blamed himself. Oddly enough, while he was visiting Kari Limbo, Guy's girlfriend, to inform her of Gardner's death, the pair fell in love. A few months later, Hal and Kari decided to be married (*GL/GA #121, O'Neil*). During the wedding ceremony, it was revealed that Guy was not actually dead. Instead, the exploding Power Battery had blown him into the Phantom Zone (*GL/GA #122, O'Neil*).

Superman and Green Lantern entered the Phantom Zone in search of Guy shortly thereafter, only to find that Sinestro had entered the Zone and pulled Guy into Qward (*GL/GA #122, O'Neil*). Hal was able to retrieve Guy from Qward, but the incredible stress of recent events had thrown Gardner into a coma from which he would not emerge for years. With Guy alive, Kari simply could not marry Hal, who understood her feelings perfectly.

Shortly after Kari left his life, Hal returned to work as a test pilot for Ferris and parted company with the Green Arrow (*GL #124, O'Neil*). Soon, he and Carol began yet another attempt at getting back together (*GL #133, Wolfman*). Over the next several months, Hal fought in several engagements with some of his most persistent foes: Dr. Polaris (*GL #134, Wolfman*), Tattooed Man (*GL #144, Wolfman*), and Goldface (*GL #146-147, Wolfman*).

During this same period, Congressman Jason Bloch and his brother were making a desperate bid to

destroy Ferris Air due to a longstanding grudge between their father and Carl Ferris (around the time of *GL #140, Wolfman*). Bloch managed to convince the government to cancel its contracts with Ferris, and he even bribed employees of the Federal Intelligence Agency into launching a full investigation of Green Lantern, Ferris' self-appointed guardian. Naturally, things at Ferris became rather tight. Bloch almost caused Carl Ferris to lose control of the company.

When the crisis that Bloch engineered was at its worst, Hal was forcibly summoned by the people of Ungara (Abin Sur's homeworld) to prevent their planet from exploding (*GL #148, Wolfman*). Although he was reluctant to desert his friends back on Earth in their moment of need, Hal was compelled to save Ungara, but not without some prompting from the Guardians.

EXILE

Hal made his priorities during the Ungaran incident clear to the Guardians; he felt that he had betrayed his friends on Earth. Because the Guardians perceived this to be a breach of the Green Lantern code, they sentenced Hal to exile in space. For a period of one year, he would have to avoid any and all contact with the Earth (*GL #150, Wolfman*). After informing his fellow Justice Leaguers that he would be taking a leave of absence and setting things straight with Carol, who promised to wait for him, Hal set out for the stars (*GL #151, Wolfman*).

While in space, Hal lived in a small base he constructed on an asteroid. Over the next year he would have many adventures, several of which were instigated by the Guardians in order to teach him "lessons." He solved the strange mystery of the inhabitants of the planet M'Brai and saved them from destruction (*GL #152-153, Wolfman*), he learned the value of culture from Dalor, Green Lantern of Timron (*GL #154, Barr*), and he defeated the Headman of Garon and the forces of the Citadel (*GL #160-161, Barr*).

During this last case, Hal was reintroduced to Dorine Clay, a young girl he had encountered years earlier

(*GL #36, Broome*). This time, Dorine fell in love with Hal and spent much of her time over the next few months visiting with him in space. Although he found Dorine tempting, he never turned his back on Carol.

After he passed one final test (*GL #166-169, Cavalieri*), the Guardians lifted Hal's exile and permitted him to return to Earth (*GL #172, Wein*). Upon arrival in Los Angeles, Hal immediately moved in with Carol and resumed his old job at Ferris (*GL #173, Wein*), where he quickly became embroiled in Jason Bloch's latest attempt to ruin the corporation. Bloch even managed to discover Green Lantern's secret identity, though Bloch died before he had a chance to reveal it to the world (*GL #181, Wein*).

RESIGNATION AND REINSTATEMENT

Just before Jason Bloch's death, things heated up again at Ferris. This time Bloch had pulled out all of the stops, even going so far as to hire the Demolition Team to destroy Ferris' LA operation (*GL #179, Wein*). Once again, just as the situation was at its worst, Hal was called away by the Guardians. This time Hal was sent to save the inhabitants of Omicron Ceti IV (*GL #178, Wein*). Upon his return, he found Carol Ferris furious with him. She offered Hal an ultimatum: leave the Corps or leave her life.

After some agonizing soul-searching, Hal decided that Carol meant more to him than being a Green Lantern, and promptly informed the Guardians of his resignation (*GL #181, Wein*). By this time, Hal had already achieved quite a reputation within the Corps, and his sudden departure shocked and saddened many of his fellow Green Lanterns.

Upon Hal's resignation, the Guardians made John Stewart, Hal's pre-selected alternate, the new Green Lantern of 2814 (*GL #182, Wein*). Hal had a tough time adjusting to the normal non-heroic life, however, and soon involved himself in the hunt for the mysterious Predator (*GL #187, Kupperberg*). After the Predator captured Carol, Hal went over the edge and tracked him to his lair, determined to stop him, Power Ring, or no Power Ring (*GL #191, Englehart*).

There he received the surprise of his life: the Predator, whom he had been pursuing for weeks, was actually a manifestation of the masculine half of Carol's own personality. After the Predator captured Carol, she quickly reverted to her Star Sapphire identity, the feminine half of her personality, and the two entities merged into a single being: the "new" Star Sapphire (*GL #191, Englehart*). This time Carol's metamorphosis was lasting; she would remain Star Sapphire. In this form, she despised both Hal Jordan and Green Lantern.

Meanwhile, the Crisis on Infinite Earths had just begun, with John Stewart as one of its key players. During John's absence, some of the Guardians concocted a scheme to destroy Qward's moon in the anti-matter universe, an action that they believed would break the Anti-Monitor's power. In order to carry out this plan, they brought Guy Gardner out of his coma and recruited him to gather up an army of cosmic menaces to use as an army to invade Qward (*GL #194, Englehart*). At the same time, these Guardians gave Hal Jordan a Power Ring and sent him into Qward under Guy's command.

What these "rebel" Guardians did not realize was that destroying the moon in Qward would actually increase the Anti-Monitor's power by destroying the carefully balanced symmetry between the matter and the anti-matter universes. Fortunately, the remaining Guardians discovered this fact in time and were able to send the remainder of the Green Lantern Corps to insure that Gardner's mission would fail. During the battle that ensued, many Green Lanterns died, including Tomar-Re of Xudar, Hal's oldest friend in the Corps (*GL #198, Englehart*). Just before his death, Tomar passed his Ring on to John Stewart, allowing Hal to retrieve his old ring. After this situation was sorted out, the Guardians confirmed Tomar's wishes and officially reinstated Hal as a Green Lantern (*GL #199, Englehart*).

After the Guardian's departure, Hal joined with John Stewart, Katma Tui, Kilowog, Ch'p, Arisia and Salakk to form Earth's own Green Lantern Corps (*GLC #201, Englehart*).

Together the Lanterns would battle Doctor Ub'x (*GLC #203, Englehart*), Baron Tyrano (*GLC #204, Englehart*), and many other menaces. Shortly after these six Green Lanterns migrated to Earth, Hal formed a romantic relationship with Arisia, who, while seeming to be a mere child, was actually a full-grown woman.

PSYCHOLOGY

Hal's personality has slowly refined itself over the years. When he first became a Green Lantern, he was very confident and self-assured, almost to the point of being cocky. He seemed to take a personal satisfaction capturing every criminal and averting every disaster he could. Most of all, he loved the challenge and excitement of his new responsibilities. This same flare for adventure is what led him to become a test pilot shortly after graduating from college.

During his early years as a Green Lantern, Hal's brashness often took his fellow members of the Justice League by surprise, although they correctly recognized that his slight overconfidence was actually one of his most valuable tools as a hero. In the face of the gravest of situations, it allowed him to maintain his courage and keep up the willpower that directed his Power Ring. During his adventures as Green Lantern, Hal did what he could to keep his ego in check by using his Ring against an opponent only as an absolute last resort.

Although brash and somewhat single-minded, Hal has always had a strong respect for authority. During his "quest for America" with the Green Arrow and Appa Ali Apsa, this respect was severely challenged as he came to question his country, its laws, and ultimately the Guardians themselves. During these months, Hal learned to believe in an ideal rather than a mere title. He also learned that nothing should be accepted at face value, and that motives are often at least as important as actions. The suffering and hardship Hal witnessed had a deep effect on him, placing in his mind the seeds of doubt about his role as Green Lantern which would later take root.

During the years following the quest, Hal became a much more quiet

and compassionate hero, though to this day he has not lost his lust for adventure. He is now much less likely to jump head first into a battle; he prefers to sit back and observe before acting. Sometimes this reliance on detailed analysis manifests itself as a fault. Hal now finds it much more difficult to take spontaneous action, which can be rather deadly in the world of heroics, as his friend Green Arrow constantly reminds him.

One of Hal's psychological quirks is that he must always feel close to someone. Witness his long string of romantic interests over the years. For many years, this someone was Carol Ferris. At one point, Hal's need to be close to someone even outweighed his desire to be a Green Lantern, causing him to temporarily resign from the Corps, although the seeds of doubt planted during his "quest" certainly played a part in this decision.

After Hal was recently reinstated into the Corps, he has shown a deeper dedication to duty than ever before. He has resolved himself to the realization that he was born to be a Green Lantern, and he intends to follow this destiny for the rest of his life. It is doubtful that anything will ever come between him and the Corps again. Any doubts he had about his role as a "hero" seem to have disappeared.

ROLE-PLAYING

When playing Hal, try to stress his experience and level-headedness. In many ways, he is a natural-born leader, and he often tends to find himself in command, whether he wants to be or not. This is especially true when he is operating with other Green Lanterns.

Also, Hal is a strong adherent to the doctrine of minimum force. He will never use his Power Ring unless absolutely necessary. Even then he will usually use the minimum number of APs of power necessary to incapacitate his opponent.

The final thing to remember about role-playing Hal Jordan is that, although he is often extremely cautious and level-headed, he does have his breaking point. By threatening his family, friends, or values, one can push him over the edge, perhaps causing him to resort to reckless behavior.

Guy Gardner

GUY GARDNER former alternate of 2814

DEX: 10	STR: 4	BODY: 12(5)
INT: 6	WILL: 19	MIND: 12
INFL: 5	AURA: 8	SPIRIT: 4
INITIATIVE: 21		HERO POINTS: 75

SKILLS:

Acrobatics: 4, Vehicles/Land: 5

CONNECTIONS:

Green Lantern Corps (high-level)
JLI (high-level)

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Former gym teacher

RACE: Human

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 19(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 16,021 HPs+ \$ 130T		

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 19,
Invulnerability: 15, Life Sense: 40,
"Omni-Power": 9, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: While worn and charged, the Ring gives its user a BODY of 12 (Guy's BODY is 5 otherwise). While worn, Guy's Ring has a BODY of 19, otherwise it has a BODY of 4.

Power Battery (Lantern)

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 713 HPs+ \$ 11M		

POWERS:

Invisibility: 15, Energy
Absorption: 19



Green Lantern Uniform

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 128 HPs+ \$ 10K		

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #59

Guy is, in many ways, the most interesting Green Lantern Corps member. In addition to adventuring alongside of the Justice League International, he occasionally pays a visit to his "good friends" in Earth's Green Lantern Corps.

BACKGROUND

After Abin Sur (the former Green Lantern of sector 2814) was mortally wounded when his starship crash-landed on the Earth, he commanded his Power Ring to seek out and summon a worthy successor (*Sh #22, Broome*). The Ring located two excellently qualified candidates: Hal Jordan of Coast City, California, and Guy Gardner of Baltimore. Since Jordan was much closer to the site of Abin Sur's wrecked spacecraft, he became 2814's new Green Lantern.

Guy Gardner, an excellent candidate for membership in the Corps, did not escape the attention of the Guardians, who immediately chose him as 2814's alternate. Early in his career, Hal Jordan learned of Guy's existence on one of his frequent trips to Oa (*GL #59, Broome*). Immediately afterwards, he made a special trip out to the East Coast to meet Earth's other "man without fear," finally catching up with Guy on a Baltimore handball court (*SO #7, Englehart*). After their match, the two men became good friends.

Several months later, Jordan ran into Guy again in Coast City when, as Green Lantern, he was forced to save a busload of Guy's students from an earthquake. During the quake, Guy laid his life on the line to rescue one of his students and was badly injured. This injury led the Guardians to name John Stewart, a young architect, as the temporary alternate in 2814, while Guy was incapacitated (*GL/GA #87, O'Neil*). While recovering from his injury, Guy met and fell in love with Kari Limbo, a young gypsy with extraordinary psychic powers (*SO #7, Englehart*).

Some months later, after Guy had fully recovered and the Guardians had restored him to the position of 2814's alternate, Hal Jordan located him and called upon him to serve as Green Lantern temporarily, while Hal returned to Oa to have the Guardians examine his Power Ring, which had

recently begun to malfunction (*GL/GA #116, O'Neil*). On Oa, Hal learned that it was actually his Power Battery that was flawed. The Guardians gave him a new Battery and told him to destroy the old one, since it could be extremely dangerous in its damaged state. Remembering that he had left his Battery with Guy, Hal rushed back to Earth, arriving just in time to see Guy apparently blown to pieces when the Battery exploded as he was trying to charge his Ring.

Oddly enough, when Hal called upon Kari Limbo to inform her of Guy's tragic death, the pair fell in love and made plans to be married. During the wedding ceremony, it was revealed that Guy was not dead. The exploding Battery merely hurled him into the Phantom Zone (*GL/GA #122, O'Neil*). Of course, Hal immediately entered the Zone in search of his friend, only to find that his arch-enemy Sinestro had entered the Phantom Zone through another portal and pulled Guy into the anti-matter universe of Qward. Hal entered Qward in close pursuit and managed to retrieve Guy, who had gone comatose while under Sinestro's domination (*GL #123, O'Neil*). After discovering that Guy was still alive, Kari felt that she could no longer marry Hal.

Guy remained in his coma for years. He was finally cured by a group of "rebel" Guardians during the Crisis on Infinite Earths (*GL #193, Englehart*). These "rebel" Guardians believed that they could break the evil Anti-Monitor's power by destroying his base on Qward's moon in the anti-matter universe, while their comrades thought it was best to sit by and watch the universe come to its inevitable end. In order to destroy the Anti-Monitor's base, the Guardians made Guy a Green Lantern and charged him with the task of gathering together a group of cosmic menaces and leading them in an assault on the moon. Using their last bit of willpower, the rebel Guardians also gave the recently retired Hal Jordan a Power Ring and sent him along under Gardner's command (*GL #197, Englehart*).

What the rebel Guardians did not realize was that destroying the moon base would only serve to increase the

Anti-Monitor's power by destroying the carefully balanced symmetry between the two universes. Fortunately, the remaining Guardians discovered this fact in time and were able to send the rest of the Green Lantern Corps into Qward to stop the ill-fated mission (*GL #198, Englehart*). Also, Guy's ordeal in the Phantom Zone had severely damaged his mind and impaired his abilities to lead and exercise rational judgment.

Fleeing from the victorious Green Lanterns, Guy left Qward and headed to Zamaron, where he tried to strike up an alliance with the newly-crowned Star Sapphire and Hal Jordan's old enemy Hector Hammond (*GL #200, Englehart*). He and his compatriots were soon captured and returned to Oa, however, where it was decided that Guy should join Appa Ali Apsa and the Green Lantern Corps Honor Guard on Maltus, where he could be instructed in the proper use of his Power Ring.

Shortly thereafter, Guy managed to escape from Maltus and returned to Earth (*GLC #207, Englehart*). There he battled the members of Earth's own Green Lantern Corps (Hal Jordan, John Stewart, Katma Tui, Ch'p, Arisia, and Salakk) and tried to proclaim himself their leader. Appa and the Green Lantern Corps Honor Guard quickly tracked Guy down, but, at the behest of the Earth Green Lanterns, he was permitted to remain on his homeworld.

Leaving the other Green Lanterns for the time being, Guy was summoned by Doctor Fate to join a group of heroes in opposing G. Gordon Godfrey's attack upon Earth's "Legends" (*L #5, Ostrander/Wein*). Upon the conclusion of this battle he was offered an opportunity to join the newly reformed Justice League, which, after a brief period of hesitation, he accepted the invitation (*JLI #1, Giffen/DeMatteis*).

PSYCHOLOGY

When Guy first came onto the scene, he was a warm and generous man. He was dedicated to doing whatever he could to help the underprivileged. After he suffered the brain damage while in the Phantom Zone, however, Guy's personality under-

went a radical shift. For a while, he was consistently arrogant and antagonistic toward those around him. However, he now occasionally experiences extreme personality changes; he veers between being a callous and pompous individual and a caricature of his former gentlemanly self.

Guy does uphold the "hero code" — saving innocents, refraining from taking any actions that could result in permanent harm to his target, etc. — but only because it is expected of him. It seems that he saves persons and property only to receive accolades, not because he really cares.

Guy frequently attempts to prove to the world just how tough he is. This means that he tries to uphold the "macho code": never back down from a fight, never admit that anyone is better than yourself in any respect, take every opportunity to prove yourself superior to everyone and everything else, etc. This attitude often causes him to leap into action without considering the consequences or even analyzing the situation. Unfortunately, Guy often ends up looking foolish. As the Batman has already found out several times, sometimes Guy can be a bigmouth braggart.

ROLE-PLAYING

When playing Guy, have fun! He is a great character and can add comic relief to any campaign. His mood swings from "sweet to sour" can make his interactions with his teammates quite amusing. When he is in his "pompous mode," Guy's first two actions while operating with any group of heroes will be: attempt to take over as leader and attempt to impress any females present. Of course, if he fails in either goal, he will refuse to acknowledge such.

Remember that Guy is impulsive. He never really thinks! He constantly leaps into action against even the toughest menaces without any consideration whatsoever. He also openly mocks his relatively "wimpy" teammates whenever he is being arrogant.

Guy has a special dislike of other Green Lanterns. Because he was the last man inducted into the Corps before the Guardians' departure, he seems to see himself as the "last TRUE Green Lantern," and thinks that all others should follow his orders.

John Stewart

JOHN STEWART <i>alternate of 2814</i>					
DEX: 20	STR: 3	BODY: 12(4)			
INT: 9	WILL: 20	MIND: 20			
INFL: 8	AURA: 6	SPIRIT: 5			
INITIATIVE: 37	HERO POINTS: 120				

SKILLS:

Charisma: 6, Vehicles/Land: 5

CONNECTIONS:

Ferris Aircraft Corp. (low-level)

Green Lantern Corps of Earth (high-level)

Press (low-level)

United Nations (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Architect

RACE: Human

EQUIPMENT:

Power Ring					
DEX: 0	STR: 0	BODY: 20(4)			
INT: 10	WILL: 0	MIND: 0			
CHARGES: 15					
COST: 15,360 HPs+ \$ 131.5T					

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 20,
Invulnerability: 15, Life Sense: 40,
"Omni-Power": 10, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: While wearing the Ring, John's BODY is 12, otherwise it is 4. While worn the Ring has a BODY of 20, otherwise it has a BODY of 4.

Power Battery (Lantern)					
DEX: 0	STR: 0	BODY: 10			
INT: 0	WILL: 0	MIND: 0			
CHARGES: 40					
COST: 713 HPs+ \$ 11M					

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform					
DEX: 0	STR: 0	BODY: 10			
INT: 0	WILL: 0	MIND: 0			
CHARGES: 40					
COST: 128 HPs+ \$ 10K					

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern/Green Arrow #87



John Stewart briefly replaced Hal Jordan as Green Lantern of sector 2814. Since that time, he has proven a most effective Ring-wielder.

BACKGROUND

When Guy Gardner was incapacitated in a California earthquake, the Guardians decided to select a new temporary alternate for sector 2814. Their choice was John Stewart, a Detroit architect (*GL/GA #87, O'Neil*). Stewart had his first taste of being a Green Lantern when he helped 2814's official Ring-wielder, Hal Jordan, expose racist presidential candidate Jeremiah Clutcher. A few weeks later, John was forced to act as a Green Lantern again when he was called in by Green Arrow and

Black Canary to fly a seriously-ill Hal Jordan to Oa for treatment (*GL/GA #94, O'Neil*).

After Guy Gardner recovered from his injuries, he resumed his position as 2814's backup. When Guy was apparently killed by an exploding Power Battery, however, John became the sector's alternate again (*GL/GA #116, O'Neil*). This time he would hold the title for many years.

The next time that John Stewart was forced to fill in as Green Lantern came when the deadly sentient weapon known as Crystall escaped to Earth during Hal Jordan's exile (*GL #165, Barr*). In order to combat the menace, the Guardians summoned Stewart and the Green Arrow, one of Hal Jordan's closest friends. The Guardians were impressed when the pair managed to defeat Crystall. It had taken several Green Lanterns working in tandem to defeat the creature in the past.

John was not called upon again until Hal Jordan resigned from the Corps, at which point the Guardians named Stewart 2814's new Green Lantern (*GL #182, Wein*). Upon being officially inducted into the Corps, John found himself in an immediate mess. Coast City, where John was working for Ferris Aircraft on the recommendation of Hal Jordan, was plagued by some of Hal's regular opponents in rapid succession: Major Disaster (*GL #183, Wein*), Eclipso (*GL #185, Wein*), and Sonar (*GL #188, Englehart*). John also had to worry about the strange new menace known as the Predator.

During this crisis period, the Guardians assigned Katma Tui, the experienced Green Lantern of Korugar, to work with Stewart and instruct him in the finer applications of the power ring (*GL #187, Kupperberg*). John was still totally unaware that his friend Hal Jordan was his predecessor as Green Lantern. Together, John and Katma shared several adventures and eventually fell in love.

During the Crisis on Infinite Earths, John was one of the key players. He was selected by the Monitor to travel to the American Old West of the 19th century in order to guard one of the crucial "vibrational forks" alongside Bat Lash, Scalphunter, Jonah Hex,

Johnny Thunder, Nighthawk, Psimon, Cyborg, and Firebrand II (*CIE #3, Wolfman*). He was also present for the Spectre's epic battle against the Anti-Monitor at the dawn of time (*CIE #10, Wolfman*), returning just in time to join the Green Lanterns that would head into Qward in order to stop Guy Gardner's ill-fated mission (*GL #198, Englehart*).

After the Guardians left Oa (*GL #200, Englehart*), John joined Katma, Hal, Salakk, Arisia, Ch'p, and Kilowog in forming Earth's own Green Lantern Corps (*GLC #201, Englehart*). He and Katma were recently married (*GLC #212, Englehart*).

PSYCHOLOGY

John has a strong reputation as a "no-nonsense" hero. After he agreed to become a Green Lantern (and that took a bit of convincing) he has shown that he is only interested in helping people and doing his job. One of his earliest actions as Green Lantern was to reveal his secret identity to the world (*GL #188, Englehart*). John felt that a hero should not hide from the people he is sworn to protect and that he should be available whenever he is needed.

John also likes to bring his role as a hero down to the personal level. He likes to get to know the people who benefit from his actions. To him, helping an elderly woman in the Detroit slums to raise the rent money is just as important as combatting the latest cosmic disaster.

John still makes no bones about the fact that he is new to the Green Lantern Corps and the hero business in general. He has already been caught by surprise a number of times. While on a mission, he will usually defer to the judgment of more experienced heroes like Hal Jordan.

ROLE-PLAYING

While playing John, keep in mind the "no-nonsense" philosophy outlined previously. He is not interested in grabbing glory or attention with his heroics. He would rather move right along to consider the next threat.

Another little idiosyncrasy that often comes up in John's adventures is his over-protectiveness of his wife, Katma Tui. Katma has been a Green Lantern far longer than John has, yet

he still insists on shielding her from danger as much as possible. This often irritates her to no end.

Katma Tui

KATMA TUI sector 1417				
DEX: 10	STR: 3	BODY: 12(4)		
INT: 10	WILL: 23	MIND: 19		
INFL: 6	AURA: 6	SPIRIT: 4		
INITIATIVE: 26	HERO POINTS: 135			

SKILLS:

Charisma: 6, Scientist: 4

CONNECTIONS:

Green Lantern Corps of Earth
(high-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (Korugarian)



EQUIPMENT:

Power Ring				
DEX: 0	STR: 0	BODY: 23(4)		
INT: 10	WILL: 0	MIND: 0		
CHARGES: 15				
COST: 15,749 HPs+ \$ 131T				

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 23,
Invulnerability: 15, Life Sense: 40,
"Omni-Power": 11, Regeneration: 4,
Sealed Systems: 16, Skin
Armor: 10, Spirit Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: While Katma is wearing her Ring and it is fully charged, her BODY is 12, otherwise it is 4. While the Ring is worn, it has a BODY of 23, otherwise its BODY is 4.

Power Battery (Lantern)				
DEX: 0	STR: 0	BODY: 10		
INT: 0	WILL: 0	MIND: 0		
CHARGES: 40				
COST: 713 HPs+ \$ 11M				

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform				
DEX: 0	STR: 0	BODY: 10		
INT: 0	WILL: 0	MIND: 0		
CHARGES: 40				
COST: 128 HPs+ \$ 10K				

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #30

Katma is the Green Lantern from Korugar, Sinestro's homeworld. She was one of the first Corps members that Hal Jordan met.

BACKGROUND

Katma replaced the renegade Sinestro as the Green Lantern of sector 1417 after Sinestro was removed from the Corps. During her probationary period with the Corps, Katma almost resigned in order to settle down with her lover, Imi Kann, an outstanding Korugarian scientist. When the Guardians learned of her intentions, they sent in Earth's Green Lantern, Hal Jordan, who was able to successfully convince Katma that her loyalty to the Green Lantern Corps was stronger than her loyalty to her companion (*GL #30, Broome*).

Although their sectors lie many light years apart, Hal and Katma managed to meet many times over the years. When Katma discovered that the malevolent alien known as the Mocker had subjugated many members of the Green Lantern Corps and many of the Guardians, Hal was

the first Green Lantern to whom she turned for aid (*GL/GA #96, O'Neil*). Working together, the two Green Lanterns, along with Hal's friend Green Arrow, were able to defeat the Mocker. However, the alien managed to escape a short time later, forcing Katma to battle him once again (*GL/GA #107, Burkett*). Hal encountered Katma again when she helped him defeat Sinestro after the villain had established a new base of operations of Korugar (*GL #124, O'Neil*).

Katma has always been a very capable Ring-wielder. The Guardians were quite impressed with her prowess, often choosing her to undertake special assignments. One such assignment was the appointment of a strange new Green Lantern, Rot Lop Fan, in an area of space known as the "Obsidian Deep" (see *Other Green Lanterns* for details (*TGCA #3, Moore*)). Another was her appointment to train John Stewart to use the Power Ring shortly after Hal Jordan's resignation (*GL #187, Kupperberg*). For a time, Katma was furious with Hal for resigning from the Corps for the very reason he had convinced her not to, but after a while she forgave him (*GL #194, Englehart*).

While Katma was on Earth, she shared many adventures with Stewart, including run-ins with Sonar (*GL #189, Englehart*) and the Zamaron (*GL #192, Englehart*). While on these missions, the pair fell in love. After the Guardians' departure, Katma travelled to Earth with a number of other Green Lanterns in order to be close to John (*GLC #201, Englehart*). She and John were then married (*GLC #212, Englehart*).

Katma died at the hands of Star Sapphire (*Action Comics Weekly, #601, Owsley*).

PSYCHOLOGY

Katma is a very noble young woman. She is willing to make any sacrifice necessary to carry out her responsibilities as a Green Lantern. This fierce dedication to duty was partially inspired by the lesson that Hal Jordan taught her years ago, when she deserted her first lover for the Corps. It is also partially responsible for the particularly high esteem in which the Guardians hold her.

Katma can also be a very passionate individual. Her love for John Stewart is very strong, and it seems as

though there has always been someone in her life to whom she has had such a close attachment. She also tends to feel strong compassion toward those whom she is called upon to save.

Of all the Green Lanterns who have recently relocated on Earth, Katma seems to be the one that has had the most difficulty in adjusting to Earth customs. Although they are very similar in appearance, Korugarians and humans are quite different in outlook, and the two races have produced widely varying cultures. Very simple Earth customs, such as kissing, seem to have Katma baffled.

ROLE-PLAYING

Katma's unique psychology will have a direct impact on the game in two important ways. First, she will always exercise extreme caution in combat when there are innocent bystanders nearby (perhaps even to the point of being unreasonable). Her first concern is insuring the safety of innocent victims. Rarely will she take direct action against a menace until everyone in the vicinity is well out of harm's way. Second, play up Katma's bewilderment with 20th century Earth customs.

Arisa

ARISIA alias Cindy Simpson — sector 2815

DEX: 20	STR: 3	BODY: 12(4)
INT: 7	WILL: 20	MIND: 15
INFL: 7	AURA: 5	SPIRIT: 4
INITIATIVE: 34	HERO POINTS: 75	

SKILLS:

Artist (Fashion): 4, Charisma: 7

CONNECTIONS:

Green Lantern Corps of Earth
(high-level)

Fashion Industry (low-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Fashion artist

RACE: Alien (Graxan)

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 20(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 16,095 HPs+ \$ 127.5T		

POWERS:

Comprehend Languages: 20,

Flight: 40, Force Manipulation: 20,

Invulnerability: 15, Life Sense: 40,
"Omni-Power": 10, Regeneration: 4,
Sealed Systems: 16, Skin
Armor: 10, Spirit Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns

NOTE: While wearing the Ring, Arisia has a BODY of 12. otherwise her BODY is 4. While the Ring is worn, it has a BODY of 20, otherwise its BODY is 4.

Power Battery (Lantern)

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 713 HPs+ \$ 11M		

POWERS:

Invisibility: 15, Energy

Absorption: 19

Green Lantern Uniform

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 128 HPs+ \$ 10K		

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Tales of the Green Lantern Corps
#1

Arisia is one of the Corps' youngest members. Until recently she was a mere teenager, though by exercising the special powers of her Ring she was able to subconsciously transform herself into an adult to become Hal Jordan's new love interest.

BACKGROUND

The previous Green Lantern of sector 2815, who was Arisia's father, was ambushed and killed by the renegade Sinestro in the midst of a deadly hydrogen storm (*GL/GA #91, O'Neil*). After the storm cleared, the Guardians selected young Arisia IV to be his replacement.

Arisia's first major mission as a Green Lantern was the epic struggle with the extra-dimensional entity known as Nekron (*TGC #1-3,*

Barr/Wein). So great was the threat posed by Nekron that several Green Lanterns lost their lives in the conflict, and the Guardians even had to directly involve themselves in the struggle. During the battle, Arisia met Earth's Hal Jordan and developed quite a fondness for him. A short time later, Arisia ran into Hal once again, when she helped him prevent the planet Ungara from entering an ice age (*GL #149, Wolfman*).

After joining the Green Lanterns that travelled into Qward to stop Guy Gardner's ill-fated mission during the Crisis (*GL #198, Englehart*) and returning to Oa to witness the Guardians' departure, Arisia decided to relocate to Earth, where she could be close to Hal (*GLC #201, Englehart*).

PSYCHOLOGY

Although physically an adult woman, Arisia has maintained many of her child-like qualities. She is fun-loving, energetic, compassionate, and maintains a certain aura of innocence. She is the only alien Green Lantern on Earth to have adopted a secret identity because she thought it would be amusing.

Although child-like, Arisia is certainly not childish. She fully understands her responsibilities as a Green Lantern and is not one to shirk her duties. Although she is probably one of the youngest members in the Green Lantern Corps, she is still an amazingly effective Ring-wielder. Her youthful enthusiasm is perhaps her greatest asset, driving her past the point where most others would have given up and quit.

As stated previously, Arisia has a special devotion to Hal Jordan; her loyalty to him is matched only by her loyalty to the Green Lantern Corps itself.

ROLE-PLAYING

Arisia tries hard to prove her worth to her friends and teammates, although her insecurity is certainly unnecessary. Her age has always made her feel inferior; although she has physically transformed into an adult, she has still not managed to overcome these feelings. In combat, she will often attempt to take on the toughest menace in order to prove herself. Once she sets her mind to something, she will become relentless. Admitting failure is something she finds difficult to do.

Ch'p

CH'P sector 1014

DEX: 12	STR: 2	BODY: 12(3)
INT: 6	WILL: 20	MIND: 14
INFL: 6	AURA: 5	SPIRIT: 4
INITIATIVE: 24		HERO POINTS: 100

POWERS:

Shrinking: 3

SKILLS:

Acrobatics: 8, Charisma: 6

LIMITATIONS:

Miscellaneous: Shrinking power is automatically always on at the full 3 APs.



CONNECTIONS:

Doctor U'b'x (high-level)
Green Lantern Corps of Earth (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (H'lvénite)

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 20(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 16,095 HPs+ \$ 127.5T		

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 20,
Invulnerability: 15, Life Sense: 40,
"Omni-Power": 10, Regeneration: 4,
Sealed Systems: 16, Skin
Armor: 10, Spirit Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: While wearing the Ring, Ch'p has a BODY of 12, otherwise his BODY is 3. While worn, the Ring had a BODY of 20, otherwise its BODY is 4.

Power Battery (Lantern)

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 713 HPs+ \$ 11M		

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 128 HPs+ \$ 10K		

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #148

Ch'p is the "funny animal" chipmunk Green Lantern from the planet H'lvén. After his homeworld was rearranged during the Crisis on Infinite Earths, he decided to join the Green Lantern Corps of Earth.

BACKGROUND

When a strange band of warriors known as the Crabsters attacked the low-technology forest world of H'lvén, they managed to kill the local Green Lantern. For a replacement, the Guardians turned to Ch'p, a H'lvénite without fear. With the aid of his Power Ring, Ch'p managed to defeat the Crabsters and their diabolical leader, Dr. Ub'x, who would later go on to become his arch enemy (*GLC #203, Englehart*).

As Green Lantern, Ch'p began a very distinguished career. His adventures include a trip to the planet Berrith, a world inhabited by beings so foul that the Guardians were forced to quarantine them (*GL #148, Kupperberg*), and the pursuit and capture of a band of intergalactic assassins in a cantina of Lawrel Hardee XI (*GL #181, Kupperberg*). Ch'p has also had many run-ins with his H'lvnite foes Chick Fury, Battle Beaver, and the Mole Patrol (*GLC #203, Englehart*), as well.

Eventually, Dr. Ub'x discovered Ch'p's secret identity and struck out at him repeatedly through his H'lvnite girlfriend M'nn'e. Each time, however, Ch'p defeated the diabolical doctor. Just before the Crisis on Infinite Earths, Ch'p and M'nn'e were married. Unfortunately, when Ch'p returned to H'lvn after battling Guy Gardner alongside the rest of the Green Lantern Corps in Qward (*GL #198, Englehart*), he found that its history had been completely altered. The post-Crisis M'nn'e had never heard of Ch'p or a chipmunk Green Lantern (*GLC #203, Englehart*). Saddened, he decided to relocate to Earth to join Hal Jordan, John Stewart, Katma Tui, Salakk, Arisia, and Kilowog after the Guardians' departure (*GLC #201, Englehart*).

Amazingly enough, Dr. Ub'x managed to survive the Crisis with his own memories intact, and travelled to Earth to continue his war against Ch'p and his newfound friends. During this battle, however, Ub'x and Ch'p realized that they were the only two H'lvnites left that remembered H'lvn as it was. Without the other, either one of them would be completely alone. The two then became good friends, and Ub'x began experimenting with Earth's own woodland population in an attempt to give rise to a new race of intelligent chipmunks to keep them company.

After pursuing their friend Salakk into the far future of the Solar Council, Ch'p and Ub'x learned that the doctor's experiments would one day result in the B'rks, a race of intelligent chipmunks that would later attempt to take over the Earth (*GLC #214-215, Englehart*). Fortunately, Ch'p's fellow Green Lanterns

were able to find a peaceful solution to the conflict between the B'rks and the Solar Council, but not before Ch'p himself temporarily deserted the Corps for the B'rks in a moment of loneliness. After deserting his friends, Ch'p could no longer face them, so he left for the currently existing H'lvn to carve out a niche for himself (*GLC #215, Englehart*). Ub'x remained in the future to oversee his creations.

PSYCHOLOGY

Ch'p's appearance is deceiving. Under that cute and lovable exterior lies a fearless and determined warrior. In many ways, his character resembles that of the stereotypical hero, or a "funny animal" version of Hal Jordan. What makes Ch'p interesting is the contrast between his personality and his appearance. His deviations from the image of the "generic hero" are exactly what one would expect from a cartoony talking chipmunk; he is extremely energetic and fun-loving, he tends to approach problems with a flair for the ridiculous, and he has a hard time understanding the ways of the "biggies."

Ch'p's one flaw is that he is completely defenseless against loneliness. After discovering that his wife M'nn'e no longer remembered him in the post-Crisis universe, Ch'p was completely shattered. From that moment on, his life became a struggle to forget his previous existence and the H'lvn he left behind. So great was his pain that it induced him to betray his good friends in Earth's Green Lantern Corps. Oddly enough, before his betrayal Ch'p had become particularly close to Salakk, the Corps' resident loner and pessimist. Salakk, oddly enough, is the Green Lantern with the personality that lies the furthest apart from Ch'p's own.

ROLE-PLAYING

While using his Power Ring, Ch'p keeps his background firmly in mind. His usual mode of attack is to use his Power Ring to create a string of "energy-acorns" into his target, though he often calls upon such "cartoony" tactics as giant hammers and non-lethal dynamite.

Another idiosyncrasy is Ch'p's constant attempt to communicate with Earth's woodland population. He is accustomed to treating squirrels, rabbits, and chipmunks as equals; he often forgets that Earth's wood creatures are not intelligent.

Salakk

SALAKK *sector 1418*

DEX: 10	STR: 4	BODY: 12(5)
INT: 8	WILL: 20	MIND: 20
INFL: 7	AURA: 3	SPIRIT: 4
INITIATIVE: 25		HERO POINTS: 100

POWERS:

Extra Limb (x2): 4

CONNECTIONS:

Green Lantern Corps of Earth (high-level)

Solar Council (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (Slyggian)

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 20(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 16,095 HPs+ \$ 127.5T		

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 20,
Invulnerability: 15, Life Sense: 40,
"Omni-Power": 10, Regeneration: 4,
Sealed Systems: 16, Skin
Armor: 10, Spirit Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: While wearing the Ring, Salakk has a BODY of 12, otherwise his BODY is 5. While the Ring is worn, it has a BODY of 20, otherwise its BODY is 4.

Power Battery (Lantern)

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 713 HPs+ \$ 11M		

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #149

Salakk is the Corps' resident pessimist. With the possible exception of Kilowog, he has the most alien appearance of all the Earth Green Lanterns.

BACKGROUND

Little is known of Salakk of Slyggia. His pre-Crisis career as the Green Lantern of sector 1418 must have been quite distinguished, as he was frequently summoned to Oa for important special duties (*GL #148, Wolfman*, and *GL #172, Wein*, for instance). Also, it was Salakk whom the Guardians called upon to protect Katma Tui's space sector after she was assigned to train John Stewart on Earth (*GL #197, Englehart*).

Although he always operated alone in 1418, Salakk became quite lonely after the Guardians departed and most of the neighboring Green Lanterns relocated. This loneliness is what drove him to join several of his fellow Green Lanterns on Earth, although he would never admit as much (*GLC #201, Englehart*).

Despite his pessimism, Salakk has proven to be a valuable member of the Earth Green Lanterns. He played a key role in their battles against Doctor Polaris (*GLC #20, Englehart*), Doctor Ub'x (*GLC #203, Englehart*), and Baron Tyrano (*GLC #204, Englehart*). Salakk was a problem for his teammates, however, when, under the influence of Guy Gardner's Power Ring, his subconscious attacked them with killer "pink elephants" (*GLC #211, Englehart*).

Recently, Salakk was accidentally pulled into the future of the Solar Council and given Hal Jordan's old identity of Pol Manning, galactic explorer (see, *Chapter V: Locations, 58th Century* for details). After helping his fellow Green Lanterns settle the dispute between the B'rks, a race

of intelligent chipmunks that are the end product of Dr. Ub'x's experiments in the 20th century, and the Solar Council of the Earth, Salakk decided to remain in the future for a time with Iona Vane. Iona had been brainwashed into falling in love with the Pol Manning identity (*GLC #215, Englehart*).

PSYCHOLOGY

Salakk, like most Slyggians, likes to play the part of the loner. He will rarely, if ever, admit that anyone or anything is of any value to him. In his earliest appearances, Salakk displayed an extreme independence, even to the point of becoming antagonistic toward his fellow beings. Over the years, however, his attitude has tempered itself toward simple pessimism. Although the remaining Earth Green Lanterns could always count on Salakk to point out all the negative aspects of their latest strategies, they knew that deep down he really cared about them all.

What is most interesting about the above is that it is all a carefully played role. Salakk really does care about people (witness his recent actions in the 58th century), and cannot stand utter loneliness (this is why he joined the Earth Green Lantern Corps).

ROLE-PLAYING

Remember that Salakk has no sense of humor, and that he will always point out everything that could go wrong with anyone's plans or ideas. He will also try to spend as much time alone as possible, but he will almost always accept a friend's invitation for company (while complaining about the interruption all the while).

Kilowog

KILOWOG sector 674

DEX: 7 STR: 13 BODY: 15
INT: 11 WILL: 19 MIND: 16
INFL: 5 AURA: 4 SPIRIT: 4
INITIATIVE: 23 HERO POINTS: 75

POWERS:

Jumping: 5

SKILLS:

Charisma: 5, Gadgetry: 15, Scholar (genetics): 20, Scientist: 15

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Genetic scientist/Green Lantern

RACE: Alien (Bolovax Vikkian)

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 19(4)
INT: 10 WILL: 0 MIND: 0
CHARGES: 15
COST: 15,961 HPs+ \$ 126T

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 19,
Invulnerability: 15, Life Sense: 40,
"Omni-Power": 9, Regeneration: 4,
Sealed Systems: 16, Skin
Armor: 10, Spirit Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: While worn, Kilowog's Ring has a BODY of 19, otherwise its BODY is 4.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern Corps #201

Kilowog is certainly the largest of Earth's Green Lanterns. Interestingly enough, he is also the most intelligent and scientifically competent.

BACKGROUND

After his entire space sector was destroyed during the Crisis on Infinite Earths, Kilowog decided to

migrate to Earth to join a group of his fellow Green Lanterns (*GLC #201, Englehart*). Other than the fact that he was a genetic scientist, little is known of his pre-Crisis activities.

Kilowog has found the earthbound Green Lanterns very likable companions, but he has certainly had more than his share of troubles adapting to the Earth and its customs. The people of Bolovax Vik, his homeworld, are psychologically much simpler than the typical earthling.

So far, Kilowog has been trying hard to show the people of Earth how much more enjoyable their lives could be if they would only adopt a simpler, more regimented existence. His first efforts in this direction led to a brief foray into Soviet Russia (*GLC #208, Englehart*). At first, Kilowog believed that Soviet Communism was an ideal governmental system for the Earth, and one that all its people should adopt. After his Soviet "friends" betrayed him, however, he began his search anew. Since that time, he has been equally disappointed by a brief visit to Nicaragua, where he inspected the Central American version of Communism (*GLC #213, Englehart*). In both instances, he seemed to forget that earthlings often have complex hidden motivations unheard of on Bolovax Vik.

Recently, Kilowog revealed that his Power Ring had captured the life essences of all 16 billion inhabitants of Bolovax Vik when the planet exploded in the hopes that he could one day find a new world for his race to inhabit (*GLC #218, Englehart*). Working with his fellow Earth Green Lanterns and the Green Lanterns from the planet Klyminade, Kilowog constructed such a world, only to see it destroyed by Sinestro a short time after he placed his peoples' life energies upon it.

PSYCHOLOGY

Kilowog is a very intelligent but simple individual. He always chooses the most direct solution to a problem. For example, while Tawny Young, a reporter for a local Los Angeles television station, was hounding Earth's Green Lanterns, Kilowog took it upon himself to solve the problem. First, he asked her nicely to leave the Green Lantern Citadel. When she refused, he simply swatted her down and

physically threw her out of the Citadel (*GLC #206, Englehart*). Subtlety is certainly not his forte.

Kilowog's simple outlook goes a long way toward impairing his ability to deal with earthlings effectively. As noted previously, he has a hard time understanding what it is that motivates the typical human. Another manifestation of Kilowog's relative simplicity is that he is rather emotionally uncomplicated. Since coming to Earth, he has been amazingly subdued for someone whose entire region of space has been recently decimated.

ROLE-PLAYING

While in combat, Kilowog rarely resorts to his Power Ring. His strength and size are usually the only weapons he needs against the "poozers" he normally confronts. In Kilowog's old sector, the average villain used to come a little bit tougher.

Remember that Kilowog's simplicity often causes him to take actions that are seriously inappropriate on Earth.

Driq

DRIQ sector unknown (deceased)					
DEX:	7	STR:	3	BODY:	12(5)
INT:	7	WILL:	19	MIND:	19
INFL:	2	AURA:	2	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	90		

POWERS:

Invulnerability: 10,
Regeneration: 8

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (Criqian)

EQUIPMENT:

Power Ring					
DEX:	0	STR:	0	BODY:	19(4)
INT:	10	WILL:	0	MIND:	0
CHARGES:	15				
COST:	15,961 HPs+	\$	130T		

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 19,
Invulnerability: 15, Life Sense: 40,
"Omni-Power:" 9, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 22 when worn, and a BODY of 4 otherwise. When the Ring is worn, Driq's BODY is 12, otherwise it is 5.

Power Battery (Lantern)					
DEX:	0	STR:	0	BODY:	10
INT:	0	WILL:	0	MIND:	0
CHARGES:	40				
COST:	713 HPs+	\$	11M		

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform					
DEX:	0	STR:	0	BODY:	10
INT:	0	WILL:	0	MIND:	0
CHARGES:	40				
COST:	128 HPs+	\$	10K		

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern Corps #217

BACKGROUND

After the Guardians' departure, Driq of Criq joined a group of Green Lanterns on the planet Klyminade. Driq and his fellow Lanterns from Klyminade recently teamed up with members of Earth's Green Lantern Corps to combat Sinestro and Sector 3600 (*GLC #217, Englehart*), a battle in which Driq played a crucial role. He was slain by Sinestro, and his Power Ring refused to let the life energy pass out of his body.

After this crisis was over and Sinestro was returned to Oa for trial, Driq joined the Green Lanterns of Earth. However, when Sinestro was sentenced to death and executed, Driq completely ceased to be upon the demise of the Central Power Battery and Oa (*GLC #223, Englehart*).

PSYCHOLOGY

After Driq "died," he didn't do a whole lot of thinking. Driq was motivated solely by the simplistic emotions he had managed to maintain and by his duties as a Green Lantern.

ROLE-PLAYING

The effects of Driq's condition after his "death" make him an interesting character and can add levity to an adventure. For example, his vocabulary had been limited to unintelligible attempts at speech such as "Fnorkh!" and "Blaaaaghh!"; his charging oath was "Pluphh!"

Abin Sur

ABIN SUR *sector 2814 (deceased)*

DEX: 10	STR: 3	BODY: 12(4)
INT: 9	WILL: 20	MIND: 15
INFL: 6	AURA: 7	SPIRIT: 5
INITIATIVE: 25		HERO POINTS: 120

POWERS:

Telepathy: 11

SKILLS:

Charisma: 6, Scholar (history): 7, Vehicles: 4

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: History Professor

RACE: Alien (Ungaran)

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 20(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 16,095 HPs+ \$ 131.5T		

POWERS:

Comprehend Languages: 20, Flight: 40, Force Manipulation: 20, Invulnerability: 15, Life Sense: 40, "Omni-Power": 10, Recall: 8, Regeneration: 4, Sealed Systems: 16, Skin Armor: 10, Spirit Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The power Ring has a BODY of 20 when worn, and a BODY of 4 when it is not worn. While wearing the Ring, Abin's BODY is 12, otherwise it is 4.

Power Battery (Lantern)

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 713 HPs+ \$ 11M		

POWERS:

Invisibility: 15, Energy Absorption: 19

Green Lantern Uniform

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 128 HPs+ \$ 10K		

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Showcase #22

Abin Sur was Hal Jordan's predecessor as Green Lantern in space sector 2814 (*Sh #22, Broome*). He suffered fatal injuries when his starship crashlanded on the Earth and died shortly after passing on his Power Ring. After Abin Sur's death, Hal used the power of the Ring to bury Abin Sur's body and the wreckage of his spacecraft beneath the Sierra Madre mountains. Over the years, Hal would visit his predecessor's gravesite regularly to pay his respect (*GL #194, Englehart*, for example).

Very few of Abin Sur's adventures as Green Lantern have been recorded. It is known, for example, that he captured the Earth criminal Al Magone and brought him to the Guardians' prison planet (*GL #55, Broome*), and that he captured the diminutive wizard Myrwhydden and imprisoned him within his Power Ring (*GL #26, Broome*). It has also been noted that Abin Sur's fatal crashlanding upon the Earth was not his first crashlanding. He had also crashed on the planet in the year 1873, when he lent his Power Ring to a western sheriff named Daniel Young and appoint him as a temporary Green Lantern (*GL #149, Kupperberg*).

Abin Sur's greatest failure as a Green Lantern occurred when he was forced to visit the dismal world of Ysmault, the former core of the evil "Empire of Tears." There he allowed an imprisoned demon to shake his confidence and plant the doubt in his

mind which would eventually cause Abin's death (*TGCA #2, Moore*).

Hal Jordan visited Abin Sur's home-world Ungara twice. During his first visit, he prevented a comet from colliding with the planet and erected a monument to his predecessor (*GL/GA #107, Rozakis*). The second time, Hal and Arisia prevented Ungara from entering into an ice age (*GL #149, Wolfman*).

Tomar Re

TOMAR RE *sector 2813 (deceased)*

DEX: 10	STR: 3	BODY: 12(4)
INT: 8	WILL: 23	MIND: 20
INFL: 5	AURA: 6	SPIRIT: 5
INITIATIVE: 23		HERO POINTS: 150

POWERS:

Flight: 6

SKILLS:

Charisma: 5

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (Xudaran)

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 23(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 16,469 HPs+ \$ 135T		

POWERS:

Comprehend Languages: 20, Flight: 40, Force Manipulation: 23, Invulnerability: 15, Life Sense: 40, "Omni-Power": 11, Recall: 8, Regeneration: 4, Sealed Systems: 16, Skin Armor: 10, Spirit Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 20 when worn, and a BODY of 4 when it is not worn. While wearing the Ring, Abin's BODY is 12, otherwise it is 4.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
 Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #6

Hal Jordan met Tomar Re, Green Lantern of the immediately adjacent sector 2815, very early in Hal's career and the pair became good friends (*GL #6, Broome*). Once, Hal even visited Tomar on his homeworld Xudar, a planet dominated by bird life, and the two Green Lanterns teamed up to defeat the evil Atomic Changeling (*GL #38, Broome*).

Years later, Tomar was appointed to the Green Lantern Corps Honor Guard for his many years of fine service (*TGC #1, Barr/Wein*). Tragically,

he was slain a few years later while leading the Green Lantern Corps into Qward during the Crisis to stop Guy Gardner's ill-fated mission (*GL #198, Englehart*). Just before he died, Tomar passed his own Power Ring on to John Stewart so that Hal could resume his original status and become a Green Lantern once again.

Superman's homeworld of Krypton was in Tomar's sector. Halting its destruction was one of his few failures as Green Lantern (*GL #178, Wein*).

Xax

XAX sector unknown

DEX: 11 STR: 1 BODY: 12(1)
 INT: 7 WILL: 18 MIND: 16
 INFL: 6 AURA: 5 SPIRIT: 4
 INITIATIVE: 24 HERO POINTS: 110

POWERS:

Jumping: 3, Shrinking: 6

SKILLS:

Charisma: 5

LIMITATIONS:

Miscellaneous: Shrinking power is always on at the full 6 APs.

Miscellaneous: No manipulatory appendages.

MOTIVATION: Responsibility of Power
WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (Xaosian)

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 18(4)
 INT: 10 WILL: 0 MIND: 0
 CHARGES: 15
 COST: 15,931 HPs+ \$ 129T

POWERS:

Comprehend Languages: 20,
 Flight: 40, Force Manipulation: 18,
 Invulnerability: 15, Life Sense: 40,
 "Omni-Power:" 9, Recall: 8,
 Regeneration: 4, Sealed
 Systems: 16, Skin Armor: 10, Spirit
 Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 18 when worn, and a BODY of 4 otherwise. While wearing the Ring, Xax's BODY is 12, otherwise it is 1.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
 Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #9

Xax is an intelligent grasshopper from Xaos, a world dominated by insect life forms. He is a good friend of both Hal Jordan and Katma Tui, and he knew Tomar Re as well. In his only solo case detailed over the years, Xax battled the forces of the Spider Guild (*GL #189, Klein*).



Stel

STEL sector unknown

DEX: 8 STR: 10 BODY: 12(10)
INT: 7 WILL: 18 MIND: 14
INFL: 3 AURA: 4 SPIRIT: 14
INITIATIVE: 18 HERO POINTS: 90

SKILLS:

Gadgetry: 16, Scientist: 16

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Artificial Life (Grendan)

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 18(4)
INT: 10 WILL: 0 MIND: 0
CHARGES: 15
COST: 15,931 HPs+ \$ 129T

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 18,
Invulnerability: 15, Life Sense: 40,
"Omni-Power": 8, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 18 when worn, and a BODY of 4 otherwise. While wearing the Ring, Stel's BODY is 12, otherwise it is 10.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
Absorption: 19



Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects against the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #11

Stel is the Green Lantern from Grenda, a world inhabited by mechanical life. He was destroyed during the war against Nekron and Krona (*TGC #2, Barr/Wein*), but his successor used the Ring's power to have him reassembled in order to combat an alien invasion (*GL #183, Cavalieri*).

Medphyll

MEDPHYLL sector unknown

DEX: 10 STR: 4 BODY: 12(4)
INT: 7 WILL: 17 MIND: 12
INFL: 4 AURA: 5 SPIRIT: 4
INITIATIVE: 21 HERO POINTS: 90

POWERS:

Solar Sustenance: 13

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Green Lantern

RACE: Alien

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 17(4)
INT: 10 WILL: 0 MIND: 0
CHARGES: 15
COST: 15,849 HPs+ \$ 127.5T

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 17,
Invulnerability: 15, Life Sense: 40,
"Omni-Power": 8, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 22 when worn, and a BODY of 4 otherwise. While wearing the Ring, Medphyll's BODY is 12, otherwise it is 4.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 713 HPs+ \$ 11M



POWERS:
Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #11

Medphyll is from J586, a planet upon which the roles of plants and animals have been reversed. Among his adventures as Green Lantern is an encounter with space pirates on the planet Cyr (*GL #154, Kupperberg*).

Recently, Medphyll and J586 received a visit from Earth's Swamp Thing (*ST #61, Moore*).

Charlie Vickers

CHARLIE VICKERS sector 3319

DEX: 8 STR: 3 BODY: 12(4)
INT: 7 WILL: 16 MIND: 10
INFL: 4 AURA: 3 SPIRIT: 3
INITIATIVE: 19 HERO POINTS: 75

SKILLS:

Artist/Actor: 3, Charisma: 3

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Actor/Green Lantern

RACE: Human

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 16(4)
INT: 10 WILL: 0 MIND: 0
CHARGES: 15
COST: 15,779 HPs+ \$ 126.5T

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 16,
Invulnerability: 15, Life Sense: 40,
"Omni-Power:" 8, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 16 when worn, and a BODY of 4 otherwise. While wearing the Ring, Charlie's BODY is 12, otherwise it is 4.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #55

Charlie Vickers is an actor who portrayed Green Lantern in a television series on Earth. After Charlie's brother was killed on the set one day while filling in for Charlie, Charlie teamed up with Hal Jordan, the "real"

Green Lantern, and Hal's friend Tomar Re to track the murderers back to the Guardians' prison planet (*GL #55, Broome*). While battling on the prison planet, Hal was forced to appoint Charlie as a temporary Green Lantern. Charlie functioned so well during this brief stint as a Green Lantern that the Guardians officially inducted him and assigned him to space sector 3319 (*GL #56, Broome*).

Charlie has had second thoughts about his role as a Green Lantern. None of the aliens in his sector resembles humans enough for him to relate to them (*GL #157-158, Kupperberg*).

Arkkis Chummuck

ARKKIS CHUMMUCK sector unknown

DEX: 22 STR: 6 BODY: 12(6)
INT: 7 WILL: 19 MIND: 16
INFL: 7 AURA: 5 SPIRIT: 4
INITIATIVE: 36 HERO POINTS: 75

POWERS:

Analytic Smell/Tracking Scent: 7,
Claws: 7

SKILLS:

Military Science: 3, Weaponry: 3

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 19(4)
INT: 10 WILL: 0 MIND: 0
CHARGES: 15
COST: 15,961 HPs+ \$ 126T

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 19,
Invulnerability: 15, Life Sense: 40,
"Omni-Power:" 9, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 19 when worn, and a BODY of 4 otherwise. While wearing the Ring, Arkkis' BODY is 12, otherwise it is 4.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #130

Members of Arkkis' race are natural born warriors. They have been locked in a struggle against the bird-like Xanshi, another warrior race, for many years. The previous owner of Arkkis' Power Ring was a Xanshi, and Arkkis acquired the Ring after killing its former master in battle. He was accused of murder for this action, but a trial on Oa revealed that the Xanshi gave Arkkis the Ring voluntarily and justly (*GL #131, Toomey*).

Arkkis is completely honor-bound. He follows a warrior's code much like that of the samurai of Earth. The members of his race consume the corpses of those whom they kill in combat in order to give honor to their deaths (*GL #130, Toomey*).

Eddore

EDDORE sector 1419 (deceased)

DEX: 15 STR: 0 BODY: 12(6)
INT: 7 WILL: 20 MIND: 16
INFL: 3 AURA: 4 SPIRIT: 5
INITIATIVE: 25 HERO POINTS: 90

POWERS:

Fluid Form: 7, Sealed Systems: 20

LIMITATIONS:

Miscellaneous: Fluid Form is always on.

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (Trontian)

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 20(4)
INT: 10 WILL: 0 MIND: 0
CHARGES: 15
COST: 15,360 HPs+ \$ 131.5T

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 20,
Invulnerability: 15, Life Sense: 40,
"Omni-Power:" 10, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 20 when worn, and a BODY of 4 otherwise. While wearing the Ring, Eddore's BODY is 12, otherwise it is 6.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Tales of the Green Lantern Corps #1

Eddore is the amorphous Green Lantern from the world of Tront. He knew Hal Jordan's predecessor Abin Sur, and he played a major role in the battle against Nekron and Krona (*TGC #1-3, Barr/Wein*).

While the Guardians tested Hal Jordan during his exile, Eddore was one of the Green Lanterns they called on for aid (*GL #166-169, Cavalieri*). He lost his life during the battle in Qward (*GL #197, Englehart*).

Kryssma

K'RYSSMA sector unknown

DEX: 20 STR: 3 BODY: 12(4)
INT: 9 WILL: 23 MIND: 20
INFL: 8 AURA: 7 SPIRIT: 5
INITIATIVE: 37 HERO POINTS: 150

POWERS:

Charisma: 8, Stretching: 2

LIMITATIONS:

Power Limitation: Stretching power only applies to her living hair. Kryssma's hair can grapple a target up to 2 APs away with an AV equal to her DEX and a STR of 7.

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (Etrean)

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 23(4)
INT: 10 WILL: 0 MIND: 0
CHARGES: 15
COST: 15,749 HPs+ \$ 131T

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 23,
Invulnerability: 15, Life Sense: 40,
"Omni-Power:" 11, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 23 when worn, and a BODY of 4 otherwise. While wearing the Ring, Kryssma's BODY is 12, otherwise it is 4.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
 Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Tales of the Green Lantern Corps #1

K'ryssma of Etreia is one of the most distinguished Green Lanterns of all time. She was a member of the Green Lantern Corps Honor Guard (TGC #1, Barr/Wein). She had resided on the planet Maltus, where she was responsible for protecting Appa Ali Apsa (GLC #205, Englehart), before the death of Sinestro and the resulting demise of the Power Battery on Oa (GLC #223, Englehart). K'ryssma is now back in a cocoon.

Apros

APROS *sector unknown*

DEX: 7 STR: 0 BODY: 12(5)
 INT: 10 WILL: 23 MIND: 18
 INFL: 5 AURA: 5 SPIRIT: 4
 INITIATIVE: 22 HERO POINTS: 150

POWERS:

Mind Blast: 15, Mind Probe: 15,
 Telepathy: 15

LIMITATIONS:

Miscellaneous: No manipulatory appendages.

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (-7PI)

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 23(4)
 INT: 10 WILL: 0 MIND: 0
 CHARGES: 15
 COST: 16,469 HPs+ \$ 13.5T

POWERS:

Comprehend Languages: 20,
 Flight: 40, Force Manipulation: 23,
 Invulnerability: 15, Life Sense: 40,
 "Omni-Power:" 11, Recall: 8,
 Regeneration: 4, Sealed
 Systems: 16, Skin Armor: 10, Spirit
 Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 23 when worn, and a BODY of 4 otherwise. While wearing the Ring, Apros' BODY is 12, otherwise it is 5.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
 Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Tales of the Green Lantern Corps #1

Apros resembles a giant sentient pumpkin. Like K'ryssma, he is one of the two remaining Green Lantern Corps Honor Guards. He currently resides on Maltus with Appa Ali Apsa (GLC #205, Englehart).

Mogo

MOGO *sector unknown*

DEX: 0 STR: 150 BODY: 150
 INT: 9 WILL: 15 MIND: 40
 INFL: 2 AURA: 2 SPIRIT: 40
 INITIATIVE: 11 HERO POINTS: 90

POWERS:

Density Increase: 50, Gravity
 Increase: 15, Growth: 45

LIMITATIONS:

Miscellaneous: All powers are always on at their full AP value.

Miscellaneous: No manipulatory appendages.

MOTIVATION: Responsibility of Power

WEALTH: Struggling or Billionaire, depending on how you look at it.

JOB: Green Lantern

RACE: Alien

EQUIPMENT:

Power Ring

DEX: 0 STR: 0 BODY: 15(4)
 INT: 10 WILL: 0 MIND: 0
 CHARGES: 15
 COST: 15,687 HPs+ \$ 125T

POWERS:

Comprehend Languages: 20,
 Flight: 40, Force Manipulation: 15,
 Invulnerability: 15, Life Sense: 40,
 "Omni-Power:" 7, Recall: 8,
 Regeneration: 4, Sealed
 Systems: 16, Skin Armor: 10, Spirit
 Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 15 when worn, and a BODY of 4 otherwise.

Power Battery (Lantern)

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 713 HPs+ \$ 11M

POWERS:

Invisibility: 15, Energy
 Absorption: 19

Green Lantern Uniform

DEX: 0 STR: 0 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 128 HPs+ \$ 10K

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern #188

Mogo is a giant intelligent planet. He finds it rather difficult to make many of the regular Corps meetings

(GL #188, Moore). The Guardians do not call upon him to perform covert missions very often.

One of the demons from the "Empire of Tears" predicted that Mogo would be the last of the Green Lanterns to perish when a "blink-bomb" is exploded at his core (TGCA #2, Moore).

Flodo Span

FLODO SPAN sector unknown (deceased)

DEX: 10	STR: 3	BODY: 12(6)
INT: 7	WILL: 20	MIND: 16
INFL: 6	AURA: 6	SPIRIT: 4
INITIATIVE: 23	HERO POINTS: 100	

POWERS:

Fluid Form: 3

SKILLS:

Charisma: 5

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (Inner Tasnian)

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 20(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 16,095 HPs+ \$ 131.5T		

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 20,
Invulnerability: 15, Life Sense: 40,
"Omni-Power:" 10, Recall: 8, Regen-
eration: 4, Sealed Systems: 16,
Skin Armor: 10, Spirit Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 20 when worn, and a BODY of 4 otherwise. When the Ring is worn, Flodo's BODY is 12, otherwise it is 6.

Power Battery (Lantern)

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 713 HPs+ \$ 11M		

POWERS:

Invisibility: 15, Energy

Absorption: 19

Green Lantern Uniform

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 128 HPs+ \$ 10K		

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern Corps #217

Flodo Span seems to have been one of the most respected members of the Green Lantern Corps of Klyminade. An abstract life form, he had no real physical body. His Power Ring simply generated one for him so that he can move (GLC #218, Englehart).

Flodo is one of the few Green Lanterns of Klyminade to have survived Sinestro's attack upon that world (GLC #217, Englehart). He participated in the battle against Sinestro and Sector 3600 with the Green Lanterns of Earth.

Flodo Span died after the execution of Sinestro and the dissipation of the Central Power Battery.

Olapet

OLAPET sector unknown

DEX: 9	STR: 6	BODY: 12(3)
INT: 8	WILL: 20	MIND: 16
INFL: 4	AURA: 5	SPIRIT: 5
INITIATIVE: 21	HERO POINTS: 90	

POWERS:

Solar Sustenance: 15

SKILLS:

Charisma: 4

LIMITATIONS:

Miscellaneous: No manipulatory appendages.

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Green Lantern

RACE: Alien (Southern Goldstaran)

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 20(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 16,095 HPs+ \$ 131.5T		

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 20,
Invulnerability: 15, Life Sense: 40,
"Omni-Power:" 10, Recall: 8,
Regeneration: 4, Sealed
Systems: 16, Skin Armor: 10, Spirit
Travel: 50

LIMITATIONS:

Miscellaneous: The Ring is ineffective against the color yellow.

Miscellaneous: The Ring's Life Sense power is only usable to detect other Green Lanterns.

NOTE: The Power Ring has a BODY of 22 when worn, and a BODY of 4 otherwise. When the Ring is worn, Olapet's BODY is 12, otherwise it is 3.

Power Battery (Lantern)

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 713 HPs+ \$ 11M		

POWERS:

Invisibility: 15, Energy
Absorption: 19

Green Lantern Uniform

DEX: 0	STR: 0	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 40		
COST: 128 HPs+ \$ 10K		

LIMITATIONS:

Miscellaneous: BODY of suit only protects the wearer from extreme heat and cold.

FIRST APPEARANCE:

Green Lantern Corps #217

Olapet is another Green Lantern from Klyminade. She resembles a giant rooted vegetable. Actually, the current Olapet is the 23rd Green Lantern to go by that name. Olapet always carries a small pouch in which her successor is already germinating. When the current Olapet is killed, the Power Ring is passed on to this successor, who will then plant a seed in the pouch to grow the next Olapet, and so forth (GLC #218, Englehart).

Olapet, along with Driq and Flodo Span, is one of the few survivors of Sinestro's attack on Klyminade. She and her friends recently teamed up with Earth's Green Lantern Corps to avenge their comrades.



Other GREEN LANTERNS

Space considerations and a lack of detailed information prevent presentation of full game statistics for each and every Green Lantern who has appeared in the comics. Below, however, are some brief descriptions of several others that have been mentioned over the years:

Chaselon (sector 1416) of Barrio III (GL #9, Broome): a many-faceted, spherical crystal approximately two feet in diameter, with snake-like arms and legs. Chaselon is said to possess 13 separate senses.

Davo Yull of Pharma (GL #50, Broome): a blue humanoid with a "mohawk" hairstyle. Davo was reported deceased in GL #55, Broome.

Chogar of Tyrea (GL #55, Broome): another of the Green Lanterns reported dead in GL #55. Chogar was never seen.

Zborra of Python IV (GL #55, Broome): a green-skinned, snake-like creature. Like Earth lizards, Zborra's limbs will grow back if snapped off. He speaks the Neek-Neek dialect (GL #97, O'Neil).

Malet Dasim (GL #130, Toomey): a giant red pear-shaped being with snake-like limbs. Malet was one of Arkkis Chummuck's chief accusers during his trial (see *Arkkis Chummuck*). After Arkkis was found innocent, Malet was assigned to train him (GL #130, Toomey).

Gk'd of Fp'y (TGLC #1, Barr/Wein): a humanoid with a pink mushroom-shaped head and large ears. Gk'd participated in the war against Nekron (TGLC #1-3, Barr/Wein).

Skyrd of Multu (TGLC #1, Barr/Wein): a large, multi-legged insectoid. Skyrd was injured when the central power battery exploded on Oa during the war against Nekron and Krona (TGC #1, Barr/Wein).

Brokk of Cygnus (TGLC #1, Barr/Wein): a large white crystalline being. Brokk was also injured when the central battery exploded during the war against Nekron and Krona (TGC #1, Barr/Wein).

Spak-drom of Xerses (TGLC #1, Barr/Wein): a pink, bald humanoid, with four arms and four horns. Spak was killed when the central power battery exploded on Oa (TGLC #1, Barr/Wein).

Galius-Zed (TGLC #1, Barr/Wein): a squat, pink creature with three stubby legs and two short arms. Galius participated in the war against Nekron (TGLC #1-3). He is said to possess a rather noble character (*WhW* #9). Galius helped the Guardians "test" Hal Jordan (GL #166-169, *Cavalieri*).

M'Dahna (TGC #3, Barr/Wein): resembles a large orange and brown manta ray. He fought in the war against Nekron.

Quarzz Teranh of Triak (GL #151, Kupperberg): a stocky yellow humanoid. The natives of Triak are said to be very peaceful. Quarzz died while sealing a black hole (GL #151, Kupperberg).

Qhr'll (GL #151, Kupperberg): a long-eared red humanoid. He was one of the two Green Lanterns that discovered Quarzz Teranh dead (GL #151, Kupperberg).

Xylpth (GL #151, Kupperberg): a balding blue humanoid. Along with Qhr'll, Xylpth discovered Quarzz Teranh dead (GL #151, Kupperberg).

Jeryll of Glirell (GL #152, Kupperberg): a young, white-haired female. An inhabitant of a pacifist world, Jeryll was forced to learn how to fight as Green Lantern in order to protect her people from Drellite slavers (GL #152-153, Kupperberg).

Dalor (sector 2813) of Timron (GL #154, Barr): a pink humanoid with yellow eyes. Dalor took over sector 2813 after Tomar Re entered the Honor Guard. Hal discovered that Dalor was receiving rewards for his services as Green Lantern and informed the Guardians, who subjected him

to the "Trial of Endurance." Hal later discovered that always accepting payment for services rendered was a traditional custom of the Timronians. With Hal's help, Dalor survived the trial and the two Green Lanterns became friends. Dalor is married with children (*GL #154-155, Barr*).

Tuebeen (*GL #155, Kupperberg*): a humanoid with crystalline skin. Tuebeen went undercover as a clown for a time to catch a saboteur in "Bxyl Tjyl's Pan-Galactian Travelling Circus and Side Show" (*GL #155, Kupperberg*). He has no sense of humor.

Wylxa (sector 6) of Portworld (*GL #156, Kupperberg*): a humanoid with bushy white hair. Wylxa is over 12,000 years old. His home planet, Portworld, is the busiest spaceport in the cosmos. For years, Wylxa wanted to retire from the Corps in favor of his chosen successor, a boy named Tahr (*GL #156, Kupperberg*). He perished during the war in Qward (*GL #199, Englehart*) and received his wish.

Harvid (*GL #161, Snyder*): a red humanoid with white hair. Harvid was forced into retirement by the Guardians because of his age, though he has kept his Ring and Power Battery. He now inhabits a beautiful garden world (*GL #161, Snyder*).

Liana of M'elu (*GL #162, Busiek*): an orangish cat-like humanoid with red hair. Liana was stripped of her Ring for violating the code (*GL #162, Busiek*). By saving the lives of the people on a planet, she ended up altering that planet's culture.

Deeter (*GL #162, Klein*): a humanoid with orangish skin and dark eyes. Deeter inhabits a primitive "sword-and-sorcery" planet. When he was young, he was apprenticed to an older Green Lantern of the same race (*GL #162, Klein*). After he reached manhood he took over as Green Lantern (*GL #171, Klein*). Deeter is married, and he and his wife have a pet dragon.

Hollika Rahn of Rhoon (*GL #163, Klein*): a pink female humanoid with a single crest of hair. Hollika has only recently become a Green Lantern, and she is unaware of the Guardians and the rest of the Corps. She disguises the effects of her Power Ring as magic (*GL #163, Klein*).

Krista (*GL #166, Cavalieri*): a young brown-haired female. Krista is one of the Corps' newest members. She helped the Guardians "test" Hal Jordan (*GL #166-169, Cavalieri*). Krista contemplated resignation after seeing the way Hal was treated (*GL #170, Sohn*).

Kaylark of D'xe (*GL #166, Cavalieri*): a young woman with long dark hair. Kaylark is another Green Lantern who helped "test" Hal Jordan (*GL #166-169*).

Brin (*GL #167, Klein*): a horse. After Brin retired, the Guardians selected his robot, Teacher, to become Green Lantern (*GL #167, Klein*).

Lysandra (sector 47) of Zinthia (*GL #169, Harris*): a gray-skinned human female with long red hair. Lysandra received special dispensation from the Guardians to patrol only Zinthia, as her religion prohibits her from ever leaving the planet. The rest of sector 47 is patrolled by Spol of Cyc (*GL #168-169, Harris*).

Droxelle (*GL #169, Cavalieri*): a blue woman with white hair. Another of the Green Lantern's involved in "testing" Hal Jordan during his exile (*GL #166-169, Cavalieri*).

Meadlux (*GL #169, Cavalieri*): a bald blue woman with dark round glasses. Yet another Green Lantern who "tested" Hal Jordan.

Symon Terrynce (*GL #169, Cavalieri*): a white-skinned, blue-haired humanoid. He also "tested" Hal Jordan.

Lodar Monak (sector 1132) of Arden (*GL #170, Sohn*): an orange-skinned reptilian humanoid. Lodar died during an invasion by the Zng and passed his Power Ring on to his son, Meeno (*GL #170, Sohn*).

Meeno Monak (sector 1132) of Arden (*GL #170, Sohn*): (see *Lodar Monak* above). Meeno died fighting off the same alien invasion and passed the Ring on to Korhalem, one of the Zng (*GL #170, Sohn*).

Kwo Varrikk (*GL #177, Wein*): an orange humanoid with an elongated head. Kwo was asked to retire by the Guardians (*GL #177, Wein*).

KT21 of Jerome (*GL #187, Baron*): an older woman with long white hair. KT21 is a mother and housewife (*GL #187, Baron*).

Leezle Pon (*GL #188, Moore*): a superintelligent smallpox virus. Leezle is undoubtedly one of the most bizarre members of the Corps.

Okrtyz RRR (*GL #188, Moore*): Okrtyz has no physical form. He is simply a complex mathematical progression that can only be perceived by the Guardians.

Ghrelk (sector 69) of Naktos (*TGCA #2, Kupperberg*): an elderly blue humanoid. When Ghrelk became too old to wield the Ring effectively, he passed it on to his friend Varix (*TGCA #2, Kupperberg*).

Sodom Yat of Daxam (*TGCA #2, Moore*): One of the demons from the "Empire of Tears" predicted that Daxam, homeworld of Mon-El of the Legion of Super-heroes, would one day give rise to Sodom Yat, "the ultimate Green Lantern" (*TGCA #2, Moore*).

Rot Lop Fan (*TGCA #3, Moore*): a roughly humanoid "frog creature." Rot Lop's race is totally blind. He was inducted into the Green Lantern Corps by Katma Tui. Since no word for "Lantern" exists in his language, Rot Lop perceives himself as a member of the "F-Sharp Bell Corps" (he is able to perceive sound) (*TGCA #3, Moore*).

Shingo-Wol (*TGCA #3, Carlin*): a violet-colored, bald humanoid. Shingo perished during an alien invasion (*TGCA #3, Carlin*).

Ahtier of Glazzonio (*TGCA #3, Brunning*): a purplish, lizard-like female humanoid. Ahtier's Power Ring selected a member of one of her race's ancient enemies, as she knew that she would die giving birth. Ahtier's successor acquired her child as well as her Power Ring.

[UNPRONOUNCEABLE] (*TGCA #3, Byrne*): a thin red humanoid with an elongated head. This Green Lantern merged with a huge cluster of fluffy balls, which functions as a collective entity. Each of the balls now carries some of this Lantern's green energy (*TGCA #3, Byrne*).

CHAPTER III:

Friends

Over the years, the Lanterns have acquired quite a sizable supporting cast. People like Carol Ferris, Tom Kalmaku, Green Arrow, Black Canary, and Kari Limbo are certainly as much a part of the Green Lantern saga as Hal Jordan, Guy Gardner, and John Stewart.

This chapter contains relevant information for some of the Lanterns' more prominent friends. The amount of detail in the description of an individual character is a reflection of that character's importance with the Green Lantern stories published over the years. The more prominent the character, the more detailed the description.

Carol Ferris

CAROL FERRIS

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	10		

SKILLS:

Scholar (Business): 2,
Vehicles/Air, Land: 2

WEALTH: Multi-millionaire

JOB:

Corporate Director of
Ferris Aircraft Corp.

RACE: Human

FIRST APPEARANCE:

Showcase #22

Carol was Hal Jordan's girlfriend for many years and is one of the most important elements in his saga. She also happens to be the villain Star Sapphire in a strange alter-ego (see *Chapter IV: Enemies*).

BACKGROUND

Carol is the daughter of Carl Ferris, the founder and owner of the Ferris Aircraft Corp. (*Sh #22, Broome*).

After having firmly established the corporation and guaranteeing its solvency, Carl placed Ferris Air under Carol's management so that he would have the time to indulge his passion for travel. In these early years, Carol performed her corporate duties admirably, and Ferris continued to prosper and expand.

Just before assuming the mantle of corporate head, Carol began a flirting relationship with Hal Jordan, Ferris' ace test pilot. Unknown to Carol, Hal was also the Emerald Gladiator known as the Green Lantern. Ferris was the frequent target of saboteurs, foreign espionage agents, and international criminals. In his heroic persona, Hal was often called upon to remove these menaces, leading the news media to recognize him as the Ferris Corporation's unofficial guardian. Because he spent so much time around Ferris' Coast City base of operations, Carol had soon developed a crush on the Green Lantern. Hal was now in the unique position of competing with himself for her love.

The Hal Jordan/Carol Ferris/Green Lantern "soap opera" was one of the staples of the early Green Lantern adventures. Hal wanted to marry Carol, but he insisted upon winning her in his own identity. Carol had affection for Hal, but was naturally smitten by the Lantern's powers and celebrity status. Hal could not spend as much time with Carol as he wished because of his responsibilities as Green Lantern. Carol would become upset with Hal because he was ignoring her, etc.

Eventually, Carol turned her back on both Hal Jordan and Green Lantern and decided to marry a man named Jason Belmore (*GL #49, Broome*). This revelation shocked Hal, who promptly left Coast City to find himself and sell insurance.

On the eve of her wedding, Carol located Hal (now in Evergreen City) and attempted to discover his true feelings for her (*GL #69, Broome*). By

this point, she had already postponed the wedding twice and was wracked with guilt. Of course, Hal was reluctant to be the cause of her breaking her engagement to Belmore; all the meeting really accomplished was to make both Hal and Carol miserable. Carol once again postponed the wedding, this time indefinitely, and Hal became a toy salesman.

A couple of months later, during a business trip to Coast City, Hal ran into Carol again (*GL #73, Friedrich*). During the intervening weeks, she had broken off her engagement with Belmore and had resumed strict control over the Ferris Corporation's day-to-day operations. She had also reverted to her villainous Star Sapphire identity again (see *Chapter IV: Enemies*). This time, after defeating Star Sapphire, Hal revealed to Carol that she was, in fact, Star Sapphire in a bizarre alter-ego (*GL #74, Friedrich*). This, of course, all came as quite a shock to a successful young business woman such as herself, and prompted her to immediately run off in anguish. Alas, Hal and Carol were driven apart again.

Later still, while travelling across the country with Green Arrow and Black Canary, Hal bumped into Carol at a school run by her ex-fiance, Jason Belmore (*GL/GA #83, O'Neil*). Sometime after Green Lantern's shocking revelation, she had a peculiar seizure that temporarily paralyzed her lower body. During her impairment, Carol had briefly stepped down from her position at Ferris Aircraft and was now helping Jason tend to his school. This latest chance encounter prompted Hal to finally reveal to her his secret identity, quickly bringing the pair back together. This time, Jason Belmore was pushed out of her life for good.

Once again, however, Hal's commitments as Green Lantern tended to keep him apart from Carol for long stretches at a time. Soon she was having doubts about their relation-

ship and dating other men (*GL/GA #108, O'Neil*). Unfortunately, one of these other men turned out to be a bizarre alien named Replikon, the last survivor of the race of Xum. Of course, Green Lantern and Green Arrow were forced to step in and give Replikon the usual thrashing, but Carol could not help but feel sorry for the creature. She strongly resented Hal for his actions, and quickly stepped out of his life once again (*GL #109, O'Neil*).

Apparently there was a bit of a "test pilot crunch" about a year later, and Carol was forced to offer Hal his old job back at Ferris (*GL #121, O'Neil*). The two resumed their relationship just a few months later (*GL #133, Wolfman*). Shortly thereafter, Carol's recently reinflated bubble was burst by her father, who informed her that he was once again taking control of the Ferris Corporation (*GL #141, Wolfman*). Carol was retained as an administrative assistant, however; just to show that there were no hard feelings, her father bought her a new 15-room villa in the Pacific Palisades (*GL #15, Wolfman*).

The next several months were hard for Carol. Things heated up at the Ferris Corporation when Senator Jason Bloch launched his campaign to ruin the firm, and the Guardians forced Hal to remain away from Earth for a period of one year (*GL #150, Wolfman*). During Hal's entire exile, Carol patiently awaited his return. When Hal finally did come back (*GL #173, Wein*), the pair resumed their relationship.

Once again, however, Carol quickly became distressed when Hal could not spend enough time with her due to his commitments as Green Lantern. Finally, she offered him an ultimatum: to quit the Corps or get out of her life (*GL #180, Wein*). Without hesitation, Hal chose Carol over the Guardians and soon retired (*GL #181, Wein*). Shortly thereafter, he discovered that the strange vigilante known as the Predator was actually the male manifestation of Carol's Star Sapphire villain personality. While being tracked down by Hal, the Predator captured Carol and reverted her to the Star Sapphire identity. The two beings then merged

to form the "new" Star Sapphire (*GL #191, Englehart*). This time, the transformation to her villainous persona was permanent.

PSYCHOLOGY

There are two general aspects of Carol's personality that are easy to focus on: she is mentally tough, yet emotionally weak. Carol is a fighter, and she is not about to let anyone do her wrong without exacting a price. Witness her actions during the Demo-



lition Team's attack on the Ferris Corporation's L.A. Plant (*GL #178-179, Wein*). After she discovered that Green Lantern was not available, she was fully prepared to go out there and take the entire villain group on by herself! This is not to say that she is foolish. She would only take such an extreme action if her life, the future of the Ferris Corporation, or the lives of her friends were at stake.

Carol's major personality flaw is that she cannot stand to be alone. Unless her loved ones are paying full attention to her, she begins to paranoiacally feel as though they do not really care for her. She is the sort of woman that would harbor some resentment for Hal if he had to miss a dinner date because he was off in space saving an entire planet of two billion souls.

SUBPLOTS

Of course, all of the old "hero girlfriend" subplots were run with Carol during the Green Lantern's early adventures including Hal desperately trying to hide his secret identity from her, Carol overreacting to Hal's absence when he was soaring the spaceways as Green Lantern, and Hal in a fit of jealousy after seeing Carol with another man. The Green

Lantern/Carol Ferris/Hal Jordan triangle was a frequent staple of these subplots, and the early issues of Green Lantern provide a good treatment of this sort of relationship.

Two other interesting facts exist about Carol that made hundreds of subplots possible: she was Hal's boss at Ferris, and she was a part-time villain known as Star Sapphire (see *Chapter IV: Enemies*).

Thomas "Pieface" Kalmaku

THOMAS "PIEFACE" KALMAKU					
DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:	15		

SKILLS:

Gadgetry: 6, Vehicles: 2

WEALTH: Comfortable/Affluent

JOB: Mechanic/Gas Station Owner/Engineer

RACE: Human

FIRST APPEARANCE:

Green Lantern #2

Hal has always called Tom his "grease monkey pal." He is the first person that ever discovered Hal's secret identity, and he has served as Green Lantern's confidant for years.

BACKGROUND

Tom met Hal Jordan while working as a mechanic for the Ferris Corporation's Coast City operation (*GL #2, Broome*). Originally from Alaska, Tom moved to the American mainland, with half of a treasure map that belonged to his father, in search of James Dawes, whom he believed had the map's other half. With Hal's aid (and Green Lantern's) Tom found the other half of his map, but the treasure was gone. During this adventure, he recognized that Hal Jordan and Green Lantern were one and the same when he noticed similarities in their fighting styles.

Tom liked the mainland so much that he decided to stay. As Hal Jordan's only confidant, Tom quickly

began keeping a "Green Lantern Casebook," a complete record of all of the Emerald Gladiator's adventures. He was also around to back up Green Lantern when necessary and provide him with whatever mundane assistance he could. On one occasion, Green Lantern was even forced to use his Power Ring to turn Tom into a duplicate Green Lantern for a time (*GL #5, Broome*).

A few months after coming to California, Tom sent for his sweetheart, Terga, who had remained behind in Alaska. Shortly after her arrival, the two were married, with Hal serving as best man (*GL #11, Broome*). Several months later, Tom discovered the Guardians of the Universe and grew even closer to the Green Lantern (*GL #31, Broome*).

After Hal Jordan left Coast City (*GL #49, Broome*), Tom quit his job at Ferris and bought a string of gas stations (*GL #73, Friedrich*). By this time, he and Terga had three children. While passing through Coast City on business, Hal ran into his old pal and the two teamed up for their first adventure in years (*GL #73-74, Friedrich*). Over the next several years, the two men kept in fairly close contact and scheduled occasional get-togethers.

Sometime later, Tom's gas stations failed during the energy crisis, and he fell on a period of hard times. For a while, his depression was so severe that he contemplated suicide, but Hal managed to talk him out of it (*GL #134, Wolfman*). Soon, Tom was working at Ferris again, but he was no longer head mechanic (*GL #146, Wolfman*). This demotion threw him back into depression once again and, for a while, Terga left him while he overcame his self-pity (*GL #150, Wolfman*).

Years later, after Hal's lengthy exile in space, Tom seemed to get everything together. He had his first and only fallout with Hal when Jordan failed to consult him before resigning as Green Lantern (*GL #183*), though a few months later the men had patched up their differences. Tom now continues to work for Ferris, and has recently developed new engines for the space shuttle (*GL #205, Englehart*).

PSYCHOLOGY

Tom's personality has undergone some radical shifts over the years. At first, he was the bold and dashing sidekick, always ready to step into a situation that was way over his head to help Green Lantern. Later, he entered a period of deep depression. Now he seems content enough, and he is firmly re-entrenched in the camp of Green Lantern supporters. He will do anything in his power to help Hal or any of Earth's other Green Lanterns.

SUBPLOTS

Most of the subplots constructed around Tom have been based around the fact that for many years he was the only non-powered being that knew Green Lantern's secret identity. Situations in which he was called upon to pose as Green Lantern in order to protect Hal's secret or help fend off those who were close to discovering the secret were common. Remember that Tom has somewhere in his possession a detailed account of many of Green Lantern's early adventures ("The Green Lantern Casebook"). This alone could provide hundreds of usable subplots. For a time, one of the subplots in the comic was centered around Hal trying to help Tom deal with his personal problems.

Sue Williams and Jack & Jim Jordan

JACK JORDAN

DEX: 2	STR: 2	BODY: 2
INT: 3	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 7	HERO POINTS: 5	

SKILLS:

Detective/Law, Police
Procedure: 3

WEALTH: Affluent

JOB: District Attorney

RACE: Human

FIRST APPEARANCE:
Green Lantern #9

JIM JORDAN

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6	HERO POINTS: 5	

WEALTH: Affluent

JOB: Public Relations Man

RACE: Human

FIRST APPEARANCE:
Green Lantern #9

SUE WILLIAMS

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6	HERO POINTS: 5	

SKILLS:

Artist/Writer: 3

WEALTH: Affluent

JOB: Magazine reporter

RACE: Human

FIRST APPEARANCE:
Green Lantern #9

BACKGROUND

This "terrible trio" appeared on several occasions. Jack and Jim are Hal's older and younger brothers, respectively. The three Jordan brothers all attended the same college, where they were all in the same fraternity (*GL #14, Broome*). Jack was elected to the position of county district attorney after successfully battling the criminal syndicate known as "the Outfit" (with Green Lantern's help) (*GL #9, Broome*). Jim works for a public relations firm.

Sue Williams is a reporter for *Behind the Scenes* magazine (*GL #14, Broome*). It seemed that Sue would turn up whenever the three Jordan brothers got together. Eventually, she and Jim were married and had a child (*GL #31, Broome*, and *GL #53, Broome* respectively). The happy couple now resides in Texas, and Jack still lives in Coast City.

SUBPLOTS

In each of their appearances, the two Jordan brothers and Sue Williams were involved in a very amusing and somewhat original subplot. Every time Sue was around the three Jordans, Green Lantern would appear. Soon, she had convinced herself that Jim Jordan (who looks a lot like Hal) was actually the Emerald Gladiator. By a series of amazing

coincidences, Jim would always end up looking like he was Green Lantern. Even years after they were married, Sue refused to believe that her husband was not Green Lantern.

Chairman Dator and Iona Vane

CHAIRMAN DATOR

DEX: 2	STR: 2	BODY: 2
INT: 5	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 9	HERO POINTS: 15	

SKILLS:

Gadgetry: 5, Science: 6, Vehicles: 2

WEALTH: Multi-millionaire

JOB: Chairman of the Solar Council

RACE: Human

FIRST APPEARANCE:

Green Lantern #8

IONA VANE

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6	HERO POINTS: 5	

SKILLS:

Charisma: 2

WEALTH: Affluent

JOB: Secretary of the Solar Council

RACE: Human

FIRST APPEARANCE:

Green Lantern #8

Chairman Dator and Iona are both residents of Earth's 58th century (see *Chapter V: Locations*). In the 58th century, Earth is ruled by a body known as the Solar Council. When the Solar Council encounters a situation that it cannot handle on its own, Chairman Dator uses the Timescoop to pull the Green Lantern out of the 20th century to help. One drawback of these operations, however, is that anyone time-travelling by means of the Timescope loses all of his memories en route. To correct this difficulty, the Solarites would place the false identity and memories of Pol Manning, Solar Director into the Green Lantern's mind while he was visiting the future.

Dator is a stern man whose first loyalty is to the people of Earth. He

regrets having to pull Green Lantern unwittingly out of the past to solve his problems, but he sees no alternative.

Iona is the secretary of the Solar Council. Part of the fictitious "Pol Manning" identity is a love for her. Some times she is willing to play this role, and other times the Solar Council has been forced to brainwash her to do so. The last time that the Solar Council tried to pull Green Lantern out of the past they accidentally grabbed Salakk of Slyggia (*GL #214, Englehart*). Salakk found Iona's plight so touching that he decided to remain with her in the future for the time being.

Flash

THE FLASH alias Barry Allen (deceased)

DEX: 6	STR: 5	BODY: 6
INT: 5	WILL: 4	MIND: 5
INFL: 6	AURA: 4	SPIRIT: 4
INITIATIVE: 17/39	HERO POINTS: 100	

POWERS:

Air Control: 10, Superspeed: 28

SKILLS:

Detective: 7, Gadgetry: 7,

Scientist: 7, Vehicles: 7

LIMITATIONS:

Miscellaneous: Air Control will only work while Superspeed is in effect.

CONNECTIONS:

Gorilla City (high-level)

Central City Police Department (low-level)

United Nations (high-level)

Justice League of America (high-level)

MOTIVATION: Upholds the Good

WEALTH: Comfortable

JOB: Police scientist

RACE: Human

EQUIPMENT:

Suit

DEX: 0	STR: 0	BODY: 9
INT: 0	WILL: 0	MIND: 0
CHARGES: 25		
COST: 96 HPs+ \$ 1800		

Ring

DEX: 0	STR: 0	BODY: 1
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 328 HPs+ \$ 115K		

POWERS:

Shrinking: 12

NOTE: Barry keeps his costume compressed within his ring when not in use. When the ring is activated, the costume suddenly decompresses, allowing him to change into the Flash while using his Superspeed. It only costs Barry a simple action to switch identities.

FIRST APPEARANCE:

Showcase #4

Barry Allen was one of Hal Jordan's closest friends. He is one of the first heroes whom Hal entrusted with his secret identity. The two heroes met during the Appellax meteor affair, during which they helped to cofound the Justice League of America (*JLA #9, Schwartz/Fox*). Several months later, while Barry was vacationing in Hal's hometown of Coast City, the two accidentally discovered each other's identity (*GL #13, Broome*). From that point on, they became very close friends and shared several adventures together (*GL #20, Broome*, and *GL #43, Broome*, for example).

Sadly, Barry was one of the many heroes that perished during the Crisis on Infinite Earths (*CIE #8, Wolfman*). His demise had a deep impact on Hal, who had always subconsciously seen himself and Earth's other heroes as "invincible." The identity of the Flash has since been adopted by young Wally West, Barry's old protege and a former member of the Teen Titans (*CIE #12, Wolfman*).

Appa Ali Apsa

APPA ALI APSA

DEX: 6	STR: 2	BODY: 8
INT: 25	WILL: 35	MIND: 25
INFL: 8	AURA: 14	SPIRIT: 12
INITIATIVE: 39	HERO POINTS: 180	

POWERS:

Telepathy: 30

SKILLS:

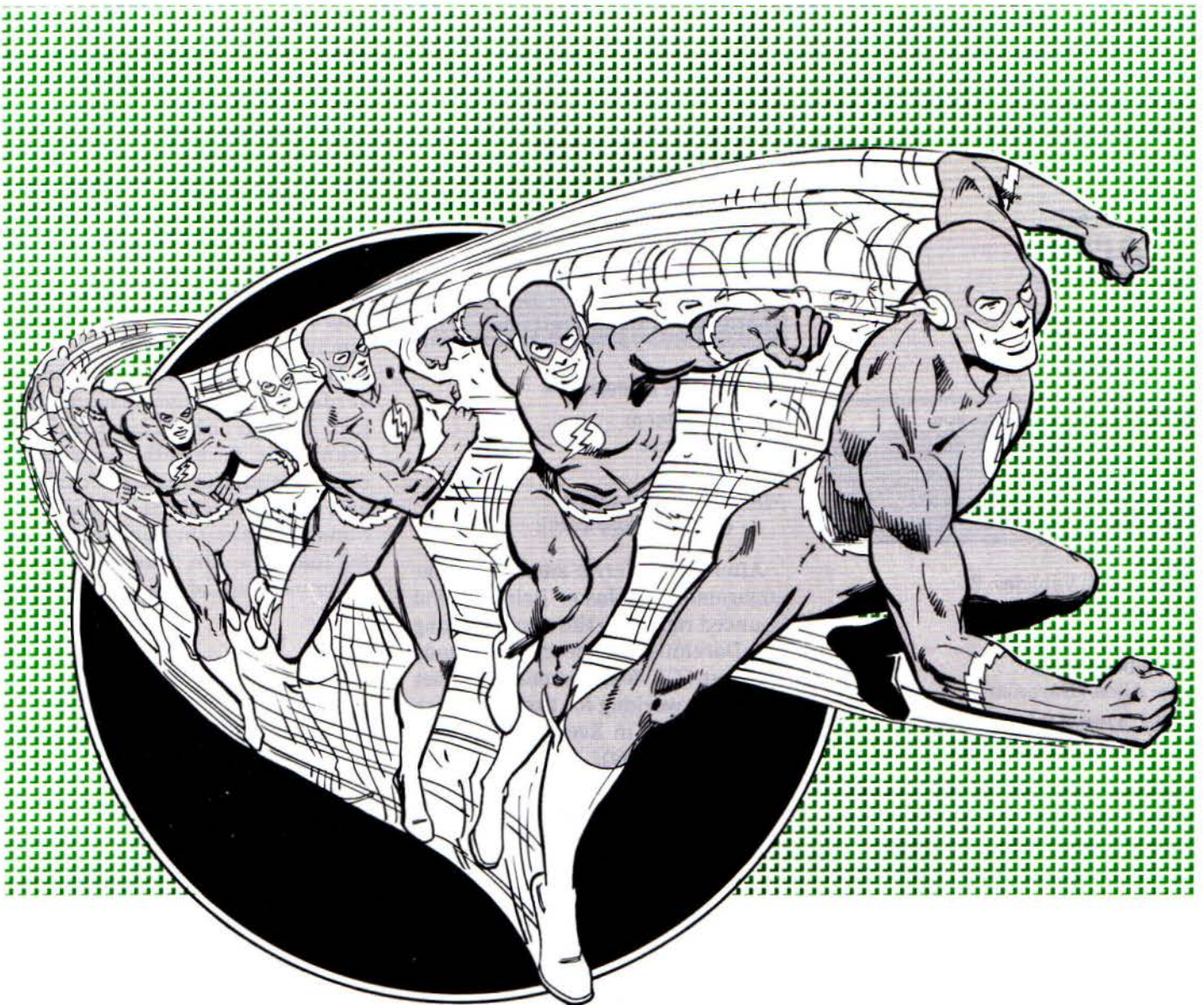
Gadgetry: 35, Scholar: 25,

Scientist: 30

WEALTH: Affluent

JOB: Advisor to Green Lantern Corps

RACE: Alien (Oan)



FIRST APPEARANCE:

Green Lantern/Green Arrow #76

BACKGROUND

Appa is the Guardian of the Universe that was assigned to accompany Green Lantern and Green Arrow on the "Quest for America" (*GL/GA #76*, O'Neil). While on this quest, he came very close to discovering the "essence of humanity." At one point, he endangered an entire shipload of people simply to save the life of his friend, Hal Jordan (*GL/GA #80*, O'Neil). For this clear transgression of Guardian law, Appa was stripped of his immortality and powers and sentenced to exile on the planet Maltus, the original home of the Oan race (*GL/GA #81*, O'Neil).

Years later, just before their departure, the Guardians briefly returned

Appa to Oa (*GL #199*, Englehart), where it was decided that he could counsel the members of the Green Lantern Corps in their absence. Returning to Maltus, he brought K'ryssma of Etreia and Apros of -7PI (the two current members of the GLC honor guard) with him to serve as his bodyguards (*GL #200*, Englehart). For a short while, Guy Gardner was in the custody of Appa, who tried to teach "the only true Green Lantern" to use his power wisely (see *GLC #205*, Englehart for example). Appa allowed Guy to return to Earth, however, after Hal Jordan interceded on his behalf (*GLC #207*, Englehart).

Appa is now a full-fledged Guardian once again. He is the caretaker of what remains of the Central Power Battery on Oa.

PSYCHOLOGY

Appa's psychology is very similar to that of the other Guardians, save that he is much more compassionate and gives his emotions a much looser reign (see *Chapter I: The Guardians* for details).

SUBPLOTS

The process by which Appa gradually came to understand Earth customs made an intriguing subplot in the comics. A recreation of the entire "Quest for America" could make a fascinating role-playing campaign. Battles against poverty, racial hatred, environmental destruction, and other day-to-day menaces interspersed with subplots concerning Appa's coming to grips with his emotions would almost certainly pro-

vide players with a change of pace. Interested gamers are encouraged to check out the recent reprints of the Denny O'Neil/Neal Adams "quest" issues for inspiration.

Dorine Clay

DORINE CLAY <i>alias Onu Murtu</i>					
DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	10		

SKILLS:

Science: 2, Vehicles: 2,
Weaponry: 2

WEALTH: Comfortable

JOB: Rebel/Pilgrim

RACE: Alien (Garonian)

FIRST APPEARANCE:

Green Lantern #36

Dorine was one of Hal Jordan's "passing fancies." The pair first met while Hal was visiting the parents of Bill Davis, an Air Force friend that had been killed in action. A short time after their first encounter, Hal learned that Dorine was actually a strange alien named Onu Murtu from the planet Garon (*GL #36, Broome*). As Green Lantern, Hal followed Dorine back to her homeworld, where he helped her resistance movement battle the savage Headmen, Garon's tyrannical rulers.

Years later, during his exile in space, Hal ran into Dorine once again when the Headman captured Green Lantern in order to impress the leaders of the space empire known as the Citadel (*GL #160, Wolfman*). With the help of the illustrious Omega Men, Green Lantern and Dorine defeated the fanatical Headmen as well as the Citadel lackeys. Hal then moved Dorine and her people to a new world (*GL #161, Wolfman*).

During this last adventure, Dorine had fallen in love with the Green Lantern. During his exile, Hal spent quite a bit of time with her, but ultimately rejected her to return to Carol Ferris.

Eve Doremus

EVE DOREMUS					
DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

SKILLS:

Weaponry/Firearms: 2

WEALTH: Affluent

JOB: Debutante

RACE: Human

FIRST APPEARANCE:

Green Lantern #58

After Carol Ferris announced her engagement to Jason Belmore, Hal bounced right into the arms of young Eve Doremus, the niece of a famous scientist (*GL #62, Broome*). Hal met Eve while working for the Evergreen Insurance Co. in Evergreen, Oregon (*GL #58, Broome*).

Hal was quite happy with Eve. He had finally found a woman who loved him as himself rather than as Green Lantern. Unfortunately, when Carol Ferris showed up on the eve of her wedding to ask his advice, Hal was so emotionally devastated that he immediately fled from Evergreen City and Eve Doremus (*GL #69, Broome*).

T.T. Jordan

TITUS THOMAS JORDAN					
DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

SKILLS:

Scholar (business): 3

WEALTH: Multi-millionaire

JOB: Businessman

RACE: Human

FIRST APPEARANCE:

Green Lantern #44

T.T. (Titus Thomas or "Terrible Temper") Jordan is Hal's wealthy,

eccentric uncle. He is a stern man with a gloomy disposition, but he is fiercely loyal to members of the Jordan family line.

T.T. became involved in the adventures of the Green Lantern on two separate occasions. The first came when the villain known as The Bottler attempted to steal Titus' fortune (*GL #44, Broome*); and the second involved Hal's "hillbilly" cousin Doug's efforts to steal some of the Jordan family's precious heirlooms.

Titus Thomas holds an annual Jordan family reunion in his mansion just outside of Coast City. This reunion is frequently targeted by professional thieves and con-men, and could provide the basis for a number of amusing subplots involving Hal, Jack, Jim, Titus, and various other members of the Jordan family.

Green Arrow

GREEN ARROW <i>alias Oliver Queen</i>					
DEX:	9	STR:	4	BODY:	5
INT:	5	WILL:	8	MIND:	4
INFL:	10	AURA:	6	SPIRIT:	8
INITIATIVE:	24(32)	HERO POINTS:	95		

SKILLS:

Acrobatics: 8, Charisma: 10,
Detective: 4, Gadgetry: 8, Martial
Artist: 8, Military

Science/Tracking: 7, Weaponry: 12

CONNECTIONS:

Black Canary (high-level)
City Hall/Star City (high-level)
Green Lantern/Hal Jordan
(high-level)
United Nations (high-level)

MOTIVATION:

Thrill of Adventure/Seeks Justice

WEALTH:

Multi-millionaire

JOB:

Retired Reporter

RACE: Human

EQUIPMENT:

Bow					
DEX:	0	STR:	8	BODY:	5
INT:	0	WILL:	0	MIND:	0
CHARGES:	NA				
COST:	112 HPs+ \$ 2600				



Arrows

(during time with Green Lantern):

2 Bola, 5 Drill, 2 Explosive,
2 Extinguisher, 2 Flash, 2 Glue,
2 Grappling Hook, 2 Handcuff,
1 Jet, 1 Magnetized, 2 Net, 2 Oil
Slick, 10 Ordinary, 1 Parachute,
2 Smoke, 8 Stun, and 2 Tear Gas
Arrows

(See pages 33-34 of the
Gamemaster's Manual or pages
36-43 of the *Hardware Handbook*
for all but the ordinary arrows.)

5 omni-gadget arrows

CLASS A:	12
CLASS C:	8
CHARGES:	10
COST:	* HPs+\$ 260K

Ordinary Arrow (*20)

DEX:	0	STR:	0	BODY:	2
CHARGES:	NA				
COST:	8 HPs+ \$ 40				

* This is Green Arrow's current number of ordinary arrows.

NOTE: The bow that Green Arrow currently uses only has a BODY of 4. Also, he no longer uses trick arrows.

FIRST APPEARANCE:

Adventure Comics #250

Oliver Queen, the Green Arrow, is one of Hal Jordan's closest friends. The two have shared many adven-

tures over the years, and have even shared the pages of the same comic for a time.

BACKGROUND

Playboy Oliver Queen was travelling on the luxury liner Kristina when modern-day pirates seized control of the vessel and threw him overboard. Barely conscious, Oliver was fortunate enough to have been washed ashore on the nearby Starfish Island. In order to survive on the island, he built himself a makeshift bow and several special arrows for hunting. He quickly became quite proficient in the use of the bow. When the buccaneers that hijacked the Kristina were later



forced to moor on Starfish, Ollie used his new skills to overpower them, and free their captives.

Returning to civilization, Oliver decided to put his archery skills to good use. He had always hated criminals and injustice, and he was impressed with how easily he was able to overcome the buccaneers on Starfish Island. Fashioning a costume resembling that of Robin Hood, his boyhood hero, Oliver Queen adopted the identity of the Green Arrow, America's newest costumed crime-fighter (*AdC #256*). A few weeks later, Green Arrow acquired a partner when Oliver's ward, Roy Harper, created the identity of Speedy (see *Speedy*) (*AdC #262*).

The Green Arrow and Speedy both got off to a very successful start as crimefighters. After just a few forays against the forces of evil, Green Arrow received an invitation to join the prestigious Justice League of America (*JLA #4, Schwartz/Fox*). Shortly thereafter, Speedy joined the newly-founded Teen Titans (*TT #53*). Within the Justice League, Ollie met Dinah Lance (Black Canary), his longstanding sweetheart, and Hal Jordan (the Green Lantern), who would later become a very close friend of his.

A couple of years later, Ollie was framed for mishandling Star City municipal bonds by John Deleon, a ruthless business rival (*JLA #74, Schwartz/O'Neil*). In the scandal that ensued Ollie lost his estate, his fortune and, worst of all, the Queen Fund, an organization he had founded to help the underprivileged.

This event had a profound impact upon Oliver. No longer interested in monetary matters, the Green Arrow became even more determined to fight against injustice. A short time later, he and Green Lantern became caught up in the plight of some abused public housing tenants (*GL/GA #76, O'Neil*). During this affair, the Guardians of the Universe

chastised Earth's Green Lantern for his actions. While witnessing this reprimand, Green Arrow lost his temper and challenged the Guardians to send a representative of their race to experience humanity on Earth (which, amazingly enough, they did). Green Arrow, Green Lantern, and the Guardian representative (later named as Appa Ali Apsa) then began a lengthy "Quest for America," which took them to the nation's furthest reaches, and forced them to confront bigotry, religious fanaticism, environmental destruction, and a horde of other issues usually ignored by the more "traditional" heroes.

After the "Quest" was over, Green Arrow continued to spend a great deal of his time with his friend Green Lantern. During these years, the two heroes had the misfortune of discovering that Ollie's ward, Roy Harper, (Speedy), was a heroin addict (*GL/GA #85, O'Neil*). With the help of Green Arrow and Black Canary, Roy was able to beat his addiction, but not before causing Ollie to take a long, hard look at his treatment of the boy.

Green Arrow and Green Lantern parted ways after Green Lantern discovered that his alternate, Guy Gardner, had not been killed by his exploding Power Battery, but merely pulled into another dimension (*GL #122, O'Neil*) (see *Chapter II: The Green Lantern Corps, Guy Gardner*). Ollie wanted to follow his friend into the Phantom Zone to help bring Gardner back, but Hal refused to allow Green Arrow to do this, claiming it was his own problem.

A short time later, Green Arrow briefly regained his wealth (*GA #1-4, Barr*), but soon gave it up again. Recently, he has re-examined his life, and changed his methods. He no longer uses the many "trick arrows" that had become his staple over the years, preferring instead to rely upon his superior skill to overcome his opponents. Green Arrow also no

longer combats costumed villains, instead concentrating on more mundane menaces (*LBH #1-3, Grell*). After intercepting some government money headed for the Nicaraguan Contras, he is again currently wealthy (*LBH #3, Grell*).

PSYCHOLOGY

Oliver Queen is somewhat of a hot-head. His temper often gets the best of him, and he realizes that this can be a serious character flaw.

Ollie has a tendency to act quickly in a situation, sometimes without a lot of thought. Fortunately, his reflexes are usually very good. He used to get a great deal of enjoyment out of battling the more fantastic foes (such as those he encountered alongside the Justice League), and, while doing so, he tended to treat heroing as a game. While confronting a more mundane menace, however, or when innocents become involved, a new Oliver Queen surfaces. Green Arrow is now deadly serious about fighting evil, almost to the point of obsession.

Sitting idly by is one thing that Green Arrow could never stand. While on a case he must be in constant action.

ROLE-PLAYING

While role-playing Ollie, remember that he is not always a very cooperative individual. If his plans conflict with those of the heroes who he is working with, he will not hesitate to strike off on his own. Ollie also has a knack for irritating his friends (his many fistfights with Green Lantern are legendary).

Black Canary

BLACK CANARY <small>alias Dinah Laurel Lance</small>					
DEX:	11/6*	STR:	5	BODY:	5
INT:	6/5*	WILL:	5	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE: 20/14*(31/20*) HERO POINTS:60					

POWERS:

** Sonic Beam: 8

SKILLS:

Acrobatics: 5, Martial Artist: 11/6*

CONNECTIONS:

Green Arrow (high-level)
Green Lantern (high-level)
Justice League International
(high-level)
United Nations (high-level)

MOTIVATION: Seeks Justice

WEALTH: Comfortable

JOB: Florist

RACE: Human

* These lower statistics reflect Black Canary's state of mind after her experiences in *The Longbow Hunters*. She was captured and brutalized at knife point and, as a result, her actions have been much more tentative than previously. The Gamemaster may decide to use these lower statistics if the adventure or campaign takes place right after the events in *The Longbow Hunters*.

** On many of her past adventures, including most of those that have appeared in the pages of the Green Lantern/Green Arrow comics, Black Canary did not have her Sonic Beam power (for example, she has Sonic Beam in the pages of Justice League International, and does not in *The Longbow Hunters*). It is up to the Gamemaster to decide if and when Black Canary has the Sonic Beam power in any given campaign.

EQUIPMENT:

Motorcycle

DEX:	0	STR:	4	BODY:	6
INT:	0	WILL:	0	MIND:	0
CHARGES:	22				
COST:	132 HPs+ \$ 3600				

POWERS:

Running: 8

FIRST APPEARANCE:

Justice League of America #75

Dinah is one of Hal's closest friends and is the long-time sweetheart of Oliver Queen (Green Arrow). Over the years, she has shared a number of adventures with Green Lantern and Green Arrow.

BACKGROUND

Dinah Laurel Lance is the daughter of Dinah Drake Lance, who was the original Black Canary and a member of the illustrious Justice Society of America. Shortly after young Dinah

was born, she was cursed by the villainous Wizard. Her cries manifested themselves as destructive sonic screams (*JA* #220, *Thomas*). Because no cure could be found for her condition, her parents were forced to ask Johnny Thunder's mystical Thunderbolt to take young Dinah into a strange alien dimension, where



her cries could do no harm. Mercifully, the Thunderbolt also made the older Lances forget all that had happened, allowing them to believe that their baby had died at birth.

Many years later, the original Black Canary was mortally wounded while battling an alien monster. Just before dying, she asked the Thunderbolt to let her see her child's gravesite one last time. Instead, the Thunderbolt took her to his mystic dimension, revealing that young Dinah was still alive. Just before the older Black Canary died, the Thunderbolt placed Dinah's mother's memories into Dinah's own mind, granting her all of her mother's combat skills and allowing her to gain control over her sonic

cries. The Thunderbolt then brought this new Black Canary to the Earth, where she could begin a new life.

After setting up on Earth, Dinah quickly resumed her mother's crime-fighting career. After a couple of solo cases, she joined the legendary Justice League of America (*JLA* #75, *Schwartz/O'Neil*) and battled crime alongside the likes of Superman, the Flash, and Hawkman. Through the Justice League she also met the Green Arrow (Oliver Queen), who would become her longstanding lover, and Green Lantern (Hal Jordan), who was soon to be one of Ollie and Dinah's closest friends.

Black Canary shared a number of adventures alongside Green Lantern and Green Arrow including encounters with the Mocker (*GL/GA* #98, *O'Neil*), Replikon (*GL/GA* #109, *O'Neil*), and the Crumbler (*GL/GA* #115, *O'Neil*). After Green Arrow and Green Lantern parted company (*GL* #122, *O'Neil*), Dinah continued to spend time with Ollie and fight crime. During Darkseid's campaign to deprive the Earth of its heroes, she was summoned by Doctor Fate to help co-found a new organization of heroes that would soon be known as the Justice League International (*L* #6, *Ostrander/Wein*).

PSYCHOLOGY

Dinah's personality has two sides. On the one hand, she is kind, compassionate, well-mannered and forgiving. On the other, she is blunt, quick to anger, and fiercely determined. She tends to take the former attitude with those whom she likes, and the latter with those whom she doesn't. Unlike Green Arrow however, she manages to keep her reason fully intact while in "angry mode." Her anger is more a tool to spur her on to more amazing accomplishments than an obstacle that causes her to make foolish blunders.

With the above in mind, it is no surprise that Black Canary is almost universally respected in the hero community. While leading the new Justice League, the Batman put great faith in her abilities and experience. He respected the fact that she was one of the few team members with the courage to stand up to him whenever her conscience dictated.

Speedy

SPEEDY <i>alias Roy Harper</i>					
DEX:	6	STR:	3	BODY:	5
INT:	4	WILL:	6	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE: 15(19) HERO POINTS: 50					

SKILLS:

Acrobatics: 4, Detective: 5,
Gadgetry: 5, Martial Artist: 4,
Weaponry: 7

LIMITATIONS:

Miscellaneous: Heroin addiction
(now cured).

CONNECTIONS:

Green Arrow (high-level)
Teen Titans (high-level)
US Government (high-level)

MOTIVATION:

Seeks Justice

WEALTH:

Comfortable

JOB:

Sidekick/Rock
musician/Government agent

RACE:

Human

EQUIPMENT:

Bow					
DEX:	0	STR:	8	BODY:	5
INT:	10	WILL:	0	MIND:	0
CHARGES: NA					
COST: 112 HPs+ \$ 2600					

Arrows:

2 Bola, 1 Explosive, 2 Grappling
Hooks, 1 Handcuff, 2 Net,
5 Ordinary, 1 Parachute, 1 Smoke,
5 Stun

(See the *Hardware Handbook* for
these.)

4 Omni-Gadget arrows	
CLASS A:	12
CLASS C:	8
CHARGES:10	
COST:	* HPs+\$ 260K

FIRST APPEARANCE:

Adventure Comics #250

Roy Harper (Speedy) was the Green Arrow's ward and crimefighting sidekick. During one of their most shocking adventures, Green Lantern and Green Arrow discovered that Roy was addicted to heroin (*GL/GA #85, O'Neil*). After Roy had been aban-

doned as a youth, and again when Green Arrow left to tour the country with Green Lantern and Appa Ali Apsa, he felt as though no one cared about him. Green Arrow was hurt and angry when Roy told him that he turned to drugs because he felt abandoned. However, he and Black Canary helped Roy overcome his loneliness and his drug problem.

After kicking his drug habit, Roy made a total commitment to helping drug addicts and doing everything within his power to shut down the various narcotics traffickers. Eventually, this led to his involvement with the United States Government.

Roy is a former member of the Teen Titans. On one of his many undercover missions for the U.S. Government, he became romantically involved with the assassin known as Cheshire, one of the Titan's frequent opponents. He recently learned that he is the father of her infant daughter (*NTT #21, Wolfman*).

Air Wave

AIR WAVE <i>alias Hal Jordan</i>					
DEX:	4	STR:	2	BODY:	4
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE: 9 HERO POINTS: 20					

POWERS:

Dispersal: 10, Flight: 25, Super
Hearing: 7

LIMITATION:

Miscellaneous: Powers only work while there are radio waves in the vicinity and Air Wave can pick up the signals on his helmet.

MOTIVATION:

Upholds the Good

WEALTH:

Comfortable

JOB:

Student

RACE:

Human

EQUIPMENT:

Helmet

DEX:	0	STR:	0	BODY:	4
INT:	10	WILL:	0	MIND:	0
CHARGES: 18					
COST: 184 HPs+ \$ 14K					

FIRST APPEARANCE:

Green Lantern #100

Air Wave is Green Lantern's young cousin, whose name is also Hal. He inherited the Air Wave helmet after his father Larry Jordan (the original Air Wave) was shot and killed by street criminals.

BACKGROUND

Green Lantern met Air Wave during his first run as an independent trucker (*GL/GA #100, O'Neil*). Shortly after their first encounter, Green Lantern took the fledgling hero under his wing, and, along with Green Arrow and Black Canary, began training him in the use and application of his powers. Air Wave only remained with Green Lantern for a brief time, participating in a mere two or three cases. He now lives in Dallas with Jack Jordan (the elder Hal's brother).

SUBPLOTS

For a time, Air Wave served as a sort of "sidekick" to Green Lantern. Neophyte heroes can be given sidekicks as a means of tipping the scales a bit in their favor, and veteran players can be given sidekicks as a means of slowing them down (while Air Wave was with Green Lantern, he was much more of a burden than an asset). A sidekick hero can be used as a non-player character to bolster the team's combat abilities a bit.

Kari Limbo

KARI LIMBO					
DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	5	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE: 9 HERO POINTS: 15					

POWERS:

Life Sense: 12, Precognition: 15

SKILLS:

Charisma: 3, Occultist: 3

WEALTH:

Comfortable

JOB:

Fortune Teller

RACE:

Human

FIRST APPEARANCE:

Green Lantern/Green Arrow #117

Kari Limbo is a mysterious gypsy with unusual psychic powers. She entered the Green Lantern saga as Guy Gardner's girlfriend.

BACKGROUND

Kari met Guy Gardner at a charity carnival shortly after he was injured in an earthquake in Coast City (*SO #7, Englehart*) (see *Chapter II: The Green Lantern Corps, Guy Gardner*).

Several months later, Hal Jordan found Kari and informed her of Guy's "death" from his exploding Power Battery (*GL/GA #117, O'Neil*). Amazingly enough, the two fell in love almost immediately and were soon making plans to be married. During the wedding ceremony, however, it was revealed that Guy had not actually died and that he was merely trapped in the Phantom Zone (*GL #122, O'Neil*). Hal immediately entered the Phantom Zone to rescue his friend, battling the Kryptonian prisoner General Zod and Sinestro to do so.

When Hal brought Gardner out of the Phantom Zone, Guy was in a deep coma from which he would not emerge for years (*GL #123, O'Neil*). With Guy's reappearance, Kari decided against marrying Hal. Instead, she took up a vigil at Guy's bedside. After the "insane" Gardner emerged from the coma and was made a Green Lantern by the "rebel Guardians" during the Crisis (*GL #195, Englehart*), a heartbroken Kari returned to her carnival, where she remains to this day.

Captain Richard Davis

CAPTAIN RICHARD DAVIS

DEX: 4	STR: 3	BODY: 3
INT: 3	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 9	HERO POINTS: 10	

SKILLS:

Vehicles: 6

LIMITATION:

Miscellaneous: Weak heart

WEALTH: Comfortable

JOB: Test Pilot/Corporate Vice President

RACE: Human

FIRST APPEARANCE:

Green Lantern #144

Rich Davis was one of Hal's closest friends. The two served together in

the Air Force, where Rich was Hal's mentor, instructor, commanding officer, and friend. The two men were reunited when Carol Ferris hired Rich as a corporate vice president (*GL #144, Wolfman*).

Flying had always been Davis' first love, and his position at Ferris put him in an almost unbearable situation. Permanently grounded due to his weak heart, he was forced to sit in a stuffy office and watch Hal and the other Ferris test pilots take to the skies day after day. Eventually, Rich couldn't stand it anymore. On the eve of the first test flight of Ferris' new solar-powered jet fighter, Davis knocked Hal Jordan unconscious and replaced him as the test pilot. During the flight Rich accidentally became involved in one of Eclipso's nefarious schemes, only to be saved by Green Lantern (John Stewart). Sadly, Davis suffered a heart attack and died while landing the solar jet in the California desert (*GL #186, Wein*).



Tawny Young

TAWNY YOUNG

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6	HERO POINTS: 10	

SKILLS:

Artist/Actor: 2, Detective: 2

LIMITATIONS:

Serious Irrational Attraction: Green Lantern (John Stewart)

WEALTH: Affluent

JOB: Television news reporter

RACE: Human

FIRST APPEARANCE:

Green Lantern #176

Tawny is a reporter for station KLAQ in Los Angeles. She was one of the first reporters to break the story of the "new Green Lantern," John Stewart. In fact, for a short time Tawny even publicly dated the new Green Lantern (*GL #183, Wein*). She was also the first reporter to broadcast Stewart's secret identity after he chose to reveal it to the world (*GL #188, Englehart*).

After John ultimately rejected her for Katma Tui of Korugar, Tawny became rather bitter and has chosen to take her frustrations out on the members of Earth's Green Lantern Corps. Ever since the group announced its formation to the world, she has been semi-actively hounding its members (*GLC #206, Englehart*).

Itty

ITTY

DEX: 2	STR: 0	BODY: 2
INT: 5	WILL: 2	MIND: 2
INFL: 1	AURA: 1	SPIRIT: 2
INITIATIVE: 8	HERO POINTS: 0	

POWERS:

Danger Sense: 3, Telepathy: 1, Shrinking: 8

LIMITATIONS:

Miscellaneous: Shrinking is always in effect.

WEALTH: NA

JOB: NA

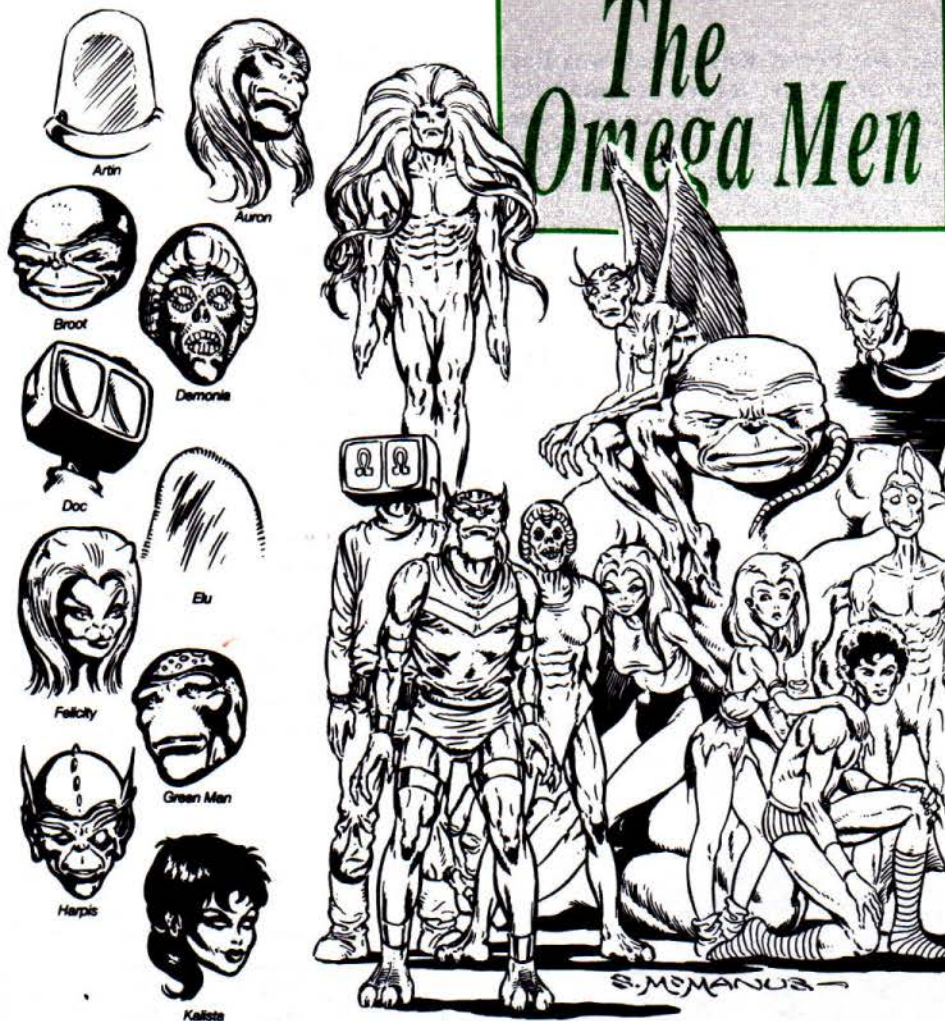
RACE: Alien

FIRST APPEARANCE:

Green Lantern #93

"Itty" was a diminutive starfish-like alien that Hal Jordan picked up on one of his frequent trips to space. For a time, the creature served as his companion and would ride perched on his shoulder. Although the creature could not communicate with Hal directly, it did give him a strange "tingling" sensation whenever danger was near.

A short time after arriving on Earth, Itty seemed to have died (*GL/GA #104, O'Neil*). Actually, it metamorphosed into a huge plasma creature and made its way back into space (*GL/GA #106, O'Neil*).



The Omega Men is a group of galactic rebels that banded together in the Vegan system to fight first the tyrannical Citadel, and later the notorious Spider Guild. Hal Jordan met and aided the Omega Men on two separate occasions: once on Earth (*GL #141-142, Wolfman*) and again on Garon (*GL #160, Wolfman*).

One of the Vegan sector's major inhabitants, the Psions, were created by the Guardians as an early experiment to combat the forces of evil (*HDD #1, Wolfman*). After the experiment failed and the Guardians granted the Psions their freedom, the elders of Oa promised the reptilian creatures that they would be forever free of further Oan interference (first eluded to in *GL #160, Wolfman*). This meant that a Green Lantern could take no direct action against the Psions or their allies without risking the Guardians' anger.

In addition to their involvement with the Hal Jordan Green Lantern, the Omega Men have been heavily involved with the New Teen Titans as well. One of their members, Ryand'r, is Teen Titan Starfire's brother. the Omegans have recently established their own homeworld.

Primus

PRIMUS *alias Pren*

DEX:	6	STR:	3	BODY:	5
INT:	9	WILL:	8	MIND:	10
INFL:	8	AURA:	6	SPIRIT:	6
INITIATIVE:	23(29)	HERO POINTS:	55		

POWERS:

Force Field: 14, Mental Blast: 8, Telekinesis: 14

SKILLS:

Charisma: 8, Martial Artist: 6, Vehicles: 6

LIMITATIONS:

Power Limitation (all powers): If any number of powers is used for more than four consecutive phases, Primus must make an Action Check, using the APs of the power to be used during the current phase as the AV/EV and 11 as the OV/RV, for each additional phase that any given power is used. Failure to obtain positive RAPs means that he may use no powers during this or the next two phases. For example, if Primus uses his Mental Blast

power during three consecutive phases, then uses his Force Field during the fourth phase, an Action Check must be done on the fifth phase if Primus wishes to, say, use his Telekinesis power. The AV/EV is 14/14, and the OV/RV is 11, so he must roll an 9 to be able to use Telekinesis during this phase. The same procedure must be used during any additional phases that any powers are used.

MOTIVATION: Upholds the Good

WEALTH: Affluent

JOB: Leader of the Omega Men

RACE: Normal Humanoid

Primus is the leader of the Omega Men, and one of their most formidable members. He was born on Euphorix with amazing psionic powers, which made him an outcast from his people. He was later taken in by a strange woodwitch clan, where he met Kalista, his future wife. Primus is usually level-headed and intelligent. If he has a fault, it is that he is sometimes a bit indecisive.

Kalista

KALISTA

DEX:	5	STR:	3	BODY:	4
INT:	7	WILL:	6	MIND:	5
INFL:	8	AURA:	13	SPIRIT:	8
INITIATIVE:	20	HERO POINTS:	40		

POWERS (*Mystic Link* *):

Illusion: 13*, Magic Blast: 4, Phobia: 13*

SKILLS:

Charisma: 5
Vehicles: 6

LIMITATIONS:

Miscellaneous: Illusion power can only be used to create an illusion of the target's greatest desire.
Power Limitation (Magic Blast and Phobia): If these powers are used for more than four consecutive phases, she must make an Action Check using the APs of the power as the AV/EV and 11 as the OV/RV. Failure to obtain positive RAPs means that she may not use any of her powers for this phase or the next.

Power Limitation (Illusion): If this power is used for more than three consecutive phases, she must

make an Action Check using the APs of the power as the AV/EV and 13 as the OV/RV. Failure to obtain positive RAPs means that she may not use any of her powers for this plus the next two phases.

MOTIVATION: Upholds the Good
WEALTH: Multi-millionaire/Affluent
JOB: Omega Man/Queen of Euphorix
RACE: Normal Humanoid

Kalista was a member of one of Euphorix's exotic woodwitch clans. She was born with the ability to cast powerful "hexes." She is the wife of Primus and briefly led the Omega Men during his absence.

Auron

AURON <i>alias Lambien</i>					
DEX:	8	STR:	8	BODY:	20
INT:	10	WILL:	5	MIND:	15
INFL:	14	AURA:	20	SPIRIT:	20
INITIATIVE:	32	HERO POINTS: 60			

POWERS:

Damage Transference: 10,
Flight: 22, Sealed Systems: 20,
Starbolt: 16

LIMITATIONS:

Miscellaneous: Auron is totally under the domination of his mother, X'Hal.

MOTIVATION: Unwanted Power

WEALTH: NA

JOB: NA

RACE: Exotic Humanoid

Auron is the son of X'Hal, the Vegan mad goddess. Auron came to life during the Omega Men's first encounter with Green Lantern (*GL #141, Wolfman*), when he used his power to aid the Omegans and their cause. After he fell under the domination of his mother, he was often forced to act out her destructive urges. He and X'Hal have been banished from the Vegan system.

Broot

BROOT <i>alias Charis-Nar</i>					
DEX:	6	STR:	11	BODY:	12
INT:	4	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	16(22)	HERO POINTS: 40			

POWERS:

Skin Armor: 4

SKILLS:

Martial Artist/Attack
Advantage: 6, Vehicles: 4

MOTIVATION: Seeks Justice

WEALTH: Affluent

JOB: Omega Man

RACE: Alien

Broot was a member of the peaceful Changralynian race. However, he grew tired of witnessing his people's repression at the hands of the Citadel and decided to do something about it. Broot later questioned his violent ways and rejoined his people.

Demonia

DEMONIA <i>alias Duamzshoe-Paan (deceased)</i>					
DEX:	6	STR:	4	BODY:	6
INT:	8	WILL:	6	MIND:	5
INFL:	7	AURA:	5	SPIRIT:	6
INITIATIVE:	21	HERO POINTS: 40			

POWERS:

Claws: 7, Shape Change: 1, Skin
Armor: 3

SKILLS:

Charisma: 7, Spy/Coding: 5,
Thief/Stealth: 5, Vehicles: 4

LIMITATIONS:

Serious Irrational Attraction to
Killing Combat.

Miscellaneous: Shape Change is only usable to transform into a giant serpent ([DEX: 6 STR: 9 BODY: 8], POWERS: Claws: 8, Skin Armor: 5)

MOTIVATION: Power Lust/Mercenary

WEALTH: Affluent

JOB: Omega Man/Citadel Spy

RACE: Alien

Demonia was born on the planet Aello. She and her sister, Harpis were transformed into bizarre scaled reptilians by Blackfire, an ally of the Citadel. Although a trusted Omega Man, Demonia was also working as a spy for the Citadel. Her treachery was revealed when she attempted to mind-control Tigorr into slaying Primus. Tigorr then turned on Demonia and killed her.

Harpis

HARPIS <i>alias A'Hwiirrh-Paan 'A</i>					
DEX:	7	STR:	5	BODY:	6
INT:	5	WILL:	5	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE:	19(25)	HERO POINTS: 45			

POWERS:

Claws: 7, Flight: 7

SKILLS:

Acrobatics/Dodging: 5, Martial
Artist/Attack Advantage: 6,
Vehicles: 4

LIMITATIONS:

Miscellaneous: Harpis' DEX is only 5 when in cramped quarters. Her wings have a BODY of 9. If the BODY of the wings is ever reduced to 0 APs or less, she cannot fly. Damage to the wings is healed normally.

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Omega Man

RACE: Alien

Harpis is Demonia's sister. She was transformed into a bizarre alien by wicked members of the Citadel. Harpis does not share her sister's penchant for treachery and has always served the Omega Men well.

Nimbus

NIMBUS					
DEX:	6	STR:	2	BODY:	7
INT:	10	WILL:	5	MIND:	7
INFL:	9	AURA:	7	SPIRIT:	6
INITIATIVE:	25	HERO POINTS: 45			

POWERS:

Dispersal: 14, Flight: 6, Fog: 8,
Poison Touch: 12, Sealed
Systems: 14

SKILLS:

Charisma/Persuasion: 8

MOTIVATION: Unwanted Power

JOB: Omega Man/Diplomat

WEALTH: NA

RACE: Alien

Nimbus was the soul-partner* of a Branx Warrior captured by the Citadel. The Psions stripped Nimbus from his Warrior, forcing him to wander the Vegan system unaccompanied. During this period, he worked with the Omega Men to fight against the Citadel. Nimbus' powers were later increased and he merged with Kuraq, the Omega Men's new homeworld.

* Each Branx Warrior possessed an unseen soul-partner. When a Warrior died, this angel of mercy carried his essence to a place of rebirth in some new Branx infant.

Tigorr

TIGORR *alias Tghuurhu*

DEX:	9	STR:	6	BODY:	6
INT:	6	WILL:	8	MIND:	8
INFL:	9	AURA:	6	SPIRIT:	6
INITIATIVE:	24(33)	HERO POINTS:	50		

POWERS:

Claws: 8, Shape Change: 1

SKILLS:

Charisma/Intimidation: 9, Martial Artist: 9, Vehicles: 9, Weaponry: 9

LIMITATIONS:

Miscellaneous: Shape Change can only be used to transform Tigorr into a huge tiger ([DEX: 12, STR: 8, BODY: 6], POWERS: Analytic Smell/Tracking Scent: 8, Claws: 12, Jumping: 4)

MOTIVATION: Seeks Justice

WEALTH: Affluent

JOB: Omega Man

RACE: Humanoid

Tigorr joined the Omega Men after his wife was killed in a Citadel raid. He is one of the group's fiercest and most relentless members. He was once caught up in a power struggle with Primus over the group leadership, but the two have since become very close friends.

Green Man

THE GREEN MAN

DEX:	4	STR:	4	BODY:	12
INT:	8	WILL:	18	MIND:	18
INFL:	7	AURA:	6	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	85		

POWERS:

Acid: 12, Telepathy: 10, Warp: 18, Water Freedom: 5

SKILLS:

Charisma: 5, Vehicles: 10

LIMITATIONS:

Miscellaneous: Acid has a range of touch and will only affect a target that has done at least 2 APs of damage to the Green Man.

Miscellaneous: Warp can only be used to bring to the Green Man any of his companions who is in danger.

MOTIVATION: Upholds the Good

WEALTH: Affluent

JOB: Green Lantern/Omega Man

RACE: Humanoid

The Green Man was the Green Lantern of the sector containing the Vegan system. He was stripped of his power ring by the Guardians when he refused to follow their edict banning interference in that area.

Ryand'r

RYAND'R

DEX:	5	STR:	5	BODY:	7
INT:	5	WILL:	4	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	16(22)	HERO POINTS:	35		

POWERS:

Comprehend Languages: 12, Flight: 12, Solar Sustenance: 15, Starbolt: 10, Telescopic Vision: 4

SKILLS:

Charisma: 5, Gadgetry: 4, Martial Artist: 6, Scholar/Academic Study (Communications): 7

LIMITATIONS:

Miscellaneous: Ryand'r's Starbolt has a range of touch and uses his DEX as the Acting Value. The power can malfunction as per a Minor Attribute Limitation. Roll once per battle for malfunction.

MOTIVATION: Upholds the Good

WEALTH: Affluent

JOB: Omega Man

RACE: Exotic Humanoid

Ryand'r is the brother of Starfire of the New Teen Titans. He joined the Omega Men after the team reformed

to combat the dreaded Spider Guild. For a while, he returned to his homeworld of Tamaran, but he later became an Omegan full time.

Felicity

FELICITY

DEX:	10	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE:	19	HERO POINTS:	30		

SKILLS:

Acrobatics: 7, Artist (dance): 5, Charisma: 5

MOTIVATION: Upholds the Good

WEALTH: Affluent

JOB: Dancer/Omega Man

RACE: Exotic Humanoid

Felicity was born on the Vegan world of Karna. When she was young, Felicity and her mother were abducted by Gordanian slavers. After she was liberated by the Omega Men, she joined them for a brief time and began an affair with Tigorr. Not too long ago, she left to travel alone.

Elu

ELU *alias LonocElu OsPho*

DEX:	8	STR:	0	BODY:	12
INT:	7	WILL:	5	MIND:	5
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	17	HERO POINTS:	35		

POWERS:

Bio-Energy Blast: 8, Bomb: 13, Flight: 7 Force Field: 12, Shrinking: 3

LIMITATIONS:

Miscellaneous: Shrinking is always in effect.

Miscellaneous: No manipulatory appendages.

MOTIVATION: Upholds the Good

WEALTH: Affluent

JOB: Omega Man

RACE: Alien

Elu, a member of the Roguian race, is a good friend of Ryand'r. The Roguians are tiny, shy creatures that project powerful force fields which obscure them from view. Elu is one of the few Roguians to become involved in otherworldly affairs.

CHAPTER IV:

Enemies

The villains who are the opponents of the Green Lantern Corps are listed in the chronological order of their first appearances. Each description features a Background (the villain's history), notes on the villain's Methods and Goals, and a Role-Playing section.

Remember that these villains stand up to the likes of Green Lantern in the comics! When using these villains in the *DC Heroes Role-Playing Game*, use discretion when pitting these villains against some player characters in a campaign. Many of these villains are, of course, quite a bit tougher than many heroes.

Sinestro

SINESTRO

DEX: 7	STR: 2	BODY: 12(4)
INT: 10	WILL: 21	MIND: 20
INFL: 7	AURA: 10	SPIRIT: 7
INITIATIVE: 24	HERO POINTS: 130	

SKILLS:

Charisma: 7, Gadgetry: 10,
Scientist: 10

CONNECTIONS:

Secret Society of Super-Villains
(high-level)
Weaponers of Qward (high-level)

MOTIVATION: Power Lust

WEALTH: NA

JOB: NA

RACE: Alien (Korugarian)

EQUIPMENT:

Power Ring

DEX: 0	STR: 0	BODY: 21(4)
INT: 10	WILL: 0	MIND: 0
CHARGES: 15		
COST: 5878 HPs+ \$ 16.2T		

POWERS:

Comprehend Languages: 20,
Flight: 40, Force Manipulation: 21,

Invulnerability: 15, "Omni-Power": 10, Regeneration: 4, Sealed Systems: 16, Skin Armor: 5

NOTE: Sinestro's Power Ring functions in much the same way as those worn by members of the Green Lan-

tern Corps, except that it does *not* have the usual vulnerability to the color yellow. In fact, Sinestro's Ring *produces* a yellow beam.

FIRST APPEARANCE:

Green Lantern #7

Sinestro is Hal Jordan's most awesome enemy. He has sworn vengeance on all members of the Green Lantern Corps. Sinestro is responsible for the deaths of more than a few of the Guardians' Emerald Warriors.

BACKGROUND

Long ago, Sinestro was the Green Lantern of space sector 1417. At first, he exercised the power of his Ring

admirably, dutifully patrolling his sector and combatting the evils it harbored. Over the years, however, he began to see the true potential in the awesome might that was at his disposal. Eventually, he assumed complete dictatorial control over his homeworld of Korugar and began turning his attention toward conquering other worlds.

Before Sinestro could do any further harm, the Guardians finally intervened, stripping him of his Power Ring and banishing him to the anti-matter universe of Qward. In the entire four-billion-year history of the Green Lantern Corps, Sinestro was the first undeserving being whom the Guardians had ever misjudged and admitted into the Corps. While in the anti-matter universe, Sinestro linked up with the Weaponers, Qward's most dreaded inhabitants. With their aid, he was able to build himself a Power Ring similar to those issued by the Guardians. With the Weaponers partially under his sway and the power of the Ring once again at his disposal,



Sinestro was now ready to launch his plans for universal conquest.

His first two incursions into the positive matter universe were quickly turned back by Hal Jordan, Green Lantern of sector 2814 (*GL #7, Broome*, and *GL #9, Broome*, respectively). After each of these encounters, however, Sinestro was able to escape imprisonment. On his third try, the evil genius changed his tactics. This time, Sinestro and the Weaponers constructed a huge mind control machine and used it to bring Hal Jordan into Qward. Sinestro hoped to convince Hal to join them (*GL #11, Broome*). However, this latest scheme also failed. After these crushing defeats, the Weaponers began to lose their faith in Sinestro.

In order to recapture the Weaponers' loyalty, Sinestro set out to win Qward's annual "Popularity Contest," a yearly competition held to determine the most evil being in the universe. His two attempts to win the contest (*GL #15, Broome*, and *GL #18, Broome*), however, resulted in still more conflict with Hal Jordan, and he was again defeated.

After these latest setbacks, Sinestro disappeared for many years. When he finally re-emerged, his only thoughts were centered around avenging his defeat at the hands of sector 2814's Green Lantern. After travelling to Earth, he quickly hatched a scheme to use the legendary Amazons against the Emerald Warrior. But Hal, with the help of Green Arrow, managed to elude the trap (*GL/GA #82, O'Neil*). A few months later, Sinestro took another crack at Hal. This time, Sinestro used Hal's friend, Green Arrow against him (*GL/GA #92, O'Neil*). This scheme also failed.

After his second round of failures, Sinestro once again retired to Qward. When the opportunity presented itself, he snatched Guy Gardner, Earth's alternate Green Lantern (see *Chapter II: The Green Lantern Corps*), out of the Phantom Zone (*GL #123, O'Neil*). Hal Jordan was able to enter Qward and retrieve his friend, but not before Sinestro had seriously damaged Gardner's mind.

During the Crisis on Infinite Earths, Sinestro emerged once again in an attempt to deceive the Guardians

into halting Guy Gardner's ill-fated mission to Qward's moon (*GL #197, Englehart*). The Guardians later discovered that the villain was unwittingly speaking the truth and that Gardner's mission could have, in fact, been fatal to the universe. After Gardner was stopped, Sinestro was captured and imprisoned in a sciencell on Oa (*GL #200, Englehart*).

Recently, Sinestro escaped his cell by reactivating the mad god of space sector 3600 (*TGCA #2, Englehart*). In the rampage that followed their escape, Sinestro and the mad god smashed the Green Lantern Corps of Klyminade (*GLC #217, Englehart*), and destroyed the new world that Kilowog had built for the inhabitants of Bollovas Vik (*GLC #218, Englehart*) (see *Chapter II: The Green Lantern Corps, Kilowog*).

METHODS AND GOALS

Sinestro has two ambitions: to gain revenge upon the Green Lantern Corps (especially Hal Jordan), and to usurp as much power as possible. He will never pass up an opportunity to further either of these ends.

Sinestro is a schemer. It is unlikely that he will simply show up on the Earth and challenge Hal Jordan to a fight. Instead, he prefers to concoct elaborate plots and mask his own involvement as long as possible (although he always shows up just before his plan comes to fruition in order to gloat). He usually enslaves or deceives others to carry out his schemes, and often has several contingency plans and escape routes laid out in case his schemes go awry. Over the years, Sinestro has proven very difficult to hold captive. He has always managed to escape from the toughest prisons (even those devised by the Guardians themselves).

The weapons that Sinestro relies upon the most are deception and cunning. He always tries to keep his enemy confused, hoping to force his opponent to err. In a way, he gets a strange sadistic pleasure out of watching his foes struggle to discover what is "real" and what is not. Sinestro will never "play fair" if he can avoid it. He will always try to stack the odds in his favor, and he usually has an ace in the hole.

ROLE-PLAYING

Sinestro is brilliant, ruthless, and power-mad. He always has his best interests firmly in mind, and he always calculates his next several moves. If he is presented with a more attractive opportunity to further one of his goals, however, he will not hesitate to alter his plans to fit the new circumstances. Sinestro has an excellent penchant for calculating the optimum time to cut his losses and escape.

Hector Hammond

HECTOR HAMMOND

DEX:	0	STR:	0	BODY:	10
INT:	13	WILL:	24	MIND:	12
INFL:	4	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	120		

POWERS:

Control: 30, Force Manipulation: 21, Force Shield: 12, Invulnerability: 13, Mind Probe: 20, Telekinesis: 15, Telepathy: 45

SKILLS:

Gadgets: 15, Scientist: 20

LIMITATIONS:

Miscellaneous: Cannot move

MOTIVATION: Power Lust

WEALTH: Varies

JOB: Professional Criminal

RACE: Human

EQUIPMENT:

Chair

DEX:	0	STR:	0	BODY:	8
INT:	0	WILL:	0	MIND:	0
CHARGES:	38				
COST:	80 HPs	\$	1600		

NOTE: Hammond moves his chair by using his Telekinesis power. He and the chair together weigh 3 APs.

FIRST APPEARANCE:

Green Lantern #5

Hector Hammond is a ruthless, scheming criminal bent on seizing world power. His highly evolved brain provides him with phenomenal mental powers, making him an extremely dangerous adversary.

BACKGROUND

While fleeing from the law, Hector Hammond discovered a strange meteorite in the California hills. After noticing the unusual effect it was having on the surrounding plant life, Hammond took the meteorite back to his hideout, where he discovered that it had the unique ability to evolve living matter many thousands of years past its present state. He then kidnapped four famous scientists and subjected them to the meteorite radiation, increasing each of their mental capacities more than one thousand times. The captive scientists were then forced to put their newly-augmented genius to work by inventing amazing futuristic devices that Hammond could sell on the open market. As soon as he set his sights on securing young Carol Ferris as his bride, however, Hammond's scheme attracted the attention of Hal Jordan, Earth's Green Lantern, who swiftly captured the criminal and returned the four scientists to their normal states (*GL #5, Broome*).

Several months later, Hammond escaped from prison. He was then recruited by Prof. Amos Fortune to help destroy the newly founded Justice League of America (*JLA #14, Schwartz/Fox*). Before his battle with the League, Hammond used his strange meteorite to evolve himself into a highly intelligent future man. Later still, Hammond devised a means to expose himself to the meteorite radiation yet again to evolve himself even further. His plan succeeded, granting him immortality and fantastic mental powers, but at the same time sapped his strength and mobility.

While attempting to regain his mobility, Hammond came into conflict with Green Lantern once again, and was again placed behind bars (*GL #22, Broome*). Soon, however, Hammond had freed both himself and the Modoran criminal known as Sonar as part of an attempt to gain revenge on the Emerald Gladiator (*GL #25, Broome*). When these plans went awry, however, Hammond was returned to his cell.

Carefully considering the threat posed by the Green Lantern, Hammond decided that he could never

really battle the Green Lantern until he had learned the Lantern's secrets. Summoning all of his willpower, Hammond began to mentally track the Green Lantern, eventually enabling him to discover the existence of Oa and the Guardians of the Universe (*GL #34, Broome*). Hammond later tried to use this information against Hal Jordan (*GL #64, O'Neil*), but he failed again.

Over the next several years,



Hammond would occasionally appear to challenge Green Lantern, failing miserably during each encounter. Most recently, he forged an alliance with Star Sapphire, and the two went after Hal Jordan together (*GLC #212, Englehart*). With the help of Arisia, however, Hal was able to outwit the both of them (*GLC #213, Englehart*).

METHODS AND GOALS

Hector Hammond is looking to increase his personal power base as much as possible. As a prelude to achieving this goal, he feels that it is necessary to remove the threat of Hal Jordan, who has been able to defeat

even his best laid schemes. He does not fear the involvement of other Green Lanterns or heroes because his formidable mental powers usually prove more than their match.

Like Sinestro, Hammond is a schemer. He specializes in elaborately crafted plots designed to mask his own involvement. He usually relies upon his amazing mental powers to oversee his affairs from a vast distance, and tries to anticipate his adversary's moves and adjust his plans accordingly. Hammond has been defeated by Green Lantern so many times that he will not even think about attacking his adversary unless he has a great deal of confidence in his latest plan.

ROLE-PLAYING

Hammond is unable to speak, but he can easily communicate telepathically. His highly-evolved mind places him on a plane much higher than that of "mere humanity," and he tends to ignore those who he does not consider his equals. There was a time when he was desperately trying to reverse the process that gave him his powers and regain his mobility. However, Hammond has now come to accept his form and would not even consider giving up its advantages.

Sonar

SONAR *alias Bito Wladon*

DEX: 7	STR: 4	BODY: 6
INT: 7	WILL: 8	MIND: 4
INFL: 5	AURA: 3	SPIRIT: 3
INITIATIVE: 19	HERO POINTS: 90	

SKILLS:

Gadgetry: 7, Scientist: 7,
Vehicles: 4, Scholar (Sonics): 12,
Weaponry/Exotic: 10

LIMITATIONS:

Miscellaneous: Energy
Absorption only works on sonic attacks.

Miscellaneous: Gun does not function in the total absence of sound waves.

CONNECTIONS:

Modoran Government (high-level)

MOTIVATION: Power Lust
WEALTH: Millionaire
JOB: Ruler of Modora
RACE: Human

EQUIPMENT:

Sonic Gun					
DEX:	3	STR:	12	BODY:	7
INT:	0	WILL:	0	MIND:	0
CHARGES: 36					
COST: 1436 HPs+ \$ 22,750K					

POWERS:

Energy Absorption: 16, Flight: 10,
Illusion: 16, Sonic Beam: 18,
Telekinesis: 12

FIRST APPEARANCE:

Green Lantern #14

Sonar is the ruthless leader of the tiny European nation of Modora. His attempts to increase his country's prestige in the eyes of the world seem to constantly bring him into conflict with the Green Lantern.

BACKGROUND

Ever since his childhood, Bito Wladon has been obsessed with the study of acoustics. A member of the royal family of Modora, a small European nation of only 400 citizens, Wladon often dipped into his nation's treasury in his youth in order to fund his exotic experiments in sonics. His hope was to create a sonic weapon that could elevate tiny Modora to the status of a supnation.

Eventually, Wladon's research began to eclipse the tiny treasury of his countrymen, and he was forced to turn to a life of crime in order to support his continuing experimentation. Travelling to the United States, Wladon created a colorful costume and the unique tuning fork weapon that would give him the power he needed to commit his crimes. Unfortunately, Sonar (as he now called himself) ran right into Green Lantern on his first outing, winding him up in a Modoran jail (*GL #14, Broome*).

A few months later, Sonar was released from prison after invoking an ancient Modoran law that holds that anyone helping with the annual grain harvest is automatically entitled to a general amnesty. Soon, Wladon was hatching a plot to conquer Modora's tiny neighbor, Granaco, as a stepping stone to global conquest. However, Wladon was

promptly returned to prison after Green Lantern's timely arrival (*GL #19, Broome*). This time he spent even less time in his appointed cell. Mere weeks later, Sonar was set free by criminal Hector Hammond as part of a plan to gain revenge on their mutual foe. The scheme failed, however, and both Sonar and Hammond soon found themselves behind bars yet again (*GL #25, Broome*).

After this last debacle, Sonar did not emerge until years later. Sonar was still determined to prove his country's might to the entire world.

Upon his reappearance, Sonar attempted to fix the annual Modoran

to the greatness that he believes is its destiny. He does not like committing crimes, but he usually sees no alternative if he is to accomplish his long-term goals. Recently, Sonar has decided to eliminate Earth's Green Lanterns at all cost. He doesn't want to do this just for the sake of destroying the Green Lanterns, but he simply views the Lanterns as a deadly threat to his overall goals and future plans.

Sonar has two major weaknesses. The first is that he acts unwisely and impulsively. Unlike villains such as Sinestro and Hector Hammond, Sonar is likely to simply show up on the street and openly challenge the



beauty pageant (*GL/GA #105, O'Neil*) and steal some of Ferris Aircraft's experimental "missile catchers" for his country's Air Force (*GL #130, Rozakis*). To the eternal frustration of the self-appointed "Master of Sound," however, both of these schemes were again foiled by his arch-enemy Green Lantern.

In his most recent appearance, Sonar joined forces with Dr. Polaris and a group of lesser-known villains in order to gain revenge upon Hal Jordan and his friends in Earth's newly formed Green Lantern Corps (*GLC #202, Englehart*). His current whereabouts are unknown.

METHODS AND GOALS

Sonar stands apart from many other villains because he is not truly evil. Instead, he is out to exalt Modora

Green Lantern to a fight. Sonar rarely relies on complex schemes, and most of his operations are so inelegant as to be foiled effortlessly. Sonar's second major weakness is his single-minded madness. He is intent on the idea that Modora, a tiny nation with a population of only 400 has the might to rule the world! Still, his weaponry makes him a very formidable opponent, and a hero would be unwise to underestimate him.

ROLE-PLAYING

Sonar speaks in a phony Eastern-European accent. He is fiercely dedicated to his self-appointed mission, and he will almost never surrender. With these flaws, however, Sonar has a strange concept of honor. He will be hard-pressed to take back his word once it is given.

Star Sapphire

STAR SAPPHIRE alias Carol Ferris

DEX: 7	STR: 3	BODY: 6
INT: 8	WILL: 19	MIND: 14
INFL: 9	AURA: 5	SPIRIT: 4
INITIATIVE: 24	HERO POINTS: 110	

SKILLS:

Charisma: 9, Gadgetry: 6,
Scientist: 6, Vehicles: 4

CONNECTIONS:

Hector Hammond (low-level)

MOTIVATION: Psychopathic

WEALTH: Billionaire

JOB: Former queen of the Zamaron

RACE: Human

EQUIPMENT:

Star Sapphire Tiara

DEX: 0	STR: 0	BODY: 6
INT: 0	WILL: 0	MIND: 0
CHARGES: 32		
COST: 1158 HPs + \$ 580M		

POWERS:

Flight: 25, Force Manipulation: 19,
Skin Armor: 8

Gloves

DEX: 0	STR: 0	BODY: 6
INT: 0	WILL: 0	MIND: 0
CHARGES: 38		
COST: 87 HPs + \$ 1100		

POWERS:

Claws: 5

FIRST APPEARANCE:

Green Lantern #16

The Star Sapphire is the traditional queen of the Zamaron, the female warriors who are descendants of the Oan race (see *Chapter I: The Guardians, Zamaron*). The Zamaron selected the dark-haired Carol Ferris to become Star Sapphire because of her distinct physical appearance. When she became Star Sapphire, she would take on a new personality. When she would revert back to Carol Ferris, she would forget everything that happened to her as Star Sapphire. Recently, Carol has permanently assumed the Star Sapphire identity. (For more information see

Chapter III: Friends, Carol Ferris and The Predator in this chapter.)

BACKGROUND

For thousands of years, the Zamaron had always selected an alien mortal to be their queen. The chosen mortal always bore a striking resemblance to her predecessor. Thus, the appearance of the Zamaronian queen remained constant throughout the history of the race. As each queen would die, the Zamaron would scour the universe in search of the perfect replacement. Exactly why the Zamaron chose to adopt this bizarre policy remains a mystery.

After the death of one such queen, the Zamaron discovered that Carol Ferris of Earth happened to match their queen's description perfectly. Travelling to Earth, the Zamaron offered Ferris their loyalty and gave her one of their Star Sapphire gems, which has unusual powers (*GL #16, Broome*). Carol, however, declined their offer. She wanted to remain on the Earth because she had fallen in love with Green Lantern.

In an attempt to prove to Carol that the Green Lantern was a creature of weakness and thus below her station, the Zamaron hypnotized her into becoming his enemy. When Jordan easily defeated Carol, however, the Zamaron concluded that she was not worthy to be their sovereign. Before they left Earth, the Zamaron removed all traces of recent events from Carol's memory, but left behind the special Star Sapphire gem and planted subconscious urges within her mind to use it, hoping that she would one day overcome her weakness for Jordan.

Over the next several years, Carol reassumed the Star Sapphire identity many times. On one such occasion, she defeated Deva Pharon of Xanador, the alien whom the Zamaron chose to become their queen in her stead, temporarily restoring her sovereignty (*GL #41, Broome*). On another, she was used by Sinestro as part of a plot to exact revenge upon the Green Lantern (*GL #73-74, Friedrich*). A third time, she was again manipulated into attacking the Green Lantern, this time on behalf of General Fabrikant of Qward (*GL*

#129, O'Neil). Each time, Green Lantern managed to separate her from the Star Sapphire gem, causing her to revert to her Carol Ferris personality and forget everything she had experienced as Star Sapphire.

After Carol underwent a series of devastating personal problems (her removal as Ferris chairman, Jason Bloch's attempt to destroy Ferris Air, Hal's exile to space, etc.), her will became so weak that the subconscious urges that the Zamaron had left in her mind were stronger than ever before. Carol's subconscious desire to resume her role as Star Sapphire was so great that her hostile, aggressive side took on a physical presence through the Star Sapphire gem in the form of the strange interloper known as the Predator. Eventually, her Predator half merged with her Carol Ferris identity to become the new Star Sapphire (*GL #192, Englehart*). This time, the change was seemingly permanent.

Shortly after this transformation, the Zamaron and their male counterparts, the Guardians, departed for realms unknown in order to create the cosmos' next immortal race. Just before their departure, the Zamaron revealed that their queen had always been a mere source of amusement for them, and that they had never really taken her commands seriously (*GL #200, Englehart*). This left Star Sapphire a queen without subjects. The only thing she had left was her hatred of Hal Jordan for all the harm he had done her over the years. She has since made an alliance with Hector Hammond in order to destroy Jordan (*GLC #212-213, Englehart*).

METHODS AND GOALS

The one thing that Star Sapphire is most interested in accomplishing is the total annihilation of Hal Jordan. She wants to see Hal suffer for two reasons: She has placed all of the responsibility for her unhappiness as Carol Ferris on his shoulders, and she feels a need to prove that she is superior to him.

Star Sapphire often makes elaborate schemes like those of Sinestro and Hector Hammond, but she finds it difficult to restrain herself from personally entering the fray as the

plan progresses. She takes a certain sick pleasure in personally combatting her opponents in order to prove her superiority. She simply cannot stand anyone who would see her as an inferior, and must see such a creature destroyed immediately. Star Sapphire does not make an especially reliable ally since she usually feels the need to dominate any partnership she is involved in.

If Star Sapphire ever accomplished her goal of eliminating Jordan, she would probably turn her attention toward carving out a vast star empire. She probably would not rest until there was not a single soul in the entire universe that did not recognize her sovereignty.

ROLE-PLAYING

Star Sapphire is very malicious. Hatred seems to drip off of nearly every word she utters. Her favorite pastime is the humiliation of others, and she will usually attempt to humiliate anyone and everyone she is with, especially her enemies. Needless to say, this tends to make her alliances short-lived.

In combat, Star Sapphire is cruel and cunning. Her favorite tactic is the ambush.

Predator

PREDATOR <i>alias Carol Ferris</i>					
DEX: 10	STR: 6	BODY: 6	INT: 8	WILL: 10	MIND: 8
INFL: 9	AURA: 8	SPIRIT: 7	INITIATIVE: 27	HERO POINTS: 80	

POWERS:

Hypnosis: 12

SKILLS:

Acrobatics: 10,
Charisma/Intimidation: 10,
Gadgetry: 6, Scientist: 6, Thief: 10,
Weaponry: 10

MOTIVATION: Psychopath

WEALTH: NA

JOB: NA

RACE: Humanoid

EQUIPMENT:

Battlesuit

DEX: 0	STR: 0	BODY: 7
INT: 0	WILL: 0	MIND: 0
CHARGES: 35		
COST: 199 HPs+ \$ 2600		

POWERS:

Claws: 5, Gliding: 7, Thermal Vision: 7

Knife

DEX: 0	STR: 3	BODY: 4
INT: 0	WILL: 0	MIND: 0
CHARGES: 23		
COST: 40 HPs+ \$ 350		

Axe

DEX: 0	STR: 8	BODY: 5
INT: 0	WILL: 0	MIND: 0
CHARGES: 23		
COST: 112 HPs+ \$ 2600		

Swingline

DEX: 0	STR: 10	BODY: 10
INT: 0	WILL: 0	MIND: 0
CHARGES: 25		
COST: 256 HPs+ \$ 20K		

Predator's swingline is 4 APs long.

FIRST APPEARANCE:

Green Lantern #178

BACKGROUND

The Predator is a manifestation of the aggressive "male" half of Carol Ferris' personality brought to life by the Star Sapphire gem. His background is fully covered in the Carol Ferris and Star Sapphire entries.

METHODS AND GOALS

The Predator was chiefly concerned with restoring Carol Ferris to her Star Sapphire identity so that the pair could merge to form the "new" Star Sapphire. In addition, he was also partially guided by Carol's own subconscious impulses: resentment of Hal Jordan, desire to protect Ferris Air at all costs, etc.

ROLE-PLAYING

The Predator had the same basic personality as the new Star Sapphire, though not quite as ruthless in many ways. He was much more respectful of innocents (especially those whom Carol called friend), and had a natural fondness for Carol herself.

Dr. Polaris

DOCTOR POLARIS *alias Dr. Neal Emerson*

DEX: 7	STR: 4	BODY: 7
INT: 8	WILL: 5	MIND: 4
INFL: 6	AURA: 5	SPIRIT: 4
INITIATIVE: 21		
HERO POINTS: 90		

POWERS:

Bio-Energy Blast: 12, Energy Absorption: 12, Flash: 12, Flight: 8, Force Field: 12, Magnetic Control: 16

SKILLS:

Gadgetry: 8, Medicine: 7, Scholar (magnetism): 12, Scientist: 8, Weaponry/Exotic: 7

LIMITATIONS:

Miscellaneous: Energy Absorption only works on magnetic energy.

MOTIVATION: Power Lust

WEALTH: Varies

JOB: Former Physician

RACE: Human

SPECIAL: Dr. Polaris can create a magnetic field around a Green Lantern's Power Ring that prevents the Ring from functioning. In order for him to do this, the APs of his Magnetic Control Power is used as the AV/EV, and the Green Lantern's DEX is used as the OV/RV. Any positive RAPs indicate that the Green Lantern's Ring cannot function. Polaris can maintain this field for as long as he wishes, but he cannot use any of his other powers while doing so. He can only affect one Ring in this manner at a time.

FIRST APPEARANCE:

Green Lantern #21

The dreaded master of magnetism, Doctor Polaris, is one of Hal Jordan's oldest foes. A "Jekyll and Hyde" type, Polaris has often wavered between being one of Green Lantern's best friends, and being one of his worst enemies.

BACKGROUND

Doctor Neal Emerson was a famous physician who built his reputation on the miraculous cures he could bring about through the steady application of magnetism. The constant exposure to concentrated magnetic fields that

he suffered in this work, however, sharply altered his personality, slowly changing him into a viciously malevolent being. Now bent on world conquest, Emerson fashioned a colorful costume and powerful magnetic weapons and adopted the identity of "Doctor Polaris" (*GL #21, Broome*). During his first outing, however, Polaris was soundly defeated by Earth's Green Lantern (Hal Jordan). Shortly thereafter, the more docile "Doctor Neal Emerson" personality resurfaced, and the Doctor began his research anew.

Of course, the return to the "Doctor Neal Emerson" personality was by no means permanent. Over the years, "Doctor Polaris" has returned many times. Presumably, Polaris' appearances have something to do with Earth's own magnetic field. Polaris tangled with Green Lantern just before one of his many trips to the far future (*GL #46-47, Broome*), several months later in the arctic (*GL #65, Fox*), and later still when Polaris tried to take over the Earth (*GL #133-155, Wolfman*).

Doctor Polaris has recently found a means of internalizing his Magnetic Control power so that he need no longer rely on special weaponry (*WhW #VI*). His control over magnetism is now so great that he was one of those beings who were specially summoned by the Monitor to participate in the Crisis on Infinite Earths (*CIE #1, Wolfman*). Shortly after the Earth's Green Lantern Corps was formed, Polaris formed a league of villains with the intent of liquidating the group (*GLC #201-202, Englehart*).

METHODS AND GOALS

Doctor Polaris aspires to rule the world. If he ever managed to achieve this goal, he probably would not stop there, but he would spread out to other worlds and universes as well. As a subsidiary goal, he would not mind destroying as many of Earth's heroes as possible (they are likely to interfere with his long term objectives). Polaris would also take special delight in gaining revenge on Hal Jordan, his arch-enemy.

One of Polaris' tragic flaws is that he has too much confidence in his Magnetic Control power. He believes

that he is more than a match for Hal Jordan, or any other Green Lantern. Thus, he is likely to simply show up and attack. At times, however, he can be extremely cunning with well-laid, complex plans.

ROLE-PLAYING

In his Doctor Polaris personality, Emerson is loud, brash, and manipulative. He is definitely one of those gloating villains, taking particular pride in revealing his masterful schemes and humiliating his victims before destroying them.

It is not certain that the Neal Emerson personality can still manifest itself, but there is no strong reason to suspect that it cannot. Neal Emerson is a meek contrast to his beastly Doctor Polaris alter-ego. "Neal Emerson" despises "Doctor Polaris" and vice versa.

Tattooed Man

TATTOOED MAN <small>alias Abel Tarrant (deceased)</small>					
DEX: 6	STR: 5	BODY: 6	INT: 6	WILL: 3	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 3	INITIATIVE: 15		
			HERO POINTS: 50		

POWERS:

Animate Image: 18

LIMITATIONS:

Miscellaneous: Animate Image only works on the special tattoos painted on his body.

Sample Tattoo selection

(others may be added):

Axe [STR: 12, BODY: 6]

Boat ([STR: 4, BODY: 12], Swimming: 4)

Dragon ([DEX: 6, STR: 6, BODY: 6], Flame Project: 6)

Fan ([STR: 12, BODY: 6], Super Breath: 12)

Shield ([STR: 12, BODY: 6], Force Shield: 12)

Strongman [DEX: 6, STR: 8, BODY: 4]

Throwing Anchor ([DEX: 3, BODY: 15], Gliding: 3)

NOTE: Tattooed Man usually wears 2D10 tattoos. He can only animate one at a time. Also, for some unknown reason, a Green Lantern's

Power Ring has no direct effect on the Tattooed Man's animated images.

CONNECTIONS:

Injustice Gang of the World (high-level)

MOTIVATION: Mercenary

WEALTH: Varies

JOB: Former Seaman

RACE: Human

FIRST APPEARANCE:

Green Lantern #23

In addition to two solar encounters, Green Lantern often battled the Tattooed Man alongside his comrades in the Justice League of America.

BACKGROUND

While breaking into a warehouse during his otherwise undistinguished career as a petty thief, Abel Tarrant discovered a wonder chemical with the ability to form "real" solid shapes. Absconding with the chemical, Tarrant decided that the best way to use it would be to cover his body with tattoos of various useful items, each painted in the chemical solution. When cornered, he could then bring these tattoos to "life" and use them against his enemies. Calling himself the "Tattooed Man," Tarrant then struck out in search of plunder, only to be overcome and imprisoned by the Green Lantern (*GL #23, Broome*).

After escaping from prison, the Tattooed Man was briefly a member of the infamous Injustice Gang of the World. Finding even less success with the Injustice Gang than he had engendered alone, he soon left to resume his solar career. Mere months later, he was murdered by members of Goldface's criminal organization for cutting in on their territory (*GL #144, Wolfman*).

METHODS AND GOALS

The Tattooed Man is a very simple operator. He is usually only interested in wealth, and his plans are often very basic and direct. He is not one to become mixed up in subtle plots and counter-strategies. During his stint with the Injustice Gang, his visions became a little more grandiose, but he soon returned to the comfortable role of an "elevated street punk."

ROLE-PLAYING

As an ex-sailor, the Tattooed Man would often speak in corny sailor

cliches that seem to have been swiped from old pirate and swashbuckler movies.

The Shark

THE SHARK

DEX: 9	STR: 12	BODY: 8
INT: 5	WILL: 4	MIND: 6
INFL: 3	AURA: 4	SPIRIT: 7
INITIATIVE: 17		HERO POINTS: 60

SKILLS:

Aura of Fear: 6, Bio-Energy Blast: 14, Flight: 7, Growth: 9, Matter Manipulation: 12, Mind Probe: 8, Swimming: 6, Telekinesis: 9, Telepathy: 7, Vampirism: 8, Water Freedom: 10

LIMITATIONS:

Miscellaneous: The Shark's STR is only 10 when out of water.

MOTIVATION: Power Lust

WEALTH: NA

JOB: NA

RACE: Strange Humanoid

SPECIAL: The Shark's Matter Manipulation enables him to effortlessly surround himself with a yellow aura that prevents a Green Lantern's Power Ring from affecting him.

FIRST APPEARANCE:

Green Lantern #24

The Shark is one of the Green Lantern's strangest menaces: a normal Pacific tiger shark super-evolved and granted sentience by atomic radiation.

BACKGROUND

During an accident involving an experimental atomic reactor on an isolated Pacific shore, a passing tiger shark was subjected to an intensive blast of radiation that changed its cellular structure. The radiation caused the shark to evolve into a highly intelligent man-creature with phenomenal psionic powers (*GL #24, Broome*). Shortly after its creation, hunger drove the creature to crawl onto the land to hunt prey. Knowing all too well that his newfound powers would make feeding upon normal human beings somewhat less than a

challenge, the Shark sought out an adversary that he could consider worth hunting. He eventually discovered such a being in the person of Green Lantern. In his maddened state, however, the Shark was determined to make the Green Lantern feel fear before slaying him. This delay allowed the Emerald Gladiator the edge he needed to defeat the beast.

After the battle, the Green Lantern used his Power Ring to change the Shark back into a normal tiger shark and returned him to the ocean. Mere weeks later, however, the Shark was



back to resume his campaign against the Green Lantern, having been exposed to yet another dose of radiation (*GL #28, Broome*). Green Lantern won this battle as well, again returning the Shark to his normal state. The Shark's next appearance came when he was recreated by the Weaponers of Qward as part of a plot to invade Oa (*GL #126, O'Neil*). Later still, the Shark appeared again when toxic wastes from S.T.A.R. Labs were dumped into the ocean off of Coast City (*GL #174, Wein*). On both of these occasions, Green Lantern was able to best the creature. During the latter battle, the Shark was seemingly blasted into atoms.

When the "rebel" Guardians sent Guy Gardner to collect the most dangerous criminals in the cosmos to

help him invade Qward during the Crisis on Infinite Earths, Gardner used his Power Ring to reassemble the Shark's atoms and convinced the creature to join him (*GL #196, Englehart*). The Shark is believed to be currently at large.

METHODS AND GOALS

The Shark feels compelled to prey upon human flesh. Hand in hand with this compulsion is the need to make all living things fear him. Although intelligent in his evolved state, the Shark is still dominated by basic animal instincts. If possible, the creature will make a special effort to hunt down and subjugate Hal Jordan, whom the Shark considers his greatest adversary.

The Shark never makes elaborate plans or schemes; he is interested only in feeding and forcing all other living things to acknowledge him as their master. Needless to say, he will go to any length to avoid returning to his more primitive form.

ROLE-PLAYING

The Shark addresses everyone as "meat." If possible, he will always seek to attack the most powerful being within the range of his senses, seeking to convince that being that he is master. The Shark would even overlook weaker beings to do this. This creature is very difficult to intimidate, and he will continue to press an attack ferociously until defeated.

Goldface

GOLDFACE alias Keith Kenyon

DEX: 6	STR: 10	BODY: 9
INT: 7	WILL: 7	MIND: 6
INFL: 6	AURA: 6	SPIRIT: 3
INITIATIVE: 19		HERO POINTS: 76

SKILLS:

Charisma: 6, Gadgetry: 6, Scientist: 8

CONNECTIONS:

Scientific Community (low-level)
Secret Society of Super-Villains (high-level)
Underworld (high-level)

MOTIVATION: Power Lust
WEALTH: Millionaire (usually)
JOB: Head of Crime Syndicate
RACE: Human

EQUIPMENT:

Armor

DEX:	0	STR:	0	BODY:	15
INT:	0	WILL:	0	MIND:	0
CHARGES: 18					
COST: 489 HPs+ \$ 270K					

POWERS:

Matter Manipulation: 12 (helmet only)

LIMITATIONS:

The helmet's Matter Manipulation can only turn matter into gold. The helmet's effects wear off after 12 APs of time. (A being will suffocate in 8 APs if the gold is not removed.)

Spray Gun

DEX:	3	STR:	8	BODY:	8
INT:	0	WILL:	0	MIND:	0
CHARGES: 20					
COST: 176 HPs+ \$ 3800					

SPECIAL: Goldface's gun sprays out a thin sheet of gold that coats a target and prevents it from moving. Treat this as a normal physical attack with RAPs equalling the amount of time the target is trapped. Goldface does not always carry the spray gun.

NOTE: Goldface's gold aura makes him invulnerable to a Green Lantern's Power Ring (see *Background*).

FIRST APPEARANCE:

Green Lantern #48

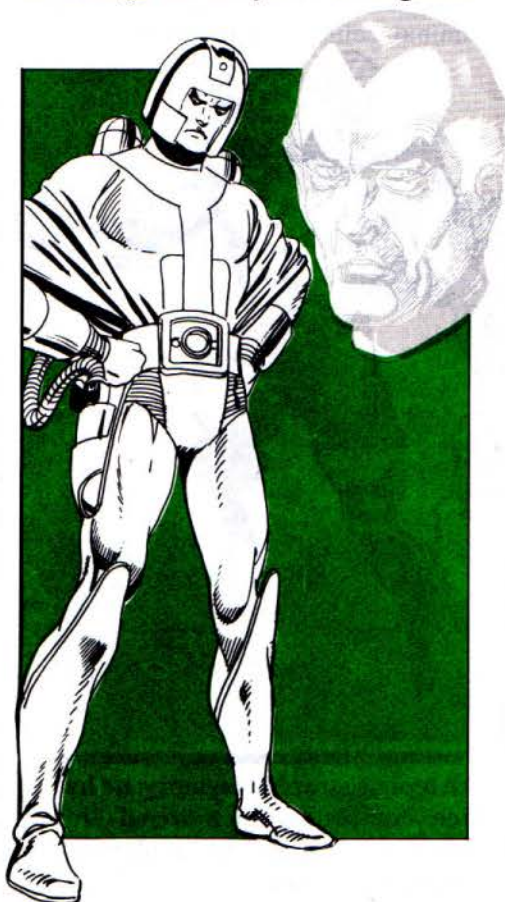
Goldface is yet another criminal mastermind that Green Lantern encountered early in his career who would return again and again to plague him. Goldface's immunity to the Green Lantern Power Ring energy makes him one of the most dangerous opponents that Green Lantern has ever encountered.

BACKGROUND

A brilliant criminal scientist, Keith Kenyon used his genius to invent a special "invulnerability elixir," with gold and seawater as two of its main components. As he was stealing the gold he needed to brew this elixir, he was discovered and confronted by the Green Lantern. In desperation, Kenyon drank a small amount of the

untested elixir and found himself surrounded by a golden glow that made him impervious to Green Lantern's Ring. In the end, however, the Lantern defeated Goldface (as Kenyon was calling himself) by using his Power Ring to create a quantity of Aqua Regia, a fabled substance with the ability to dissolve gold (*GL #48, Broome*).

Years later, Goldface escaped from prison and used his scientific genius to enlarge his body and strengthen



his muscles to superhuman proportions (*GL #145, Wolfman*). This time, he planned his crimes much more methodically and began to build one of the largest criminal empires on the west coast. This unprecedented criminal expansion brought him into direct conflict with the international criminal cabal known as the H.I.V.E. (Hierarchy of International Vengeance and Extermination), and the two gangs found themselves locked in a desperate struggle. At the time, Goldface was powerful enough to deal with Green Lantern, and powerful enough to deal with the H.I.V.E., but not nearly strong enough to defeat both at once. Just before his exile in space, Hal Jordan managed to

temporarily crush Goldface's enclave (*GL #151, Wolfman*).

When Goldface returned, he showed up in Central City to battle Barry Allen (the Flash). A few months later, he was selected by the "rebel" Guardians to accompany Guy Gardner into Qward (*GL #197, Englehart*).

Goldface is currently imprisoned on what is left of Oa.

METHODS AND GOALS

Goldface is chiefly concerned with expanding his syndicate's power base as much as possible, while increasing profitability and damaging his competitors. His eventual aim is to establish an international crime cartel which will give him enormous power on the global scale.

Unlike many major villains, Goldface does not believe that it is always necessary to eliminate hero interference before going ahead with his plans. He believes that a well-crafted and executed plan will succeed regardless of hero involvement. In fact, he often tries to use heroes to his own advantage (during a recent conflict he was constantly setting up the H.I.V.E. for local hero attacks). Goldface always masks his own involvement in his operations, preferring to work through secret operatives and agencies. There are always several layers of insulation between himself and these operatives in case something should go wrong with the plan. Often, several weeks will pass between the time a hero discovers that Goldface is involved in a plot and the time that he or she can do something about it.

ROLE-PLAYING

After receiving his strength and invulnerability, Goldface became brash and overconfident. He has no qualms about personally entering into combat, though he would prefer his operatives to take care of such activities, unless an enemy against whom he holds a grudge is involved, such as Green Lantern. He cannot stand to be questioned or second-guessed. Goldface will always attempt to take command of any group he is a part of because he feels uncomfortable putting his destiny in anyone else's hands. He needs to be in control at all times.

Black Hand

BLACK HAND *alias William Hand*

DEX: 6	STR: 3	BODY: 5
INT: 9	WILL: 4	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 19	HERO POINTS: 60	

POWERS:

Recall: 25

SKILLS:

Gadgetry: 6, Scientist: 6

MOTIVATION: Thrill Seeker

WEALTH: Varies

JOB: Professional Criminal

RACE: Human

EQUIPMENT:

Power Rod

DEX: 0	STR: 0	BODY: 6
INT: 0	WILL: 0	MIND: 0
CHARGES: 26		
COST: 647 HPs+ \$ 38M		

POWERS:

Energy Absorption: 20, Force Manipulation: 12

LIMITATIONS:

Miscellaneous: power rod's Energy Absorption only works on the energy from a Green Lantern's Power Ring.

SPECIAL: Black Hand's power rod enables him to absorb the green energy projected by a Green Lantern's Ring and throw it back at the Green Lantern. Whenever Black Hand is within 20 feet (1 AP) of a Green Lantern using Force Manipulation or an object upon which a Lantern has used Force Manipulation, make an Action Check using the Green Lantern's original APs of Force Manipulation as both the AV/EV and OV/RV. The RAPs (if any) are instantly added to the APs of the power rod's Force Manipulation power. If, however, Black Hand has been unable to absorb any Green Lantern energy after using his power rod for eight phases (3 APs), his Force Manipulation instantly drops to 0 APs until he manages to once again absorb a Power Ring's energy.

FIRST APPEARANCE:

Green Lantern #29

Black Hand has always proved a harrowing menace because, in addition

to being a criminal genius, he has the unique ability to capture some of a Green Lantern's power and throw it back at him/her.

BACKGROUND

Although William Hand is a member of the otherwise respectable Ceastville Hand family, he has been a professional criminal nearly all his life. Hand spent a bulk of his early years compiling an extraordinary Book of Crime, which contains the solutions to every possible problem a criminal could ever confront. Born



with a photographic memory, he has since completely memorized this book, giving him an edge in planning crimes and eluding the law.

Before beginning one of his earliest major crime sprees in Coast City, California, Hand wisely took the precaution of checking up on the local law enforcement. Realizing that any major crime operation in Coast City was likely to attract the attention of the Green Lantern, Hand constructed his incredible power rod, which enabled Hand to absorb Green Lantern's energy and use it against him. Hand then concocted a scheme to banish Green Lantern to another dimension. However, this undertaking failed miserably and landed Hand in prison (*GL #29, Broome*).

A few weeks later, Hand escaped from prison and began stealing Coast City's fabulous art treasures. How-

ever, the Green Lantern defeated Hand and returned him to the penitentiary (*GL #39, Broome*). Fully prepared for such a development, however, Hand easily escaped once more, but soon stumbled into Green Lantern and Green Arrow in the small town of Piper's Dell (*GL/GA #84, O'Neil*), and he ended up right back behind bars. Years later, he would confront Green Lantern from his cell during the Emerald Gladiator's temporary imprisonment (*GL #147, Wolfman*).

Recently, Hand was released from prison. Soon after his release, he started another major crime wave in Los Angeles, the home of Earth's own newly founded Green Lantern Corps (*GLC #205, Englehart*). At first, Hand found it to his advantage that there were not multiple Lanterns on Earth; seven Green Lanterns meant seven times as much Power Ring energy to absorb. When Kilowog confronted Hand without using his Power Ring, however, the villain realized that taking on the entire Green Lantern Corps would certainly require new tactics (*GLC #206, Englehart*).

METHODS AND GOALS

Hand grew up despising his wealthy upper-class relatives and vowed to drag the Hand family name through the mud. Consequently, his crimes are always spectacular and ingenious; they are guaranteed to draw the requisite publicity. Although he has no qualms about benefitting from his criminal activities, it is difficult to imagine Hand actually setting out to deliberately hurt anyone (with the possible exception of his hated relatives).

At times, Hand's plans border on delusions of grandeur, and he begins to see himself as the leader of a vast criminal empire. He never seems to be able to remain interested in such an undertaking for long, however, and usually returns to his solo career very quickly.

ROLE-PLAYING

Hand is very fond of old maxims and cliches. During combat, he constantly spouts them forth. This habit is very contagious; sometimes the heroes he is fighting soon start spewing out some phrases of their own.

Dr. Light 1

DR. LIGHT 1 *alias Arthur Light (retired)*

DEX: 6	STR: 2	BODY: 5
INT: 8	WILL: 2	MIND: 5
INFL: 5	AURA: 2	SPIRIT: 4
INITIATIVE: 19	HERO POINTS: 80	

SKILLS:

Gadgetry: 7, Scholar (Light, Optics): 11, Scientist: 6

LIMITATIONS:

Miscellaneous: Broadcast Empath can only generate the emotion of hate.

Miscellaneous: Force Manipulation is limited to generating simple objects (trams, spheres, etc.).

MOTIVATION: Power Lust

WEALTH: Comfortable

JOB: Criminal

RACE: Human

EQUIPMENT:

Battlesuit

DEX: 0	STR: 0	BODY: 6
INT: 0	WILL: 0	MIND: 0
CHARGES: 35		
COST: 723 HPs+ \$ 325K		

POWERS:

Broadcast Empath: 6, Flash: 12, Force Manipulation: 6, Flight: 10, Force Field: 6, Illusion: 12, Starbolt: 7

SPECIAL: Dr. Light can combine his Force Manipulation and Illusion powers to create solid light images of himself or others. He usually rigs these up to explode on contact (treat as Bomb: 7).

FIRST APPEARANCE:

Justice League of America #12

A regular opponent of the Justice League of America, and later the New Teen Titans, Dr. Light once singled out Green Lantern (Hal Jordan) as his most hated opponent.

BACKGROUND

The original Dr. Light was a physicist with a peculiar interest in crime. After inventing a device that allowed him to see onto other worlds, Light

decided to capture some sophisticated optical equipment from Hawkman's homeworld of Thanagar, using it to transform himself into a formidable costumed criminal. A few weeks later, however, a member of Thanagar's Hawk police arrived on Earth to retrieve the equipment, temporarily putting Light's criminal ambitions on hold.

While the Thanagarian technology was in his possession, Light learned enough about optics to create powerful light-based weaponry of his own. After a brief stint in the laboratory, he emerged as a costumed criminal once again and hatched a scheme to eliminate the entire Justice League of America by banishing its members into other dimensions (*JL #12, Schwartz/Fox*). After this scheme failed, Light tried to eliminate the League members one by one, choosing Green Lantern as his first target (*GL #33, Broome*). When this plot also failed, he decided to adopt a new approach toward his criminal activities and founded his own team of powered villains: the Fearsome Five. Light had even less luck with the group approach than he had on his own, however, and soon decided to retire from his life of crime.

METHODS AND GOALS

Light was a very typical power-mad menace. He was willing to do nearly anything that would increase his own personal power. Light would often devise elaborate schemes, relying on his scientific prowess to do so. Arthur Light was a firm proponent of the belief that local heroes must be removed from the area before a profitable criminal syndicate can be established. His campaigns to eliminate the Justice League are now legendary.

ROLE-PLAYING

Light was far too confident in the abilities of his powered battlesuit and often gravely underestimated his enemies. He also seemed to be plagued by a string of bad luck. After years of failure, Arthur Light finally decided to hang up his battlesuit and call it quits. The name "Dr. Light" has since been adapted by Japanese scientist Kimiyo Hoshi (*CIE #4, Wolfman*); the new Dr. Light is a hero.

Evil Star

EVIL STAR

DEX: 7	STR: 4	BODY: 6
INT: 8	WILL: 6	MIND: 7
INFL: 5	AURA: 3	SPIRIT: 4
INITIATIVE: 20	HERO POINTS: 70	

SKILLS:

Gadgetry: 8, Medicine: 9, Scientist: 8

VULNERABILITIES:

Fatal: Lack of contact with the Starband.

MOTIVATION: Power Lust

WEALTH: Affluent

JOB: Would-be Conqueror

RACE: Alien (Aoran)

EQUIPMENT:

Starband

DEX: 0	STR: 0	BODY: 8
INT: 0	WILL: 0	MIND: 0
CHARGES: 38		
COST: 3739 HPs+ \$ 64,500M		

POWERS:

Energy Absorption: 20, Flight: 35, Force Field: 12, Force Manipulation: 19, Sealed Systems: 20, Starbolt: 15

LIMITATIONS:

Miscellaneous: The Starband will not work in the total absence of solar radiation.

Miscellaneous: Energy Absorption only works on solar radiation.

5 Starlings

DEX: 5	STR: 8	BODY: 20
INT: 0	WILL: 0	MIND: 0
INFL: 0	AURA: 0	SPIRIT: 0
INITIATIVE: 5		
CHARGES: 50		
COST: 1672 HPs+ \$ 900M		

POWERS:

Invulnerability: 25, Regeneration: 10, Sealed Systems: 20, Shrinking: 2

LIMITATIONS:

Miscellaneous: Cannot operate if isolated from Evil Star (more than 10 APs/1 mile away).

Miscellaneous: Shrinking is always on at 2 APs

The Starlings are diminutive humanoid constructs that are almost completely invulnerable. They attack

their victims by swarming over them and pummeling them. The Starlings cannot function under their own initiative; they rely upon direct orders from Evil Star. If Evil Star is ever completely isolated from them (more than 10 APs away) they immediately cease to function.

FIRST APPEARANCE:
Green Lantern #37

Evil Star is a brilliant criminal scientist bent on dominating the universe. He is one of the Green Lantern's most tragic nemeses, as he must either constantly commit crimes or die.

BACKGROUND

At one time, Evil Star was simply a brilliant medical scientist on the planet Aoran. His most ambitious undertaking was the construction of the Starband, a device that infinitely extended the life of its wearer by drawing upon solar radiation. The only problem with the Starband was that a side-effect tended to cause anyone wearing the device to commit heinously evil acts. Evil Star hated the evil creature he had become, but his fear of death was much greater than fear of his evil self. Also, he could never resolve himself to remove the band for long (*GL #159, Barr*).

Eventually, the people of Aoran grew tired of Evil Star's atrocities and resolved to eliminate him forever. In the resulting conflict, Evil Star slew every one of his fellow Aorans. With nothing left on his homeworld, he decided to expand outward, hoping to one day conquer the cosmos. In order to do so, he knew he would have to first eliminate the self-appointed Guardians of the Universe, who would direct their Green Lantern Corps to oppose him. Evil Star came up with a scheme by which he would replace the Green Lantern of sector 2814 and travel to Oa; he would eliminate the Central Power Battery and smash the Guardian's power. However, Earth's Green Lantern, Hal Jordan, successfully thwarted this plot, and Oa was saved (*GL #37, Broome*).

Escaping imprisonment, Evil Star returned a few weeks later to make another attempt to subjugate the Guardians. Again, he was defeated by

Hal Jordan (*GL #44, Broome*). Years later, Evil Star resurfaced. This time he was trying to induce Earth's sun to go nova so that he could rejuvenate his fading solar energies (*GL #131, Barr*). When Hal Jordan foiled his plans, Evil Star was forced to wander the solar system as a nearly lifeless husk for many years, until he was finally able to tap into a source of solar radiation (*GL #159, Barr*).

METHODS AND GOALS

Evil Star is totally insane. His ambition is to rule all. If he ever succeeded in his ambitions, there is no predicting what he would do next. In order to achieve his goal of total conquest, he has a vested interest in eliminating the Guardians of the Universe, the Green Lantern Corps, and anyone else who would stand in his way. He bears a special grudge against Hal Jordan, who has been responsible for many of his failures.

ROLE-PLAYING

Evil Star is a tragic figure. He does not like his present self and subconsciously rebels against it. Unfortunately, if he were ever to remove his Starband, he would die almost immediately; it is the only thing that has been keeping him alive for centuries.

In combat, Evil Star prefers to stand back and engage an enemy with his Starlings. He can then throw in a blast or two from the Starband.

Krona

KRONA

DEX: 7	STR: 6	BODY: 25
INT: 23	WILL: 38	MIND: 25
INFL: 10	AURA: 12	SPIRIT: 12
INITIATIVE: 40	HERO POINTS: 120	

POWERS:

Flight: 40, Force Manipulation: 35, Invulnerability: 30, Regeneration: 10, Systemic Antidote: 20, Sealed System: 20, Spirit Travel: 45, Telepathy: 50

SKILLS:

Charisma: 8, Gadgetry: 35, Scientist: 35

LIMITATIONS: Catastrophic Irrational

Attraction: Revenge against the Guardians and the Green Lantern Corps.

MOTIVATION: Psychopathic/Nihilist

WEALTH: NA

JOB: NA

RACE: Alien (Oan)

FIRST APPEARANCE:
Green Lantern #40

Krona is probably Green Lantern's most deadly adversary. A member of the same Oan race that spawned the Guardians, he has phenomenal powers and abilities.

BACKGROUND

Ten billion years ago, Krona, one of the most brilliant of all the Oan scientists, decided to break the ancient Oan edict and probe the origins of the universe itself (see *Chapter 1: The Guardians*). Just as Krona's machine was focusing in on the very beginning of creation, a bolt of cosmic lightning destroyed his equipment and shattered the universe, causing it to infinitely replicate itself. At this same moment, the anti-matter universe was created, unleashing evil into the cosmos; thus, the Monitor and the Anti-Monitor were born (*GL #40, Broome*).

The Oans severely punished Krona for his misdeeds, turning him into a bolt of energy and sending him to forever wander the cosmos. Not long ago, Krona tapped the mystic energy of Alan Scott, the Golden Age Green Lantern. This enabled Krona to be restored to his original physical form. Returning to Oa, Krona attempted to investigate the universe's origins once again, but he was stopped by Alan and Hal Jordan, the Green Lantern of Earth (*GL #40, Broome*). The Guardians then returned Krona to his energy form and set him loose in the cosmos. Eventually, Krona's energy spirit entered a mystic dimension ruled by the death god Nekron, who restored Krona to his original form and helped attack the Guardians' Universe (*TGC #1-3, Barr/Wein*). It took the entire Green Lantern Corps, along with the Guardians, to stop this incursion. At the end of the long battle, Krona retreated into Nekron's dimension, vowing to one day return and exact vengeance.

METHODS AND GOALS

Before his recent defeat at the hands of the Green Lantern Corps, Krona was interested only in unraveling the mystery of creation. He was quite willing to make absolutely any necessary sacrifices to achieve his goal. Krona's repeated failures to accomplish this and the many years he spent as a disembodied spirit, however, have afflicted him with a terrible madness. He is now a nihilist of the first order, and would love nothing better than to see the whole of creation plunged into chaos.

ROLE-PLAYING

Since Krona's last defeat, he has been reduced to the proverbial mad villain who gloats over his own victories and others' failures.

Krona's obsession with revenge is all-consuming. He never thinks about the consequences when acting out his need for vengeance, and he is impulsive and single-minded while engaged in combat. His tendency to act out of blind rage was his downfall in his battle against the Green Lanterns Alan Scott and Hal Jordan (*GL #40, Broome*).

Major Disaster

MAJOR DISASTER <i>alias Paul Booker</i>					
DEX: 6	STR: 3	BODY: 5			
INT: 5	WILL: 4	MIND: 3			
INFL: 4	AURA: 3	SPIRIT: 3			
INITIATIVE: 15		HERO POINTS: 50			

POWERS:

Air Control: 19, Earth Control: 19, Force Field: 16, Water Control: 19, Weather Control: 19

SKILLS:

Thief: 4

LIMITATIONS:

Miscellaneous: All control powers are limited to mimicking the effects of natural disasters (i.e. earthquakes, tornadoes, hurricanes, storms, etc.).

MOTIVATION: Psychopath

WEALTH: Varies

JOB: Criminal

RACE: Human

FIRST APPEARANCE: *Green Lantern #43*

Major Disaster is a petty criminal with formidable powers. Teetering on the edge of insanity, he holds a grudge against Green Lantern.

BACKGROUND

While attempting to evade the law, petty criminal Paul Booker slipped into Thomas "Pieface" Kalmaku's unlocked apartment window and discovered his detailed Green Lantern Casebook (see *Chapter II: Friends, Thomas Kalmaku*). From the Casebook, Booker learned the secret identities of the Flash and Green Lantern as well as many of their weaknesses. Intent upon using this information to his advantage, Booker hired a team of scientists to create the costumed identity of Major Disaster, providing him with the power he would need to take on the two heroes. During the confrontation, however, Booker's inexperience was his downfall; he was seemingly killed by an explosion, which he caused himself through misuse of his powers (*GL #43, Broome*).

A few months later, the Major's atoms reformed his body by a freak accident, bringing him back to life. Trying again to use his "inside information" against Hal Jordan, Disaster met with scarcely better luck than he did during his first attempt (*GL #57, Broome*). During this second confrontation, Green Lantern used his Power Ring to permanently block out Major Disaster's knowledge of his Hal Jordan identity.

Some time later, Disaster found a way to internalize his powers. He then came forward to challenge Green Lantern once again, but he found that Hal Jordan had retired and John Stewart had taken over as 2814's Green Lantern. Confused and nearly insane, Disaster was easily overcome and sent to prison for psychiatric help (*GL #181-182, Wein*).

METHODS AND GOALS

When he first began his criminal career, Major Disaster was motivated by the usual prospects of wealth and excitement. After stumbling onto the secret identities of both Green Lantern and the Flash, he hoped to make

himself a lot of money by eliminating the pair and establishing himself as a criminal overlord. After his repeated defeat, however, Disaster became obsessed with vanquishing the Green Lantern, and now holds this as his first and foremost aspiration.

Disaster is not a subtle planner and usually challenges his opponents openly. He is likely to make extensive use of hostages and threats to attract the attention of Green Lantern.

ROLE-PLAYING

Major Disaster's hatred of Green Lantern is so intense that he is often confused in battle. If possible, he will ignore everything else around him in order to get to his arch-enemy.

Baron Tyrano

BARON TYRANO

DEX: 0	STR: 0	BODY: 5
INT: 8	WILL: 7	MIND: 8
INFL: 5	AURA: 5	SPIRIT: 5
INITIATIVE: 13		HERO POINTS: 50

POWERS:

Telepathy: 16

SKILLS:

Gadgetry: 8, Scholar (television): 12, Scientist: 8

VULNERABILITIES:

Fatal: Lack of contact with Iron Lung

MOTIVATION: Psychopath

WEALTH: Millionaire

JOB: Criminal

RACE: Human

EQUIPMENT:

Iron Lung

DEX: 0	STR: 0	BODY: 8
INT: 0	WILL: 0	MIND: 0
CHARGES: 24		
COST: 80 HPs + \$ 1600		

7 Electronic Replicas

DEX: 8	STR: 10	BODY: 5
INT: 8	WILL: 7	MIND: 8
INFL: 6	AURA: 5	SPIRIT: 5
INITIATIVE: 22		HERO POINTS: 20
CHARGES: 30		
COST: 937 HPs + \$ 440K		

POWERS:

Flight: 12, Sealed Systems: 12,
Stretching: 2

EQUIPMENT (Replicas):

Blaster

DEX:	0	STR:	0	BODY:	6
INT:	0	WILL:	0	MIND:	0
CHARGES: 16					
COST: 202 HPs+ \$ 90K					

POWERS:

Starbolt: 12 (the Starbolt is yellow)

LIMITATIONS:

Miscellaneous: Cannot function without mental commands from Baron Tyrano.

SPECIAL: There is a strange psychic bond that exists between Baron Tyrano and his seven duplicates. Any attack against Tyrano or any of his duplicates has its Effect Value automatically divided by 8 (round fractions up), and Tyrano and each of the duplicates sustain the same damage from the attack. In the case of a Team Attack, add up the Effect Values of all the attacks that succeed and divide the total by eight in order to determine how much damage Tyrano and each of the duplicates suffer.

FIRST APPEARANCE:

Green Lantern #54

"The Man in the Iron Lung" has battled Green Lantern twice. He seems to regard his struggles against the Emerald Gladiator as a game, the purpose of which is to challenge his intellect.

BACKGROUND

Baron Tyrano is a wealthy genius whose entire body is paralyzed. Confined to an iron lung, he is constantly on the lookout for the means to overcome his physical handicap. In one of his earliest schemes aimed at accomplishing this goal, Tyrano undertook a detailed analysis of the Green Lantern, uncovering the Emerald Crusader's weaknesses and secret identity. He then used a strange weapon to separate Hal Jordan and the Green Lantern into two different entities, hoping to switch minds with the latter and regain his mobility. Needless to say, the Baron was unsuccessful (*GL #54, Broome*).

Many years later, Tyrano was released from prison and immediately began working on a new plot to

destroy the Green Lantern. This time, he built seven powerful replicas of himself, one for each of the members of Earth's own newly-founded Green Lantern Corps, and sent them off to attack the group outside its headquarters in Los Angeles. The Green Lanterns defeated Tyrano by synchronizing their attacks on his androids, loosing a powerful mental backlash on the Baron.

METHODS AND GOALS

Baron Tyrano's main objective is to regain his mobility and free himself from his iron prison. He also hopes to one day defeat Hal Jordan in order to gain revenge upon the hero for continually frustrating his schemes. The Baron treats this latter goal as a battle of wits between himself and Jordan; this is a "game" he plays out of amusement as well as out of spite.

Tyrano has a brilliant scientific mind and often makes extensive use of androids, gadgets, and futuristic technology in his schemes. For a time, he had an extensive group of human lackeys, but he has seemingly replaced most of them with android duplicates of the characters from his favorite television shows (the Baron has a lot of time to watch TV). Tyrano is a subtle schemer; he spends months analyzing every facet of a plan before putting it into operation.

ROLE-PLAYING

The Baron's character is quite baffling. He is a man of wealth and culture, yet much of his perception is shaped by the television shows that have become his major pastime. Tyrano should not be underestimated, however; he is exacting and calculating when carrying out a plan.

Eclipso

ECLIPSO alias Dr. Bruce Gordon

DEX:	8	STR:	12*	BODY:	10*
INT:	10	WILL:	12	MIND:	12
INFL:	10	AURA:	13	SPIRIT:	10
INITIATIVE: 28		HERO POINTS: 110			

POWERS:

Invulnerability: 12,
Regeneration: 10

SKILLS:

Charisma/Intimidation: 10,
Gadgetry: 10, Occultist: 10,
Scientist: 10

LIMITATIONS:

Miscellaneous: Any Flash or other light-based attack with RAPs equalling or exceeding Eclipso's BODY APs reverts him to his Bruce Gordon identity.

MOTIVATION:

Nihilist

WEALTH:

NA

JOB:

NA

RACE:

Strange Humanoid

EQUIPMENT:

Black Diamond

DEX:	0	STR:	0	BODY:	8
INT:	0	WILL:	0	MIND:	0
CHARGES: 60					
COST: 629 HPs+ \$ 235K					

POWERS:

Energy Absorption: 13, Mystic Freeze: 13, Starbolt: 13

LIMITATIONS:

Miscellaneous: Only one power may be used at a time.

Miscellaneous: Energy Absorption does not work on Hand-To-Hand combat attacks.

* During a full eclipse, Eclipso's STR and BODY are raised to 14 and 15 respectively, and all of the Black Diamond's powers are raised to 18 APs.

FIRST APPEARANCE:

House of Secrets #61

Eclipso is the "embodiment of pure evil." One of the most fearsome menaces cavorting about in the DC Universe, he has at one time or another clashed with most of the Earth's hero population.

BACKGROUND

While filming a solar eclipse on the South Pacific island of Diablo, Dr. Bruce Gordon was scratched with a mystical Black Diamond by a fanatic native. Months later, Gordon discovered that the scratch had linked him to a strange evil being known as Eclipso. During an eclipse, Dr. Gordon would disappear and Eclipso would take his place. Horrified by the monster's evil, Gordon searched for a way to rid himself of Eclipso for many years, but all he succeeded in doing was to partially sever the bond between himself and the creature,

allowing the two of them to occasionally co-exist.

Eclipso had two clashes with the Green Lanterns: one with Hal Jordan, the other with John Stewart. Believing himself free of Eclipso, Dr. Gordon eventually took on a job at the Ferris Aircraft Corp. where he put his knowledge of solar engineering to work developing Ferris' solar jet (*GL #133, Wolfman*). Unknown to Gordon, Eclipso lived on within his consciousness. Each night, the monster was secretly manipulating him into constructing a vast spacecraft in one of Ferris' abandoned hangars (*GL #138, Thomas*). When the spacecraft was completed, Eclipso forced his hapless alter-ego to launch the vessel and position it between the Earth and the sun, creating an artificial eclipse that released the beast. Eclipso's plan to destroy the Earth may have succeeded if it were not for the timely intervention of the Green Lantern.

Thinking that Green Lantern had destroyed Eclipso once and for all, Gordon continued his research for Ferris. Again, however, the creature survived within the doctor's consciousness and appeared months later with a plan to forever free himself from Gordon. During the ensuing battle with John Stewart, Eclipso was seemingly destroyed by his own disintegrator (*GL #186, Wein*). Recently, however, the monster has returned to battle the Outsiders (*OUT #17-18, Barr*), and the Phantom Stranger (*PS #1-4, Kupperberg*).

METHODS AND GOALS

Eclipso is evil incarnate. He revels in destruction and chaos, and will do anything within his power to cause such. As a prelude to these somewhat dubious goals, he often makes an attempt to increase his own personal power by artificially blotting out the sun. Eclipso is also very interested in finding a way to free himself from Dr. Bruce Gordon, his own weakness. A sudden burst of light will send Eclipso back into the Doctor's consciousness; if Gordon were to die, Eclipso would die with him.

Eclipso is highly intelligent and a shrewd schemer. His opponents are often surprised by his ruthlessness and determination.

ROLE-PLAYING

Eclipso loves to mock his enemies, especially his helpless alter-ego. He is often prone to fits of boasting and loves to deliver lengthy soliloquies about his own personal greatness.

Javelin

JAVELIN *alias unknown*

DEX: 8	STR: 5	BODY: 6
INT: 5	WILL: 4	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 18(26) HERO POINTS: 40		

SKILLS:

Acrobatics/Dodging: 4,
Gadgetry: 6, Martial Artist: 8,
Weaponry: 10

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Assassin

RACE: Human

EQUIPMENT:

Costume

DEX: 0	STR: 0	BODY: 7
INT: 0	WILL: 0	MIND: 0
CHARGES: 32		
COST: 129 HPs+ \$ 3000		

POWERS:

Flight: 8

3 Stun Javelins

DEX: 0	STR: 10	BODY: 4
INT: 0	WILL: 0	MIND: 0
CHARGES: 4		
COST: 152 HPs+ \$ 14K		

Harpoon Javelin

DEX: 0	STR: 9	BODY: 4
INT: 0	WILL: 0	MIND: 0
CHARGES: 25		
COST: 120 HPs+ \$ 2600		

NOTE: Any time Javelin uses the harpoon, he automatically enters Killing Combat.

Canister Javelin

DEX: 0	STR: 14	BODY: 4
INT: 0	WILL: 0	MIND: 0
CHARGES: 4		
COST: 280 HPs+ \$ 180K		

Cluster Javelins

DEX: 15	STR: 10	BODY: 4
INT: 0	WILL: 0	MIND: 0
CHARGES: 4		
COST: 552 HPs+ \$ 290K		

Paint Javelin

DEX: 0	STR: 0	BODY: 4
INT: 0	WILL: 0	MIND: 0
CHARGES: 4		
COST: 73 HPs+ \$ 450		

POWERS:

Matter Manipulation: 5

LIMITATIONS:

Miscellaneous: Matter Manipulation only works to change its target's color to yellow. If the javelin hits, it will automatically affect anything of up to 5 APs of volume.

3 Omni-Gadget Javelins

CLASS A:	7
CLASS C:	7
CHARGES: 10	
COST: * HPs+ \$ 700	

All of Javelin's weapons retract to fit in the specially designed holsters he wears at his side. The javelins all have ranges of: 0-3/4-5/6. They are all yellow.

FIRST APPEARANCE:

Green Lantern #173

Javelin is a ruthless mercenary that Jason Bloch hired to help destroy the Ferris Aircraft Corp. He is what could be called a general purpose "hired gun" villain.

BACKGROUND

To date, little has been revealed about the man who calls himself Javelin, save that he is a German national and that he has probably competed in the Olympic Games. Congressman Jason Bloch hired Javelin to capture the Ferris Aircraft Corporation's new solar engine just before Hal Jordan resigned from the Green Lantern Corps (*GL #173, Wein*). Javelin came recommended by the Monitor, who was interested in testing Green Lantern's mettle in order to determine what sort of role he should play in the upcoming Crisis on Infinite Earths.

After Green Lantern bested him during their first brief encounter, Javelin desperately launched a rocket

at Ferris' L.A. base of operations. Needless to say, Green Lantern was able to successfully divert the rocket and capture the villain (*GL #174, Wein*).

METHODS AND GOALS

Javelin seems to be motivated by wealth. He will do anything or tackle anyone if the price is right. He is an extremely competent mercenary that always studies his targets carefully. Javelin usually takes part of his fee and uses it to hire lackeys of his own to help carry out his schemes.

ROLE-PLAYING

Javelin speaks with a cartoony German accent, like the Nazis in Sgt. Rock ("Ja Mein Amerikaner Freund, I see zat you are quite good indeed, no?"). Javelin has a peculiar sense of "honor." Although he is not above using dirty tricks, he gets a special thrill out of meeting his enemies in one-on-one combat.

Dr. U'bx

DOCTOR U'BX

DEX: 8	STR: 2	BODY: 3
INT: 13	WILL: 9	MIND: 12
INFL: 7	AURA: 5	SPIRIT: 5
INITIATIVE: 28		HERO POINTS: 90

POWERS:

Shrinking: 3

SKILLS:

Acrobatics: 4, Gadgetry: 20,
Scientist: 20

LIMITATIONS:

Miscellaneous: Shrinking power is always automatically on at the full 3 APs.

MOTIVATION: Power Lust

WEALTH: Varies

JOB: Would-be conqueror/scientist

RACE: Alien (H'lvenite)

EQUIPMENT:

Sucker Stick

DEX: 0	STR: 0	BODY: 11
INT: 0	WILL: 0	MIND: 0
CHARGES: 26		
COST: 160 HPs+ \$ 1K		

FIRST APPEARANCE:

Green Lantern Corps #202

Dr. Ub'x, another chipmunk-like being from H'lven, is Ch'p's former arch-enemy and current friend (see *Chapter II: The Green Lantern Corps* for more on Ch'p). Somehow managing to survive the Crisis on Infinite Earths, which ravaged his homeworld, Ub'x was one of the first foes faced by Earth's own newly founded Green Lantern Corps.

BACKGROUND

A brilliant scientist and technician, Ub'x originally left his homeworld of H'lven to assemble an armada of the fearsome Crabsters. By doing this, he hoped to establish a vast empire. After conquering half a galaxy, Ub'x returned to H'lven, expecting to add it to his conquered territories. He was foiled by Ch'p, the sector's newly inducted Green Lantern (*GLC #203, Englehart*). Thereafter, Ub'x returned to his homeworld to begin a never-ending battle against Ch'p, but his schemes were constantly averted by his arch-adversary.

During the so-called Crisis on Infinite Earths, H'lven was completely restructured, historically eliminating Ch'p. Somehow, Ub'x managed to survive the Crisis with his memories intact and came looking for his old enemy, who had now moved to Earth. There Ub'x met and fought Earth's own Green Lantern Corps, first in the guise of the magnetic villain Polestar (*GLC #202, Englehart*), and later masquerading as the piston-packing powerhouse Truk (*GLC #202, Englehart*). Although he had the opportunity to destroy Ch'p and his newfound friends, Ub'x hesitated. Ch'p reminded him that the two of them were the only ones of their planet that remembered the old H'lven. If either of them destroyed the other, he would be alone forever. From that point on, the old enemies became the best of friends, and Ub'x decided to devote his life to evolving Earth's own woodland creatures into beings resembling the H'lvenites (*GLC #203, Englehart*).

After he and Ch'p followed their friend Salakk into the far future of the Solar Council, Ub'x discovered that his experiments would eventually give birth to the B'rks, a race of highly developed chipmunks who

would battle the humans for control of the planet (*GLC #214, Englehart*). After the plan that he and Ch'p hatched to procure the Earth for the B'rks had failed, Ub'x decided to remain in the future to help his creations develop (*GLC #215, Englehart*).

METHODS AND GOALS

Originally, Ub'x was trying to establish a vast star empire, hoping to gain control over a sizable section of the universe. For many years, he bore a grudge against Ch'p, and did everything in his power to liquidate the young chipmunk. After the Crisis, however, Ub'x mellowed substantially and became obsessed with the evolution of his own intelligent race of woodland beings.

During his years as a master criminal, Ub'x was a dreadfully devious schemer. Baffled by the Doctor's complex plots, his foes would often make fatal mistakes, allowing him to seize the upper hand. Ub'x once came extremely close to eliminating Earth's entire Green Lantern Corps single-handedly.

ROLE-PLAYING

Like Ch'p, Ub'x's most interesting feature is the contrast between his appearance and personality. Few would suspect that the heart of a cold-blooded villain lies under that cute, lovable exterior. Ub'x is a less charismatic "funny animal" version of Lex Luthor.

The Demolition Team

ROSIE

DEX: 5	STR: 5	BODY: 5
INT: 4	WILL: 4	MIND: 2
INFL: 4	AURA: 3	SPIRIT: 2
INITIATIVE: 13		HERO POINTS: 25

SKILLS:

Charisma/Intimidation: 3,
Weaponry/Exotic: 6

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Bar Owner

RACE: Human

EQUIPMENT:

Rivet Gun

DEX: 0 STR: 8 BODY: 5
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 5
 COST: 112 HPs+ \$ 2600

HARDHAT

DEX: 5 STR: 6 BODY: 6
 INT: 2 WILL: 4 MIND: 2
 INFL: 3 AURA: 2 SPIRIT: 2
 INITIATIVE: 10 HERO POINTS: 20

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Boxer

RACE: Human

EQUIPMENT:

Hardhat

DEX: 0 STR: 10 BODY: 7
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 28
 COST: 192 HPs+ \$ 17K

LIMITATIONS:

Miscellaneous: STR is only usable
 for Hand-To-Hand attacks

JACKHAMMER

DEX: 6 STR: 5 BODY: 5
 INT: 3 WILL: 3 MIND: 2
 INFL: 3 AURA: 2 SPIRIT: 2
 INITIATIVE: 12 HERO POINTS: 20

SKILLS:

Weaponry/Exotic: 6

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Oil Wildcatter

RACE: Human

EQUIPMENT:

Jackhammer

DEX: 0 STR: 10 BODY: 5
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 18
 COST: 160 HPs+ \$ 15K

SCOOPSHOVEL

DEX: 5 STR: 5 BODY: 5
 INT: 3 WILL: 3 MIND: 2
 INFL: 3 AURA: 2 SPIRIT: 2
 INITIATIVE: 11 HERO POINTS: 20



SKILLS:

Weaponry/Exotic: 6

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Jai-Alai Player

RACE: Human

EQUIPMENT:

Hydraulic Shovel Arm

DEX: 0 STR: 7 BODY: 4
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 21
 COST: 88 HPs+ \$ 1100

STEAMROLLER

DEX: 5 STR: 5 BODY: 5
 INT: 3 WILL: 3 MIND: 2
 INFL: 3 AURA: 2 SPIRIT: 2
 INITIATIVE: 11 HERO POINTS: 20

SKILLS:

Vehicles/Land: 6

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Stunt Cyclist

RACE: Human

EQUIPMENT:

Steamroller

DEX: 0 STR: 12 BODY: 6
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 25
 COST: 263 HPs+ \$ 110K

POWERS:

Running: 4

FIRST APPEARANCE (all):*Green Lantern #176*

The Demolition Team is another group of mercenaries whom Jason Bloch hired to destroy Ferris Air. When last seen, they were awaiting trial for their crimes.

BACKGROUND

Like Javelin, the Demolition Team was put in contact with Jason Bloch by the Monitor, who was hoping to test Green Lantern's skill. Bloch hired the group to destroy Ferris' LA Base of Operations (*GL #176, Wein*). After partially completing their mission, the D-Team was single-handedly defeated by the strange interloper known as the Predator (*GL #177, Wein*). They are currently in jail.

METHODS AND GOALS

The members of the Demolition Team are tough-talking mercenaries who will take on any assignment for the right price. Before they landed in jail, they could usually be contacted at a New Orleans bar owned by Rosie.

ROLE-PLAYING

What the D-Team has in muscle they lack in brains. Their tactics are always extremely simple and direct.

CHAPTER V:

Locations

So far, this book has presented background notes and statistics for the most valiant members of the Green Lantern Corps, and their most fearsome enemies. This chapter contains descriptions of some of the areas frequently featured in the Green Lantern comics: places like Coast City, the anti-matter Universe of Qward, Ferris Aircraft's main plant, the Green Lantern Citadel, and the city of Los Angeles.

COAST CITY, CALIFORNIA

Coast City, California is Green Lantern's (Hal Jordan's) former home town. It is located on Highway 101 near Sausalito, just across the bay from San Francisco, Oakland, and Pacifica (*GL #75, O'Neil*). It is one of the busiest seaports on the Pacific coast, and boasts a mild climate, exotic scenery, and a world-famous skyline.

The first explorer to lay eyes upon the site of modern day Coast City was Sebastian Rodriguez Cermeno of Spain. The city itself was founded in 1778 when the Spaniards constructed a presidio, or military post, in the area in order to control naval traffic in and out of the San Francisco Bay. Presidio San Georgio (Fort of St. George), as the original settlement was known, slowly expanded as more and more settlers and missionaries arrived. The original presidio stockade was torn down and expanded three separate times. In 1801, a mission was built on the north side of the Santa Clara channel, trebling the local population and vastly increasing the scope of the colony.

When California became a part of Mexico in the 1820s, the Mexican government expanded the scope of the San Georgio fortress and installed powerful new naval batteries. During the Mexican-American War of 1846, these guns sank 11 American frigates as the U.S. forces tried to slip into the bay to capture Mexican gold stores. Finally, the U.S.S. Plymouth, under the command of Admiral Richard MacBride, slipped past the batteries and landed enough American marines to capture the San Georgio stockade. MacBride was appointed as San Georgio's first American governor, and construction began on a large seaport all along the Santa Clara Channel.

Over the next 20 years, Presidio San Georgio continued its slow expansion, as manifest destiny drove settlers from the east into the region. In 1867, tragedy struck twice: A huge fire gutted the entire section south of the channel, and, before reconstruction had even begun, the northern fringe settlements were wiped out in the famous Indian massacre at Bedrock Bluffs. During the gold rush of 1879, however, the town was rebuilt by prospectors and renamed "Coast County." By 1901 the name was changed to Coast City.

In the earlier half of the 20th century, Coast City continued its rapid expansion. By this time, the size of the

original seaport had tripled, and many of the wealthy families that made their fortunes during the gold rush brought high culture to the region. In 1906, Coast City was devastated by the colossal San Francisco earthquake, killing 500 persons and destroying nearly 300 blocks of buildings across four and one-half square miles. Money that was being poured into the region by international traders and shipbuilders, however, allowed rapid reconstruction and still more expansion.

In the last 20 years, Coast City's continual expansion has finally slowed down. The city is now home to more than one million people (two million, including the entire metropolitan area) and is a major center of international trade, industrial electronics, and finance.



NEIGHBORHOODS

1) Midtown

Midtown is the hub of Coast City and home to the glamorous downtown shopping district as well as many of the city's office skyscrapers. Since this area wasn't fully settled until as late as the early 1920s, it tends to clash with the adjoining areas, most of which were rebuilt soon after the 1906 earthquake. Midtown is also the city's cultural center, featuring the main branch of the Coast City Public Library, the Joseph M. Leff Museum of Natural History, and the Fiedler Planetarium. Only those who can afford luxurious waterfront high-rise condominiums and penthouse apartments reside in Midtown.

On the south side of the Santa Clara Channel in western Midtown, one can find the Rochester Tower, Coast City's tallest structure (88 stories). The Tower rests just to the west of the "Two-Mile Mall," Coast City's luxury shopping district that runs along the waterfront. City Hall is located in southeastern Midtown, alongside the scenic Star Square which features the famous marble statue of Green Lantern (*GL #12, Broome*).

2) Westport

Westport is chiefly populated by blue-collar laborers, most of whom work for the many shipbuilders located on the district's western fringe. This area has undergone many changes over the years. Once it was the home of wealthy spice traders who never seemed to be comfort-

able enough to move very far from their warehouses. In the 1920s, Westport was the busiest port zone in the city.

Westport's coastline is now dominated by docks and shipyards. Located on the southwestern waterfront is the CCIT (Coast City Institute of Technology). Glenwater Arena, home of Coast City's professional basketball franchise, the Tornados, is found on Westport's southeast side.

3) Northgate Park

Northgate is one of the largest residential districts south of the Santa Clara. The northern section of the district is populated chiefly by white-collar office workers who ride the subway into Midtown each morning. The central and south-central neighborhoods in Northgate are divided along ethnic lines and feature an almost equally balanced mix of Mexicans, Irish, Italians, and Vietnamese. The residents of these ethnic areas all take great pride in their communities, and the crime rate is much lower than one would expect. Eastern Northgate, however, features a collection of low-income housing projects known as "The Block." It is often described as the



city's most dangerous neighborhood.

Coast City Police Headquarters occupies a squat cylindrical building in the far western portion of Northgate Park. Just south of Midtown is the Police Museum, which was for years the home of the mystifying Star Sapphire gem (*GL #129, O'Neil*).

4) Presidio

This is the site of the old Spanish and Mexican fort. Presidio San Georgio's inner ramparts and gun batteries still stand to this day; they make up one of the city's most famous tourist attractions. The plunging cost of living in this area caused by the mass flight to Midtown and upper Northgate brought in a number of young artists and intellectuals in the mid-1950s, giving birth to a minor cultural center. St. Martin's University, located on the Presidio's eastern waterfront, was founded in 1959 to cater to this group. St. Martin's is still one of the West Coast's leading universities specializing in the liberal and fine arts.

5) Dropaway Beach

Dropaway has the well-deserved reputation of being Coast City's wildest neighborhood. Unfortunately, many non-residents seem to base their perception of the entire city on Dropaway. Though there are not many actual residents living in the district, the huge sand beach on the eastern shore and the attractions that have grown up around it have become the playground of the Northgate youth, who ride the bus in every day after school. Here,

thrash-rock skateboarders cruise up and down "The Boulevard," and one can find a volleyball game at nearly any time of the day. During the spring break and summer months, the area is especially crowded, and the crime rate takes a steep climb.

Dropaway Beach is the home of Westbury Point, a huge amusement theme park.

6) Eastport

Eastport is another heavy residential district on Coast City's southeast side. The area's northern shoreline is dominated by crowded shipping docks, making the area an international trade center. Easy access to local shipping has made this district the home to many of Coast City's industrial occupants. The blue-collar workers that are employed by these factories live in tenements clustered along Eastport's southern and eastern boundaries.

7) Chinatown

Though not as large as its counterpart in San Francisco, Coast City has its own extensive cluster of Chinese ethnic residences and businesses. Chinatown was originally settled in the late 1800s, and during the 1920s it had a reputation as one of the toughest areas on the western seaboard. More shipping docks and factories scattered along the district's north shore employ many of the area's residents. Of course, Chinatown is home to a number of world-class Chinese restaurants; wealthy Midtown executives often take the trip into this area to sample the local cuisine. A huge festival is held in Chinatown every year during the Chinese New Year.

8) El Barrio

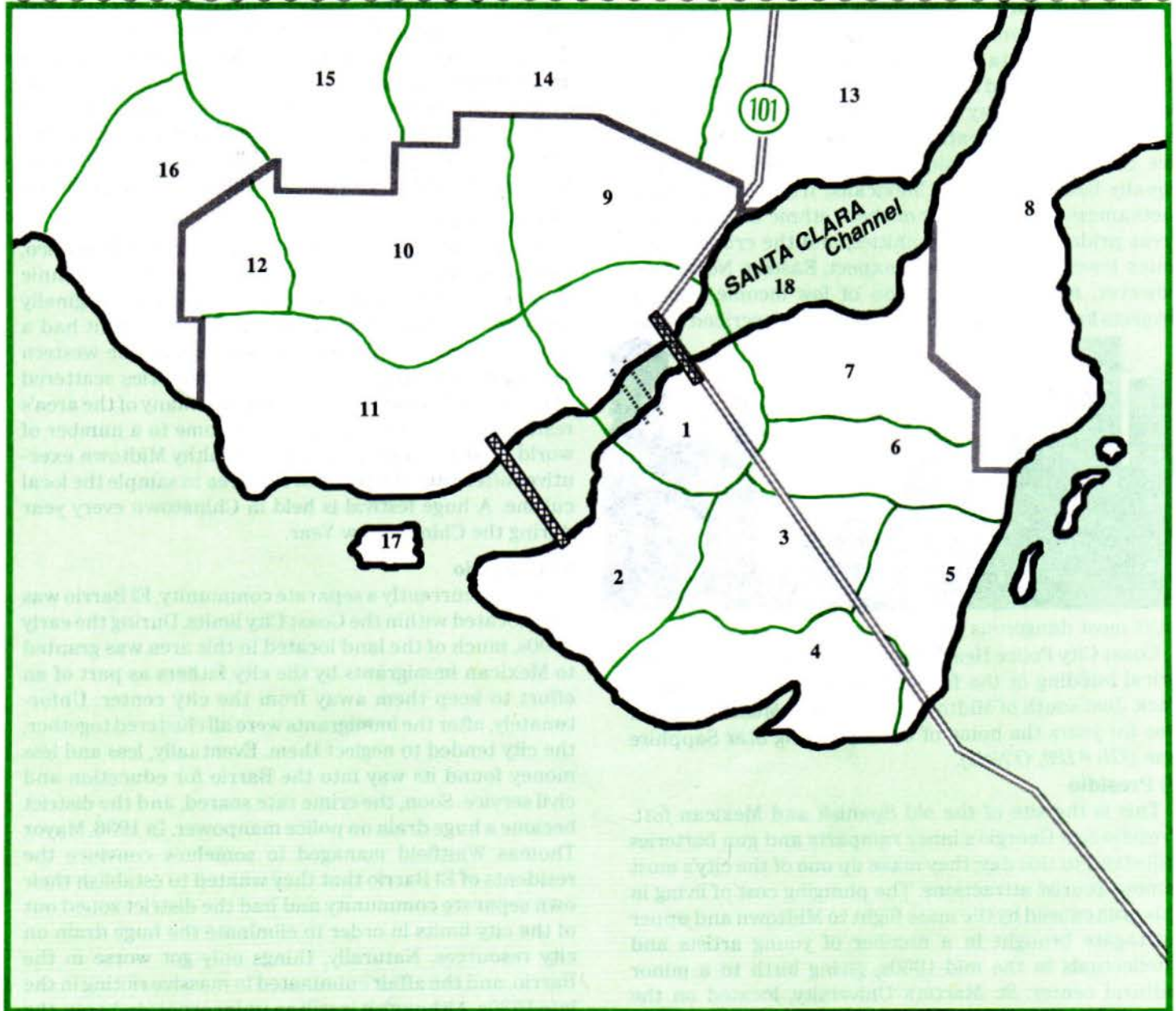
Though currently a separate community, El Barrio was once located within the Coast City limits. During the early 1900s, much of the land located in this area was granted to Mexican immigrants by the city fathers as part of an effort to keep them away from the city center. Unfortunately, after the immigrants were all clustered together, the city tended to neglect them. Eventually, less and less money found its way into the Barrio for education and civil service. Soon, the crime rate soared, and the district became a huge drain on police manpower. In 1936, Mayor Thomas Whitfield managed to somehow convince the residents of El Barrio that they wanted to establish their own separate community and had the district zoned out of the city limits in order to eliminate the huge drain on city resources. Naturally, things only got worse in the Barrio, and the affair culminated in massive rioting in the late 1930s. Although it is still an unincorporated area, the Barrio has since become part of the Coast City tax system, again receiving city civil services and subject to city ordinances.

Although it is still a low-income zone, the Barrio does have a certain charm all its own. The area's Mexican bakeries, grocery stores, and restaurants attract customers from all over the city. Also, many people are surprised by the increasing numbers of those who are choosing to move into this area.







9) Norbolt Park

Norbolt is chiefly comprised of middle-class residences. The closer one gets to the channel, the more expensive the

Coast City



KEY

-  City Limits
-  District Boundary
-  Mador Highway 101
-  Tunnel
-  Bridge
-  1 mile

homes. Many residents of Norbolt Park work out in Coast City's northern suburbs in the thriving silicon belt.

Norbolt Park is unofficially sectioned off into various neighborhoods, each of which has its own sense of pride and community. While they were living in Coast City, Tom Kalmaku and his wife Terga had an apartment in Norbolt next to the large open park that lends this neighborhood its name.

10) Richton

Like its neighbor to the east, Richton is chiefly inhabited by middle-class families. The city's southeast side, however, boasts a small industrial zone which is surrounded by a community of blue-collar workers and low-income housing residents. The Victorola Motor Corp. the only auto manufacturer headquartered on the west coast, has its base of operations in Richton.

Western Richton is the home of the famous "Who's Next" comedy club. Other areas of interest include Hal Jordan's old apartment just north of the industrial district, and Big Al's Pub, one of Hal's favorite restaurants (*GL/GA #101, O'Neil*).

11) Northport

Northport was one of the first areas north of the Santa Clara settled by the Spanish colonists. Today, the area is home to a number of blue-collar and middle-class laborers who work on the district's docks or in the nearby Seagate industrial center. The Santa Clara Skyway that connects Northport's sizable shopping district with northern Westport is one of the city's most spectacular sites and one of the world's longest bridges.

Northport is famous for its uneven terrain and sloping thoroughfares. On a hill overlooking the Santa Clara Skyway is the UCCC (University of California/Coast City), where the engineering students are engaged in a fierce rivalry with their neighbors at the CCIT for jobs in the north suburban silicon belt. Northport is also home to the famous Attenborough Seismological Institute. Coast City lies right along an extremely active earthquake belt (*GL/GA #87, O'Neil*).

12) Rancho Alto

While this area is still within the Coast City limits, it looks more like a small suburb than part of the city proper. Many of Rancho Alto's residents are industry barons who operate out of nearby Seagate, though most are wealthy engineers from the silicon belt. A number of expensive jewelry and fashion boutiques have grown up around the exclusive residences, giving this entire district a posh, artificial flavor. Crime is almost unheard of in Rancho Alto, except for the few thieves that migrate in from other districts to target the wealthy residences.

13) Seiler Hills

A typical outlying suburban region, Seiler Hills is made up of middle-class residential neighborhoods. In the northwest quarter, there is a series of low, rolling hills and pleasant parks, which seem quite out of place so close to a big city. A small group of exclusive mansions has sprung up in the hills. One of these mansions used to belong to Carol Ferris (*GL/GA #93, O'Neil*). Seiler Hills is also the site of Coast City's major international airport, and the

Blynville Air Force Base (*GL/GA #108, O'Neil*). Any future expansion by Coast City is likely to come in this direction.

14) Vallejo

Vallejo is a small northern suburb chiefly populated by middle-class families. Southern Vallejo is currently a depressed region, where unemployment is rampant. Of all of Coast City's outlying metropolitan areas, this region most resembles the city itself; it holds the same basic racial and economic mixes. Vallejo lies in a low region below nearby Seiler Hills; due to this, flooding is a frequent problem.

15) Danbury

Danbury's most famous feature is the newly-expanded "Silicon Belt," which is home to many of the world's key electronics manufacturers. The belt began to form in the mid-1960s, as the top firms moved in to recruit students from the CCIT and the UCCC. Running right through the middle of Danbury is the famous "R&D Street." Many of the engineers and factory hands that work in the silicon belt live in large, comfortable homes on the district's northern fringe.

Before the Silicon Belt was established, Danbury was home to many of Coast City's major industrial occupants, many of whom remain to this day. This is where the Ferris Aircraft Corp. was headquartered until the Coast City facility was destroyed by Jason Bloch (*GL #134, Wolfman*).

16) Seagate

Seagate is Coast City's new industrial zone. Many of the city's former industrial occupants have moved out into unincorporated Seagate in order to take advantage of lower local taxes. Factories and heavy construction centers stand on sharp hills above the coast line, and middle-income residences dominate the northern and eastern fringes. Many people who work in Seagate's industrial belt live in nearby Northport.

In a wilderness area on the Seagate fringe is a nexus point that periodically opens up an extra-dimensional portal leading to the Anti-Matter Universe of Qward (see *GL #125, O'Neil*, for example).

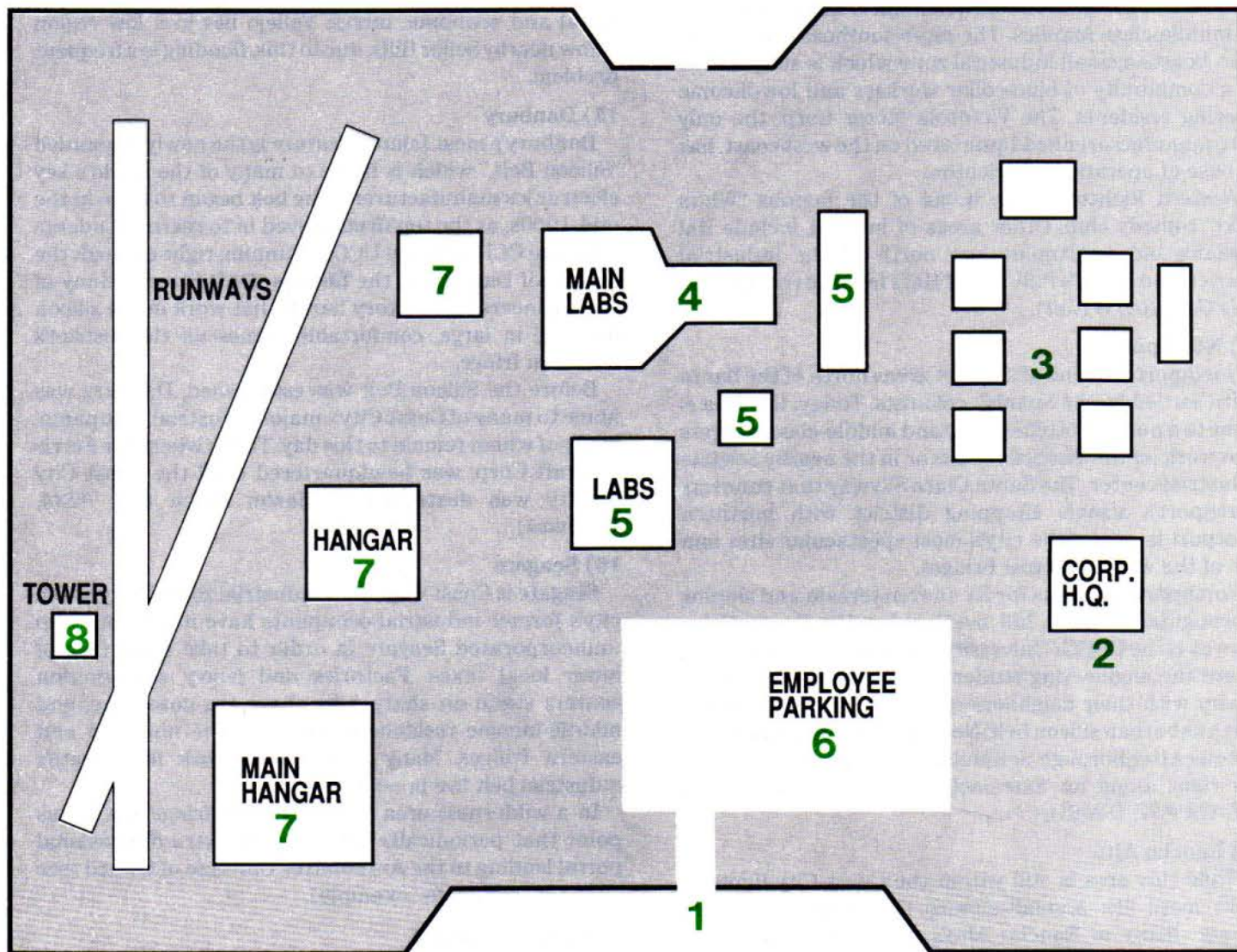
17) Reuter's Island

Reuter's Island is Coast City County's largest correctional facility. It boasts ultra-modern facilities and procedures. However, the high number of escapes by Green Lantern's nemeses have given the prison staff a terrible reputation.

18) Drill Site

For many years, geologists predicted that huge oil reserves lay under the Santa Clara Channel, but the city fathers would never permit excavation for fear of its impact on the environment. Recently, however, the ever-declining economic conditions in Coast City forced the mayor to allow deep water drilling (*GL #73, O'Neil*). The huge drilling facility utilizes state-of-the-art technology, is partially automated, and features its own port for shipping oil out of the channel. Once or twice the facility has been targeted by extremist environmental groups.

Ferris Aircraft



FERRIS AIRCRAFT CORPORATION

Main Research & Development Center and Corporate Headquarters Los Angeles, CA

Hal Jordan has worked as a test pilot for the Ferris Aircraft Corp. off and on. The Ferris main Research & Development center has figured prominently in many of the Green Lantern's adventures over the years and continues to do so today. Although this description refers specifically to Ferris' main R&D center in Los Angeles, it is nearly identical to the old Coast City facility (destroyed in *GL #134, Wolfman*), and can be used to represent it or

any one of a number of other Ferris operations scattered worldwide.

HISTORY

The Ferris Aircraft Corp. began as Ferris-Bloch Air Cargo, a transport firm established by Carl Ferris and Conrad Bloch more than 30 years ago. The Ferris-Bloch operation met with unexpected success in its very early years. Soon, the organization began employing its own engineers to redesign its aircraft, increasing efficiency and cutting costs. Within a short time, the design arm of the firm was making a higher profit than the air transport service, and the latter division was soon eliminated altogether, metamorphosing the business into the Ferris-Bloch Aircraft Corporation.

After Ferris-Bloch's early successes, the company fell upon a period of hard times. Conrad Bloch began a lengthy battle with alcoholism that affected both his performance on the job and his home life. Soon, his ever-increasing laxity began to take its toll on the corporation, and a fed-up Carl Ferris was forced to seize single control of the company, renaming it Ferris Aircraft (all of this is related in *GL #140, Wolfman*). Conrad Bloch never forgave Ferris for this action, and years later battled back to set up a competing aircraft design firm of his own. He and his son, Jason Bloch, began a lengthy conspiracy aimed at destroying Ferris, which did not end until Jason Bloch's death several years later (*GL #181, Wein*).

Just before Hal Jordan was selected for membership in the Green Lantern Corps, Carl Ferris went into a brief period of semi-retirement, installing his daughter Carol as the corporation's new chairman (*Sh #22, Broome*). In those days, Ferris was based in Coast City, California. Years later, it was Jason Bloch's destruction of the Coast City headquarters that brought Carl Ferris back out of retirement to resume control of the business. Because of the precarious situation that the firm was in due to Bloch's machinations, Ferris decided not to rebuild in Coast City, shifting its corporate headquarters to nearby Los Angeles.

Just before his recent death, Ferris lost his company to a Mr. Smith of the Con-Trol organization. Although it is almost certain that Smith had some ulterior motive in acquiring Ferris Air, he has managed thus far to keep his intentions well hidden.

DESCRIPTION

The Ferris plant is built on a gentle, rolling hill slightly above sea level. It is surrounded by a 15-foot high chain-link fence (BODY: 6) topped with two feet of barbed wire (Climbing OV/RV: 4/4). There are usually 45 security men on duty at Ferris, 35 of whom have regular posts, while ten rove (use the statistics for a typical Security Guard on page 85 of the *Gamemaster's Manual*). All of Ferris' guards are armed with .38 pistols (AV/EV: 0/3) and nightsticks (AV/EV: 0/3). Anyone legally entering the compound receives an identity tag at either gate. Failure to present this tag upon the request of a security guard results in instant arrest.

1) Main Gate

Four guards are always on duty here. A visitor must present an employee pass or appear on a pre-prepared guest list in order to gain entry to the compound. The guards at the gate then issue the visitor with one of two different identity tags: VIP or Visitor. A Visitor tag allows entry only into the office complexes and certain other specific areas, while a VIP tag grants access to the entire R&D facility. Visitor tags are commonly issued to anyone who wants to see the facility, and school children are often shown in for special tours.

2) Corporate Headquarters

This four-story concrete building (BODY: 10) houses all of Ferris' corporate operations including: public relations, marketing, sales, and long-range planning. About 150

employees are on duty here at any given time, and five security guards are posted in key areas inside the building.

3) Offices

These seven buildings house the majority of the plant's executive offices and research centers. Within these buildings, one can also find Ferris' main computer system and vast record storage facility. Carol Ferris' old office is located in the northernmost building.

Each two-story building is constructed of brick and tile (BODY: 8). One security guard is permanently stationed in each building. Security headquarters is located in the southeastern building.

4) Main Labs

This is Ferris' chief research and development facility. One must have a VIP I.D. tag to enter almost any area within this building. Most of the facility is divided off into several small labs, each of which is dedicated to a particular field. The diversity of areas covered by these labs is astonishing (Ferris has its own Psionic testing lab). The building houses a 15 AP laboratory. The main lab building is two stories high and constructed of reinforced concrete (BODY: 12). Ten security guards are stationed within this building.

5) Secondary Labs

These buildings are essentially smaller versions of the main labs found at Area #4. Each is one story and constructed of the same reinforced concrete. The secondary labs are not dedicated to specific purposes and are often kept open so that larger projects may be moved out where there is more space. Unless there is a special project underway, these labs are somewhat less secure than those found in the main building. One can often enter these areas with a Visitor tag. There are three guards on duty within these buildings.

6) Employee Parking

This is a large parking lot capable of handling the many hundreds of cars that roll into the facility each day. At the north end of the lot is a motor pool, where employees can check out a "golf cart" to shuttle them around the complex.

Ferris "Golf Cart"

DEX:	0	STR:	3	BODY:	3
CHARGES:	18				
COST:	55 HPs + \$ 500				

POWERS:

Running: 4

7) Hangars

Ferris' experimental prototypes are stored and maintained here. The company's several test pilots (such as Hal) and mechanics all have their offices within these large pre-fab buildings (BODY: 7). There are five security guards on duty there.

8) Control Tower/Runways

Ferris maintains two runways so that it may test its prototype aircraft. Next to the runways is a 60 ft. tall control tower complete with communication equipment and full radar facilities (Super Ventriloquism: 17, Radar Sense: 18).

THE ANTI-MATTER UNIVERSE OF QWARD

Qward is a universe of anti-matter, removed and opposite from our own. It was created when Krona (see *Chapter IV: Enemies, Krona*) broke the ancient Oan taboo and investigated the origin of creation itself (*HDC #1, Wolfman*). The Anti-Matter Universe is every bit as large as our own, though very little of it has been explored.

A native of Qward perceives everything in the exact opposite manner as someone from our own universe. Those things that we consider virtuous are considered foul in the Anti-Matter Universe, while those things we consider despicable are cherished. For this reason, the Guardians sentenced Sinestro to exile in Qward after he betrayed the Green Lantern Corps (*GL #7, Broome*). There, they thought he could become a meaningful member of a society.

During the recent Crisis on Infinite Earths, Qward's true nature was exposed. It was the domain of the nearly omnipotent Anti-Monitor. For years, while he lay dormant from battle with his opposite in the positive universe, the Anti-Monitor was greatly feared and respected by Qward's populace, who spent their days waiting for his resurrection. Although he was seemingly destroyed by the Superman of Earth-2 during the Crisis (*CIE #12, Wolfman*), many believe that the Anti-Monitor lives on, eagerly awaiting his next opportunity to wreak havoc.

TRAVELLING TO QWARD

Qward is difficult to reach. It lies in a dimension completely removed from that of Earth. If a character wishes to reach Qward, s/he must do so through the use of the Dimension Travel power (see *New Powers*). It is possible for a Green Lantern to use the power ring's "Omni-Power" to mimic Dimension Travel for this purpose. Additionally, there are a few "cosmic gateways" that lead directly from our universe into Qward. These gateways seem to open and close at irregular intervals and are very dangerous. It is quite possible that someone could accidentally slip through and find themselves in a very harrowing situation. Once such gateway lies on the edge of Coast City.

When travelling from the Anti-Matter Universe to the Positive Matter Universe or vice versa, one must exercise extreme caution. If material from the Anti-Matter Universe were ever to come into contact with positive matter, the result would be a colossal explosion (as per Bomb power, APs = foreign item's BODY multiplied by 5). Using Dimension Travel or Warp to enter Qward or return to Earth usually automatically converts one's own atoms and possessions over to the proper form of matter.

DESCRIPTION

For the most part, the Anti-Matter Universe resembles our own, save that it is much darker and there is a noticeable evil presence. One can travel from planet to planet in the Anti-Matter Universe just as in our own dimension. There, however, space is usually hotly con-

tested between several neighboring planets. The chance of blundering into a large cosmic battle is quite high.

The worlds in the Anti-Matter Universe seem to be twisted versions of those we find in our own. Nights are usually much longer (and days are shorter). Though many of the worlds have developed exotic advanced technology, much of the construction in the Anti-Matter Universe is executed in dull gray stone and cold metal. Inhabitants of Qward find such a setting "beautiful."

QWARD

Resting at the center of the Anti-Matter Universe is the huge planet that gives it its name. Qward occupies the same relative position within the Anti-Matter Universe as Oa does in the positive. It is a horribly grey world dominated by stone and steel structures. Qward's main feature, the capitol city Qwardeen (*GL #75, Broome*), is surrounded by a large jungle (*GL #2, Broome*), which covers almost half the planet. The other half is swept by a cold desert. Qwardeen is the home of the dreaded Weaponers, scientific geniuses who are constantly devising powerful new weapons and schemes with which they can wreck greater havoc. The Weaponer's chief warriors are known as the Thunderers. During the Crisis, the Anti-Monitor infused the most evil of the Thunderers with his energy, turning them into dreaded beings known as Shadow Demons.

WEAPONERS OF QWARD

DEX:	6	STR:	6	BODY:	6
INT:	9	WILL:	7	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:	60		

SKILLS:

Gadgetry: 25, Military Science: 30, Scholar (weaponry): 20, Scientist: 30, Spy: 20, Weaponry: 10

MOTIVATION: Nihilists

WEALTH: Billionaires

JOB: NA

RACE: Alien (Qwardian)

FIRST APPEARANCE:

Green Lantern #2

EQUIPMENT:

Varies (see next chapter for examples).

THE THUNDERERS

DEX:	9	STR:	7	BODY:	7
INT:	6	WILL:	8	MIND:	7
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	20(29)	HERO POINTS:	50		

SKILLS:

Martial Artist: 9, Thief: 9, Vehicles: 9, Weaponry: 9

MOTIVATION: Nihilists

WEALTH: Billionaires

JOB: NA

RACE: Alien (Qwardian)

FIRST APPEARANCE:

Green Lantern #2

EQUIPMENT:

5 Thunderbolts

DEX:	0	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
CHARGES:	4				
COST:	254 HPs+ \$ 160K				

POWERS:

Lightning: 15

The Thunderbolts are yellow.

Shield

DEX:	0	STR:	0	BODY:	8
INT:	0	WILL:	0	MIND:	0
CHARGES:	NA				
COST:	145 HPs+ \$ 3200				

POWERS:

Force Shield: 8

For examples of other equipment see *Chapter VI*.

SHADOW DEMONS

DEX:	14	STR:	20	BODY:	25
INT:	6	WILL:	14	MIND:	15
INFL:	10	AURA:	8	SPIRIT:	15
INITIATIVE:	30	HERO POINTS:	75		

POWERS:

Acid: 8, Dispersal: 15, Flight: 8, Growth: 6

SKILLS:

Thief/Stealth: 15

LIMITATIONS:

Catastrophic Fear: extremely bright light.

VULNERABILITY:

Attack: -4 column shift vs. light-based attacks.

FIRST APPEARANCE:

Crisis on Infinite Earths #1

Qwarden is also home to a group of wandering troubadours that can travel about the city without fear of harm. At the capitol center is a giant Golden Obelisk, beneath which is rumored to be a fantastic treasure (*GL #75, Broome*).

POPULARITY CONTESTS

Long before the Anti-Monitor was resurrected, the inhabitants of Qward used to amuse themselves by holding an annual popularity contest to see who could commit the most foul deed (*GL #15/18, Broome*). Sinestro (who would usually target his arch-enemy Hal Jordan for his entry), was a typical competitor. Now that the Anti-Monitor is apparently gone, it remains to be seen whether or not the Popularity Contest will resume.

The Far Future of the Solar Council: 5711 AD

In the 58th century, the Earth and the rest of the Solar System (see *GL #12, Broome*) are united under one government, a body known as the Solar Council. The Solar Council seems to be a very loose technocracy (i.e. government by those with the greatest scientific knowledge). The Council is headed by Chairman Dasor (see *Chapter III: Friends, Chairman Dasor*) and consists of approximately eight to ten members. The body has its own full-time secretary, Iona Vane (see *Chapter III: Friends, Iona Vane*). Use the statistics below for the remaining Council members.

SOLAR COUNCIL MEMBER

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	4	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	10	HERO POINTS:	5		

SKILLS:

Charisma: 3, Gadgetry: 7, Scientist: 7

By the 58th century, it seems that most of Earth's heroes and heroines have disappeared. Disasters worthy of their attention, however, certainly have not. When such a disaster arises, Chairman Dasor uses the Timescoop (a sophisticated time travel device) to pull Earth's Green Lantern (Hal Jordan) out of the 20th century in hopes the Emerald Gladiator can effectively deal with the menace. One drawback to this procedure is that Green Lantern usually suffers from a temporary form of amnesia, which totally blocks out his memories, while he is in the future. To rectify this problem, Dasor implants a fictitious personality and memories within the Green Lantern's mind while he is in the future. In this new identity, Green Lantern is Pol Manning, Galactic Explorer. "Manning" is also the Solar Director (a position of great importance within the Solar Council). His long absences are temporarily registered in Green Lantern's mind as periodic forays into deep space. In order to make the Manning identity more believable, thus making it easier for Green Lantern to accept, the Solar Council has instructed Iona Vane to pose as his love interest. After "Manning" dispatches the current threat, Dasor uses the Timescoop to send him safely back to the 20th century. Upon his return, Green Lantern usually remembers nothing of his jaunt to the future (all of this was first related in *GL #8, Broome*).

DESCRIPTION

The future of the Solar Council seems to be a technological paradise. The humans live in vast citadels populated by huge spires and cylindrical towers. High technology is the rule rather than the exception; super-advanced elevators, trolleys, computer communications networks, and informational exchanges are everywhere.

The Solar Council meets in a huge chamber that is full of video monitors and computer recording equipment. While

the Council is in session, its members sit at a large round table.

MENACES

The problems that plague the future of the Solar Council all seem to be external in nature. In his first trip to 5700 AD, Green Lantern was called upon to battle the Zegors, a race of super evolved gila monsters that were overrunning the Earth (*GL #8, Broome*). Later opponents included: three traitorous generals from Pluto (*GL #12, Broome*), a computer accidentally given sentience (*GL #51, Broome*), the Sequer rebels of Venus (*GL #66, Broome*), renegade Gordanians (*GL #137, Wolfman*), and Dr. Ub's B'rks (*GLC #214-215, Englehart*).

During the 58th century, the solar system is a virtual paradise with no major catastrophes to deal with. Villains and incursions are rare and unique, thus the majority of the population is completely unprepared to face such occurrences.

LOS ANGELES

Los Angeles is the current home of Earth's Green Lantern Corps and the site of the Green Lantern Citadel. The "City of Angels" is currently inhabited by almost three million people. The city was founded by the Spanish governor Felipe de Neve in 1781.

The Los Angeles of the Green Lantern comics is very similar to that of reality. Here are a few important locations:

Green Lantern Citadel: The Green Lantern Citadel is located in a wooded area in Encino, outside of LA city limits.

Ferris Aircraft/LA Plant: located in El Segundo (*GLC #202, Englehart*).

John Stewart's Old Condo: located in Marina Del Ray (*GLC #202, Englehart*).

Infinity Inc. Headquarters: Infinity Inc. also resides in Los Angeles. The group makes its headquarters at Sylvester Pemberton's Stellar Studios in Hollywood (*WhW #11*).

Station Markovia: Until recently, the Outsiders made their home in Los Angeles, headquartered at Markovia's off-shore research center, Station Markovia. This headquarters was recently destroyed by Major Disaster and S.K.U.L.L. (*OUT #25, Barr*), and the group has migrated to Europe.

Hal Jordan's Apartment: Hal currently lives in Alhambra.

THE GREEN LANTERN CITADEL

After arriving on their new home planet, the seven members of Earth's own Green Lantern Corps constructed a base of operations in Encino Canyon just

outside of Los Angeles (*GLC #201, Englehart*). All of the members of Earth's GLC currently reside at the Citadel except for Hal Jordan and Arisia, who have their own separate apartments. The headquarter lies in a lightly wooded area down a long stretch of dirt road. Representatives of Earth's major governments all know how to contact the Green Lantern Corps in times of emergency. The Citadel's location is not kept a secret.

LEVEL ONE

Most of the Citadel's ground floor is surrounded by heavy wooden balustrade in order to reinforce the structure from attack (*BODY: 16*). There are two entrances to the building: two heavy wooden doors in front, and two sliding plexi-glass doors in back. The GLC Citadel has a Security System rated at 16 APs.

Entry Hall: Both of the complex's entrances lead into a huge Entry Hall that provides access to the rest of the Citadel. In the center of the hall is a large fountain, a spiral staircase leading to all four upper levels, and an elevator leading to Level 2.

Monitor Room: This is the room where the Green Lanterns spend most of their time. The Monitor Room contains computer diagnostic and sensory equipment, and houses the Corps' communications, and data retrieval facilities as well. The Lanterns' highly advanced technology allows all of this equipment to occupy much less space that it would normally require, allowing all of it to be confined to a single room. This room functions as a 15 AP laboratory. The computer equipment has the following statistics:

GLC Computer

DEX:	0	STR:	0	BODY:	8
INT:	10	WILL:	5	MIND:	0
CHARGES: EPS					
COST: 170 HPs+ \$ 1.37B					

POWERS:

Super Hearing: 25, Super Ventriloquism: 25, Recall: 4

SKILLS: (* linked)

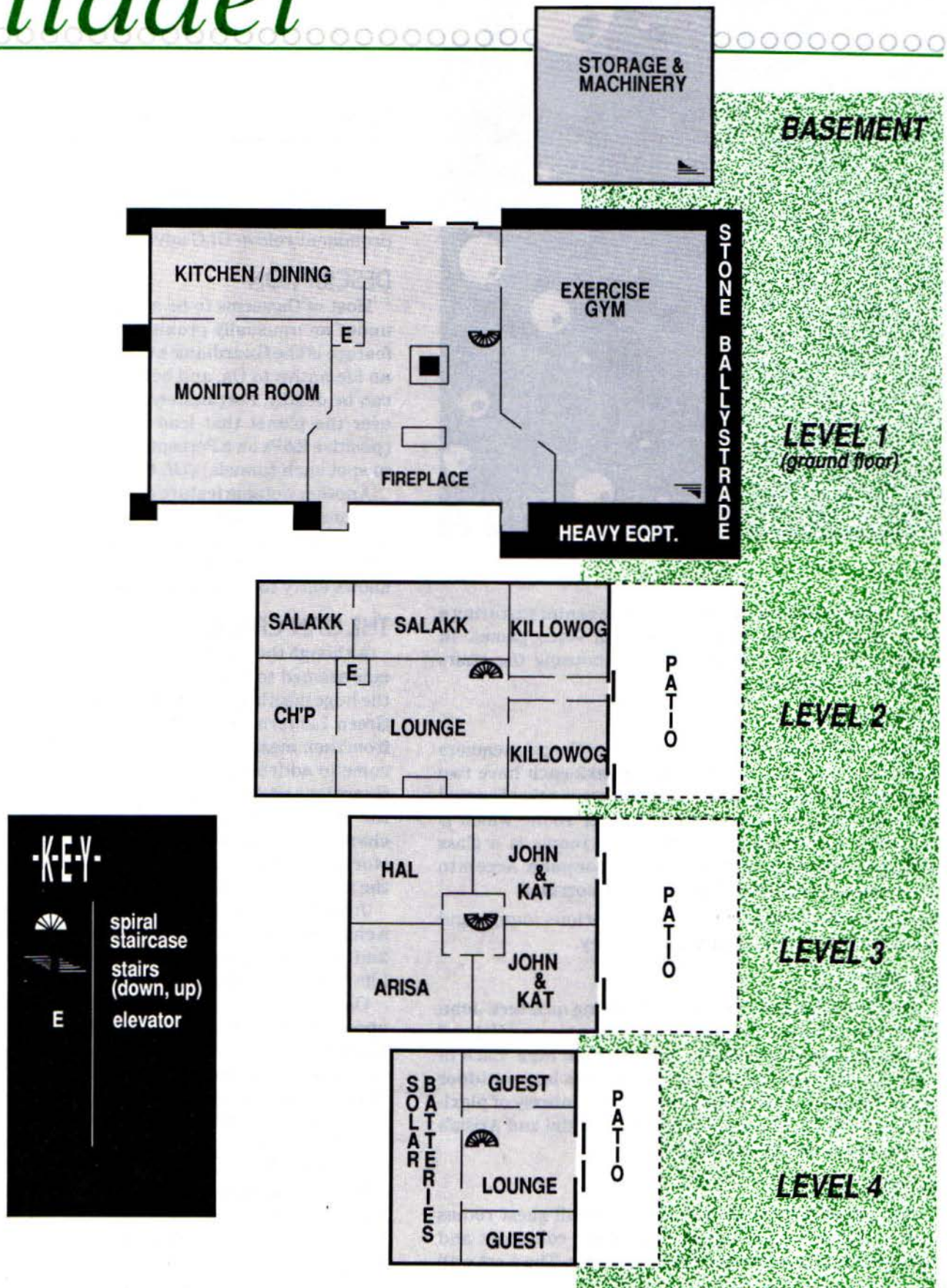
Detective*: 10, Medicine/Forensics*: 10, Military Science/Cartography, ECM*: 10, Scholar*: 10, Scientist*: 10, Spy/Coding, Photo Interpretations*: 10

The Monitor Room also features a large round table, at which the Corps members conduct their regular business. Both of the exterior walls in this room are actually thick sheets of plexi-glass (*BODY: 8*). There is a small portal in the ceiling of this room that opens into the air, allowing the Green Lanterns to enter and exit in flight.

Kitchen/Dining Room: The resident Green Lanterns prepare their food in this room. Many strange items are stockpiled here which cater to the alien Green Lanterns' bizarre diets.

Exercise Gym: The Exercise Gym features the usual training equipment used by normal humans, as well as a few more exotic devices built especially for Kilowog. In

Green Lantern Citadel





one corner of this room is a small game center featuring a ping pong/billiards table and several video games. In another corner is a small chamber housing the stairs leading to the basement level.

LEVEL TWO

Most of this level is taken up by the Corps' members individual quarters. Kilowog and Salakk each have two large rooms here (Salakk's rooms are currently occupied by Driq). Ch'p has a somewhat smaller room, which is currently empty. In one of Kilowog's rooms is a glass sliding door leading out to a large outdoor patio. Access to the patio is also provided by a general corridor.

Lounge: This level also features a spacious lounge and fireplace, which has an angular chimney.

LEVEL THREE

This level features the rest of the living quarters. John Stewart and Katma Tui share a pair of rooms, and Hal and Arisia each keep a small temporary room here. Each of John and Kat's rooms provides access to a large outdoor patio. The west wall of this level is made entirely of plexi-glass (BODY: 8). There are large blinds in Hal and Arisia's rooms which can block out the sun.

LEVEL FOUR

The Citadel's top level houses two small guest rooms and a chamber that contains the solar collectors and batteries which power the entire complex. The west wall

of this level is made entirely of a slightly convex plexi-glass, which focuses sunlight on the solar collectors. The solar collectors have Energy Absorption (solar energy only) rated at 15 APs.

Lounge: This level features a lounge similar to that found on Level 2, and access to yet another large outdoor patio.

OA

Oa is, of course, the homeworld of the Guardians, the Green Lanterns' wise old masters. Since the Guardians' recent departure, Oa is not too likely to play a very prominent role in GLC adventures.

DESCRIPTION

Most of Oa seems to be a desert wasteland suspended under an unusually proximate sun. Its most noticeable feature is the Guardians' huge gleaming Citadel. There is no life native to Oa, and being trapped out in the desert can be deadly. Fortunately, there are hidden tunnels all over the planet that lead directly to the main Citadel (positive RAPs on a Perception Check vs. an OV/RV of 7/7 to spot such tunnels) (*GL #195, Englehart*).

Another notable feature of Oa is the periodic projecting stations dotted across the landscape which are used to surround Oa with a powerful energy shield, keeping out intruders (Force Field: 40). This field automatically allows entry to Green Lanterns and their guests.

THE OAN CITADEL

Although the Citadel is unquestionably vast, the Guardians seemed to have commonly used only a single room: the huge meeting hall. The meeting hall is where the entire Green Lantern Corps would gather to receive briefings from their masters or where a single Green Lantern would come to address the Guardians. In the meeting hall, the Guardians sit on a huge raised dias which curves around the circular room. Adjacent to the meeting hall is the chamber where the colossal Central Power Battery is stored. (The Central Power Battery has a BODY of 75 and the Energy Absorption power at 75 APs.)

Just off of the main meeting hall in the other direction is a chamber which houses the Guardians' powerful sensory and detection equipment. The equipment in this room has Life Sense and Telepathy rated at 65 APs each.

One of the other features of the Oan Citadel that has appeared in the comics is the sciencell block (*GL #200, Englehart*). The sciencells are prison chambers which the Guardians used to use to contain dangerous animals upon which they were conducting scientific experiments. The cells now hold formidable cosmic criminals. Sinestro and the mad sector 3600 are the only inmates that have ever been able to escape the cells (*TGCA #2, Englehart*). The sciencells have a BODY, MIND, and SPIRIT of 70 APs each and the Energy Absorption power at 40 APs. The OV/RV of a lockpicking attempt against a sciencell is 40/40.

CHAPTER VI:

More Gadgets

Hi-tech devices and gadgets have always played an extremely important role within the Green Lantern comics. In fact, it was not uncommon in the early issues of Green Lantern (ca. 1960) to find entire stories built around some mad scientist's latest invention. Green Lantern is a powerful hero, and it is not very surprising that the series' writers often felt the need to rely upon exotic "mind control machines" and "telecrime computers" to give their readers a story which convincingly challenged its hero. The intentional science fiction bent that co-creators Julius Schwartz, John Broome, and Gil Kane gave the Emerald Gladiator during his recreation in the early years of comics' Silver Age also introduced the obligatory alien starships, force fields, and ray guns.

Following is a sampling of some of the strange technological wonders that have popped up in the pages of the Green Lantern comics throughout the series' run. These items have all been designed using the procedures presented in the *Hardware Handbook*; this section can be considered a supplemental chapter to that work. Gadgets which are intricately connected with a specific character (Evil Star's Starband, Sinestro's Power Ring, etc.) are all found within that character's individual description elsewhere in this book.

These items all make great plot devices for campaign play, and should provide enterprising GMs with plenty of inspiration for designing similar gadgets of their own.

FERRIS AIRCRAFT PROTOTYPES

Although not on a par with more well-known aircraft corporations, Ferris is a solid aircraft design firm specializing in the construction of military and exploration aircraft. Over the years, a number of Ferris' experimental jets have appeared in the comics.

The "Flaming Spear"

DEX:	0	STR:	7	BODY:	8
INT:	17	WILL:	0	MIND:	0
CHARGES: 48					
COST: 901 HPs+ \$ 4.45M					

POWERS: (* linked)

Flight: 10, Projectile Weapons: 8, Radar Sense*: 17, Telepathy*: 17

SKILLS:

Military Science/Tracking: 5

The Flaming Spear was one of Ferris' first major, military developments. It was designed as a cheap but versatile combat fighter. In addition to its twin cannons (Projectile Weapons) the FS can carry two heat-seeking or radar-homing missiles (identical to F15 missiles in the *Hardware Handbook* on page 86) (*Sh #22, Broome*).

X50

DEX:	0	STR:	6	BODY:	7
INT:	0	WILL:	0	MIND:	0
CHARGES: 50					
COST: 901 HPs+ \$ 3.3M					

POWERS:

Flight: 12, Radar Sense: 16, Sealed Systems: 8, Telepathy: 17

The X50 was a high-speed experimental orbiter aircraft, similar to the famous X1. This aircraft was capable of brief journeys outside of Earth's atmosphere. A variant version, the XF50, was armed with a cannon (Projectile Weapons: 6) (*GL #27, Broome*).

X-25 Nightfighter

DEX:	0	STR:	7	BODY:	8
INT:	17	WILL:	0	MIND:	0
CHARGES: 48					
COST: 1045 HPs+ \$ 5.05M					

POWERS: (* linked)

Flight: 10, Projectile Weapons: 8, Radar Sense*: 17, Telepathy*: 17, Thermal Vision: 12

SKILLS:

Military Science/Tracking: 5

The Z-25 was a version of the Flaming Spear specially adapted for night operation. Ferris sold many of these to the U.S. Marine Corps. (*GL #36, Broome*)

XF01

DEX:	0	STR:	8	BODY:	9
INT:	17	WILL:	0	MIND:	0
CHARGES: 50					
COST: 947 HPs+ \$ 4.6M					

POWERS: (* linked)

Flight: 11, Projectile Weapons: 8, Radar Sense*: 17, Telepathy*: 17

SKILLS:

Military Science/Tracking: 5

The XF01 was Ferris' top-of-the-line two seat fighter. It was built as a low cost version of the Air Force's popular F15 Eagle (*GL #129, O'Neil*).

The "Missile Catcher"

DEX:	8	STR:	8	BODY:	8
INT:	18	WILL:	0	MIND:	0
CHARGES: 48					
COST: 1103 HPs+ \$ 21.75M					

POWERS: (* linked)

Flight: 12, Projectile Weapons: 7, Radar Sense*: 18, Telepathy*: 18

SKILLS:

Military Science/ECM, Tracking: 8

Built on a slightly modified Flaming Spear frame, the "Missile Catcher" was specially designed to track and intercept enemy air-to-air and surface-to-surface missiles. The plane features a special assembly which allows a missile to be "grabbed" in mid air and sprayed with liquid nitrogen, freezing the missile's systems and rendering it harmless. Use the Missile Catcher's DEX as the AV and its STR as the EV, and the missile's DEX as the OV and its BODY as the RV for any attempt to catch a missile. One or more RAPs means that the missile is neutralized. Sonar bought several of these for Modora (*GL #130, Rozakis*).

SP-3 Solar Jet

DEX: 0 STR: 7 BODY: 8
 INT: 16 WILL: 0 MIND: 0
 CHARGES: 49
 COST: 1259 HPs+ \$ 104M

POWERS: (* linked)

Energy Absorption: 20, Flight: 11,
 Projectile Weapons: 8, Radar
 Sense*: 17, Telepathy*: 17

LIMITATIONS:

Miscellaneous: Energy Absorption
 only works on solar radiation.

Built by Dr. Bruce Gordon (see
Chapter IV: Enemies, Eclipsa), the
 Solar Jet's engines were partially
 powered by solar radiation, giving it
 an enormous range. It is one of Ferris
 Aircraft's best-selling items (*GL #137*,
Wolfman).

Ferris Jetpack

DEX: 0 STR: 3 BODY: 2
 CHARGES: 11
 COST: 65 HPs+ \$ 1100

POWERS:

Flight: 6

These jetpacks are strapped onto
 the back of an individual. The user
 controls the direction of movement
 by hand, using retro-rockets to direct
 him/herself either forward, back-
 ward, upward, or downward.

QWARD WEAPONS

Here are some of the most ingen-
 ious weapons invented by the Weap-
 oners of Qward and used by their
 soldiers, the Thunderers:

Deto-Flare

DEX: 0 STR: 0 BODY: 4
 CHARGES: 1
 COST: 173 HPs+ \$ 80K

POWERS:

Flash: 12

The Deto-Flare is a powerful flash-
 bomb used to stun opponents (*GL #2*,
Broome).

Finder

DEX: 0 STR: 0 BODY: 6
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 25
 COST: 2158 HPs+ \$ 20.5B

POWERS:

Object Awareness: 35

The Weaponers can use the
 "Finder" to track down any single
 known object within many thousands
 of miles (*GL #3, Broome*).

Veko

DEX: 0 STR: 15 BODY: 13
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 55
 COST: 1174 HPs+ \$ 3.7M

POWERS:

Lightning: 12, Projectile
 Weapons: 8, Telepathy: 16, Skin
 Armor: 10

The Vekos are powerful tanks
 driven by the Thunderers. They fire
 powerful "veko-bolts" (Lightning).
 The tanks and their bolts are yellow
 (*GL #3, Broome*).

B-Stage Image Repeater

DEX: 0 STR: 0 BODY: 6
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 24
 COST: 318 HPs+ \$ 210K

POWERS:

Illusion: 15

This device was used by the Weap-
 oners to create formidable illusions
 to trick their enemies (*GL #3*,
Broome).

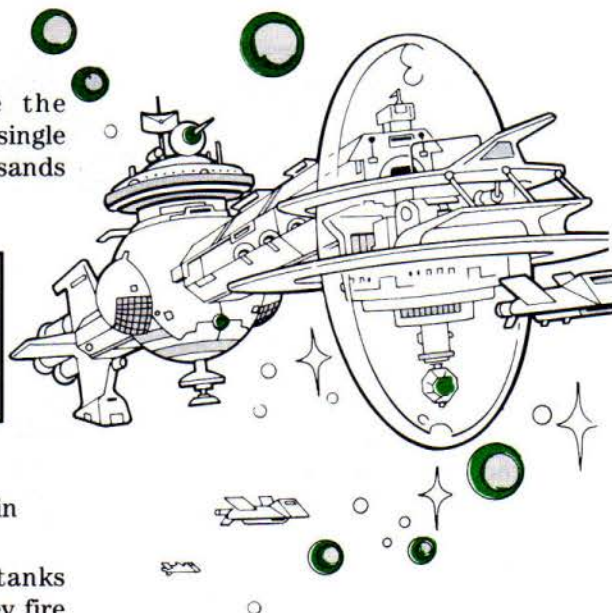
STARSHIPS**Abin Sur's Starship**

DEX: 6 STR: 8 BODY: 16
 INT: 16 WILL: 12 MIND: 0
 CHARGES: 18
 COST: 1924 HPs+ \$ 940M

POWERS: (*linked)

Flight: 23, Full Vision*: 16, Matter
 Manipulation*: 16, Radar
 Sense*: 16, Regeneration: 3, Sealed
 Systems*: 16, Starbolt: 12, Super
 Ventriloquism*: 16, Ultra
 Vision*: 16

After Abin Sur was tricked into
 losing faith in his Power Ring (*TGCA*
#2, Moore) he began travelling about
 in a starship. This ultimately proved
 his downfall, when the ship crash
 landed on Earth, fatally injuring him
 (*Sh #22, Broome*).

**Zamaron Star Cruiser**

DEX: 6 STR: 12 BODY: 26
 INT: 20 WILL: 12 MIND: 0
 CHARGES: 20
 COST: 18,811 HPs+ \$ 34.8Q

POWERS: (* linked)

Flight: 24, Full Vision*: 20, Gravity
 Increase*: 20, Magnetic
 Control*: 12, Matter
 Manipulation*: 20, Radar
 Sense: 30, Regeneration: 3, Sealed
 Systems*: 26, Starbolt*: 12, Super
 Ventriloquism: 62, Warp: 43

This ship is the work horse of the
 Zamaron fleet (*GL #16, Broome*).

Space Freighter

DEX: 4 STR: 19 BODY: 22
 INT: 8 WILL: 0 MIND: 0
 CHARGES: 22
 COST: 7924 HPs+ \$ 1.85T

POWERS: (* linked)

Flight: 21, Gravity Increase*: 8,
 Matter Manipulation*: 8, Radar
 Sense: 28, Regeneration: 3, Sealed
 Systems*: 22, Starbolt: 9, Super
 Ventriloquism: 30, Warp: 41

Space Patrol Craft

DEX: 7 STR: 12 BODY: 27
 INT: 12 WILL: 0 MIND: 0
 CHARGES: 22
 COST: 17,508 HPs+ \$ 25.2Q

POWERS: (* linked)

Flight: 24, Magnetic Control: 12,
 Matter Manipulation*: 12, Radar
 Sense: 30, Regeneration: 3, Sealed
 Systems*: 27, Starbolt: 20, Super
 Ventriloquism: 62, Warp: 43

Space Raider

DEX: 6 STR: 11 BODY: 11
INT: 15 WILL: 12 MIND: 0
CHARGES: 18
COST: 8288 HPs+ \$ 4.02T

POWERS: (* linked)

Flight: 23, Invisibility: 6, Full
Vision*: 15, Gravity Increase*: 15,
Magnetic Control: 30, Matter
Manipulation*: 15, Radar
Sense: 27, Sealed Systems: 18,
Starbolt*: 11, Teleportation*: 12,
Warp: 42

OTHER DEVICES

Timescoop/Matter Teleporter

DEX: 0 STR: 0 BODY: 10
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 5943 HPs+ \$ 800B

POWERS:

Teleportation: 30, Time Travel: 40

This is the item that the Solar Council uses to teleport Green Lantern into the far future. With it, one can also view past and future events. One must have the Scientist skill at 6 APs or greater to operate the Timescoop (*GL #8, Broome*).

Sinestro's Mind Control Machine

DEX: 0 STR: 0 BODY: 5
INT: 0 WILL: 0 MIND: 0
CHARGES: 30
COST: 2152 HPs+ \$ 2B

POWERS:

Control: 35

Sinestro used this machine to control Green Lantern from the Anti-Matter Universe. Green Lantern later used the device to temporarily turn Sinestro into a mindless automaton, imprisoning him (*GL #11, Broome*).

Cerebro-Ray

DEX: 0 STR: 0 BODY: 9
INT: 0 WILL: 0 MIND: 0
CHARGES: 30
COST: 776 HPs+ \$ 340M

POWERS:

Hypnotism: 25

This device is used by the Headmen to enslave the population of Garon.

Everyone born on the planet is exposed to this machine at birth (*GL #36, Broome*).

The chances for someone to overcome the effects of the Hypnotism power are normal as per the description for Hypnotism in the *Powers and Skills* book.

Mental Post-Mortem Machine

DEX: 0 STR: 0 BODY: 8
INT: 0 WILL: 0 MIND: 0
CHARGES: 25
COST: 480 HPs+ \$ 28M

POWERS:

Mind Probe: 20

LIMITATIONS:

Miscellaneous: Mind Probe will only work with dead beings.

The Guardians built a special device that allowed them to read a being's thoughts after its death. Add the APs of time that the being has been dead to the OV/RV (*GL #59, Broome*).

Telluratron

DEX: 0 STR: 0 BODY: 8
INT: 0 WILL: 0 MIND: 0
CHARGES: 25
COST: 707 HPs+ \$ 50M

POWERS:

Phobia: 20, Regeneration: 10

SKILLS:

Medicine: 12

LIMITATIONS:

Miscellaneous: User cannot benefit from Regeneration until s/he has overcome the Phobia attack.

A group of passing space aliens used this device to cure Hal Jordan of a terrible disease. It works by confronting the patient with his or her worst fear, therefore artificially stimulating willpower and natural healing capabilities (*GL/GA #95*).

Hal Jordan's Semi-Truck

DEX: 0 STR: 9 BODY: 9
INT: 0 WILL: 0 MIND: 0
CHARGES: 40
COST: 423 HPs+ \$ 190K

POWERS:

Running: 7, Telepathy (CB
Radio): 13

Hal borrowed the money for his truck from Carol Ferris. When he was not driving the truck, he would often use his Power Ring to place it in orbit

around the Earth for safekeeping (*GL/GA #99, O'Neil*).

Eclipso's Satellite

DEX: 0 STR: 16 BODY: 20
INT: 10 WILL: 8 MIND: 0
CHARGES: 35
COST: 2996 HPs+ \$ 156M

POWERS:

Attraction/Repulsion: 16, Energy
Absorption: 20, Darkness: 20,
Disintegration: 16, Flight: 10,
Sealed Systems: 20

LIMITATIONS:

Miscellaneous: Energy Absorption only works on solar radiation.

Eclipso forced Dr. Bruce Gordon to build this craft against his will in his spare time. With the satellite, Eclipso could create a powerful solar eclipse and fire a deadly disintegration ray (*GL #138, Wolfman*).

Psi-Booster Chair

DEX: 0 STR: 0 BODY: 6
INT: 0 WILL: 0 MIND: 0
CHARGES: 20
COST: 356 HPs+ \$ 150K

POWERS:

SPECIAL: The chair grants anyone sitting in it Telekinesis and Telepathy equal to one-half of the user's WILL APs (rounded down) to a maximum of 12 APs. The cost of building the chair is based on this number for both powers.

Dr. Clay Kendall built this chair while Ferris Aircraft was researching a way to build planes which could be controlled telepathically. During the attack of the Demolition Team, the chair exploded while Kendall was in it (*GL #173, Wein*).

Zamaron Organ

DEX: 0 STR: 0 BODY: 8
INT: 0 WILL: 0 MIND: 0
CHARGES: 30
COST: 3780 HPs+ \$ 9.8B

POWERS:

Control: 30, Force
Manipulation: 30, Illusion: 30

This hi-tech organ allowed the Zamaron to temporarily expand and increase the scope of their powers. When it is played, it allows the user to wield powerful purple energy and control others' minds. The organ is now in the possession of Star Sapphire (*GLC #213, Englehart*).

CHAPTER VII:

Spanning the Spaceways

Much of the action in the Green Lantern comics takes place in outer space. Remember that most Green Lanterns are sworn to protect an entire sector of space. This means that they will spend a lot of their time plying the spacelanes in search of disaster. This chapter includes details which will be useful for designing some exciting space adventures. More information of this sort can be found in *Legion of Super-Heroes Vol. II: The Worldbook*.

SURVIVAL

Needless to say, one cannot survive unprotected in outer space. There is no breathable atmosphere, and the low temperature and lack of pressure would certainly eliminate even the toughest of heroes in seconds. The Green Lanterns' power rings allow the members of the Green Lantern Corps to operate in space for as long as necessary; but not every hero is a Green Lantern. This means that any other character must have the Sealed Systems power in order to survive in deep space.

If a character without Sealed Systems ever happens to be ejected into space, the GM normally has two options: instantly proclaim the character dead, or apply the rules for holding one's breath found on page 25 of the *Player's Manual*. The former option simulates what would happen in reality. The lack of a breathable atmosphere is not the only thing that makes an unprotected foray into space a dangerous proposition. There is also the extremely low temperature and lack of pressure, which tends to make living things suddenly expand and explode. Fortunately, however, physics in the world of the comics often deviates wildly from that of reality. The Green Lantern comics have had it both ways: In *Green Lantern/Green Arrow #102*, Green Arrow was able to hold his breath and survive in outer space unprotected for ten full seconds. In *Green Lantern #162*, however, a young boy was swept into space and killed instantly.

SPACE SECTORS

As stated in *Chapter II: The Green Lantern Corps*, the exact definition of a space sector has been left somewhat ambiguous in the comics. Ultimately, this factor should prove unimportant. The sectors are best dealt with in an abstract manner; mapping out huge areas of space is not only time consuming, but it eliminates a number of potential adventures in "uncharted territories" as well. So, as it is impossible to make a meaningful map of so vast an area, the GM has the flexibility create new alien worlds and races.

For game purposes, assume that a "space sector" covers 50 APs of distance from end to end. This means that a Green Lantern with a Flight of 40 can go from one end of a

sector to the other in one hour (50 APs-40 APs=10 APs (1 hour)). Based on past experience, this seems to be a reasonable assumption. Each space sector is adjacent to at least two other sectors. However, the GM can make the space sectors in a campaign adjacent to as many other sectors as s/he sees fit.

When planning an adventure in outer space, one won't need a detailed map showing the location of each of the planets. The GM only needs to sketch out the relevant distances. For example, an adventure occurs in Hal Jordan's sector 2814. Most of the adventure takes place on the planet Gakron VII, but in one encounter Hal must visit a wise old hermit on a moon of the nearby Wingworld. Simply noting that Gakron is 43 APs from Earth, Wingworld is 41 APs from Gakron, and Earth is 44 APs from Wingworld should be all the information needed to conduct the adventure. For an example of a very detailed and creative use of this system, see the adventure module *Knight to Planet 3*.

While the player characters travel between the various worlds, the Gamemaster can throw in any encounters s/he sees fit in order to spice up the journey. For example, while Hal is enroute to Gakron, he might come across a defenseless space freighter being ambushed by a group of intergalactic pirates who were hiding in a nearby nebula.

SPACE PHENOMENA

One of the responsibilities of being a Green Lantern is to prevent helpless ships from being pulled into black holes, stop supernovae from destroying inhabited planets, and generally save worlds from cosmic disaster. Literally thousands of adventures can be designed around these and other intergalactic phenomena. Here are some guidelines for handling these situations in the *DC Heroes Role-Playing Game*. Note that these rules are **not** based upon scientific fact. They are reflections of the physics represented in the past adventures of the Green Lantern Corps.

BLACK HOLES: A black hole is the remnant of a massive star gone supernova. After the nova, the star collapses under its own weight and its massive gravity is exerted from a single point. This results in a powerful gravitational field which extends out into spacetime. Black holes are extremely dangerous to space travellers. A black hole begins to affect a passing ship or traveller when the ship is 38 APs away from the black hole. At that point, the passerby is attacked with the Gravity Increase power rated at 32 APs (in this case the OV/RV = the target's APs of Flight). If a ship is moving directly toward the black hole, 1 AP is added to the Gravity Increase for each AP closer to the black hole that the ship gets. Record the RAPs from this roll, then roll the attack again next phase.

Keep rolling Gravity Increase attacks each phase until the target breaks away (i.e. one of the attacks failed), or there have been a total of 38 RAPs on the cumulative attack rolls. In this case, the target is pulled into the hole. Exactly what happens once one is pulled inside of a black hole is unknown. Some people think there is a powerful explosion (Bomb: 65). Others think that black holes are portals to another universe (Dimension Travel: 30). The GM can decide which concept is correct.

A Green Lantern can use his/her Force Manipulation power to pull free a ship trapped in the gravity field of a black hole by making a successful Action Check using the APs of Force Manipulation as the AV/EV and the black hole's APs of Gravity Increase as the OV/RV.

The strange gravity field that surrounds black holes makes black holes very difficult to detect. A ship must make a successful Radar Sense Action Check against an OV/RV of 18/18 in order to detect the black hole before coming within 38 APs of it.

ASTEROID BELTS: Asteroid Belts are vast collections of boulders and space debris. The debris is usually so tightly clustered as to make entering the belt a dangerous proposition. Anyone piloting a starship into an asteroid belt must make a Space Vehicles skill roll against an OV/RV of 6/6 each phase s/he remains within the belt to avoid collision. Any collision automatically damages the ship with an Effect Value equal to the starship's speed.

If a Green Lantern enters an Asteroid Belt s/he must make an Action Check using his/her DEX as the AV/EV and 6/6 as the OV/RV. Failure means that s/he has collided with an asteroid and is automatically damaged with an Effect Value equal to his/her Flight speed. Most asteroid belts are 25-30 APs across.

METEOR SHOWERS: A meteor shower is a collection of rapidly moving space debris which travels across the cosmos. Meteor showers damage any starships/characters which they strike. The AV/EV of this attack is 20/16.

PULSARS: A pulsar is the core of a giant red star gone nova. After the explosion, the star collapses down to a tiny piece of matter about thirty kilometers across which

emits perfectly periodic streams of radiation, appearing to blink on and off in rapid regular intervals. A pulsar has Magnetic Control of 35 APs; this can pull starships that come within range toward the pulsar center, causing a catastrophic collision (AV/EV of 25/25). Although pulsars tend to jam the electronic operating systems of nearby starships (treat this situation as the use of the Military Science/ECM skill at 20 APs), they are often used as navigational beacons, like "cosmic lighthouses."

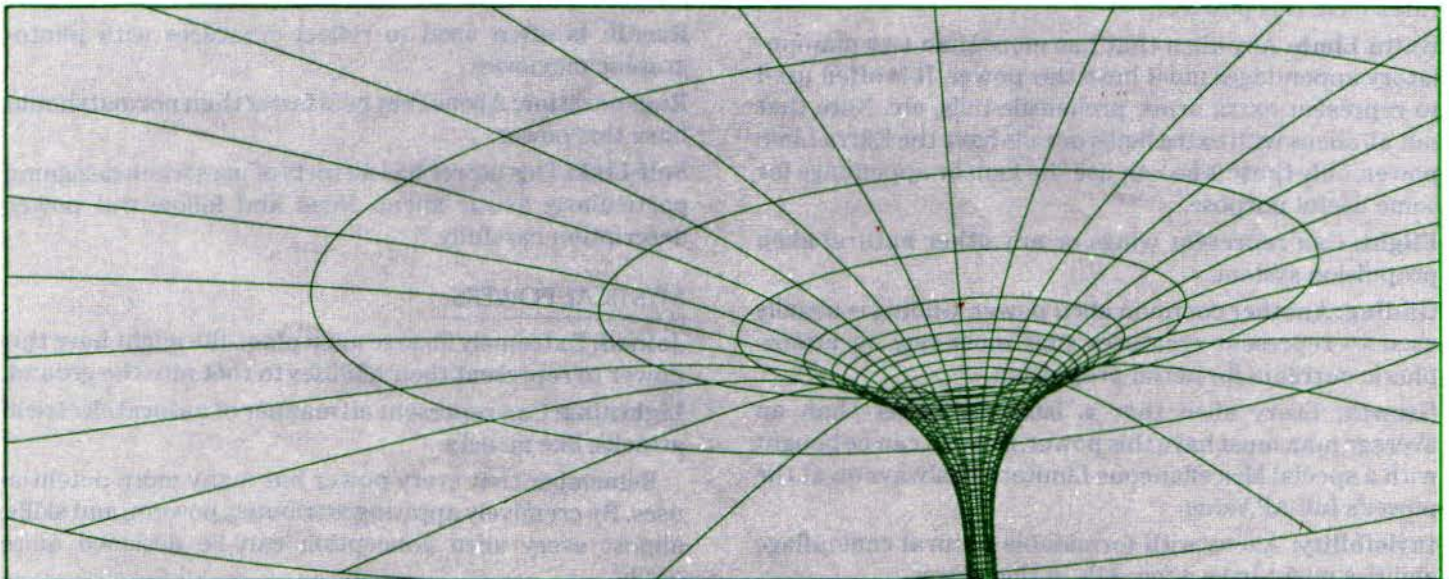
NEBULAE: A nebula is a vast cloud of gasses suspended in space. Buccaneers like to hide in nebulae and ambush passing starships. Do an Action Check with the passing vessel's Radar Sense as the AV/EV vs. an OV/RV of 13/13 to detect a ship or object hidden in a nebula. A Green Lantern must make a Perception Check vs. an OV/RV of 13/13 to detect an object obscured by a nebula.

NOVA/SUPERNOVA: A nova is an exploding star. Treat a star going nova as having the Bomb power at 70 APs; a supernova has the Bomb power at 75 APs. Despite all the incredible power they wield, there is little that a Green Lantern can do to prevent a nova. In most adventures featuring novae, the Green Lantern's first priority should be to evacuate the inhabitants of nearby planets before the cataclysm occurs.

THE SILVER TWIST: The Silver Twist is a strange band of energy which roams about the DC Universe. The Twist and its random comings and goings defy description. Anyone entering the Silver Twist is sent to an alternate universe of the GM's choice and design (Dimension Travel: 20) (GL/GA #92, O'Neil).

PLANETARY ADVENTURES

One of the great things about preparing adventures for the Green Lantern Corps is that a GM has a choice of all of space for adventure settings. There are literally thousands of inhabited planets in each space sector. There are complete rules for generating alien worlds in *Legion of Super Heroes Volume II: the Worldbook*. Also see pages 69-73 of the *Gamemaster's Manual* for some examples of pre-generated alien worlds from the DC Universe (note that the Vegan System is **not** in sector 2814).



ALIENS

Because of the exotic nature of many members of the Green Lantern Corps and their adversaries, an explication of the *DC Heroes Role-Playing Game* alien rules is in order.

As stated on page 31 of the *Gamemaster Manual*, while creating a character's background, a player may choose to make that character a member of an alien race. Many alien races possess certain innate powers and abilities. When a player is designing an alien character, s/he determines which powers, abilities, and attributes are native to the character's race and pays the appropriate Hero Points costs as usual. Sometimes the GM might rule that a character may not consider her/himself a member of a certain race unless s/he meets certain minimum power, attribute, or skill requirements. (For example, a GM might rule that anyone who wishes to be a Tamaranian (from *Starfire's* homeworld of Tamaran) must have the Solar Sustenance power, or that anyone from Bolovax Vik (Kilowog's world) must have a STR of 9 or greater.)

The following are some specific examples of how various powers might be used while designing alien characters. This list is certainly not exclusive. Remember that alien characters also receive certain bonuses and penalties (in the form of additional Hero Points, Limitations, and Vulnerabilities) as outlined on pages 31-32 of the *Player's Manual*.

PHYSICAL POWERS

Acid: Insectoid lifeforms often have this power to represent the powerful digestive juices secreted by their mandibles.

Claws: Used to represent any alien with a natural attack form like claws, horns, sharp teeth, etc.

Cling: Often possessed by insect lifeforms, allowing them to walk on walls and ceilings.

Darkness: Can represent dark ink clouds released as defensive screens by many ocean-dwellers.

Digging: All manner of burrowing and tunnelling creatures have this power.

Extra Limb: Any alien that has more than two manipulatory appendages must have this power. It is often used to represent extra arms, prehensile tails, etc. Note that not all aliens with extra limbs or tails have the Extra Limb power, only those who can use the limb or appendage for some useful purpose.

Flight: Can represent wings or any other natural alien propulsion system.

Gliding: Another common alien power. Gliding is usually used to represent creatures that must rely on atmospheric currents for aerial propulsion.

Growth: Every alien that is basically larger than an average man must have this power. Growth can be bought with a special Miscellaneous Limitation: always on at the power's full AP value.

Invisibility: Aliens with formidable natural camouflage abilities might have a few APs in this power.

Invulnerability: This power is often used to represent immortal races, such as the Guardians.

Jumping: Many alien races have this power, including frog-like and several insectoid lifeforms.

Omni-Arm: Can be used to represent aliens with limbs ending in strange appendages such as hooks, pincers, etc.. Can be bought with a special Miscellaneous Limitation: power always on and limited to one form.

Running: Aliens that have a groundspeed faster than that of a normal human all have this power.

Sealed Systems: Possessed by all aliens who can breathe underwater, survive in space, etc.

Shrinking: Every alien basically smaller than an average human must have this power. Shrinking can be bought with a special Miscellaneous Limitation: always on at the power's AP value.

Skin Armor: Might be used to represent aliens with tough outer shells, like chitinous insects or armadillos.

Solar Sustenance: Is often used to represent the photosynthesis feature of plant life.

Swimming and Water Freedom: Possessed by all aliens who usually operate in the water.

MENTAL POWERS

Analytical Smell/Tracking Scent: Many alien races may intrinsically possess this and/or other enhanced sense powers (Directional Hearing, Extended Hearing, Thermal (IR) Vision, etc.).

Danger Sense: Often possessed by aliens who come from particularly perilous environments.

Density Increase: Can be used to represent silicon life or rock-type beings if taken with the special Miscellaneous Limitation: power is always on at full AP value.

Full Vision: Many insectoid lifeforms have multi-faceted eyes which allow them to see in all directions.

Molecular Chameleon: Aliens composed of a substance such as iron, silicon, carbon, etc. should buy the appropriate number of APs of this power with the special Miscellaneous Limitation: power always on. May also have another Miscellaneous Limitation: limited to one form.

Recall: Is often used to reflect creatures with photographic memories.

Regeneration: Aliens that heal faster than normal should have this power.

Self-Link: This power has all sorts of uses when designing particularly exotic aliens. Read and follow this power description carefully.

MYSTICAL POWERS

Joined: Extremely bizarre alien plant-life might have this power to represent their abilities to root into the ground.

Lightning: Can represent all manner of natural electrical attacks, like an eel's.

Remember that every power has many more potential uses. By creatively applying attributes, powers, and skills, almost every alien conception can be designed quite easily.

CHAPTER VIII:

New Powers

Some of the characters described in this sourcebook have powers which are not covered in the *Powers and Skills* book. This section contains the appropriate information on these powers.

CLAWS *Physical*

LINK: DEX

RANGE: Touch

TYPE: Standard

BASE COST: 15

The Claws power is for characters who have claws or other natural sharpened attack forms (e.g. teeth, tusks, pincers, antlers, etc.). The APs of Claws are treated as the AV/EV of the attacking character. The character's APs of the Claws power can also substitute for his/her STR for cutting (but not lifting or moving) materials.

DETECT *Mental*

LINK: INT

RANGE: Normal

TYPE: Standard (see following)

BASE COST: 5

A character with the Detect power has the ability to detect any one specific item, presence, or quality. Exactly what the character can detect must be specified when the power is purchased (i.e. detect evil, detect radiation, detect mutants, detect lies, etc.). Each item, presence, or quality (IPQ) must be purchased separately, but this power may be purchased more than once by the same character to enable that character to detect more than one IPQ. The IPQ selected must be fairly specific and is subject to GM approval.

Detect is treated as an Automatic Action, unless there is an intelligent creature who is trying to mask the IPQ from the detecting character. In this case, the use of the Detect power is treated as a Standard Action, and the detector must make an Action Check against an OV/RV equal to the opposing creature's INT/MIND. Positive RAPs indicates success. For example, detect lie will almost always be a Standard Action because the liar is obviously trying to mask the fact that he is lying from the character with the Detect power, while detect radiation will usually be an Automatic Action because there is little that anyone can do to hide radioactivity.

Green Lanterns frequently mimic this power using their rings' "Omni-Power" function.

DIMENSION TRAVEL *Mystical*

LINK: AURA

RANGE: Normal

TYPE: Standard

BASE COST: 65

In the DC Universe, the dimensions are separate planes of existence which parallel one another but do not connect. This power enables a character to travel between these dimensions and manipulate the dimensional portals in one of three ways.

Green Lanterns often use their Power Rings to mimic the third function of this power to enter the Anti-Matter Universe of Qward and various other nefarious zones.

1) BANISHMENT: A character with Dimension Travel can send a target to the dimension of his choice, stranding him/her/it there. After the attacker chooses the dimension to which s/he is attempting to send the target, an Action Check is made by using the APs of Dimension Travel as the AV/EV and the target's INFL/SPIRIT as the OV/RV. If the RAPs are greater than or equal to the target's SPIRIT and greater than or equal to the Travel Value (see *Travel Values* following) which the GM has assigned to the dimension, the banishment is successful. The banished character/item cannot return to the dimension from which s/he was banished on his/her own without a successful Dimension Travel roll against an OV/RV equal to the RAPs of the roll which banished him. The banished target may also be retrieved from the dimension by being summoned by a character with Dimension Travel (see the description of the next function of this power: *Summoning*) this could be done by either the character who did the banishing or a different character with the Dimension Travel power.

A banished character or object cannot have a weight or volume greater than the APs of the banisher's power. Assume that the INFL and SPIRIT of any inanimate objects a character may wish to banish are equal to zero.

2) SUMMONING: A character may try to use Dimension Travel to pull a character or object from another plane onto his own. If the target is unwilling, the OV/RV of any such attempt is equal to the target's INFL/SPIRIT. The RAPs of the roll must equal or exceed the target's SPIRIT and the Travel Value of the dimension from which the target is being pulled. If the target is willing or inanimate, the OV/RV equals the Travel Value of the dimension the target is being pulled from; positive RAPs indicate success.

A banished item or character may not be summoned onto the plane from which it was originally banished unless the summoner can make a successful Action Check (i.e., positive RAPs) using his/her Dimension Travel APs as the AV/EV and the RAPs of the roll which banished the target as the OV/RV.

3) TRAVELLING BETWEEN DIMENSIONS: Do an Action Check; the AV/EV is equal to the character's APs of Dimension Travel, and the OV/RV is equal to the Travel Value of the dimension of destination. Positive RAPs indicate success. The traveller may bring as many willing

characters or items with him/her as s/he wishes, but these must be within 0 APs of distance from him/her and their total combined weight in APs cannot exceed his/her APs of Dimension Travel.

Travel Values: Each dimension has its own Travel Value reflecting the relative difficulty of entering it. This value must be set by the GM. Some sample Travel Values and descriptions of dimensions are presented following. Note that there is an almost infinite number of dimensions in the DC Universe, and GMs are encouraged to use their creativity to fill in those of their own design.

EARTH DIMENSION: The Earth dimension includes not only the Earth, but all of the other planets, solar systems, and galaxies as well. This is the dimension that most of the DC heroes inhabit. *Travel Value = 2*

LAND OF THE HOMO MAGI: The valley inhabited by the Homo Magi (the ancestors of Zatanna) lies on a plane slightly removed from that of Earth and cannot be reached by normal means. *Travel Value = 4*

ASTRAL PLANE: The Astral Plane is a grey, formless dimension that seems to be closely intertwined with the other planes. It is inhabited by horrible monsters that sometime escape to the Earth dimension. It is often visited by Dr. Occult. *Travel Value = 4*

REALM OF THE JUST-DEAD: The spirits of the dead travel here for a short time, awaiting their final resting places. This plane is often visited by Deadman and many of DC's other mystical heroes. *Travel Value = 6*

AFTERWORLDS: The Afterworlds are the final resting places of the souls of the dead. *Travel Value = 8*

EARTH-C: Earth-C is a world much like the normal Earth dimension, save that it is populated by cartoon animals. It is home to Captain Carrot and the Zoo Crew. This dimension ceased to exist after the Crisis. *Travel Value = 8*

BGTZL: This is the home dimension of Phantom Girl of the Legion of Super-heroes. *Travel Value = 6*

FIFTH DIMENSION, LAND OF ZRFFF: Zrfff is the home of Mr. Mxyzptlk. *Travel Value = 7*

ANTI-MATTER UNIVERSE OF QWARD: This is the foul domain of the Weaponers, the Anti-Monitor, and, while he was alive, Sinestro. *Travel Value = 8*

DOMAIN OF THE LORDS OF ORDER: This dimension is an extremely vast plane of white light. The Lords of Order live here and usually punish any trespassers. *Travel Value = 16*

LIMBO: For the most part, limbo is a huge empty space. *Travel Value = 8*

DEMON PRISON DIMENSION: This is the small pocket dimension that the Lords of Order imprisoned the majority of the ancient demons within this dimension. It is a foul, horrible realm. From time to time the demons travel from here to the Afterworlds or the Realm of the Just-Dead, although the magic of the Lords of Order prohibits them from entering the Earth Dimension. *Travel Value = 16*

NEKRON'S DIMENSION: This is the pocket universe inhabited by Nekron and the souls of his dead warriors.

Travel Value = 9

ALTERNATE EARTHS: These are Earths that seem exactly like our own, save for a few basic differences in history or physical laws. During the Crisis on Infinite Earths, all of these except for Earths 1, 2, 4, S, and X and Earth-C (covered previously) were destroyed; Earths 1, 2, 4, S and X merged. Anyone passing through the Silver Twist (see *Chapter VII: Spanning the Spaceways*) may be deposited upon an alternate Earth in an adventure or campaign taking place before the Crisis (the decision is left up to the Gamemaster). *Travel Value (for all except Earth-C) = 9*.

EXTRA LIMB *Physical*

LINK: STR
RANGE: Self
TYPE: Automatic
BASE COST: 10

Extra Limb means that the character has a fully functional limb or appendage that an ordinary human does not have (extra arms, a prehensile tail, etc.). A character who has extra limbs with cutting capabilities (such as pincers or a stinger at the end of a tail) must also purchase the Claws power.

The APs of Extra Limb substitute for the character's STR (as the EV) when that character uses his/her extra limb for lifting objects or making physical attacks (the AV is the character's DEX). If a character wishes to cut (with pincers or any other sharp appendage), s/he uses his/her APs of the Claws power as both the AV and EV.

A character with extra limbs gets a -1 column shift on the Opposing Value for each additional limb while making Grappling attacks. The power is purchased more than once for characters with more than one extra limb (once per limb).

FLUID FORM *Mental*

LINK: WILL
RANGE: Self
TYPE: Automatic
BASE COST: 5

A character with Fluid Form can turn his/her body into an amorphous congregation, capable of flowing through tiny cracks and crevices. While using Fluid Form, the character can flow through narrow entrances just as though s/he had APs of Shrinking equal to his/her Fluid Form RAPs. However, unlike with the Shrinking power, the character with the Fluid Form power may change his/her shape.

MYSTIC FREEZE *Mystical*

LINK: AURA
RANGE: Normal
TYPE: Standard
BASE COST: 20

Mystic Freeze is the ability to mystically paralyze a target. The OV/RV is the target's INFL/SPIRIT. Positive

RAPs on a normal Action Check indicate that the target is held fast and cannot move a muscle (DEX = 0). The target may then try to free him- or herself by making an Action Check each phase using his/her INFL/AURA as the AV/EV and the RAPs of the original Mystic Freeze roll as the OV/RV. Once the RAPs from these rolls equal or exceed the RAPs from the original Mystic Freeze, the target is free.

PROJECTILE WEAPONS *Physical*

LINK: STR
RANGE: Normal
TYPE: Standard
BASE COST: 15

Projectile Weapons allows a character to fire damaging projectiles at a target. The DEX or Weaponry Skill of the firing character acts as the AV, and the APs of Projectile Weapons act as the EV of this attack. This power is usually used only when constructing gadgets.

SELF LINK *Variable*

LINK: Variable
RANGE: Self
TYPE: Automatic
BASE COST: 25

This is not a specific power, but rather the ability to vary the effects of an existing power. Self Link allows the character to assume an actual form related to the power which is linked to the Self Link.

The base cost for the original power and Self Link to that power must be paid as one combined price upon initial purchase. APs must be purchased separately for each, but not necessarily at the same time. If the Self Link power and a power to be Self Linked are purchased after the character has been created, then, unlike purchasing other powers at a later time, only the original costs for power to be Self Linked need to be paid. However, if Self Link is purchased for a power that the character already has, then the extra cost must be paid to purchase Self Link as per *Character Design* on page 38 in the *Player's Manual*.

Powers that can be Self Linked are: (Physical) Acid, Bomb, Darkness, Flame Being, Flash, Fog, Icing, Starbolt; (Mental) Air Animation, Earth Animation, Flame Animation, Ice Animation, Time Travel, Warp, Water Animation; and (Mystical) Lightning, Plant Growth, and Transmutation.

When invoking Self Link, the character takes on any weaknesses inherent to his/her new form: -4 column shifts vs. opposed elemental forces, etc.

TIME TRAVEL *Mental*

LINK: NONE
RANGE: Special
TYPE: Standard
BASE COST: 1000

Time Travel allows the user to travel backwards or forwards through time. To understand the ramifications

of this power, we must digress a little into the theory of time.

Time can be pictured as a broad, constantly shifting stream; its various rivulets and channels make an interlocking web of possible realities. The pathways which a drop of water, or a time traveller, may take are multitudinous. Each path looks identical to the next, stretching forward and backward and interconnecting to any other path or point in the stream. A traveller could easily lose track of the path from which s/he departed.

Every day innumerable actions and decisions occur that set off new ripples in the timestream, as new possibilities add alternate realities. Most of these ripples have no lasting effect. They eventually recombine with the mainstream and leave no mark in history. But occasionally, events occur with consequences so severe or wide in scope that they become permanent features in the timestream, creating completely different realities. In time research, these phenomena are called Nexus Events, and the individuals whose combined presence and actions created these events are known as Nexus Personalities. An example of a Nexus Event is the development of the atom bomb in 1945, and an example of a Nexus Personality is Elizabeth I of England, who sponsored colonization in the new world and kept Spain from invading England.

But not all Nexus Events or Nexus Personalities make headlines and history books. Sometimes it is the failure of an event, or deeds of the children or students of a particular person, that are important to the timestream; their success or failure in an alternate reality may transform society in unexpected and disturbing ways.

With all of this in mind, these are the abilities and drawbacks of the power of Time Travel:

If the user travels backward or forward to a time in which s/he is alive, s/he violates the Law of Duplication, and creates an infinite loop. The traveller repeats the events of his or her first visit endlessly, or until rescued by another time traveller.

For example, if Supergirl decided to time travel after she graduated from high school, and went back to her time at the Midvale Orphanage, she would have to relive the occurrences in her life between her reappearance at the orphanage and her high school graduation forever, or until another time traveller "broke" the cycle by intervening in the events.

However, if the time traveller goes to a period during which s/he is not alive, use the APs of Time Travel as AV/EV. Use the APs of time over which the character wishes to travel as the OV/RV. If the RAPs are less than the APs of time travelled, the traveller's visit has had no lasting effect. If the RAPs are equal or greater than the APs of time travelled, then the time traveller has caused changes in the timestream. The RAPs are the amount of time that will have to pass before the timestream repairs those changes. Equal RAPs represent small changes. But, if the RAPs exceed the APs of time travelled, the character has created a Nexus Event, and the changes are still in effect when s/he gets back to his or her own time.

To determine if the traveller arrived at the desired destination, roll an Action Check, Pushing the character's INT. (That is, use the traveller's INT for both AV and OV. If the character has Military Science/Tracking, s/he gets a -1 column shift to the RV.) Any positive RAPs indicate that the traveller recognizes his or her location.

30th Century Earth has erected a Time Beacon as a navigational aid for time travellers to locate their own timestream. Travellers who use the Beacon to return to

the 30th Century get two column shifts to the left on their RV.

If the user, in his or her travels, dies or creates a situation in which s/he never existed, the character encounters the Law of Death. The traveller ceases to exist in his or her own time, and other time travellers cannot go backward or forward to effect a rescue.

The actual process of time travel requires 0 APs.



INDEX

The first index, which is the *General Index*, lists the occurrences of the primary references of major names, places, etc.. The second index is a listing of gadgets included in this book.

The page numbers listed in bold-face type in the *General Index* indicate that those entries have statistics.

The planet of origin has been listed for those Green Lanterns whose origin is known. Also, in the case of aliases, both a character's hero or villain identity and his/her alias is listed here.

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HOW TO USE THIS BOOK

As a sourcebook on the Green Lantern Corps, this book contains game-related and background information about the Green Lanterns, their friends, and their foes. Gamemasters who prefer writing their own adventures will find this sourcebook helpful since, in addition to characters' backgrounds and statistics, it includes information pertinent to the Green Lantern Corps. For example, there are sections detailing the Guardians and important locations (such as Oa).

There are certain characters whose statistics are somewhat different from those given in the *Gamemaster's Manual* and/or in previous modules. This is intentional, as the DC Universe is ongoing and new developments always occur. For example, a character may have learned Martial Arts. Thus, the Martial Artist skill can now be included in that character's statistics.

Some power descriptions in this book, such as Time Travel, are also different from other descriptions of the same powers. This is also intentional. The differences reflect an updated perception of how these powers operate in the DC Universe.

The New Gadget Box

The gadgetry rules have undergone some changes. Any equipment in this book will use the new gadget format. Given in this section is a brief explanation of this format. For details on the new gadgetry rules and a list of new gadgets, refer to the *Hardware Handbook*.

The gadget box looks similar to the character statistic box, but there are some important differences.

Gadget Box		
DEX:	STR:	BODY:
INT:	WILL:	MIND:
INFL:	AURA:	SPIRIT:
INITIATIVE:	HERO POINTS:	
CHARGES:		
COST:	HPs + \$	

OMNI—GADGET	
CLASS A:	
CLASS B:	
CLASS C:	
CLASS D:	
CHARGES:	
COST:	*HPs + \$

Attributes are listed by class: Physical, Mental, Mystical. If a gadget has a value for one attribute in a class, it must have values for all of them, even if the value is 0. If a gadget has no attributes in a particular class, that line will be missing from the box. A gadget with no attributes in a class cannot be attacked with a power that affects that class.

For example, a villain cannot use Control on Nightwing's combat disk, because the combat disk has only Physical attributes, and no Mental attributes.

A gadget must have APs in each Mental attribute to have Artificial Intelligence. In order for a gadget to have free will, that gadget must have APs in each Physical, Mental, and Mystical attribute.

Initiative is only listed for those gadgets that have free will. A gadget that does not have all three classes of attributes (and at least 1 AP in each of the Mystical attributes) cannot decide for itself what action to take and then execute the plan: thus, it has no Initiative.

Hero Points are only given to gadgets that have free will.

Charges are listed as a reminder that this is a gadget (even if it is also a character), and must have routine maintenance and refueling.

The number of charges represents the amount of energy in a gadget's reservoir. **One charge is burned each time a dice roll is required when the gadget is using its attributes or standard powers or skills. If a gadget uses Automatic powers, it burns one charge for each AP of time its powers are used.** A gadget may use more than one attribute, power, or skill during one AP.

Some gadgets have an external or internal power source; this is indicated as EPS (*external power source*) or IPS (*internal power source*). NA means *not applicable*. In these cases, players do not need to keep track of charges burned.

Cost is the price in Hero Points and cash that a hero must pay for a prototype device of this nature. Notice that the gadgets in this book are in prototype form. For a character to build a prototype gadget, s/he must also build or acquire the manufacturing equipment and testing facilities; there is also a certain amount of time required to develop a gadget. In most cases, it is less trouble to buy the gadget from a retailer, an inventor, a government . . . or from whomever has access to it.

Cash Costs are given with the following abbreviations:

K = thousand. (\$38K means \$38,000.)

M = million. (\$2.574M means \$2,574,000.)

B = billion. (\$1.039B means \$1,039,000,000.)

T = trillion. (\$8.005T means \$8,005,000,000,000.)

Q = quadrillion. (\$6.5Q means \$6,500,000,000,000,000.)

QN = quintillion. (\$4.9QN means \$4,900,000,000,000,000,000.)

Omni-Gadgets, which are gadgets whose exact powers and attributes are unknown, have their own boxes. If a class of attributes is not listed for an omni-gadget, the gadget does not have that category of attributes, and cannot be attacked with powers that affect them.

When an omni-gadget is not functioning, its BODY is the number of APs assigned to class A (Physical attributes).

An omni-gadget's class indicates the type of device that the omni-gadget can turn into.

OMNI-GADGET CLASSES

Class A	Physical attributes (DEX, STR, BODY)
Class B	Mental attributes (INT, WILL, MIND)
Class C	Powers
Class D	The ability to substitute its own APs for its user's attributes

All omni-gadgets must possess class A. The inventor may assign 0 APs to class A if s/he wishes. Omni-gadgets never possess skills or Mystical attributes. In addition, if a gadgeteer anticipates the need for powers with a Mental link, s/he requires an omni-gadget with class B. *Omni-gadgets never possess powers with Mystical links.*

Converting New

Gadgets to the Old Rules

If you do not have the *Hardware Handbook* or prefer to use the old gadgetry rules, use the process outlined following to convert the new gadgets in this book to the old rules.

Leave all attribute, power, and/or skill scores as they appear in the new statistics. You need only to convert Charges to Uses and Durations; use the following procedure:

1. Count the number of attributes, powers, and skills the gadget must use constantly to fulfill its purpose.
2. Divide the total number of Charges by this number. The result is the gadget's Duration.
3. Count the number of attributes, powers, and skills the gadget does not use constantly to fulfill its purpose. This is the number of Uses.

Adjust these numbers as you feel is appropriate.

Because of the differences in the underlying philosophies of the old gadgetry rules and the new, especially in the areas of attribute use and energy supply, it is impossible to develop an exact conversion method. These procedures will yield close approximations of the same gadget in the two systems.

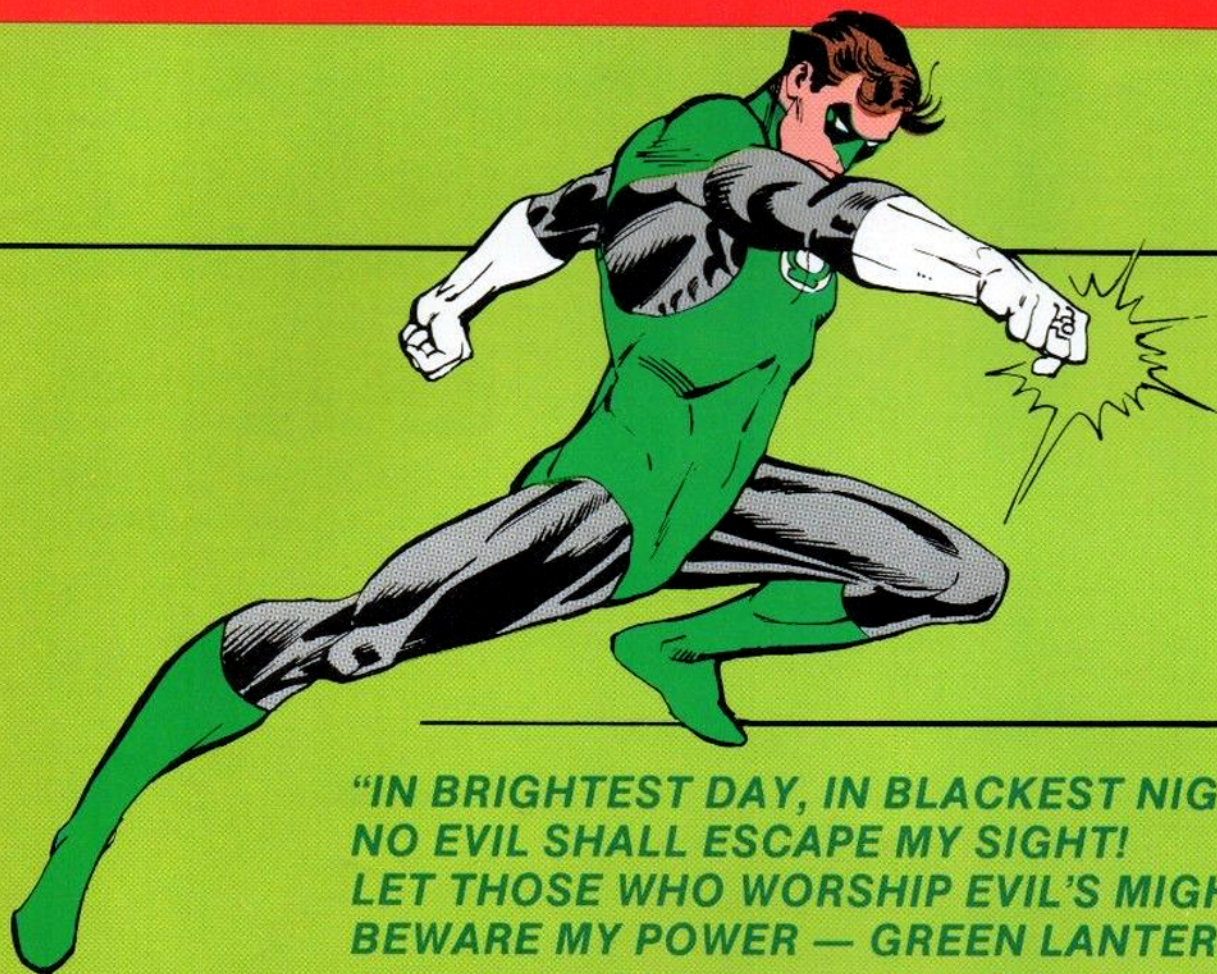
COLUMN SHIFTS

• A **negative (-)** column shift to the OV is to the **left** on the Action Table and makes an action easier.

• A **positive (+)** column to the OV is to the **right** on the Action Table and makes an action more difficult.

ABBREVIATIONS

AP	Attribute Point
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
DEX	Dexterity Attribute
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
NA	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s)	Result Attribute Point(s)
RV	Resistance Value
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute



**"IN BRIGHTEST DAY, IN BLACKEST NIGHT,
NO EVIL SHALL ESCAPE MY SIGHT!
LET THOSE WHO WORSHIP EVIL'S MIGHT,
BEWARE MY POWER — GREEN LANTERN'S LIGHT!"™**

oath of Hal Jordan™, Green Lantern™ of Sector 2814™

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