



THE BACKGROUND/ ROSTER BOOK



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Introduction



by Robert Greenberger

The multiverse was destroyed. Supergirl and many others were dead. Things seemed changed, irrevocably. So now what?

That was the question hanging over the editorial team in early 1985 when **Crisis On Infinite Earths** had already hit the stands and we were well on our way to rewriting the Way Things Were. By then, Marv Wolfman, George Perez, and I realized that there was no way to end the story in issue number ten and spend issues eleven and twelve retelling the History of the DC Universe. We'd save that for another day. This story was big and getting bigger now that the other editors saw what we were doing and Management made it clear that we meant business when it came to house cleaning.

At one of our Wednesday editorial meetings, we began talking about the ramifications of **Crisis** in creative terms. Should everyone remember the Crisis or just the heroes? What about the villains? Which characters,



not seen in **Crisis** should remain?

People debated and argued, and slowly, over the course of that Spring, answers were reached. And with that material in hand, Marv and George set about concluding **Crisis** and setting the stage for the next era in the DC Universe.

It became apparent that no one editor or creator could hope to revise every aspect of the universe in the days after the Crisis came to an end and the DC Universe dusted itself off. Teams of people began working on their own corners of the universe and refining matters. However, the universe was still so large and was still expanding that it was not a simple process of refinement.

As work concluded on that maxi-series, new heroes and situations were already being readied for their debut. None were to receive their own titles as quickly as Booster Gold, arriving just as **Crisis** was ending. However, the way Booster was sold and the way he fit into the new universe just did

not match. This Booster was using a Legion Flight Ring, presumably Superman's, but we just resolved (via **Crisis** and John Byrne's forthcoming revitalization) that Superman *did not* have a career as Superboy. What to do?

This led to some brainstorming meetings that resulted in a few matters. First, there were the issues of **Booster Gold** that guest-starred the Legion of Super-Heroes, finding a new way to explain the Legion Flight Ring. Then came the four-part story that introduced the Pocket Universe that was created just to resolve the Superman/Superboy/Legion continuity glitch and was then destroyed to prevent people from using it as a convenient way around the lack of parallel universes. One thing that people needed to be careful of was coming up with "convenient" ways around the continuity repaired by **Crisis**. Any subsequent suggestion of a Pocket Universe or even parallel dimensions has been quashed.

In the months following **Crisis**,

people felt their way through the new universe, finding what fit and what did not fit. A decision had been reached that more attention needed to be spent on revitalizing and re-vamping villains. It was decided that if a story from the past was not referred to, it did not happen. Entire runs of titles were rendered null and void, in an effort to scrape the barnacles off the universe and its inhabitants.

However, there were more fundamental things in need of discussion. Paul Levitz was the first one to raise the subject of time travel. Now that the universe had been simplified, and Superboy and Supergirl never existed, did time travel between the twentieth and thirtieth centuries have to be so easy? A number of editors sat down over a course of meetings and started discussing time and time travel. By that point, Denny O'Neil had joined the staff and lent some input from the recent readings he'd done.

A position paper was prepared and circulated as editors commented extensively. Barbara Randall (now Barbara Kesel) stressed the need for a speedy decision since Dan Jurgens needed to send Booster back to the twenty-fifth century for an important storyline. At much the same time, Michael Fleisher had been working on **Hex** — the adventures of Jonah Hex in the twenty-first century. All of a sudden, time travel seemed critical, especially the rules applying to such jaunts.

The position paper draft got some tweaking from Dan Jurgens, and Michael Fleisher gladly supplied a leftover time platform from **Hex** and suddenly time travel rules existed for the first time.

These rules are relatively simple and are described in detail in the *Character Handbook*. In short, there are two known methods of time travel as of January 1, 1989. Each way works only once per person considering the effects time travel has on the body. Magic has no bearing on time travel, and of course, you cannot travel to a time where you already exist. And as always, you cannot alter the past.

A mini-series is now underway, set for sometime in late 1989, that will explore these rules in depth — featuring the Time Master himself, Rip Hunter.

Okay, so time got straightened out but there were many other bits of business that needed to be sorted out.

For example, magical beings, the Lords of Order and Chaos, and the rulers of Hell all altered in the post-**Crisis** reality. Under the steady hand of Alan Moore, the afterlife took on new meaning and other writers, most notable Neil Gaiman and Alan Grant, have taken these realms to new depths. There is now a caste system in the underworld, with a triumvirate ruling, all building from the **Crisis**-related civil war that occurred during the *American Gothic* cycle of **Swamp Thing**. A character such as the Demon has been determined to be a "rhymor," some high caste in the system. The new **Sandman** series has further explored the new rules governing the mystical dimensions.

In the Spring of 1989, the time came to do some house cleaning with the American government's intelligence community. People had been working for the C.I.A., F.B.I., N.B.I., D.D.I., Task Force X, and the Pentagon without any coordination or communication. And where the heck did the American Intelligence Agency fit in? Those questions prompted Kim Yale, John Ostrander, and Paul Kupperberg to tackle the question head on, and after an eight-week event dubbed *The Janus Directive*, things got streamlined.

We have been exploring more facets of the DC Universe through Lex Luthor's abortive takeover attempt of S.T.A.R. Labs, mankind's evolutionary step via **Millennium**, and a look at how the people of the DC Universe view heroic legends. With each passing year, new elements are introduced just as we continue to dust off and modify those elements that make up our universe.

In the last two years, the Editorial Department has been keeping and maintaining a notebook of people, places, and things — an attempt to solidify the universe through the texture and background of the work done by the creators. Therefore, rather than simply creating one restaurant after another in **Superman**, writers can refer to a listing of places and make a selection. We have even been fleshing those areas out so that we have a general idea of where things are and who runs what. So far, it is being maintained internally and is not available to the public, but it certainly helps keep *our* heads together.

These little things are only possible when there is one strong universe and a strong set of characters to play

with. It will never be perfect — we agreed on that long ago, given the periodic nature of the business and the cyclic ways of our audience. Yet, the possibilities seem fairly endless given the clean tableau, and the results over the last few years have only begun to paint the picture.

The bedrock of the DC Universe still remains the core heroes, and these days they are mostly back in the Justice League, whether it is the European or the American branches of the group. For the record, the "core characters" are considered to be: Superman, Wonder Woman, Batman, the Flash, Green Lantern, and Green Arrow. We have added to that list with the revamped Aquaman, Atom, Hawkman, and the newly-minted Starman.

There still remain places in the DC Universe for those characters who never seem to fit, such as the Doom Patrol (a team of outcasts), or the Swamp Thing, or even an oddball like John Constantine who can never be pigeonholed. While we may have dumped the parallel worlds, we have expanded the one Earth to encompass these people and more.

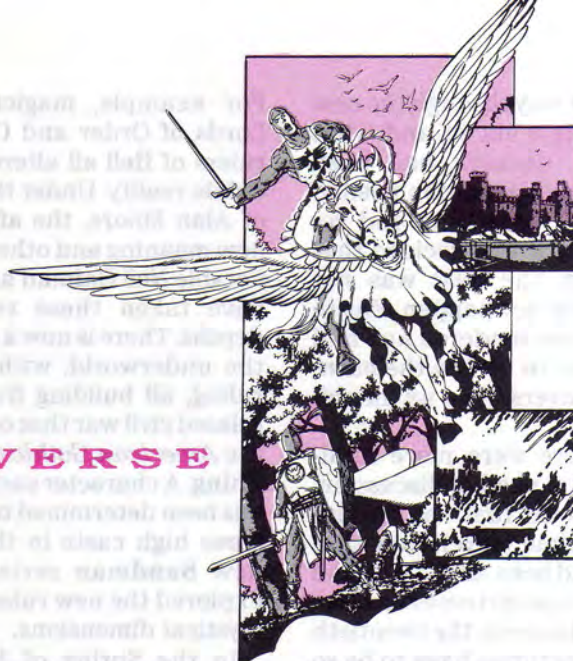
Also, **Crisis On Infinite Earths** has forced us to examine the one universe, and we have found it brimming with life — both benevolent and predatory. Only last year, Earth made its first extraterrestrial alliance with Daxam, home of Mon-El. No doubt, other formal interplanetary contact will be made. While we know of the Omega Men, Adam Strange's Rann, and the various races who tried to invade Earth, we are still meeting new alien races as our knowledge of the universe increases. There is even a forerunner of the Legion now in existence, plying the spaceways in search of justice. More time will undoubtedly be spent exploring and cataloguing these races and their worlds.

Here we are, in the fourth year after **Crisis** and we are still sorting out the debris and dusting off the characters. The publishing business affords us the opportunity to slowly but surely revise and remold material as the demands of the creators and the marketplace change. It is certainly reactive and has required the ever-changing Editorial Team here at DC to deal with the problems one at a time.

CHAPTER ONE

History

OF THE DC UNIVERSE



The Beginning . . .

The first important residents of the DC Universe sprang up on the planet Maltus, located several billion light years away from our own Milky Way Galaxy, more than ten billion years ago. The Maltusian civilization was not the first to make its way out of the caves and off to the stars; but it was the first to dodge the icy grip of imperialism and conquest, which inevitably plunged those that succumbed to its temptation into extinction.

Unimpeded for over five billion years, the Maltusians prospered; and their scientific wisdom grew so sophisticated that eventually they were able

to forestall even the ultimate calamity, death. Just before the world of Maltus died in the flames of its own sun, the entire Maltusian race migrated to the planet Oa, a small green world located at the exact center of the known universe.

On Oa, the men who were once Maltusians evolved further still. Fantastically advanced medicine increased their lifespans several thousand fold, great increases in the field of bioengineering endowed them with great psionic powers, and the philosophical wisdom that came in equal proportions to their technical achievements brought them peace of mind. Soon, nature held but one final secret from the science of the Oans, the one secret into which Oan philosophy forbade inquiry — the secret of creation itself.

Eventually, there came an Oan, a scientist named Krona, who hoped to penetrate the mystery of creation. The strange mixture of curiosity and foolish pride that burned in his blood prompted the impetuous Krona to construct a device that would enable him to look back to the very beginning of time itself. Deaf to the warnings of his colleagues and ignorant of the consequences, Krona looked into his scanner and saw the great swirl that gave birth to the cosmos. At the center of the swirl was the omnipotent hand of creation, a ball of intense white light, the fruit of life, resting in its palm. Just as Krona's scanner was beginning to penetrate the hand and its burden, the machine exploded, tearing the entire Universe asunder!

The calamity that shook the Universe on that day had grave repercussions. Part of the very fabric of

space itself was torn away and cast into a formless nether-region shredding the Universe into two opposing halves: the Positive Matter Universe of old, and a newly formed Anti-Matter counterpart. At the same time, the birth of the Anti-Matter Universe gave immediate rise to a wave of evil that spread across the zone of Positive Matter, corrupting more than fifty million worlds.

From that day forward, the Oans assumed responsibility for the evil unleashed by one of their own, and dedicated their existence to its eradication. Assuming the title "Guardians of the Universe," the Oans began their self-appointed mission by punishing Krona himself, who was transformed into a being of pure energy and beamed out into space to wander the cosmos forever.

The Guardians then turned their attention toward creating a race of warriors to patrol the universe and combat evil first-hand. Their first such experiment resulted in the creation of the lizard-like Psions. A few million years later, the Psions rebelled and began carving out their own empire amongst the peoples they were dispatched to protect, forcing the Guardians to banish their children to the Vegan Star System.

The Guardians' second experiment was the creation of the android Manhunters. Like the Psions, the Manhunters ultimately betrayed their creators and had to be subdued, though the Manhunters eventually had grown so powerful that not even the Guardians themselves could succeed in completely removing their threat from the cosmos.

It was around this period that the women of Oa, frustrated at the Guard-

GUARDIANS OF THE UNIVERSE

DEX:	4	STR:	2	BODY:	15
INT:	17	WILL:	30	MIND:	20
INFL:	12	AURA:	14	SPIRIT:	10
INITIATIVE:	33	HERO POINTS:	150		

• Powers:

Flight: 40, Force Manipulation: 30, Sealed Systems: 20, Spirit Travel: 45, Regeneration: 10, Invulnerability: 25, Systemic Antidote: 20, Telepathy: 5

• Skills:

Gadgetry: 18, Scientist: 20

• Limitations:

Force Manipulation is reduced by 1 AP for every week that a Guardian is separated from Oa.

• Advantages:

Genius, Scholar (The Universe, Metaphysics)

• Drawbacks: Guilt

• Motivation: Responsibility of Power

• Occupation: Founders of the Green Lantern Corps

• Wealth: 30

ians' obsession with their quest to fight evil, left the planet. In later centuries, they would become known as the fearsome race of warriors called the Zamarons.

Disheartened by their past failures, the desperate Guardians finally drafted a plan to recruit the bravest and most worthy beings from across all space to aid them in their cause. Each of the recruits was pledged to a stringent moral code and given a ring of power to aid in their struggles against villainy. This band of elite emerald warriors, known as the Green Lantern Corps, finally restored the Guardians' lost honor. With the aid and advice of their Oan masters, the Green Lanterns would continue to carry out their mission successfully for millions of years to come.

Life On Earth

One of the fifty million worlds corrupted by the wave of evil unleashed when Krona unwittingly called the Anti-Matter Universe into being was the planet Earth, located in the Western Spiral Arm of the Milky Way Galaxy.

On Earth, the evil manifested itself as a race of horrible demons that battered their way to dominion over the land and air. After a tyrannical reign of more than one thousand years, the demons were finally banished to the depths of Hell by the Lords of Order, a nearly omnipotent race of mystical beings who are as old as the universe itself. The Lords of Order were forced to take direct action against the demons because the Earth itself plays an important strategic role in their mysterious battle against the demons' masters, their siblings the Lords of Chaos. Among the demons banished were Abnegazar, Rath, and Ghast, all of whom would later return to wreak further havoc.

With the demons gone, Earth was finally primed and ready for the coming of mankind. Among the first of the primitive Neanderthals were the rival Bear and Blood Tribes, the leaders of which were granted power immortal by a mysterious shimmering meteor that fell from the sky. Later, these two cavemen would become the heroic Immortal Man and the villainous Vandal Savage.

Scant decades later, a Neanderthal man struck down a primitive woman in anger. Eventually, the souls of this woman and her unborn child would return, reincarnated in the persons of Queen Hippolyte and Princess Diana of the Amazons.

As the proto-humans progressed, the age of Neanderthals ended in favor of the era of the Cro-Magnons, during which the boy Anthro and the warrior Kong the Untamed sped their peoples on toward unification and enlightenment. Finally, the age of the Cro-Magnons gave way to the first age of civilization.

The first true civilization on Earth arose on the island of Atlantis, where the first practitioners of science quickly found themselves locked in a struggle with a coven of corrupt sorcerers. Some of the early Atlanteans fled the squabbling after they discovered the underground caverns that led to Skartaris, a savage other-dimensional world that seems to lie beneath the Earth's surface, while others remained behind to fight. The wars were finally ended by Arion, a sorcerer who chose to use his powers for peace. Many years later, Arion would engage a group of alien invaders in a ferocious battle that ended with the sinking of the entire island of Atlantis. The only shreds of the Atlantean civilization to survive this catastrophe were the twin cities of Poseidonis and Tritonis, which were protected by vast underwater domes.

The flames of civilization were eventually rekindled in the fertile cradles of Egypt and Greece. In Egypt, learning and science progressed side by side with the practice of the mystical arts. During this era, Pharaoh Kah-ef-re combined sorcery and science to produce the Blue Beetle Scarab, which endowed its wearer with unimaginable power. Four thousand years later, the Scarab would be unearthed by American archaeologist Dan Garret. Shortly after the reign of Kha-ef-re came the noble wizard Shazam and his corrupt disciple Teth-Adam. The wizard Nabu, one of the ancient Lords of Order, was dispatched to Earth to fulfill a holy mission some years after Shazam mysteriously departed from the land of the Nile. Among the last of the great Egyptian heroes were Prince Khufu and his beloved Shiera, who would be reincarnated more than two thousand years later as the original Hawkman and Hawkgirl.

ANTHRO THE CAVE BOY

DEX:	6	STR:	4	BODY:	4
INT:	5	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	45		

- **Skills:**

Martial Artist: 5, Weaponry: 6

- **Advantages:**

Area Knowledge (prehistoric countryside); Connection: Bear Tribe (High); Leadership; Scholar (hunting)

- **Drawbacks:**

Miscellaneous: Anthro is a Cro-Magnon, and therefore somewhat ignorant of many facts taken for granted by modern men.

- **Equipment:**

Stone Axe

[BODY: 2, EV: 4]

Spear

[BODY: 2, EV: 5]

- **Motivation:** Responsibility of Power

- **Occupation:** Cave Boy

- **Wealth:** 1

ARION

DEX:	6	STR:	4	BODY:	6
INT:	8	WILL:	10	MIND:	9
INFL:	10	AURA:	13	SPIRIT:	11
INITIATIVE:	26	HERO POINTS:	75		

- **Powers:** *Mystic Linked*

Danger Sense: 9*, Energy Absorption: 2*, Illusion: 8*, Power Reserve: 8*, Magic Sense: 9, Sorcery: 8

- **Skills:**

Animal Handling: 4, Martial Artist: 6, Occultist: 7, Weaponry: 6

- **Limitations:**

Power Reserve can only be used in conjunction with Sorcery. Arion's Power Reserve begins at 0 APs; the energy that Arion absorbs with his Energy Absorption is added to his Power Reserve until it reaches its full capacity of 8 APs. He retains this energy for 7 APs of time.

- **Advantages:**

Area Knowledge (Atlantis); Connection: Atlantis (High); Leadership; Popularity

- **Drawbacks:**

Authority Figure

- **Motivation:** Upholding the Good

- **Occupation:** Lord of Atlantis

- **Wealth:** 10



The New Gods by Jack Kirby

I originally created the New Gods for DC Comics as a simple but effective vehicle that would involve its characters in the eternal struggle of Good against Evil. It began as that — two giant planets, hundreds of light years from our own solar system, were continually locked in an eternal struggle to nullify the intentions of each to erase the philosophy which governed the other.

Apokolips, the clanking, military machine of a world, was ruled by a vicious and grasping dictator named Darkseid, a man almost insanely driven by an urge to conquer everything within his grasp and to continue this uncontrollable desire with all means at hand until there was nothing in the entire universe which did not bear his stamp of ownership.

On the other hand, in the path of this mammoth evil force, the planet New Genesis orbited peacefully, bathed in a glow of serene tranquility and constructive growth. Its leader, Highfather, was an impressive and heroic figure, who with his adoptive son, Orion, would lead the opposition to the planet Apokolips.

This was essentially the opening formula of this opus, which contained its own variety of secondary characters such as Big Barda, the young Forever People, and Mister Miracle, who were also central characters in their own volumes.

Through the ensuing years, these characters have become an integral part of the DC Universe and continue to enjoy a huge readership worthy of their value. There is no doubt that their success will continue, because of the innate attraction to readers in a universal age group. This, of course, is the key to good storytelling: it has stature coupled with a legendary quality which radiates timelessly in a cosmos inhabited by us all.

In Greece, civilization flourished under the guidance of the Gods of Olympus, the sons and daughters of the Titans, a race of beings descended from the primordial Chaos. After warring against their parents for control of the Earth and heavens, the Gods finally grew tired of battle and sealed off their home of Olympus from all outside contact.

Elsewhere in the universe, the fall of the old Gods created two new worlds which would eventually give rise to a race of New Gods. One of the worlds, a beautiful tropical paradise named New Genesis, fell under the rule of Izaya the Inheritor. The other, a foul, barren cinder christened Apokolips, became the domain of mighty Darkseid, the demon avenger.

Among the greatest warriors to arise in ancient Greece were the legendary Amazons. After a bitter struggle with the demigod Heracles and his followers, Hippolyte, the Amazon queen, decided that her people would be better off isolated from the world of the patriarch, and led the Amazons to remote Paradise Island, also known as Themyscira, where they would remain for the next three thousand years.

After more than two thousand years of civilization, Greece fell to the might of Rome and its heroes, men like the legendary Golden Gladiator. Of course, the new empire was not without its menaces. Blackbriar Thorn, demon priest of the ancient Druids, spread terror across the entire known world until the Roman legions descended upon him and left him trapped in a volcanic fissure, from which he would emerge two thousand years later.

Eventually, the candle of Rome was extinguished by marauding barbarians. The fall of the Roman Empire brought on the Dark Ages, an era of violence and cruelty. A few hundred years later, however, a great age of enlightenment began with the foundation of Camelot, the court of the legendary King Arthur, where brave heroes such as Sir Launcelot and Sir Justin the Shining Knight battled against the villainy of Mordred and Morgan LeFay. Around this same time, the sorcerer Merlin came to power and summoned forth his own hell-born servant, the Demon Etrigan.

Arthur succeeded in unifying Britain and establishing its place in the hierarchy of nations. Later, the heroes of England would include the outlaw Robin Hood and his Merry Men, and the mysterious crusader known as the Silent Knight.

Of course, the rest of the world was hardly static while England was coming of age. In North America, Arak Red-Hand, son of Thunder, charted the destiny of the Quontauka tribe, while Jon the Viking Prince was leading the people of Scandinavia to new conquests. At the same time, a race of intelligent simians was erecting the fabled Gorilla City in Africa and taking measures to hide it from the eyes of man.

During the next few hundred years, the Vikings clashed with the English while the fledgling nations of Europe began acquiring tremendous resources of their own. Before long, the European monarchies became locked into a protracted squabble over the land of the "New World" of America discovered in the late 15th century. Great men wandered through this age as well — men like The Black Pirate Jon Valor and his freedom fighters, Keith Everett the mysterious Grim Ghost, and the legendary Captain Fear of the Carib Indians.

After three hundred years of European domination and exploitation, the colonies in the New World fought to gain their independence and the right to build a nation that celebrated values of their own choosing. Their struggle was initiated by patriots like Thomas Jefferson and Ben Franklin, but was won by heroes such as the colorful Miss Liberty, the stoic Tomahawk, and daring Dan Hunter. In the late 18th century, the United States of America was born.

The United States quickly established itself as a land of legends. Within the first century of its existence, it gave rise to the Indians Firehair and Scalphunter, Bat Lash the gambler, Strongbow the scout, El Diablo the hunter, lawmen Pow Wow Smith and Johnny Thunder, law women Cinnamon and Madame .44, and perhaps the most famous of all, the legendary Jonah Hex. Hex was a bounty hunter, gambler, soldier, and gunfighter, who spent the latter part of his gunslinging career in the year 2050 AD, where madman Reinhold Borsten had scooped him up from the past to participate in a series of bloody gladiatorial duels.

The Age of Heroes

The end of the 19th century swept the world into an era of war and an era of heroes. The First World War was fought by men like Balloon Buster Steve Savage, and Hans Von Hammer, the Enemy Ace; while the 1930s brought about an explosion of costumed crime fighters.

In New York City, Dr. Richard Occult allied himself with the mysterious Seven against the pawns of the mystical entity Koth. As Dr. Occult, he became the first "costumed" hero of the modern age.

In Keystone City, Midwestern University student Jay Garrick was transformed by a laboratory accident into the original Flash, the fastest man on Earth. Orson Welles' "War of the Worlds" broadcast inspired Lee Travis to assume the identity of the Crimson Avenger in New York City, where he quickly teamed up with playboy Wesley Dodds, who had christened himself the Sandman, in order to battle the mysterious Phantom of the World's Fair.

Mere months later, Carter Hall, the modern reincarnation of Prince Khufu of ancient Egypt, first donned his wings to become the original Hawkman. New York chemist Rex Tyler invented the wonder compound Miracle, which allowed him to assume the identity of the original Hourman, the man of the hour.

In the southwest, engineer Alan Scott came into possession of a mystical Chinese lantern and became Earth's original Green Lantern. Diminutive college student Al Pratt trained himself with the aid of former heavyweight champ Joe Morgan, and became the original Atom.

These heroes were not alone. There were others: Dollman, Steel the Indestructible Man, Johnny Thunder and his mystical Thunderbolt, the almost omnipotent Spectre, and the intriguing Dr. Fate. In November of 1940, President Franklin Delano Roosevelt gathered together a group of heroes to battle the hordes of Hitler. The group became known as the legendary Justice Society of America, and included the Flash, Green Lantern, Hawkman, Dr. Fate, the Atom, and the Sandman in its ranks.

An explosion of heroes and heroines followed the formation of the Justice Society. The Black Condor, Doctor Mid-Nite, the Red Bee, the Shining Knight, the Human Bomb, Mr. America, Air Wave, the Tarantula,

Uncle Sam, Manhunter, the Vigilante, Miss America, the Guardian, Mr. Terrific, Judomaster, Sargon the Sorcerer, Amazing Man, Robotman, a pair of Firebrands, the Phantom Lady, the Star Spangled Kid, the Whip, the Jester TNT and Dan the Dyna-Mite,

Wildcat, Midnight, Iron Munro, Flying Fox, Tsunami, Fury, the Huntress, Neptune Perkins, and many others were eventually organized into a gigantic fifty member legion known as the All-Star Squadron, under the leadership of the heroine Liberty Belle.

THE DEMON

DEX:	9	STR:	10	BODY:	12
INT:	12	WILL:	17	MIND:	14
INFL:	13	AURA:	17	SPIRIT:	12
INITIATIVE:	34	HERO POINTS:	130		

- **Powers:** *Mystic Linked*
Awareness: 11, Claws: 13, Flame Project: 13*, Jumping: 3, Precognition: 30*, Magic Blast: 16, Mind Probe: 20*, Sorcery: 15
- **Skills:**
Occultist: 15
- **Limitations:**
Mind Probe may only be used to learn what the target has experienced in the past, not what s/he is thinking.
- **Advantages:**
Area Knowledge (Hell); Connection: Hell (High); Iron Nerves
- **Drawbacks:**
Miscellaneous: Etrigan always speaks in rhyming verses.
- **Alter Ego:** Etrigan/Jason Blood
- **Motivation:** Responsibility of Power
- **Occupation:** Demon Lord (Rhymer caste)

THE VIKING PRINCE

DEX:	7	STR:	5	BODY:	6
INT:	6	WILL:	8	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	8
INITIATIVE:	25	HERO POINTS:	50		

- **Skills:**
Acrobatics: 4, Animal Handling: 5, Martial Artist: 7, Military Science (Tracking): 5, Weaponry (Melee): 7
- **Advantages:**
Area Knowledge (Scandinavia); Connection: Vikings (High); Iron Nerves, Leadership; Lightning Reflexes; Scholar (swordsmanship)
- **Equipment:**
Sword
[BODY: 6, EV: 5]
- **Alter Ego:** Prince Jon
- **Motivation:** Responsibility of Power
- **Occupation:** Viking
- **Wealth:** 5

JONAH HEX

DEX:	7	STR:	4	BODY:	6
INT:	7	WILL:	7	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	70		

- **Skills:**
Animal Handling: 10, Charisma: 5, Martial Artist: 7, Military Science (Tracking): 7, Weaponry: 11
- **Advantages:**
Iron Nerves; Lightning Reflexes; Sharp Eye
- **Drawbacks:**
Mistrust; Strange Appearance
- **Equipment:**
Smith & Wesson .38 revolver
[BODY: 4, EV: 6, Ammo: 6, R#: 2]
Lariat
[STR: 6, BODY: 5]
Bowie Knife
[BODY: 6, EV: 3]
- **Motivation:** Seeking Justice
- **Occupation:** Bounty Hunter; Gunslinger
- **Wealth:** 4

ENEMY ACE

DEX:	7	STR:	4	BODY:	5
INT:	8	WILL:	9	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	100		

- **Skills:**
Martial Artist: 7, Vehicles (Air): 12, Military Science: 6, Weaponry: 8
- **Advantages:**
Area Knowledge (French countryside); Connection: German High Command (High); Iron Nerves; Sharp Eye
- **Drawbacks:**
Guilt
- **Equipment:**
FOKKER DR1 TRIPLANE
[STR: 5, BODY: 8, EV: 7, Flight: 8, R#: 2]
Pistol
[BODY: 4, EV: 5, Ammo: 8, R#: 2]
- **Alter Ego:** Hans Von Hammer; "The Hammer of Hell"
- **Motivation:** Responsibility of Power
- **Occupation:** Aviator
- **Wealth:** 3

As in any age, however, there were plenty of villains to keep the heroes busy. There were common criminals and saboteurs such as the notorious Injustice Society of the World founded by the Wizard in response to the Justice Society, and whose members included the Gambler, the Sportsmaster, Shade, the Icicle, the Fiddler, Harlequin, the original Brain Wave, Per Degaton, and Solomon Grundy. More despicable were those fiends who chose to work directly for the Axis Powers, such as Baron Blitzkrieg, the Dragon King, and the hordes of Axis Amerika. But perhaps the most deadly menace of the era was Adolph Hitler himself, who managed to uncover the mystical Spear of Destiny, a

potent arcane artifact which he used to prevent the heroes of America from ending the war almost before it began.

At the same time that the colorfully costumed men and women noted above were protecting America's shores from saboteurs and Nazi spies, the real heroes were abroad battling the forces of Germany and Japan firsthand. Fighting alongside the allied forces were the mysterious Unknown Soldier, the man known as Gravedigger, the commandos code-named the Losers, Lt. Jeb Stuart and his Haunted Tank, the Blackhawk Janos Prohaska; and perhaps the greatest soldiers of all, Sgt. Frank Rock and the men of Easy Company.

Golden Age Heroes

by Roy Thomas

It was a time both of heroes, and of ultimate evil.

When World War II began in Europe in 1939, only such costumed "mystery-men" as the Crimson Avenger, the Sandman, and Zatara the Magician were on hand to combat possible Axis sabotage in the United States.

Yet somehow, as if the War itself were a bizarre catalytic agent, they were soon joined by a new breed which would be called "super heroes" — beginning with the miniscule Doll Man, but swiftly followed by the likes of Commander Steel and many another.

Many of these earliest titans — some superpowered, others not — joined in spybusting and crimefighting organizations to safeguard America's shores.

The first of these, in November 1940, was the legendary Justice Society of America, without whose valiant actions the President of the United States himself would have been assassinated during those dark days. The J.S.A.'s initial members were the Flash, Green Lantern, Hawkman, the Sandman, the Atom, Hourman, the Spectre, and Dr. Fate. They were soon joined by the likes of Johnny Thunder, Dr. Mid-Nite, and Starman.

A second group soon formed: the Seven Soldiers of Victory, composed of the Shining Knight, the Crimson

Avenger, Wing, the Star-Spangled Kid, Stripesy, the Vigilante and his partner Billy Gunn (who was soon replaced by Stuff, the Chinatown Kid).

In the aftermath of Pearl Harbor in December 1941, virtually all of America's costumed heroes, including the J.S.A. and the S.S.V., became charter members of the wartime All-Star Squadron by special request of President Roosevelt himself. They operated the rest of the war from the Perisphere in Queens, New York.

Before long, however, the living embodiment of American spirit, Uncle Sam, led a splinter group consisting of the Black Condor, the Phantom Lady, and several others to Washington D.C., where they operated separately as the Freedom Fighters.

In early 1942, within the Squadron, a secondary group was formed by such youths as "Iron" Munro, Fury, Dan the Dyna-Mite, Flying Fox, Neptune Perkins, and the Nisei girl Tsunami. These teens, called the Young All-Stars, soon displayed a heroic caliber to rival their elders.

Though the most powerful of the heroes were generally kept out of enemy-held territory by certain occult powers wielded by Hitler and the mysterious Dragon King, the heroes of the All-Star Squadron protected America from saboteurs and Axis agents such as Baron Blitzkrieg and Ubermensch for the duration of the war.

As World War II came to a victorious close for the Allies, the heroes began to vanish. First, the Law's Legionnaires (sometimes known as the Seven Soldiers of Victory), were dispersed through time while battling the potent Nebula Man. In the early 1950s, the hero community was dealt one of its greatest blows when the members of the Justice Society of America were brought before the House Un-American Activities Committee under suspicion of aiding enemyspies. Rather than reveal their true identities to the world, the JSAers chose to retire and return to civilian life.

While the greatest of Earth's Golden Age heroes were retiring, however, one of the greatest of its second generation was just arriving. In the late 1950s, the renowned scientist Professor Erdel accidentally scooped up the warrior J'onn J'onzz from the sands of Mars and teleported him to Earth, where he secretly battled injustice in the guise of the Martian Manhunter.

Within the next three decades, new heroes began to appear almost as suddenly as the old had vanished, beginning with perhaps the two greatest heroes of all time.

In the town of Smallville, Jonathan and Martha Kent adopted an infant they discovered in the wreckage of an alien spacecraft which crashed near their home. The infant Kal-El was the last son of the planet Krypton, which exploded in a geological catastrophe. Kal-El was rocketed to Earth just before the explosion by his parents, Jor-El and Lara, who hoped to save his life. Kal-El was given the name Clark Kent and would grow up to become Superman, the never-yielding warrior for truth, justice, and the American way.

At the same time, in Gotham City, the life of young Bruce Wayne was shattered by two bullets that ended the lives of his parents. Bitter and energetic, the boy spent years sharpening his mind and body to a keen edge, which he used to wage an all-out war on the lot of cowardly, superstitious street criminals, giving birth to the legend of Batman.

The emergence of Superman and Batman began the Silver Age of heroes. In Central City, police scientist Barry Allen was doused with chemicals which gave him amazing speed. Out of respect to his predecessors, he became the new Flash, the fastest man alive. In a remote lighthouse, an

Atlantean-human hybrid was born in the form of Arthur Curry, who later became Aquaman, king of the seven seas. In Ivy Town, physicist Ray Palmer discovered the secret of size and weight control. He used his unique abilities to combat evil as the second Atom. In Coast City, test pilot Hal Jordan was given a Power Ring and battery by the dying Abin Sur, becoming the Green Lantern Corps' first Terran recruit. There were many more: Oliver Queen became the Green Arrow, aliens Katar and Shayera Hol re-established the presence of Hawkman and Hawkwoman, Dr. Will Magnus built the Metal Men, Ralph Dibny became the Elongated Man, the element man Metamorpho was born, and the original Doom Patrol was founded.

Soon, the second generation of heroes followed in the footsteps of their predecessors and formed their own hero team. The Justice League of America was born when the Martian Manhunter, Green Lantern Hal Jordan, the second Black Canary, Aquaman, and the Flash joined together to repel an invasion of Earth by the bizarre alien Apoplexians. Before it was finally disbanded, the J.L.A. would boast almost twenty members.

It was not long until the heroes' junior partners formed a "junior Justice League" of their own, the Teen Titans. The Titans, founded by Robin, Kid Flash, Speedy, Wonder Girl, and Aqualad, continued to evolve and grow over the years. By the end of the decade, the group dropped the "Teen" from their title, and boasted several new Titans: Changeling, Raven, Cyborg, Jericho, Kole, Starfire and young Danny Chase.

The fact that a second "age of heroes" was underway was signalled in spades by the arrival of two more important members of the super-human community.

In Boston, Princess Diana became the first Amazon in over three thousand years to enter into the "Man's World." Dubbed Wonder Woman by the American press, Diana has since decided to remain in America to spread her message of peace and hope.

In San Francisco, young Billy Batson was drawn into an abandoned subway tunnel, where he was given powers far beyond the mortal ken by the ancient wizard Shazam. As Captain Marvel, Billy has since become the world's mightiest mortal.

THE DRAGON KING

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	7
INFL:	7	AURA:	8	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	100		

- **Skills:**
Acrobatics: 5, Charisma: 8, Thief: 7, Gadgetry: 7, Occultist: 8, Scientist: 7, Weaponry: 8
- **Advantages:**
Connections: Adolf Hitler (Low), Imperial Japan (High); Leadership; Lightning Reflexes
- **Drawbacks:**
Authority Figure; Secret Identity
- **Equipment:**
The Holy Grail
[BODY: 40, SPIRIT: 40, Control: 30]
Limitation: Control has a range of 20 APs, and only affects Characters with Mystical Powers, Mystically Linked Powers, or Attack Vulnerabilities to magic.
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Japanese Agent
- **Wealth:** 8

"Take Ten"

by Robert Kahniger

I created, wrote, and was the editor of Sergeant Rock from his first appearance in "The Rock and the Wall" in **Our Army At War** #83, in 1959. I never consulted or collaborated with anyone, from illustrator to publisher. If I had, Enemy Ace would have been rejected. (What? — A *German* shooting down *American*, French and British pilots! — **Never!**)

I chose Joe Kubert to illustrate that first Rock. I only write wholly finished scripts. Our relationship on Rock lasted thirteen years of monthlies, specials, and covers. Kubert undoubtedly is the definitive artist on Rock, Enemy Ace, as well as the Viking Prince.

Rock and Easy Company were in continuous publication for almost thirty years, five times longer than World War II itself. Rock is considered the quintessential American sergeant. I've picked up copies of Rock in England, France, Italy, Spain, Holland, and Finland. Reader mail has come in from Manhattan to Manila.

In more than three hundred scripts I made Rock as real and as authentic as I could. He had no super powers. Scratch him, and he bled. He was tired, hungry, thirsty, battered. But he concealed his fears and always led his men forward. He was "the

BARON BLITZKRIEG

DEX:	10	STR:	10	BODY:	10
INT:	8	WILL:	7	MIND:	6
INFL:	8	AURA:	7	SPIRIT:	8
INITIATIVE:	26	HERO POINTS:	120		

- **Powers:**
Heat Vision: 4, Power Reserve: 8
- **Skills:**
Charisma: 9, Military Science: 8, Vehicles: 6, Weaponry: 6
- **Limitations:**
Power Reserve can be used to augment Heat Vision and STR.
- **Advantages:**
Connection: Nazi Germany (High); Connoisseur; Leadership
- **Drawbacks:**
Catastrophic Irrational Fear of being blinded; Strange Appearance
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Nazi Saboteur
- **Wealth:** 11

sergeant generals would like to be" — he was "the Rock of Easy." I made it quite clear, years ago, that because of the continuous combat they were in, neither Rock nor Easy would survive the war.

Rock has always existed *outside* the DC Universe. As I conceived and wrote about him, Rock lived, fought, and died in real time — just as his father had before him, buried in a military cemetery in France. The epic tales of "The Last Days of Easy" and "End of a Rock" are firm in mind.

I had no control over other editors using Rock to attract attention to their characters. Their comics' characters have no more credibility in teaming up with Rock's gritty realism than Mickey Mouse would have with General Patton.

How real and pertinent is Rock? From "**Charlie Company, What Vietnam Did To Us**, by Peter Goldman and Tony Fuller, William Morrow and Company Inc., New York: "Omega Harris was worried about his men too. It was why they called him *Sergeant Rock*, not just because he was good with an 81 mm mortar, but because he was concerned about getting them home alive."

Editor Mike Gold wrote that Rock was one of the most enduring comics creations of all time . . . "he represents *our* most noble efforts under extreme duress."

Ten's Over — Move Out!

Legends by Mike Gold

Superman, Batman, Wonder Woman, the Justice League of America... there is a certain majesty to the DC Universe. These are not simple heroes we're talking about: these are legends.

There is a reason why these characters have survived for five decades and are known the world over. Tales of mere heroism are not sufficient for the long run. In order to endure, we must chronicle the adventures of gods.

But gods survive only as long as people remember them. Characters created before the second World War must adapt to changing times. In 1938, Superman was less likely to perceive a correlation between the natural destruction of his home planet Krypton and the ecological oblivion faced by his adopted planet Earth. Fifty years later, the Man of Steel must be deeply concerned by the similarities.

Superman, as the ultimate hero, has the attributes of a god. Wonder Woman is the prodigy of gods. And Batman is Pluto on Earth — a Dracula who lusts after the blood of evil.

We are not simply in the storytelling business — we are in the myth-making business. Given our need to establish and maintain a strong continuity, each story is part of a chain reaction, just as each starts its own chain reaction. Our sagas become myths.

In recent years, the DC Universe has solidified not solely because of its adherence to an established continuity, but because its residents are, at last, being perceived as the legends they are.

The Age of Crises

As the years drew on, more and more superhuman defenders of the truth sprang up all across the globe. But what is a hero without a crisis to test his or her mettle? During the final decades of the 20th century, the heroes of Earth were provided with plenty of challenges.

First, there was the greatest Crisis of them all. At the time that the Anti-Matter Universe was created, two nearly omnipotent beings were born: the Monitor on a moon of Oa, and the Anti-Monitor on Qward, the planet located at the center of the Anti-Matter Universe. Throughout the history of the two Universes, these two beings were forever locked in bitter struggle. Toward the end of the 20th century, the Anti-Monitor was awakened after a long period of dormancy, and promptly redoubled his efforts to destroy the Positive Matter Universe and his good-hearted counterpart. The ensuing battles lasted for months and took the lives of the second Flash, Kole, Aquagirl, the first Dove, Prince Ra-Man, and the Immortal Man, though the Universe survived intact.

Perhaps the worst part of the Crisis, however, was that it caused certain emanations on the mystical planes which allowed the villainous Brujeria, a mad cult of nihilists, to put into motion a maniacal scheme to destroy the entirety of creation. After traveling across the United States at the behest of the mysterious John Constantine in order to witness the nature of evil first hand, the Swamp Thing, Earth's elemental guardian, successfully diffused the evil of the Brujeria. Eventually, however, the climactic final battle of the so-called *American Gothic Saga*, a huge assault on the realms of Heaven and Hell themselves, swept the demon Etrigan, the Spectre, the Phantom Stranger, Doctor Fate, and Deadman into the fray, and took the lives of the magician Zatara and Sargon the Sorcerer.

The Crisis also prompted the elderly Guardians of the Universe and their estranged mates the Zamaron to depart their home on Oa for realms unknown. In their absence, the Guardians gave the members of their Green Lantern Corps leave to operate as they themselves saw fit, prompting seven Green Lanterns to settle on Earth.

Less than a year later came Darkseid's attempt to rob the Earth of its

heroic "legends." During the campaign, Darkseid tried to turn the people of Earth against their heroes in order to pave the way for a grand invasion; but his scheme failed when Earth's defenders uncovered the true identity of the charlatan G. Gordon Godfrey and sent his warriors back to Apokolips. During these months of tyranny, the Justice League of America was shattered forever when two of its members were killed by the insidious Professor Ivo. A few weeks later, however, a new Justice League arose from the ashes of the old.

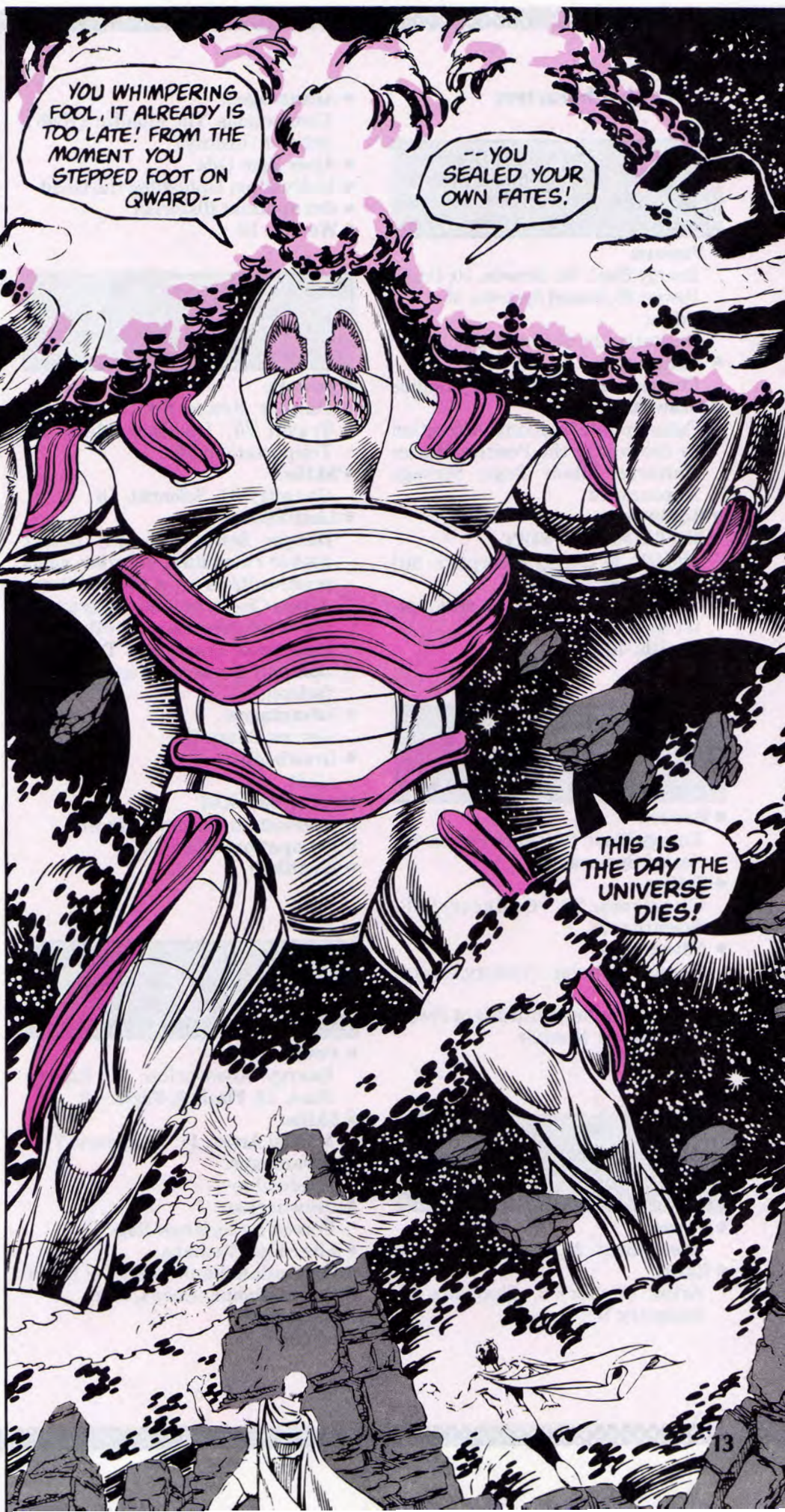
In the wake of these tragedies, the people of Earth were finally given some good news. A short time after their departure, one of the Guardians of the Universe and his Zamaron mate returned to bring a message to Earth. Herupa Hando Hu and Nadia Safir claimed that they had determined that Earth was eventually to become the birthplace of the cosmos' next immortal race. The pair selected ten humans, known as the Chosen, to carry the genetic seeds of future glory. After the Guardian's announcement, however, the android Manhunters, the malfunctioning robot servants constructed by the Guardians many millennia past, caught wind of the prophecy and launched an all-out campaign to destroy the Chosen in order to thwart the goals of their former masters. After a long, drawn out battle involving nearly every superhuman on the planet, the Manhunters were finally driven off the Earth. Seven of the Chosen, now dubbed the New Guardians, survived to pursue their unique destiny.

After only a few months rest, the heroes of Earth were forced to defend their planet against a massive alien invasion led by the cruel Dominators, who were bent on subjugating the planet before the humans were capable of plying the spacelanes and carving out an interstellar empire of their own.

The invaders were repelled by the change in allegiance of the planet Daxam, whose inhabitants discovered that they possessed nearly Kryptonian-level powers in Earth's atmosphere. The last-minute detonation of a "gene-bomb" in the atmosphere by a rogue Dominator nearly wiped out all Earth's heroes, but a rescue team led by J'Onn J'Onzz managed to infiltrate the Dominion and bring out a cure for Earth's ailing heroes.

In the wake of the invasion, Justice League International formed a per-

manent European branch, and seven victims of the Dominator's experiments united to become the Blasters. In outer space, Coluan native Vrll Dox saw the need for a new galactic peacekeeping force following the destruction of the Green Lantern Corps and gathered together a group of alien heroes who would patrol the spaceways as the L.E.G.I.O.N.



MANHUNTER ANDROIDS

DEX:	8	STR:	11	BODY:	7
INT:	9	WILL:	9	MIND:	9
INFL:	6	AURA:	6	SPIRIT:	10
INITIATIVE:	27	HERO POINTS:	75		

- **Powers:**
Bomb: 10, Chameleon: 12, Skin Armor: 5
- **Skills:**
Detective: 9, Gadgetry: 11, Martial Artist: 8, Scientist: 10, Weaponry: 8
- **Limitations:**
Bomb Power represents a self destruct mechanism: when a Manhunter's Current Body Condition reaches 0, the Bomb Power automatically detonates the android.
- **Advantages:**
Iron Nerves; Lightning Reflexes; Omni-Connection
- **Drawbacks:**
Catastrophic Irrational Attraction to destroying the Guardians of the Universe and their works; Forced Exile
- **Equipment:**
Power Baton
[BODY: 7, Energy Blast: 13]
- **Motivation:** Power Lust
- **Occupation:** Androids

The Crisis Characters

THE ANTI-MONITOR

DEX:	17	STR:	30	BODY:	30
INT:	26	WILL:	35	MIND:	30
INFL:	18	AURA:	25	SPIRIT:	25
INITIATIVE:	61	HERO POINTS:	500		

• Powers:

Energy Blast: 30, Growth: 10, Omni-Power: 25, Sealed Systems: 35

• Skills:

Gadgetry: 26, Scientist: 26

• Advantages:

Connection: Qward (High); Genius

• Drawbacks:

Catastrophic Irrational Attraction to destroying the Positive Matter Universe; Minor Rage; Strange Appearance

• Equipment:

CONTAINMENT SUIT

[BODY: 30, Energy Absorption: 30]

• Motivation: Nihilist

• Occupation: Lord of the anti-matter universe

• Wealth: 40

THE MONITOR

DEX:	17	STR:	28	BODY:	30
INT:	28	WILL:	35	MIND:	30
INFL:	17	AURA:	25	SPIRIT:	25
INITIATIVE:	62	HERO POINTS:	500		

• Powers:

Energy Blast: 30, Omni-Power: 25, Sealed Systems: 30

• Skills:

Charisma: 20, Gadgetry: 28, Scientist: 28

• Advantages:

Genius; Scholar (history, metaphysics)

• Motivation: Responsibility of Power

• Occupation: Monitor

• Wealth: 30

HARBINGER

DEX:	8	STR:	4	BODY:	9
INT:	9	WILL:	7	MIND:	8
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	85		

• Powers:

Energy Blast: 20, Flight: 20, Split: 20

• Skills:

Artist (Writer): 8, Charisma: 10, Gadgetry: 9

• Advantages:

Connections: The Monitor (High); Scholar (history)

• Alter Ego: Lyla

• Motivation: Upholding the Good

• Occupation: Historian

• Wealth: 10

PARIAH

DEX:	2	STR:	2	BODY:	11
INT:	14	WILL:	6	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	10
INITIATIVE:	21	HERO POINTS:	30		

• Powers:

Danger Sense: 60, Dimension Travel: 20, Invulnerability: 25, Teleportation: 65

• Skills:

Gadgetry: 16, Scientist: 18

• Limitations:

Danger Sense will only detect cosmic calamities: if Pariah gains positive RAPs on a Danger Sense Action Check, he is instantly transported to the scene of the disaster; Dimension Travel and Teleportation may not be used in any other fashion.

• Advantages:

Genius; Sharp Eye

• Drawbacks:

Guilt

• Alter Ego: Kell

• Motivation: Unwanted Power

• Occupation: Scientist

• Wealth: 0

LADY QUARK

DEX:	10	STR:	10	BODY:	13
INT:	9	WILL:	10	MIND:	11
INFL:	9	AURA:	5	SPIRIT:	10
INITIATIVE:	30	HERO POINTS:	125		

• Powers:

Energy Absorption: 12, Energy Blast: 18, Flash: 8, Flight: 12

• Skills:

Martial Artist: 11, Weaponry: 7

• Advantages:

Leadership

• Drawbacks:

Forced Exile; Minor Rage

• Alter Ego: Tashana

• Motivation: Responsibility of Power

• Occupation: Former Queen

• Wealth: 0

The Future and Beyond

The DC Universe continues to thrive well beyond the 20th century. Just after the beginning of the twenty-first, seven nations will rise to the status of superpower and global tensions will escalate into a massive nuclear onslaught. In the years that follow the turmoil, rich robber barons will divide up the land amongst themselves and establish a new order, forcing the common people to once again fight for their freedom, a struggle in which the famous gunfighter, Jonah Hex, snatched from the past by one of the power barons, will continue to make his reputation.

As the years go on, heroes will continue to spring forth to Earth's defense: Chris KL-99, the Star Rovers, Star Hawkins, Omac the One Man Army Corps, Tommy Tomorrow and the Planetegers, and the semi-obligatory Space Ranger.

In the 30th century after a millennium of peace, a group of youngsters from habitable worlds almost too numerous to count will form perhaps the greatest grouping of heroes ever: the legendary Legion of Super-Heroes. Heroes like Brainiac 5, Lightning Lass, Sensor Girl, Timber Wolf, Polar Boy, Cosmic Boy, Blok, Chameleon Boy, and Tellus will struggle against the likes of the Khunds, Universo, Starfinger, the Fatal Five, League of Super-Assassins, and the ever-present Darkseid. Joining the Legion in their struggles for justice will be the astounding Champions of Lallor and the cosmic Wanderers.

Eventually, however, it seems that Earth's heroes will gradually disappear. By the time of the 58th century, Earth's leaders, the so-called Solar Council, will begin summoning famous heroes from the past to help them wage their wars. What will come of the Guardians' prophecy selecting mankind as the next immortal race in the cosmos remains to be seen.

At the end of time, the Earth will have become a vast wasteland. The fate of mankind is unknown, but waiting patiently in this era is the Time Trapper, who will meet his destiny at the hands of the Infinite Man, a confrontation that will start the cycle of the universe all over again. Thus, even the end of the DC Universe is only the beginning.

Places

OF INTEREST IN DC UNIVERSE



A good role-playing adventure, like a good story, needs an interesting setting. Fortunately, the DC Universe comes already equipped with a number of suitable locales. An alphabetical listing of some of the planets, cities, and places that have woven their way in and out of the DC comics over the past fifty years is provided below.

Time for a cheap plug! There is not nearly enough room to fully cover all of these areas in full detail. More detailed entries for most of the major areas can be found in the various **DC Heroes Role-Playing Game** Sourcebooks available separately. See your local gaming store for details on what is available.

Apokolips

Apokolips is the dismal home of the New God Darkseid, the demon avenger. It was created by the destruction of the Old Gods at the same time New Genesis, the domain of Highfather Izaya came into being. Apokolips and New Genesis are virtually the only habitable planets in their section of the universe, and can only be reached through extreme measures, such as the Boom Tube.

Apokolips is an unclean world speckled by huge grey houses and machinery. The vast majority of its inhabitants blindly acknowledge Darkseid as their sovereign. If he so desires, Darkseid can blanket all of Apokolips under a huge cloaking device that hides the planet from the eyes of all but the most determined travelers, though he rarely bothers, because no one is foolish enough to travel to Apokolips willingly.

Some of Apokolips' more notable locations include:

Armagetto: Armagetto is a massive shanty town/labor camp. Here, Darkseid's slaves, known as the Hunger Dogs, endlessly toil away to keep up the flow of fuel to the vast Energy Pits. Located several hundred miles away, the Pits provide the planet with a nearly endless supply of energy. Every now and then, a group of Hunger Dogs will rebel and cause a temporary planet-wide emergency.

Granny Goodness' Happiness Home: The Happiness Home is a sort of orphanage in which those youngsters that display the necessary potential to become one of Darkseid's dreaded Dog Soldiers are forcibly enrolled. There they are tortured and trained in combat by Granny Goodness and her lackeys. Mister Miracle of Justice League International grew up here, but managed to escape to Earth.

The Tower of Rage: The tower is Darkseid's personal fortress. Located several hundred miles away from Armagetto, the Tower of Rage features a nearly impenetrable network of defense systems and intruder alarms. It is said that those who enter the Tower of Rage never return. Outside the tower is a giant stone sculpture of Darkseid himself.

In addition to Darkseid and Granny Goodness, other inhabitants of Apokolips include the Female Furies, Mantis, the Deep Six, DeSaad, Kalibak, Virmin Vundabar, and Kanto the assassin.

Superman was forcibly abducted to Apokolips during Darkseid's campaign to rob the Earth of its legends. The planet was most recently visited by the members of Justice League International, when they travelled to Apokolips in pursuit of their enemy

Manga Khan who had abducted their teammate Mister Miracle.

Atlantis

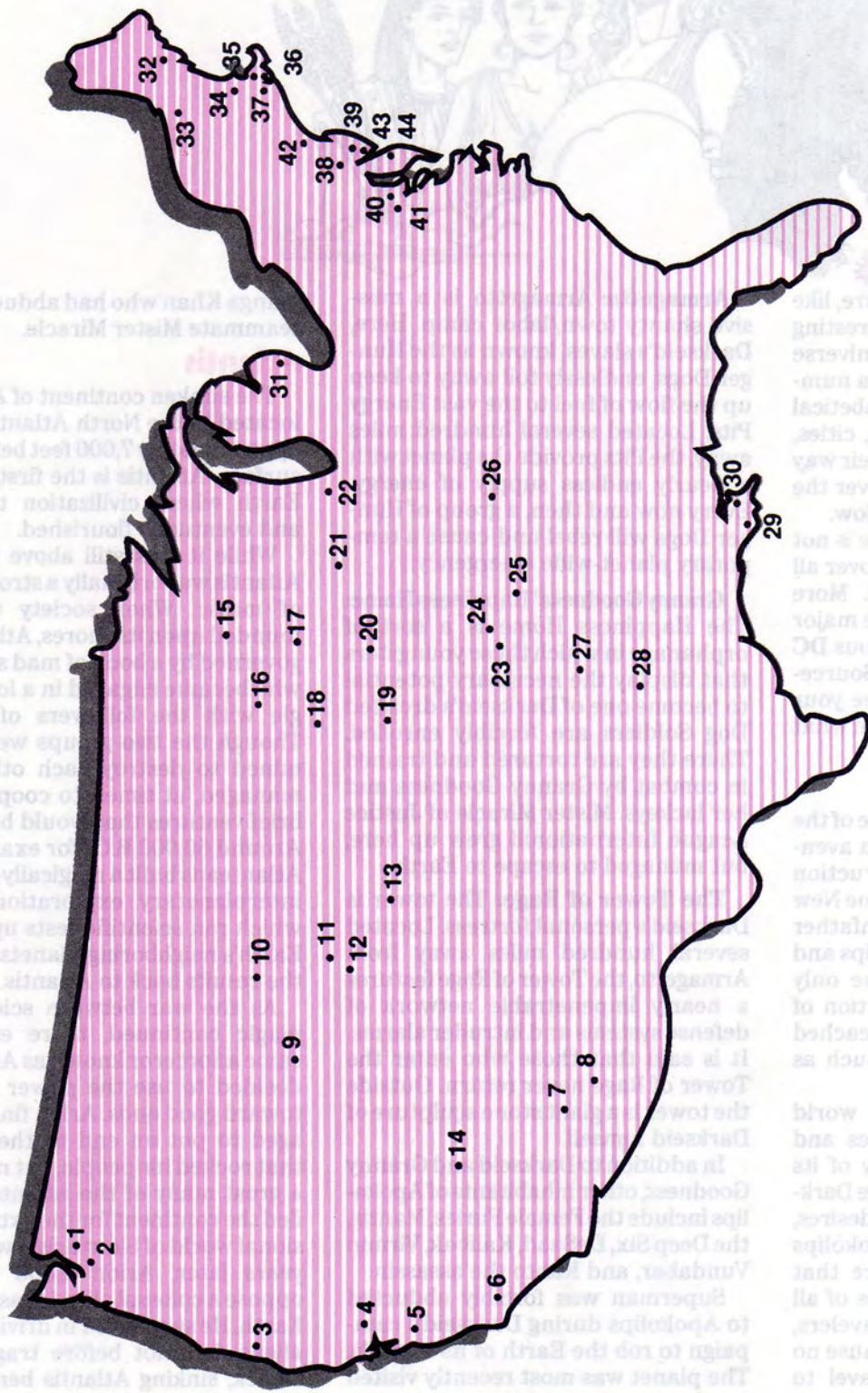
The sunken continent of Atlantis is located in the North Atlantic Ocean, approximately 7,000 feet beneath the surface. Atlantis is the first place on Earth where civilization took root and eventually flourished.

While it was still above sea level, Atlantis was originally a strong center of magic. When society was first founded upon its shores, Atlantis was governed by a body of mad sorcerors, who became engaged in a long struggle with the followers of science. Though the two groups were determined to destroy each other, they managed, at times, to cooperate for brief ventures that would benefit all. Around 50,000 B.C., for example, the Atlanteans built a magically-powered interplanetary exploration vehicle which ran scientific tests upon all of Earth's neighboring planets and sent the results back to Atlantis.

As the war between science and magic continued, there eventually came a sorcerer known as Arion, who decided to use the power of magic toward good ends. Arion finally managed to put an end to the struggle that rocked his people, but not before a great many of the Atlanteans had fled the continent for the extradimensional world of Skartaris. Twenty-five years later, Arion stood alone to oppose a colossal alien invasion of the Earth. He succeeded in driving off the aliens, but not before tragedy had struck, sinking Atlantis beneath the surface of the sea.

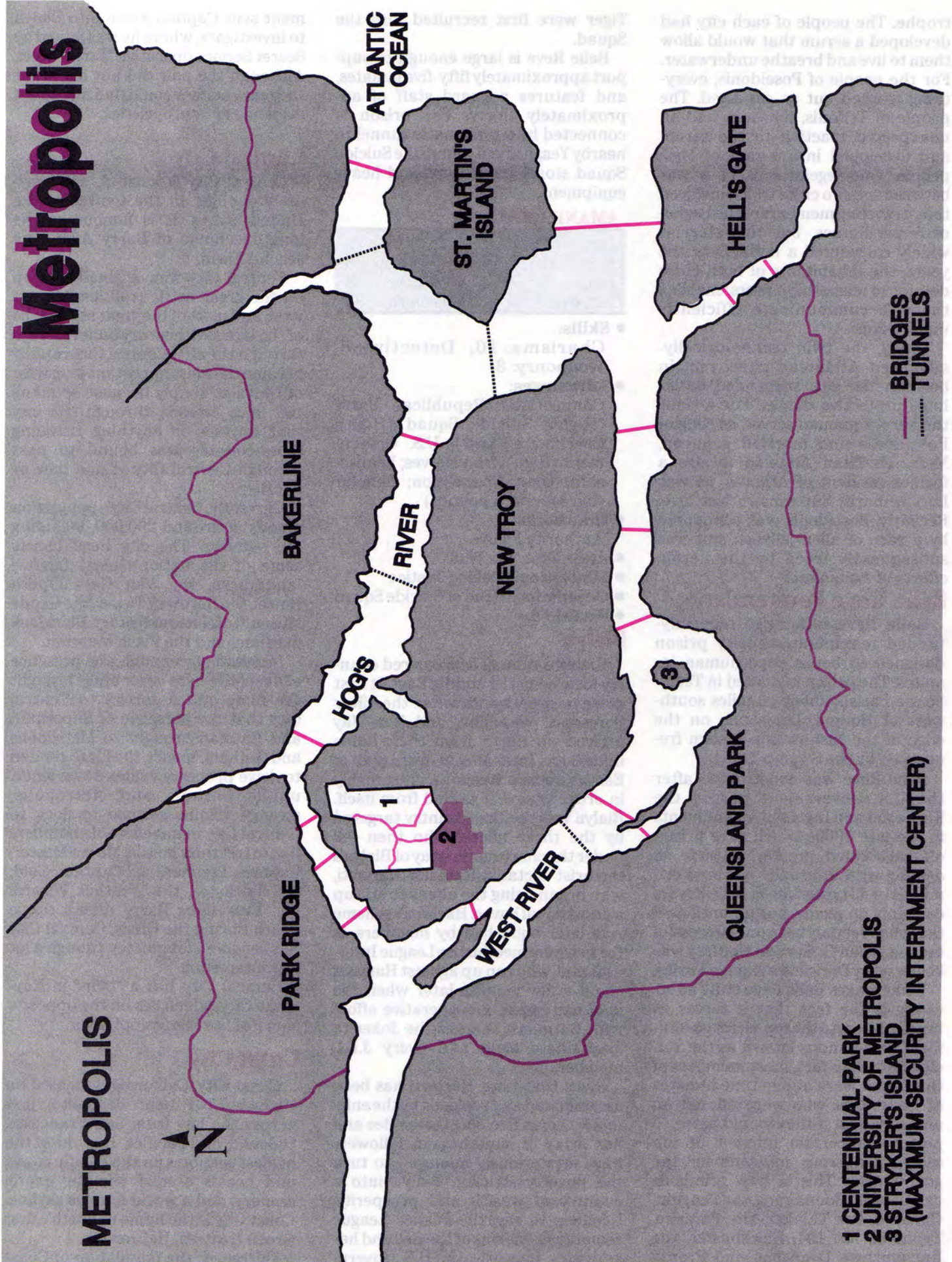
Two of the Atlantean cities, Tritonis and Poseidonis, survived the catas-

1. Evergreen City
2. Seattle
3. Star City
4. Coast City
5. San Francisco
6. Los Angeles
7. Mesa City
8. Phoenix
9. Challengers' Mountain
10. Littleville
11. Denver
12. Middleton
13. Rocky City
14. Las Vegas
15. Minneapolis/St. Paul
16. Blue Valley
17. Pittsdale
18. Waymore
19. Smallville
20. Kansas City
21. Quad Cities
22. Chicago
23. Keystone City
24. Central City
25. Fallville
26. Hub City
27. Oklahoma City
28. Dallas/Ft. Worth
29. Houma
30. New Orleans
31. Midway City
32. Fairfax
33. Cloister
34. Boston
35. Happy Harbor
36. Calvin City
37. Ivy Town
38. Civic City
39. Philadelphia
40. Washington DC
41. Elmond
42. New York City
43. Gotham City
44. Metropolis



The DC America

Metropolis



trophe. The people of each city had developed a serum that would allow them to live and breathe underwater. For the people of Poseidonis, everything worked out as expected. The people of Tritonis, however, had an unexpected reaction to the serum and developed into a race of Merpeople. One legend tells of a war between the two cities which involved time-traveling members of the Legion of Super-Heroes, but this story is widely considered a myth. Over the years, the inhabitants of both cities developed telepathic powers, enabling them to communicate efficiently underwater.

Today, the twin technologically-advanced Atlantean cities remain beneath the sea, suspended under huge protective domes. For a time, the hero Aquaman served as King of Poseidonis and married a queen, Mera. Ex-Titan Aqualad is also a former resident of Atlantis, as was Lori Lemaris, Superman's lost love. Recently, Poseidonis was conquered by a race of alien jellyfish, but was subsequently freed by the heroic efforts of Aquaman.

Belle Reve Penitentiary

Belle Reve is a huge federally-funded maximum security prison designed to house superhuman inmates. The prison is located in Terrebonne Parish, about 10 miles southwest of Houma, Louisiana, on the edge of the vast swamp system frequented by the Swamp Thing.

Belle Reve was constructed after the U.S. Government passed the Keene Act and Ingersoll Amendments in the late 1960s which gave prison officials much greater latitude in dealing with unusually powered criminals of all types. Life in Belle Reve is certainly no picnic, but up until now there has yet only been one successful escape, when G. Gordon Godfrey was liberated by Darkseid's Female Furies.

What makes Belle Reve truly interesting is the fact that it serves as headquarters to the top secret government commandos known as the Suicide Squad. In fact, most members of the Squad were at one time inmates of Belle Reve who were offered an amnesty plan if they would agree to perform a certain number of top secret dangerous missions for the government. This is how criminals like Captain Boomerang, the Penguin, Chronos, the Thinker, the Parasite, Typhoon, Mr. 104, Blockbuster, the Enchantress, Deadshot, and Bronze

Tiger were first recruited into the Squad.

Belle Reve is large enough to support approximately fifty-five inmates, and features a guard staff of approximately thirty. The prison is connected by a pneumatic tunnel to nearby Yeager Field, where the Suicide Squad stores its airships and heavy equipment.

AMANDA WALLER

DEX:	3	STR:	3	BODY:	3
INT:	11	WILL:	8	MIND:	8
INFL:	9	AURA:	8	SPIRIT:	8
INITIATIVE:	23	HERO POINTS:	35		

Skills:

Charisma: 10, Detective: 8, Weaponry: 3

Advantages:

Connections: Republican Party (High), Suicide Squad (High), Checkmate (Low), U.S. Government (High); Iron Nerves; Leadership; Omni-Connection; Scholar (bureaucracy, politics)

Drawbacks:

Authority Figure

Alter Ego: "the Wall"

Motivation: Seeking Justice

Occupation: Head of Suicide Squad

Wealth: 6

Bialya

Bialya is a small beleaguered country located in the Middle East. It first came to prominence when the Silver Sorceress, Wandjina, and Blue Jay arrived on Earth from their home dimension, intending to destroy all of Earth's nuclear weapons, presumably in order to save mankind from itself. Bialya was the first country targeted by the three aliens, who then fell under the charismatic sway of Bialya's terrorist dictator Rumaan Harjavti, who began using the aliens to stir up international havoc. Harjavti's scheme was later squashed by members of the newly formed Justice League International, who ran up against Harjavti again a few months later when the madman began a cooperative effort with Batman's nemesis the Joker to assassinate each and every J.L.I. member.

Since that time, Harjavti has been assassinated and replaced by the enigmatic Queen Bee. The Queen Bee and her army of superhuman followers have mysteriously managed to turn the poverty stricken Bialya into a country of wealth and prosperity. Needless to say, the Justice League remains suspicious of the Bee and her activities. Recently, the U.S. Govern-

ment sent Captain Atom into Bialya to investigate, where he was joined by Secret Service operative "Sarge" Steel. Although the pair did not like what they saw, neither could find any direct evidence of improprieties.

Central City

Central City is located, appropriately enough, in the Center of the United States. It is famous as the longtime home of Barry Allen, the second Flash.

Central City was originally a stop on the great cattle trail leading out west, and most of the great rail barons of the late 19th century built railways through the city. Central City rapidly became the most important stop west of Chicago, simply because so many rail lines crossed through the city that anyone or anything traveling cross-country was bound to pass through Central City at one time or another.

Currently, Central City's population stands at around 250,000, including the suburbs. The city itself boasts some of the nation's most famous landmarks: the Van Geld Opera House, the Hardwell Tower, the Gedde Museum of Natural History, Blackjack Stadium, and the Flash Museum.

Interestingly enough, the presence of a real-live hero never really brought the fame and notoriety to Central City that the presence of Superman and Batman brought to Metropolis and Gotham. In fact, the Flash tended to drive property values down since, unlike Gotham and Metropolis, strange villains seemed to flock to Central City in unbelievable numbers just to test their mettle: Mirror Master, Captain Boomerang, Captain Cold, the Trickster, the Weather Wizard, etc. Ever since Barry Allen's tragic death during the Crisis, Central City has become a lot quieter, though a lot less interesting.

Central City has a "twin" in Keystone City, which lies on the opposite shore of the Mississippi River.

Coast City

Coast City, California is located on Highway 101 near Sausalito, just across the bay from San Francisco, Oakland, and Pacifica. It is one of the busiest seaports on the Pacific coast, and boasts a mild climate, exotic scenery, and a world famous skyline. Coast City is the home of Earth's first Green Lantern, Hal Jordan.

Currently, the population of Coast

City rests at around 675,000 people. Among the city's bright spots are: the Joseph M. Leff Museum of Natural History, the "Two Mile Mall," the U.C.C.C. (University of California at Coast City), the Coast City Police Museum, and the free-wheeling Drop-away Beach. In addition, Coast City has recently become a major oil producer, now that the city fathers have allowed off-shore drilling in the Santa Clara Channel that passes right through the city, though many argue that the drilling is harming the surrounding environment.

Green Lantern and his colleagues are very popular amongst the people of Coast City, even though more than one of his enemies has wreaked havoc upon the city itself. In fact, they have shown their appreciation by constructing a giant marble statue of Green Lantern in the downtown Star Square.

Feithera

Feithera is a hidden city of intelligent bird-men located in northern Greenland. It was founded almost three thousand years ago. In 1946, the city was discovered by an American pilot who had strayed off course. When the pilot returned to America, few believed his story, although he was persuasive enough to interest an opportunistic group of hunters, who hoped to bag one of the bird people and return with it for exhibition. This scheme was thwarted by the original Hawkman and Hawkgirl, who not only stopped the hunters and agreed to keep Feithera's existence a secret, but foiled an attempted coup by the villainous birdman Trata as well.

From that day forward, Hawkman and Hawkgirl became frequent visitors to Feithera. Eventually, the Feitherans allowed their human friends to bring anthropologist Dr. Fred Cantrell to live among the bird people and study their customs. While in Feithera, Cantrell fell in love with Osoro, the daughter of the Feitheran ruler Worla, and the two had a half-breed son, Norda. Eventually, Norda left Feithera for a time to join the heroes of Infinity Inc., but has since returned to replace Worla as the leader of his people.

Recently, Feithera was destroyed by a passing glacier; but the bird people have since rebuilt the city in a safer location. Today, Feithera stands as a shimmering city of gold amongst the Arctic wastelands.

Gemworld

Gemworld is an other-dimensional realm that is only slightly removed from the plane of Earth. It was founded when the wizard kings of the twelve great houses of ancient Earth sought to create a new kingdom for their people after a major sun went nova over two thousand years ago, realigning the zodiac and removing most of the magic from the Earth. Just after this catastrophe, the kings of the twelve houses poured all of their remaining mystical might into the person of Citrina, a young sorceress, and bade her to find a suitable unformed mystical dimension in which magic was plentiful. Citrina succeeded when she founded the Gemworld, and the people of the twelve houses followed her there.

Gemworld consists of one central land mass surrounded by a vast sea, with several small island clusters lying just off shore. One of the interesting things about Gemworld is that it is clearly flat. Its sea is circular in shape and constantly cascades off the edge of the world in a steep fall. What lies below and beyond Gemworld is unknown. Another peculiarity is that Gemworld's sun is a living entity. Each day, the sun leaves its home in the eastern sea, and blazes through the sky. As it moves, it dissipates most of the energy it replenishes at night, until it becomes a moon at the end of its journey.

Because it does not lie upon the Earth plane, the physical laws on Gemworld are completely different from those on Earth. In fact, the laws are dictated by the powerful sorcerers that rule the plane. There are twelve important houses that rule over Gemworld: Amethyst, Ruby, Emerald, Garnet, Diamond, Moonstone, Topaz, Sapphire, Sardonyx, Turquoise, Opal, and Aquamarine. Princess Amethyst recently learned that she is one of the mystical Lords of Order born in human form. Her nemesis, Dark Opal, serves one of the Lords of Chaos.

Somehow in the future, Gemworld will be transported to the Earth dimension and become known as Zerox, the Sorcerer's World. The exact circumstances of this transformation remain unknown.

AMETHYST

DEX:	4	STR:	3	BODY:	7
INT:	10	WILL:	14	MIND:	9
INFL:	10	AURA:	15	SPIRIT:	15
INITIATIVE:	24	HERO POINTS:	85		

• Powers:

Awareness: 10, Flight: 10, Magic Sense: 10, Sorcery: 22

• Skills:

Occultist: 11, Weaponry: 4

• Advantages:

Area Knowledge (Gemworld); Connections: Gemworld (High), Lords of Order (Low); Popularity

• Drawbacks:

Innocent

• Alter Ego: Amy Winston

• Motivation: Upholding the Good

• Occupation: Princess of Gemworld

• Wealth: 8

Gorilla City

Gorilla City is a civilization of highly evolved gorillas found in Africa between the Congo and Sudan. The inhabitants of Gorilla City, all of whom are far larger and stronger than ordinary gorillas, evolved on the Earth side by side with mankind. The gorillas founded their own civilization sometime during the Middle Ages.

The gorillas of Gorilla City owe their unique abilities to the fact that they have learned how to tap a full 100 percent of their cranial and muscular capacities, as opposed to the normal 20 percent used by humans. They are in general a kind, peace-loving people who have developed their technology to levels far in excess of those of mankind. One product of this technology is the huge invisible barrier which keeps Gorilla City hidden from the eyes of all but its inhabitants and keeps out unwanted intruders.

Currently, Gorilla City is ruled by the good King Solovar, who was a friend of the second Flash, Barry Allen. The Flash helped Solovar thwart the evil schemes of his countryman Gorilla Grodd on many occasions. For a long time, Allen was the only human entrusted with the knowledge of Gorilla City's existence. On one occasion, however, Grodd managed to switch off the city's force barrier, rendering Gorilla City visible to humans. Thereafter, Solovar traveled to the United Nations in New York City and won worldwide recognition of Gorilla City's right to exist as a separate nation.

In time, however, the gorillas decided that exposure to humanity was harmful to its society and once again cut off all ties to the outside world. In order to guarantee isolation, Solovar himself constructed a Myotronic Beacon near Earth's North

Pole in order to broadcast a radio-active signal that would cause the population of Earth to forget about Gorilla City forever. The only human allowed to retain his memory of the gorillas and their civilization was the second Flash, who has since died. Whether or not anyone else has any knowledge of Gorilla City remains to be seen.

Gotham City

Gotham City is a large city which has seen better days. The fact that 4,800,000 people live within the metropolitan area is testimony that many still believe in Gotham's future. Located on the eastern seaboard, Gotham's access to the major Atlantic shipping lanes guarantees its importance as a port of call in the future.

Gotham City was founded in 1635 by Swedish mercenary Captain Jon Logerquist. Captain Logerquist and several colonists had come to the New World after the defeat of the Swedish armies at Nordlingen, fleeing the devastating religious wars in Europe. Logerquist named the settlement Fort Adolphus, after the great Swedish general Gustavus Adolphus. In 1674, all of New Sweden was ceded to the British. The first official act of Governor General Adam Howe was to rename the settlement Gotham City.

Gotham was paralyzed by rival factions during the Revolutionary War; the city had as many Tories as Rebels. British troops and their hired Hessian allies were based in Gotham throughout most of the war. As long as Gotham remained under British control, New England could easily be separated from the rest of the colonies.

In 1779, an officer of the Continental Army agreed to lead a rebel contingent on a raid of the Gotham powder magazine and the adjacent armory for desperately needed sup-

plies. Tory spies alerted the British, who set an ambush. A Gotham merchant named Darius Wayne warned the rebels by ringing a church's bell near the armory. The rebels escaped, and Wayne was arrested and charged with treason. Gotham City fell to the Continental Army on the day Wayne was to be hanged. The city gave Wayne some land south of the city as a reward for his heroism, forming the beginning of the Wayne estate.

Gotham grew rapidly during the age of steel and rail. By 1900 it was the leading financial center in North America, second in all the world only to London. But the city which has thrived on coal and railroads encountered problems when the age of petroleum and automobiles began. By 1920, Gotham was second city to New York, and a weak recovery from the Great Depression left it third behind New York and Metropolis. The decline was halted (some say only slowed) in the mid-1970's. While still a great city, Gotham has a grittier, grimmer feel to it than Metropolis does. Perhaps only Gotham could have given birth to the Batman.

Gotham City is not broken up into boroughs, but rather is composed of a number of diverse neighborhoods. Some of the most prominent of these are as follows:

Chelsea: Chelsea was originally the area where the wealthy of Gotham had their summer homes. As the city grew, the wealthy moved elsewhere and Chelsea declined, at least in the eyes of the wealthy who once lived here. It never became a slum, and the varied architecture and small cloisters of buildings attracted much of Gotham's intellectual and artistic talent. There were people who could not yet afford to live elsewhere, or who simply preferred to live in a supportive community. In the last decade, Chelsea has become a

popular neighborhood for young business professionals as well as artists.

Gotham University lies on the northeast edge of Chelsea.

Bryanttown: Bryanttown is considered a slum area. It was originally a working class neighborhood which deteriorated due to a combination of fate and official policy. The decline seemed to begin when Gotham State Prison, nicknamed "the Tombs," caused property values in the area to plummet. Several housing projects exist in Bryanttown, which were poorly planned and poorly executed. Rent control and absentee landlords compounded the problem, lowering the quality of the housing stock and increasing the amount of arson. Occasional escapes by villains from the Tombs have only exacerbated the situation. Recently, residents of Bryanttown have taken steps to improve their neighborhood, but these improvements are still small oases of life in a general setting of decay.

Neville: The old docks and the older British naval barracks have been razed or renovated as part of this neighborhood's rehabilitation project. Much of the renovation has been sponsored by the Wayne Foundation, and the Wayne Foundation Building is located here. Housing is varied, from single-family dwellings to multi-unit apartments. Neville has some of Gotham's most exciting night spots and many of its trendiest restaurants.

Uptown: Uptown was once the neighborhood in which to live in Gotham, but that position has been usurped by Bristol and Neville. It has not deteriorated as much as it has become socially mixed. You can find the professional, the factory worker, the small shop owner, the very rich, and the very weird, all living in Uptown. Residential hotels that charge several thousand dollars a



month in rent are next to free legal clinics, and a Rolls Royce Silver Spirit will often be parked next to a Dodge Omni. Uptown is a very tolerant neighborhood, and the mix of people here makes it the most vibrant of Gotham's areas . . . at least in the opinion of Uptowners.

Vicki Vale, photographer for *Picture News*, lives in Uptown, in an apartment overlooking Gotham Park.

Chinatown: Chinatown is more than a tourist attraction. It remains a solid Chinese community, even though many of the residents are third generation Americans. More than any other neighborhood, Chinatown lives by its own set of standards. They do not impose these standards on nonresidents, but where Gotham's laws and procedures conflict with the traditions of Chinatown, the residents here choose their own method of handling things. Chinatown is one of Gotham's most crime-free neighborhoods.

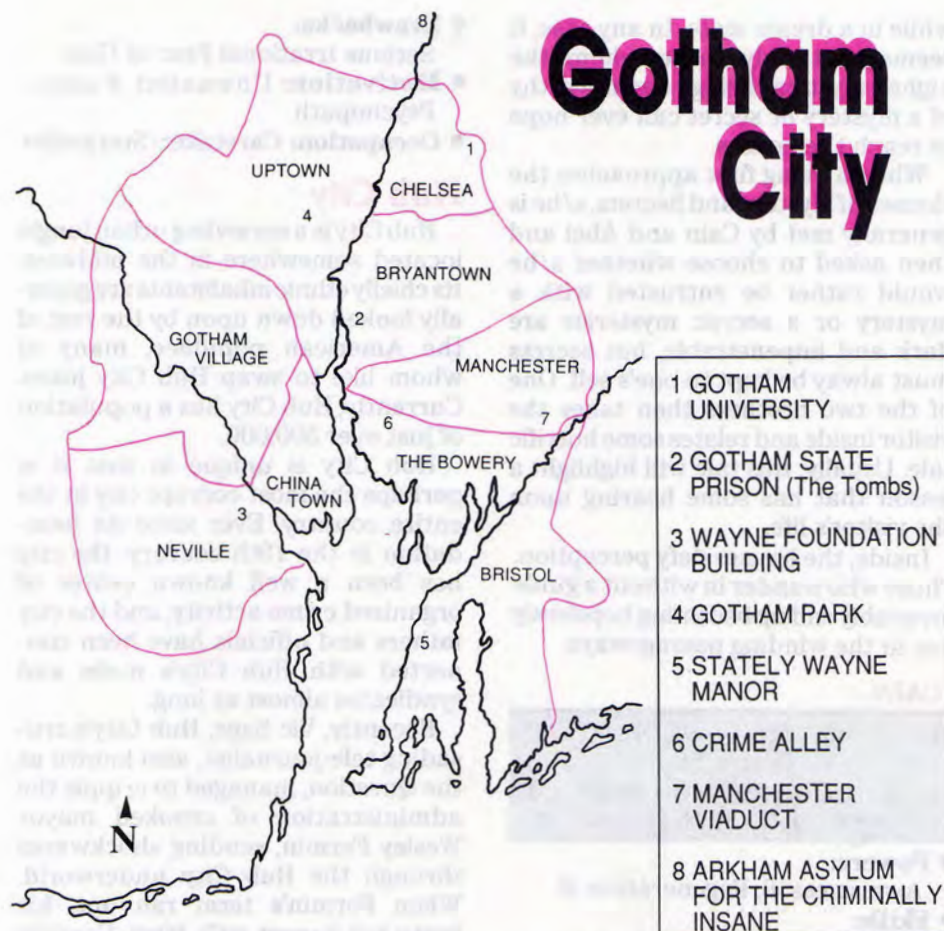
Gotham Village: Recently renamed, the character of the area is best described by its former title: the Gotham Industrial Park. After a failed attempt to lure new industry to Gotham, the city has tried to convert the area into low rent housing. The area has several respectable housing developments, but the district is one of the grayer districts of Gotham. Several Gotham Village residents have moved back to Bryantown rather than live in Gotham Village.

Bristol: Bristol is Gotham's most exclusive neighborhood, comprised of large single-family homes and mansions on multi-acre plots, the richest having several hundred acres of land surrounding their homes. Bristol has its own private security force (Gotham Bay Security), several yacht yards, and the Gotham Tennis Hall of Fame. Gotham Bay Security is on very good terms with the residents of Bristol, and maintains a good working relationship with the Gotham City Police Department.

Stately Wayne Manor, home of millionaire playboy Bruce Wayne, is located in Bristol.

The Bowery: The Bowery was originally a farm owned by Jon Logerquist, the founder of Gotham City. The British burned the farm after Logerquist refused to pay taxes to the Crown. Logerquist was killed in the fire.

The Bowery has had an unsavory reputation ever since the days of



Logerquist. The majority of the ghost stories told in Gotham have their origins in the Bowery.

Unlike the other districts of Gotham, the Bowery has never had any glory days. The neighborhood has always been unsavory. Many of Gotham's most notorious criminals took advantage of the superstitions surrounding the Bowery to cover for their criminal activities.

Crime Alley, where Bruce Wayne's parents, Thomas and Martha Wayne, were killed is located in the Bowery.

Manchester: Manchester is a residential district known for its variety of ethnic restaurants and the Manchester Viaduct, Gotham's racetrack. While the state controls the gambling at the track, the mob has infiltrated the racetrack. They manipulate everything from the odds established by computer to the races themselves. Gotham authorities clean up the Viaduct on a regular basis, and the mob moves back in just as regularly.

The ethnic mix of Manchester includes Thai, Hispanic, Argentine, Vietnamese, Turkish, and Italian. The mix has divided Manchester into a number of subneighborhoods, each zealously guarded by its own street gangs. Gang violence has recently

escalated, the most famous incident being the gunning down of two Gotham University track stars for having the audacity to run in Manchester without paying tribute to one of the gangs. All of the gangs treat the Manchester Viaduct as being a neutral zone, a no-man's-land.

The House of Mystery & The House of Secrets

The Houses of Mystery and Secrets are huge sprawling mansions that lie on opposite sides of a cemetery located somewhere in the Kentucky Hills. The House of Mystery is overseen by the reincarnation of the biblical Cain, while the House of Secrets is cared for by Cain's brother Abel. Both Cain and Abel are master storytellers with a gift for the macabre. The brothers are subservient to the will of the Sandman, ruler of the Dream Dimension, who gave them their charters at some point in the past.

The exact physical locations of the House of Mystery and House of Secrets are somewhat vague. Sometimes the houses are present, while other times they are not. At times, the houses apparently remove themselves to the outskirts of the Dream Dimension. In fact, most visitors reach the houses

while in a dream state. In any case, it seems that only those whom the higher mystical beings deem worthy of a mystery or secret can ever hope to reach the houses.

When a being first approaches the Houses of Mystery and Secrets, s/he is generally met by Cain and Abel and then asked to choose whether s/he would rather be entrusted with a mystery or a secret: mysteries are dark and impenetrable, but secrets must always be kept to one's self. One of the two brothers then takes the visitor inside and relates some horrific tale. Usually, this tale will highlight a lesson that has some bearing upon the visitor's life.

Inside, the houses defy perception. Those who wander in without a guide invariably end up becoming hopelessly lost in the winding passageways.

Cain

DEX:	3	STR:	3	BODY:	3
INT:	7	WILL:	6	MIND:	3
INFL:	7	AURA:	6	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	25		

• Powers:

Awareness: 6, Regeneration: 8

• Skills:

Artist (storytelling): 12, Charisma (Intimidation): 7

• Bonuses:

Regeneration Power works even if Cain is killed, making him essentially immortal.

• Advantages:

Area Knowledge (House of Mystery); Connections: Abel (High), Dream Dimension (Low); Scholar (stories)

• Drawbacks:

Serious Irrational Attraction to killing Abel.

• Motivation: Responsibility of Power/ Psychopath

• Occupation: Caretaker/Storyteller

Abel

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	2	MIND:	2
INFL:	2	AURA:	7	SPIRIT:	1
INITIATIVE:	9	HERO POINTS:	25		

• Powers:

Awareness: 6, Regeneration: 8

• Skills:

Artist (storytelling): 12, Charisma: 4

• Bonuses:

Regeneration Power works even if Abel is killed, making him essentially immortal.

• Advantages:

Area Knowledge (House of Secrets); Connections: Cain (High), Dream Dimension (Low); Scholar (stories)

• Drawbacks:

Serious Irrational Fear of Cain

• Motivation: Unwanted Power/ Psychopath

• Occupation: Caretaker/Storyteller

Hub City

Hub City is a sprawling urban jungle located somewhere in the midwest. Its chiefly ethnic inhabitants are generally looked down upon by the rest of the American populace, many of whom like to swap Hub City jokes. Currently, Hub City has a population of just over 500,000.

Hub City is unique in that it is perhaps the most corrupt city in the entire country. Ever since its foundation in the 19th century, the city has been a well known center of organized crime activity, and the city fathers and officials have been connected with Hub City's mobs and syndicates almost as long.

Recently, Vic Sage, Hub City's crusading tele-journalist, also known as the Question, managed to cripple the administration of crooked mayor Wesley Fermin, sending shockwaves through the Hub City underworld. When Fermin's term ran out, his feisty-but-honest wife Myra Connely Fermin ran a bitter neck and neck mayoral campaign against the syndicate candidate Royal Dinsmore. During the campaign, Dinsmore resorted to coercion and fixed ballot boxes to buy votes, though both of these schemes were foiled by the Question. Dinsmore was killed in an automobile accident on election day, and Myra Fermin was declared the winner by default. Before she could take office, however, she was shot by her mentally unstable husband. Acting Chief of Police Isadore O'Toole assumed the duties of the mayor until such time as Myra Fermin came out of her coma.

Even looking past the crime and corruption, Hub City is still a terrible place to live. Its 34% unemployment rate is the highest in the nation, and nearby industrial centers dump enormous amounts of pollutants into the air over the city every day. Still, its residents claim that Hub City has a charm all its own, and many would not leave for anything in the world.

Krypton

Krypton is the birthplace of Superman, Earth's greatest hero. Superman, or Kal-El as he was known on his homeworld, was rocketed away from Krypton by his parents, Jor-El

and Lara, just before it was destroyed in a geological catastrophe almost thirty years ago. While it existed, Krypton was roughly the size of the Earth, and orbited a giant red sun located nearly fifty light years away from the Earth solar system.

Before Krypton exploded, its science and technology far exceeded anything that Earth has yet produced. Clones of all living Kryptonians were kept on hand so that diseased or injured body parts could be replaced with those of the appropriate clone, vastly increasing the Kryptonian lifespan. The Kryptonians had time to enjoy these long lives, since all menial labor on Krypton was performed by semi-sentient work robots.

Although they were generally a peaceloving people, the Kryptonians eventually became embroiled in a huge war which escalated out of a debate over the ethics of cloning. Shortly thereafter, the vast internal pressures that created the deadly radioactive Kryptonite and would one day destroy the entire planet began building.

Markovia

The tiny European nation of Markovia is the original home of the hero Geo-Force of the now defunct Outsiders. Markovia came to national prominence when Lucius Fox, a friend of millionaire industrialist Bruce Wayne was trapped in the country during a coup attempt staged by the psychotic Baron Bedlam. In the guise of Batman, Wayne traveled to Markovia where he met Geo-Force, Halo, Katanna, Black Lightning, and Metamorpho the element man. These heroes in turn freed Fox and thwarted Bedlam's scheme. In fact, the team was so successful during their brief stint together that they decided to move to the United States and form a hero team, the Outsiders, under the tutelage of the Batman.

While they were in the United States, Markovia provided the Outsiders with lodgings and a scientific advisor, Dr. Helga Jace, Markovia's Nobel Prize-winning physicist. Later, the team returned to Markovia to foil yet another invasion by Baron Bedlam; and, after their headquarters was destroyed by Major Disaster, briefly stationed themselves permanently within Markovia's borders. Unfortunately, the Outsiders parted company after their members were rocked by the Millennium/ Manhunter affair.



Metropolis by Roger Stern

From its modest beginnings in the 1600's as a Dutch fort, Metropolis—literally the Mother City—has grown to become the greatest American city of the 20th century.

Occupying three islands, as well as the banks of the Hob's and West Rivers, Metropolis is divided into six boroughs: Queensland Park, Bakerline, St. Martin's Island, New Troy, Hell's Gate, and Park Ridge. The city today boasts a resident population of 6,000,000, making it one of the most populous cities in the nation.

Home to many thousands of businesses, large and small, Metropolis is the headquarters city for a score of banking, insurance, investment and financial concerns. A majority of Metropolitan businesses, of course, are wholly or partially owned subsidiaries of LexCorp International, the multinational conglomerate founded, owned, and managed by Lex Luthor.

Among the many holdings of LexCorp are LexCom (owners of the television station WLEX), Advanced Research Laboratories, LexOil,

SecurCorp Armored Car Service, and the Good Foods Group (owners of Ralli's Family Restaurants and the Bun'n'Run fast food chain)—as well as two major airlines (InterContinental Airlines and LexAir), three banks (the Metropolis Mercantile Bank, Commerce Bank of Metropolis, and First Metro Security), and the Koul-Brau Breweries. As LexCorp dominates the commerce of the city—and indeed, of the world—so too does its 96-story "L"-shaped tower dominate the Metropolis skyline from a position at the eastern point of New Troy. It has been estimated that Luthor either directly or indirectly employs nearly two thirds of the city's population.

A major center of the arts, sciences, and education, Metropolis boasts over a score of colleges and trade schools, as well as the sprawling campus of the University of Metropolis (better known as UMet), located along the southern border of Centennial Park. Founded in 1817, UMet is ranked alongside such prestigious schools as Yale and Harvard, and is famed worldwide for its School of Journalism.

As with all big cities, Metropolis is not immune to misery and deprivation. The same streets walked by the city's multimillionaires are home to penniless bag people. A single block separates the classic brownstones of Bessolo Boulevard from the X-Rated theaters and adult bookshops of Hob's Lane, the southern boundary of Metropolis' most impoverished area, the ten square blocks known as Suicide Slum.

A once prosperous neighborhood, still officially referred to in the city register as Hob's Bay, Suicide Slum began its slide into crime and poverty with the Great Depression of the 1930's. Despite numerous attempts at urban renewal, Suicide Slum has remained a hellhole without equal. Nevertheless, from amid its squalor have come a Congressman, a Federal Court judge, at least three baseball greats—including Hall of Famer Hank "the Hammer" Halloran—and a young man named Perry White. White fought his way out of Suicide Slum, making a name for himself as a journalist and war correspondent. He is currently the managing editor of the *Daily Planet*.

Unusual in this day of electronic media, Metropolis boasts four daily newspapers: the *Daily Planet*, the *Daily News*, the *Star*, and the *Eagle*;

as well as an alternative weekly called the *Whisper*. It is, however, the *Daily Planet* which is the city's most prestigious newspaper.

The *Daily Planet* had its origins in the weekly periodical *Our Planet*, which was founded by publisher Joshua Merriwether in 1775. The original *Planet* offices on New Troy's South End were burned to the ground by a band of British loyalists in January 1783. The paper resumed publication ten years later in new offices at the corner of Fifth Street and Concord Lane. President George Washington wrote the first editorial for the new *Daily Planet*, the text of which later became the basis for his Farewell Address. In 1928, the *Planet* offices were moved to the building which now bears its name.

The thirty-seven story Daily Planet Building, with its distinctive rooftop globe, is one of the most recognizable landmarks on the Metropolis skyline. Originally owned by its builder, Jonas K. McAuley, the Planet Building and the paper itself are now owned by Transnational Enterprises. In addition to the *Planet*, the building also houses the home offices of many of Metropolis' older corporations. It was in the Planet Building that Lex Luthor first established his corporate offices, when he was only twenty-two. In the course of building his empire, Luthor acquired ownership of the *Daily Planet*, but abandoned his holdings in the paper when he became convinced that television was the only communications medium that fit his vision of the future.

There are literally thousands of things for which Metropolis can claim fame, from the dazzling theater district along Glenmorgan Square to the bustling waterfront of the South Side. But the city is mentioned most often in connection with her famous champion, Superman.

Superman made his first public appearance at Metropolis International Airport, where he acted to save the experimental space plane Constitution. Although Superman has since ranged worldwide, working to avert both natural and human engineered disasters, he has been a constant presence in Metropolis. The residents of the city know little about the personal life of the Man of Steel, but like so many of the international interests headquartered in the city, he appears to have adopted Metropolis as his home base.



Oa

Oa is the former homeworld of the Guardians of the Universe, the founders of the mighty Green Lantern Corps. Most of Oa seems to be a desert wasteland suspended beneath an unusually proximate sun. The planet's most noticeable feature is the huge, gleaming Citadel built by the Guardians. There is no life native to Oa, so being trapped out in the desert can be deadly. Fortunately, the entire planet is honeycombed with tunnels leading into the Citadel. The only other truly noticeable features on Oa are the periodic projecting stations dotted across the landscape which are used to surround the entire planet with a vast protective energy shield, keeping out intruders. This shield is still programmed to allow automatic entry to members of the Green Lantern Corps.

The unquestionably vast Oan Citadel is currently deserted. Sitting in the Citadel's central chamber is the Central Power Battery which powers the few remaining Green Lanterns' Power Rings and batteries from afar.

Another feature of Oa that remains intact is the huge block of sciencells used by the Guardians to incarcerate dangerous intergalactic criminals.

Sinestro and the mad sector 3600 are the only criminals that have ever escaped from the sciencells.

Paradise Island (Themyscira)

Named for Themyscira, the walled city that was the original home of the Amazons in ancient Greece, Paradise Island rests in the middle of the Bermuda Triangle under a perpetual cover of clouds. One of the peculiar enchantments of Paradise Island is that all technological devices that are brought within a short distance of the island fail to function.

The Amazons were first brought to Paradise Island by their queen, Hippolyte, after she and her sister Amazons were abused and humiliated by the demigod Heracles and his followers. Upon settling on their island home, the Amazons vowed to keep themselves isolated from the world of man, and devoted their existence to the worship of Gaea, the Earth goddess. The goddess Athena guided the Amazons to settle on Paradise Island so that they could watch over the unspeakable horror that was imprisoned beneath the island under the huge gate known as Doom's Doorway.

Among the island's other interesting features are:

The Royal Palace: the vast commons in which Queen Hippolyte and her advisors hold court.

The Coliseum: where the Amazons engage in the thrill of competition. It was here that Princess Diana won the right to travel to man's world.

The Senate Chamber: where the elders of the Amazons meet.

The Temple of the Oracle: where, until recently, the Amazon Menalippe could sometimes commune with the gods.

The Island of Healing: where the Amazons would take their sick and wounded. Those treated with the herbs that grow here are almost inevitably cured.

Recently, the Amazons have opened up the shores of Themyscira to the outside world. Among the first visitors were Diana's friends Vanessa and Julia Kapatelis.

QUEEN HIPPOLYTE

DEX:	7	STR:	6	BODY:	6
INT:	7	WILL:	5	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	10		

• Skills:

Animal Handling: 3, Martial Artist: 7

• Advantages:

Area Knowledge (Themyscira); Connections: Amazons (High), Wonder Woman (High); Leadership

• Drawbacks:

Minor Irrational Attraction to overprotecting Princess Diana

• Motivation:

Upholding the Good

• Occupation:

Queen of Themyscira

• Wealth:

7

The Parliament of Trees

In the DC Universe, the Earth itself is a sentient being. Since the first life took root in its soil, the Earth has found it necessary to create its own champion to protect the environment and planetary energies from outside harm. The latest such champion is Louisiana's Swamp Thing.

Eventually each of these champions, or plant elementals as they are called, grows weary of his struggle and travels down to a small grove in Brazil near the river Tefe to take permanent root and join minds with all of the former elementals that make up the so-called Parliament of Trees. The current members of the Parliament include: the Great Url, the guardian of prehistoric Africa; the Ghost Hiding in the Rushes, protector of ancient China; the Erl-King of medieval Europe; and Jack in the Green, an elemental that sprang up in turn of the century England.

SWAMP THING

DEX:	5	STR:	7	BODY:	8
INT:	10	WILL:	15	MIND:	12
INFL:	12	AURA:	15	SPIRIT:	10
INITIATIVE:	27	HERO POINTS:	120		

• Powers:

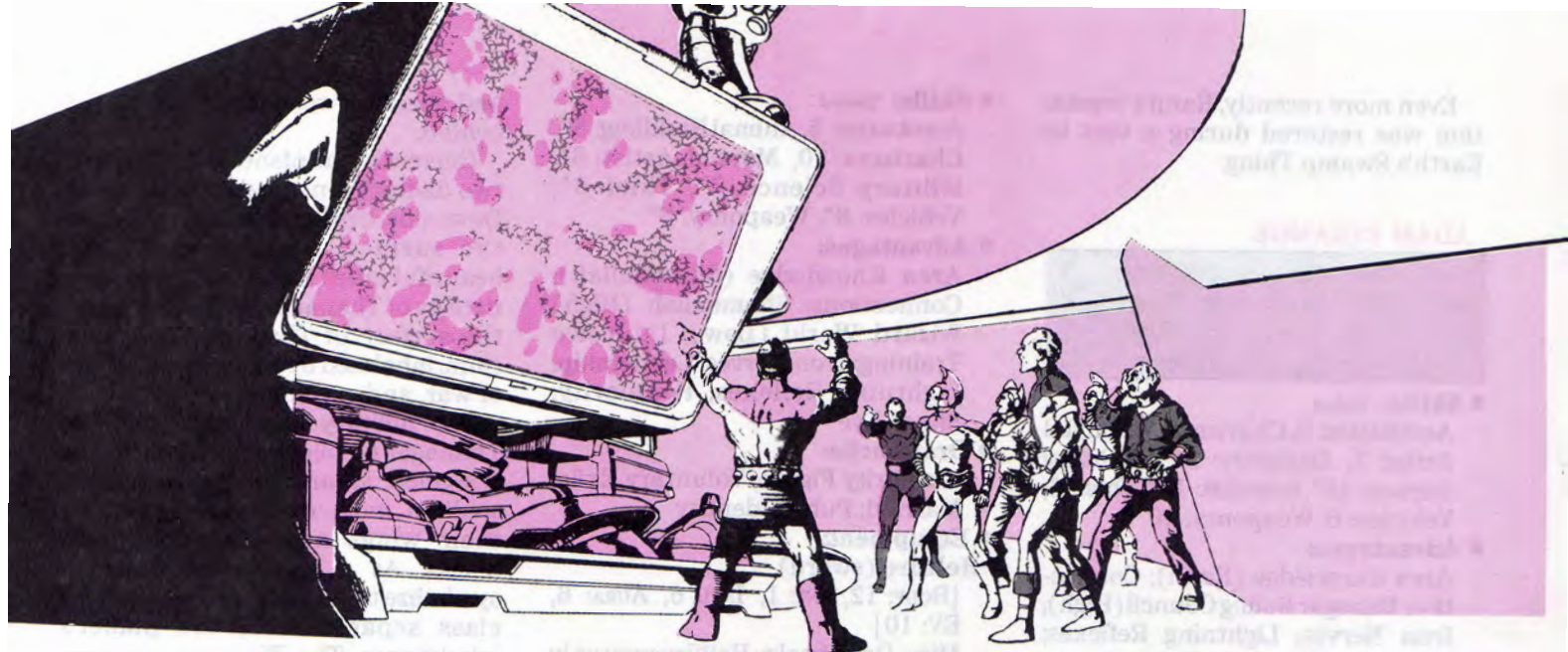
Animal Control: 8, Growth: 13, Animate Objects: 8, Awareness: 10, Dimension Travel: 12, Joined: 20, Invulnerability: 15, Personality Transfer: 8, Plant Control: 20, Plant Growth: 25, Regeneration: 10, Sealed Systems: 20, Self Link (Plant Growth): 20, Solar Sustenance: 20, Speak With Plants: 25, Spirit Travel: 25, Split: 12

• Bonuses:

Swamp Thing's Splits do not reduce their APs of Physical Attributes when they Split.

• Limitations:

Animal Control only works on insects; Animate Objects only works on wood; Dimension Travel may only be used for Travel; Spirit Travel only works through areas in which there is plant life; Swamp Thing's Splits have no Mental Attributes, Mystical Attributes, or Powers.



• **Advantages:**

Area Knowledge (Louisiana bayous); Connections: John Constantine (Low), Parliament of Trees (High)

• **Drawbacks:**

Married; Strange Appearance

• **Equipment:**

Psychogenic Tubers

[Body: 1, Illusion: 12, R#: 4]

Limitation: Illusion Power only works on individuals who eat the tuber; the illusion perceived is keyed to the character of the consumer.

• **Alter Ego:** "Alec Holland"

• **Motivation:** Responsibility of Power

• **Occupation:** Elemental

• **Wealth:** 0

Qurac

Qurac is a small Middle Eastern nation that runs along the west bank of the Persian Gulf. Most nations of the world refuse to carry on diplomatic relations with Qurac because of the country's wholesale endorsement of terrorism.

Qurac was a part of the Ottoman Empire until the end of World War I, during which it was seized by Arabic and English forces under the command of T.E. Lawrence (known as Lawrence of Arabia). During World War II, Qurac half-heartedly allied itself with the Axis powers shortly after winning its independence. In 1942, German engineers built the fortress Jotunheim in Qurac's mountainous south. The fortress is still used today.

Currently, Qurac is ruled by General Marlo, a ruthless military dictator. Unfortunately, one of Marlo's first actions as dictator was to accidentally poison Qurac's liberal oil reserves by

test firing a crude, improperly shielded atomic weapon. Since that time, Qurac has begun waging a global campaign of terror that has brought the nation into conflict with the New Titans, Superman, and even the Soviet Union. Superman himself recently invaded Qurac and destroyed Quaraci armed forces; an effort that failed since it finally won the Quracis a small measure of public sympathy. Most recently, Marlo has founded a terrorist syndicate known as the Jihad. The Jihad has already battled the American-backed Suicide Squad twice.

Qward

Qward is the planet that lies at the very center of the Anti-Matter Universe, created when Krona broke the ancient Oan taboo that forbade inquiry into the origins of creation. On Qward, everything is perceived in the exact opposite manner from the way it is perceived in the Positive Matter Universe; things that are virtuous are considered foul in the Anti-matter Universe, while things that are despicable are cherished.

Qward is difficult to reach from the Positive Matter Universe, though there are a number of "cosmic gateways" scattered around the Positive Matter Universe that lead directly into Qward. One such gateway lies on the fringe of California's Coast City.

For the most part, Qward is a horribly grey world dominated by stone and steel structures. One half the planet is covered by a thick jungle, while the other half is swept by a cold desert. Qward's main feature is its capital city Qwarden, home of the dreaded Weaponers and their warriors, the Thunderers.

For quite some time before his death, Green Lantern's arch-enemy Sinestro was imprisoned in Qward by the Guardians of the Universe, where he entered several of the Qwardian "Popularity Contests," an annual competition to see who could perform the most heinous deed.

Rann

Rann is the third planet in the Alpha Centauri-A system, approximately 4.2 light years away from our own solar system. Rann is much older than Earth, and the first primitive inhabitants of Rann developed space travel more than one billion years ago.

Rann's modern population constructed its chief city, Ranagar, approximately five thousand years ago, just after a planet wide revolt that broke the power of a formidable military dictator. The anniversary of the founding of Ranagar is still celebrated every year as the Festival of Dyalina, one of the planet's most festive holidays.

Approximately one thousand years ago, a great war broke out between Ranagar and one of its neighboring cities, Zared. Eventually, the conflict heated into a nuclear exchange which devastated the planet, killing off much of its indigenous vegetation, and rendering most of its humanoid population sterile.

Recently, Sardath, Rann's greatest scientist, has begun using a Zeta Beam to bring Earthman Adam Strange to Rann so he can mate with Sardath's daughter, the Princess Alanna. Strange has since become one of Rann's greatest heroes, having foiled numerous coup attempts by the murderous Kanjar Ro.

Even more recently, Rann's vegetation was restored during a visit by Earth's Swamp Thing.

ADAM STRANGE

DEX:	6	STR:	4	BODY:	5
INT:	10	WILL:	9	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	75		

- **Skills:** *linked*
Acrobatics: 5, Charisma: 7, Martial Artist: 7, Gadgetry: 10*, Military Science: 10*, Scientist: 10*, Thief: 6, Vehicles: 6, Weaponry: 10
- **Advantages:**
Area Knowledge (Rann); Connection: Ranagar Ruling Council (High); Iron Nerves; Lightning Reflexes; Scholar (archeology, history)
- **Equipment:**
BODY SUIT
[BODY: 6, Flame Immunity: 7]
Jet Pack
[BODY: 4, Flight: 8, R#: 2]
Laser Pistol
[BODY: 3, Heat Vision: 8, R#: 2]
- **Motivation:** Upholding the Good
- **Occupation:** Defender of Rann
- **Wealth:** 6

Skartaris

Skartaris is a vast world that lies on a plane slightly removed from that of the Earth. Skartaris can be entered through portals near Earth's north and south poles, though the physical laws on Skartaris are quite different from those of Earth. There is no nightfall, the moon follows a highly erratic orbit, and magic is plentiful and potent.

Many thousands of years ago, Skartaris was called Wizard World and was inhabited by an odd collection of goblins, dwarves, and other legendary creatures. Over the ages, many of the creatures of legend disappeared and various creatures from Earth's surface found their way into Skartaris. Cavemen and dinosaurs, both long extinct on the Earth, still exist in Skartaris along with nomads, Cyclopes, Centaurs, Lizard-Men, Bat Men, Bog Men, and humans.

Skartaris is also the current home of Travis Morgan, the Warlord, and his allies Machiste, Mariah, and Shakira.

THE WARLORD

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	10	MIND:	8
INFL:	8	AURA:	8	SPIRIT:	7
INITIATIVE:	27	HERO POINTS:	100		

- **Skills:** *linked*
Acrobatics: 5, Animal Handling: 8*, Charisma: 10, Martial Artist: 8*, Military Science: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*
- **Advantages:**
Area Knowledge (Shamballah); Connections: Shamballah (High) Wizard World (Low); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Popularity; Sharp Eye
- **Drawbacks:**
Authority Figure; Voluntary Exile; Married; Public Identity
- **Equipment:**
Hellfire (sword)
[BODY: 12, INT: 1, INFL: 6, AURA: 6, EV: 10]
Misc. Drawbacks: Hellfire may only be wielded by Morgan or one of his blood relatives: anyone else who tries to unsheath the sword is Mystically Attacked using the sword's INFL/AURA as the AV/EV; Hellfire must draw blood each time it is unsheathed or it attacks its user as above.
Pistol
[BODY: 5, EV: 5, Ammo: 6, R#: 2]
- **Alter Ego:** Travis Morgan
- **Motivation:** Upholding the Good
- **Occupation:** Warlord/Former Air Force Pilot
- **Wealth:** 7

Thanagar

Thanagar, sometimes also known as the Hawkworld, is located approximately 31 light years away from Earth, orbiting the star Polaris. Several thousand years ago, Thanagar developed a humanoid population and civilization, although the Thanagarians developed levels of technology at a much higher rate than Earth. Some centuries ago, the Thanagarian people were enslaved by the slavers of Polar, but were freed by the Thanagarian hero, Kalmoran, who defeated the Polaran slavers and founded the Thanagarian space empire.

The surface of Thanagar is almost four-fifths covered with water. Plagued by an ever-increasing population and a dwindling amount of natural resources, it seemed at one point that the Thanagarians were doomed to extinction. They were saved, however, by the development of anti-gravity technology by renowned Thanagarian scientist Paran Katar. Anti-gravity allowed the Thanagarian people to build cities high in the air, leaving the surface

and the alien races they conquered behind.

Currently, the planet is divided into two distinct zones, called Upside and Downside. Upside, floating high above the surface, consists of ornate, beautiful cities inhabited by the rich natives of Thanagar, while Downside, the surface of Thanagar, is a huge slum, inhabited by refugees, prisoners of war, and criminals.

The military and police force of Thanagar is collectively known as the Wingmen, an army of highly trained soldiers most easily recognized by their wings and fearsome hawk masks. As a group, the Wingmen symbolize the martial philosophy and class separation of the planet's inhabitants. The Wingmen are considered one of the most fearsome fighting forces in the galaxy, as seen by their participation in the recent Dominator-organized invasion of Earth.

Katar Hol and his wife, Shayera Thal Hol, the current Hawkman and Hawkwoman, are both natives of Thanagar. They were sent to Earth many years ago to study the planet's defenses, but rebelled against Thanagar's repressive government and opted to stay on Earth and defend it against their countrymen.

Vegan System

Vega, the fifth brightest star in Earth's night sky, is located approximately 26 light years away from the Earth solar system in the constellation of Lyra the Swan. Vega is three times the size of the Earth's sun, much hotter, and much brighter.

Billions of years ago, two races evolved around Vega: the peace-loving Okaarans, and the violent Branx. The lizard-like Psions, a race of cold-blooded scientists, eventually stepped in to interbreed the two races to create the many diverse lifeforms that now inhabit the Vegan system. The Psions also turned an Okaaran woman, X'Hal, into a powerful energy being that is now worshipped as a goddess.

For a long time, the Vegan system was under the complete domination of the military empire known as the Citadel. Recently, the Vegan freedom fighters known as the Omega Men broke the power of the Citadel, which unfortunately left the area open for an incursion by the nearby Spider Guild.

Inside

THE DC UNIVERSE



This chapter contains all the inside information you will need to get your **DC Heroes Role-Playing Game** campaign off the ground. By combining this information with the setting descriptions you have just read and the individual character backgrounds located in the *Roster* section of this booklet, you should gain a pretty good feel for what the DC Universe is all about.

Magic & Mysticism

Unlike the real world, the DC Universe is filled with powerful magic-users and sorcerers of all descriptions. Before you begin running a **DC HEROES RPG** campaign, you should probably understand a few things about magic and how it works.

The DC Universe is made up of multiple planes of existence, commonly known as "dimensions." Most of the adventures found in the pages of DC Comics take place on the plane of Earth, which includes not only the Earth, but all of the planets, stars, and moons as well. This is where Superman, Batman, Wonder Woman, the Justice League and nearly all of the other DC heroes reside. The other planes include: Mr. Mxyzptlk's Fifth Dimension, Raven's home of Azarath, Gemworld, the domain of the Lords of Order, and the Realm of the Just-Dead, frequently visited by Deadman.

Each of the planes of existence is permeated with certain magical energies that flow naturally across the plane. These are the energies that are called upon by most sorcerers to produce their magical effects. The sorcerer more or less draws the energy "out of thin air" and redirects it for his/her own purposes. A sor-

cerer's power, therefore, depends upon the amount of ambient magical energy available that flows through his/her plane. The amount of energy found on each plane differs. This is why the Lords of Order and other powerful mystical beings tend to avoid the Earth plane: they keep to the dimensions where magic is rich and powerful.

Once upon a time, magic was plentiful and potent upon the Earth plane. Atlantis, ancient Greece, and ancient Egypt all featured a number of active sorcerers and magical manipulators. In fact, there were so many sorcerers during these ages that the magical energies that flow through the Earth plane became depleted, lessening the potency of magic-users everywhere, and forcing them to compete for the mystical energies that remained. This was the event that prompted a group of early sorcerers to leave the Earth plane altogether over a thousand years ago and to found Gemworld upon a plane where the magical energies were still plentiful.

In the 20th century, the magical energies that flow across the Earth plane are even more depleted, but this does not mean that they no longer exist. There are still sorcerers who roam the Earth, though not nearly as many as there used to be, and they cannot hope to become as powerful as they would have been, say, 2000 years ago.

It should also be noted that the magical energies do not necessarily flow evenly across all areas of a plane. In the Earth plane, for instance, there are certain magic rich areas (such as Arkham Asylum and the Brazilian grove of the Parliament of Trees) and

magic poor zones. There also seems to be some sort of strange conflict between magic and science that dates back thousands of years. In places where science is strong (in S.T.A.R. Labs' main facility, for instance), magic is slightly weaker and vice versa.

Sorcerers

Sorcerers are beings with the ability to tap into the flow of ambient magic and redirect it to accomplish their own ends. Under normal conditions, most true humans are biologically incapable of becoming sorcerers, though a rare offshoot of the human race, known as the *homo magi*, possesses a genetic makeup that allows them to wield the forces of magic. Zatanna is a member of this race, as was her father Zatara and most of the sorcerers of the ancient world. All of the other true sorcerers (Dr. Fate, Sargon, Wotan, Shazam, etc.) are either not truly human, or have had their genetic makeup magically or scientifically altered.

This does not mean that true humans have no control over magic whatsoever. Those who are not sorcerers can always control the forces of magic indirectly through the use of magic rituals. Rituals are long, complex ceremonies that result in some sort of magical effect. Thus, human characters such as John Constantine, Papa Midnight, and Anton Arcane can produce magical effects through study and ritual, though they are incapable of directly wielding the forces of magic like Zatanna or Dr. Fate.

JOHN CONSTANTINE

DEX:	4	STR:	3	BODY:	4
INT:	11	WILL:	10	MIND:	8
INFL:	9	AURA:	12	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:	60		

- **Skills:**
Artist (Musician): 5, Charisma: 10, Occultist: 12, Thief: 4
- **Advantages:**
Attractive; Connections: Swamp Thing (High); Gift of Gab; Iron Nerves; Luck; Omni-Connection; Scholar (cults, demonology)
- **Drawbacks:**
Guilt: Constantine is haunted by the ghosts of his dead friends.
- **Motivation:** Responsibility of Power
- **Occupation:** Meddler
- **Wealth:** 5

DEADMAN

DEX:	8	STR:	4	BODY:	7
INT:	5	WILL:	6	MIND:	6
INFL:	7	AURA:	8	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:	65		

- **Powers:** **Mystic Linked*
Awareness: 8, Invulnerability: 12*, Personality Transfer: 18*, Self Link (Spirit Travel): 30, Invisibility: 20*
- **Skills:**
Acrobatics: 8, Occultist (Occult Knowledge): 5, Martial Artist: 5, Thief: 6
- **Advantages:**
Area Knowledge (Realm of the Just-Dead); Connections: Phantom Stranger (Low), Rama Kushna (Low); Lightning Reflexes
- **Alter Ego:** Boston Brand
- **Motivation:** Unwanted Power
- **Occupation:** Ghost

THE PHANTOM STRANGER

DEX:	7	STR:	3	BODY:	12
INT:	20	WILL:	25	MIND:	25
INFL:	18	AURA:	25	SPIRIT:	20
INITIATIVE:	45	HERO POINTS:	300		

- **Powers:**
Awareness: 20, Sorcery: 35
- **Skills:**
Occultist: 15
- **Advantages:**
Area Knowledge (the Afterworlds); Connections: Justice League of America (High), the Lords of Order (Low), Mystical Community (High); Leadership; Luck; Omni-Connection
- **Drawbacks:**
Guilt
- **Alter Ego:** "The Grey Walker"
- **Motivation:** Unwanted Power
- **Occupation:** Mystical Guardian



THE SPECTRE

DEX:	12	STR:	16	BODY:	12
INT:	13	WILL:	18	MIND:	15
INFL:	15	AURA:	20	SPIRIT:	12
INITIATIVE:	40	HERO POINTS:	140		

- **Powers:** **Mystic Linked*
Animate Objects: 18, Aura of Fear: 18, Awareness: 12, Dimension Travel: 15, Fog: 25*, Illusion: 18*, Invisibility: 20*, Magic Sense: 12, Mind Probe: 35*, Self Link (Spirit Travel): 30
- **Skills:**
Occultist: 18
- **Limitations:**
Dimension Travel can only be used for travel to the Realm of the Just-Dead and the Afterworlds, and the Spectre must have access to a fresh corpse to use the Power; Mind Probe only allows the Spectre to divine the target's future intentions, and whether the target is good or evil.
- **Advantages:**
Connection: The Phantom Stranger (High)
- **Drawbacks:**
Catastrophic Irrational Attraction to punishing murderers; Strange Appearance

JIM CORRIGAN

DEX:	4	STR:	3	BODY:	4
INT:	6	WILL:	7	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	15	HERO POINTS:	140		

- **Skills:**
Detective: 6, Occultist: 3, Thief: 4, Vehicles (Land): 4, Weaponry: 4
- **Advantages:**
Connection: New York City Police Department (Low), Madame Xanadu (High)
- **Drawbacks:**
Miscellaneous: Corrigan and the Spectre are alter-egos and cannot exist at the same time.
- **Motivation:** Seeking Divine Justice
- **Occupation:** Avenging Spirit/Detective
- **Wealth:** 5

Powerful Magical Beings

Several sets of potent magical beings frequently have a direct influence on the adventures of DC heroes.

First there are the Lords of Order and the Lords of Chaos. These two enigmatic forces are among the first residents of the universe and have been locked in a protracted struggle since the beginning of time. It seems that the history of creation is divided into four ages, known as *yugas*. The First Age is an age of perfection in which Order rules; this age began at the creation of the universe and continued on until Krona's experiment created the Anti-Matter Universe and unleashed the colossal wave of evil. During the Second Age, Chaos begins to spread its influence; the Second Age began with Krona's experiment and lasted until the century in which the Lords of Order freed the Earth from the grip of the demons of Chaos. The Third Age is marked by a brutal struggle between Chaos and Order; it ended with the Anti-Monitor and the Crisis. During the fourth and final age (or *Kali Yuga*) which is currently underway, Chaos triumphs over Order. After the Fourth Age ends, the universe will apparently die out and a new universe will be born, beginning the cycle all over again.

The Lords of Order recently decided to abandon their struggle against the Lords of Chaos, hoping to speed the Fourth Age to its conclusion and end the universe, causing the cycle to begin all over again with the First Age. This decision was opposed by their Earth-bound colleague Dr. Fate, who has vowed to continue the struggle against Chaos until the bitter end. Dr. Fate and the Phantom Stranger are battling against Chaos on Earth and in the after-realms (the latter has dispatched the heroine Power Girl to warn Earth's heroes of the danger posed by the coming age), while Princess Amethyst is trying to stave off the forces of Chaos in the Gemworld. Chaos has already gained the upper hand in the Nightshade dimension (the birthplace of Suicide Squad member Nightshade), and is currently launching an all-out assault on the Meta-Zone, home of Shade the Changing Man.

Dwarfed in power by the Lords of Order are the ever-present Gods of Olympus. The ancestors of the Gods were apparently born at the same time as the Lords of Chaos and Order. In fact, it is possible that the gods are

descended from one or more of the Lords, but this hypothesis has yet to be proven. Originally, the Gods drew a great deal of magical power from their worshippers on the Earth plane. Eventually, as the ambient magical energy dried up on Earth and worshippers became scarce, the Gods became more isolated and less powerful. Recently, the Gods decided to abandon Olympus and move on. The only group remaining on the Earth that still worships the Olympian Gods are the Amazons of Themyscira.

Elsewhere in the universe, the chaotic destruction of the Old Gods, caused in part by the immensely powerful being known as the Anti-Life Entity, resulted in the birth of the New Gods. The residents of Apokolips and New Genesis have apparently abandoned magic in favor of science. The mystical potential of the New Gods is formidable, and they could be a powerful magical force if they so chose.

There are also several powerful mystical beings that dwell in the after-worlds, including the many races of demons, the angels, and the Phantom Stranger, whose true nature remains a mystery. The demons and angels each have their own internal hierarchies, the lower levels of which are not immune to the occasional squabble. A recent skirmish between low level demons and angels was waged on the Earth under the banners of the Damnation Army and the Resurrection Crusade. Seated near the top of the angelic hierarchy are the Voice that commands the Spectre, and Deadman's Rama Kushna, both of whom dwarf even the Lords of Order in power. However, there are still more mysterious forces next to which both the Voice and Rama Kushna pale by comparison.

Finally, no catalogue of the powerful mystical beings which inhabit the DC Universe would be complete without a mention of the Earth itself. The Earth is a mystical being capable of wielding powerful magical energies. It uses these energies in times of need to create its own elemental guardian to oversee the environment, a role currently occupied by the Swamp Thing.

Magic and the Common Man

Although they have certainly been exposed to the exploits of Dr. Fate, Zatanna, and other sorcerers through the news media, most of the common

men and women of the DC Earth don't really believe in magic. All of the powerful mystical beings described in the preceding paragraphs are completely unknown to the general populace of the Earth, with the exception of the Swamp Thing, who convinced all but the most skeptical of his existence during a recent adventure in Gotham City.

All of the traditional occult menaces are alive and well in the DC Universe: vampires exist (in fact, until recently there was an entire town of vampires located in Rosewood, Illinois, just outside of Chicago), as do werewolves, witches, zombies, mummies, patchwork men, mad slashers, and all of the other inhabitants of the typical midnight movie.

II. Science and Technology

The 20th century technology found in the DC Universe is leaps and bounds ahead of that available in the real world. Heroes and villains have access to medicine, space technology, military equipment, and computer hardware far more sophisticated than anything with which you or I are acquainted.

Currently, most of the materials that are on the cutting edge of scientific achievement are being produced by S.T.A.R. Labs, a private technological think tank. S.T.A.R.'s main competitors are the highly diversified Lexcorp, owned and operated by Lex Luthor; the Chicago based Kord Incorporated, which was once owned by Ted Kord (Blue Beetle); and the international industrial conglomerate known as the Sunderland Corporation. Mixed up in the ongoing rivalry between these firms is billionaire Morgan Edge, whose Galaxy Communications Corporation owns several small concerns that directly compete with the "big four." So much money is at stake in the "technological war" that the rivalry often becomes violent. Morgan Edge is currently fighting a two-front terrorist battle against Lex Luthor and Sunderland, while corruption and illegalities within the confines of S.T.A.R. are not entirely unheard of.

Medicine

Complex surgery in the DC Universe is almost completely free of complications. Transplant and open-heart techniques are now commonplace and risk free. In addition, prosthetic and artificial limbs and organs are in

Post Card from Neil Gaiman

Dear Thomas,
Sorry — I wrote you an essay on Magic, which went down when my computer crashed and I never got back to it. This may be too late but in brief:

A) In the world of DC Magic, you can have power and ability and so forth, but it's not free. You always pay for it; few of the people who step into the world of magic come away happy.

B) You have a choice. But if you enter the world of magic, you can never return to a scientific point of view. You're in a world which looks like the one you knew but is more glamorous and more dangerous.

C) Magic is a lot of things. Reliable, it's not.
Hope this is of use and not too late.
Best, Neil Gaiman


widespread use. Lex Luthor has an artificial hand which is just as functional as the original, and Lexcorp technology has restored paralyzed community activist Jose Delgado's mobility, though such technology is still expensive.

Space Technology

All of the world's major governments have space shuttle technology, and most have staged moon landings. Both the United States and the Soviet Union have landed men on Mars, and both are busy planning missions to Venus. The U.S. and U.S.S.R. have also developed complex satellite-based radar tracking systems that allow their military forces to track all space traffic with 256,000 miles of the planet, and orbiting multi-purpose space stations. Both sides are rumored to have secret manned bases upon the surface of the moon.

In the DC Universe, there is a great deal of space technology in the hands of private corporations and individuals. S.T.A.R. and Lexcorp both have their own operational shuttles and space stations, as do a number of smaller firms specializing in aerospace technology. Justice League International has space-faring vehicles of its own in the tradition of its predecessor the Justice League of America, which was formerly headquartered aboard a giant orbiting satellite.

Currently, military weapons are still banned from space by international agreement, though ever since



Wealth by Dan Jurgens

Wealth has had an important and vital role in the DC Universe almost from the start. When creating the Batman, Bob Kane realized that for someone to effectively fight crime at night, he couldn't have a day job. In those circumstances, a personal fortune comes in handy.

Bruce Wayne's personal fortune makes it possible for the Batman to exist. Wayne might best be described as a comfortable millionaire — someone who has more than enough money but does not try to aggressively build on it. The Wayne Foundation helps the less fortunate and provides Wayne with a steady source of capital.

While money makes it possible for the Batman to exist, it provides the reason for Booster Gold to exist. Never a hero for hire, Booster uses his heroic stature to bring him commercial endorsements. When a member of the highly regarded JLI proclaims a certain deodorant the best, who can argue? With his knowledge of the future, Booster is able to invest in companies that will be a sure fire success. At its peak, his fortune was less than Wayne's, but more than the Terminator's.

Also comparable to Wayne is Garrison Slate, founder of S.T.A.R. Labs. His posture is certainly different though, as he is a businessman. Ranking above him we find Steve Dayton, the fifth richest man in the world and president of Dayton Industries. But in the DC Universe, when you talk rich, the man who stands head and shoulders above all is Lex Luthor. Luthor's global empire dwarfs any other man's and he all but owns Metropolis. Because many of his resources are criminal in nature, no true accounting has ever been accomplished.

the global alien invasion organized by the Dominators, there have been rumors of secret negotiations between the U.S. and U.S.S.R. concerning a mutual space defense treaty.

Military Hardware

This area is almost completely dominated by S.T.A.R. and Lexcorp. Both firms produce a variety of expensive battlesuits and war machines which are just beginning to enter experimental service in the world's armies, though their cost still prohibits wholesale adoption. The current cream of S.T.A.R. or Lexcorp weaponry is capable of giving a hero as powerful as Superman a run for his/her money if placed in capable hands. In the air, stealth technology is in widespread use, and one of the few important pieces of military hardware developed outside the confines of S.T.A.R. or Lexcorp is the Solar Jet built by the Ferris Aircraft Corporation based in Coast City, California.

Because conventional forces have become so advanced, nuclear weapons are somewhat less prominent among the superpowers, though nuclear technology is dangerously common amongst Earth's poorer nations. The terrorist nations of Qurac and Bialya are both rumored to have access to nuclear technology, for example, though neither have used their nuclear weapons abroad, probably because they fear swift reprisals from the world's hero community.

All of the world's superpowers are just beginning to experiment with psionic and energy beam weaponry.

Computer Hardware

The most advanced computer constructed with human technology is currently S.T.A.R. Labs' Kilotrax, though the firm is promising to release an updated version, the Megatrax, within the next ten years. The Kilotrax has a memory capacity measured in tens of gigabytes and a processing speed that is more than ten times faster than its closest competitor. S.T.A.R. has also developed a rudimentary artificial intelligence package for the Kilotrax. Artificial Intelligence is supposedly the big breakthrough that will be highlighted in the forthcoming Megatrax.

The Scientific Community

Currently, the greatest scientists on the planet are probably Superman's nemesis Lex Luthor, and the Chief, leader of the Doom Patrol.

Special mention must be made of Ray Palmer (the Atom), who developed dwarf-star size and weight control technology; Ted Kord (the Blue Beetle), who constructed the amazing "Bug;" Dr. Megala of the government's Captain Atom project; and the Batman, whose amazing crime fighting devices are completely without precedent. Other earth-bound scientific geniuses include the aliens Mister Miracle and Hawkman, both of whom have access to technology that far surpasses that found on Earth.

S.T.A.R. Labs

S.T.A.R. Labs is an acronym for Scientific and Technological Advanced Research Laboratories. According to the official S.T.A.R. Labs publicity releases, S.T.A.R. Labs was formed by a group of small laboratories all over the country, combining staffs, experimental results, facilities, and equipment to form the most high-powered scientific organization in the history of the human race. Their goal is to expand man's knowledge by a coordinated effort which probes in hundreds of directions at once. They operate under the philosophy that the use of acquired knowledge generates additional knowledge.

Other people watching S.T.A.R. Labs from the outside are not so sure. S.T.A.R. Labs' locations appeared all over the country in a matter of weeks, some in existing laboratory sites, but many in brand new facilities. This sudden emergence raised many questions: if this is a combination of several smaller laboratories, how did they obtain the funding to expand so quickly? Why is S.T.A.R. Labs still a privately held corporation, with even its financial records hidden from the public? If S.T.A.R.'s purpose is to increase all of humanity's knowledge, why are the results of their research unpublished?

Most people just accept S.T.A.R. Labs as a fact, judging the Labs only on whether or not their last wonder widget worked.

Lex Luthor, head of the multinational corporation LexCorp, recently attempted a hostile takeover of S.T.A.R. Labs, but was unsuccessful in his bid to absorb S.T.A.R. into the confines of LexCorp.

III. Politics and the World

As one would expect, the proliferation of superpowered humans has had a profound impact upon the politics of the DC Universe. Heroes

tend to function like natural resources, and exert a pronounced shaping influence upon the global balance of power. For some unknown reason, most of the world's heroes and villains tend to be clustered in the United States and the Soviet Union.

The United States

The U.S. Government has recognized the political potential of heroes for more than forty years. As far back as the Second World War, the U.S. was already employing heroes to implement policy in an official capacity.

Currently, the government has a two tiered policy concerning superhumans. Official government policy refuses to support or condemn the many masked vigilantes that roam across the country, and promises a stance of total neutrality on the issue of superheroics, although the policy acknowledges that the President and military leaders might call upon the heroes in times of national emergency, such as happened during the recent invasion organized by the Dominators.

Covertly, however, the U.S. government provides direct support to a number of organizations and individuals, and even created a special top secret organization, code named Task Force X, to coordinate government-backed superhuman activities. Task Force X consisted of two special projects: the Suicide Squad and Checkmate. Also under government control were agencies such as the Captain Atom Project, the C.B.I., the Force of July, Project Peacemaker, and others.

The entire U.S. Intelligence community was recently shaken to its core by the events known collectively as the Janus Directive. The criminal mastermind Kobra attempted to trick the various agencies into wiping each other out, leaving the way clear for his insidious plan to replace the world's highest placed government officials with android duplicates. The scheme was foiled when Task Force X director Amanda Waller uncovered Kobra's plan, but the chain of events caused the White House to order a complete restructuring of the intelligence community.

The Suicide Squad is directly overseen by Amanda Waller. Headquartered in Belle Reve Federal Prison in Louisiana, the Squad is mostly made up of convicted villains who are secretly offered an amnesty plan in return for a period of government

service, though the Squad also employs a few "straight" heroes and a large support staff. Generally, the Suicide Squad is sent out to handle the toughest and most sensitive government operations that require the special abilities of its members. So far, the Squad has successfully completed more than twenty missions.

Checkmate is overseen by Harry Stein and Harvey Bullock. The hierarchy among Checkmate staffers is patterned after the pieces on a chess board: Stein, the King sits on top while Bishops (like Bullock) and rooks help plan and execute agency activities. The real work horses in Checkmate are the Knights, who serve as field operatives. The Knights are drawn from the best personnel available in government agencies and the nation's police forces. Each is trained at a special facility known as the Dome, and is equipped with an array of amazing high-tech weapons and devices. Checkmate generally handles sensitive government operations that do not require the special talents of the Suicide Squad.

The Captain Atom Project is overseen by the feisty General Wade Eiling, who enjoys a bitter rivalry with Amanda Waller. Captain Atom is a hero who received his powers as part of a military experiment conducted more than twenty years ago. When Captain Atom first came on the scene, the military tricked him into becoming a special operative and invented an elaborate cover story to explain his presence to the world at large. The government used to call upon Captain Atom to perform special "high profile" missions that would compromise the secrecy of the Suicide Squad or Checkmate. The Captain was even infiltrated into Justice League International, where he was to serve as a government "spy." Recently, Captain Atom has quit serving the government, though he has yet to reveal his true nature to the world. The Captain Atom Project is also responsible for the creation of Major Force, a psychologically unstable operative with powers and abilities similar to those of the Captain. In a pinch, the government will occasionally send Major Force out on a mission, though government officials realize that the Major's psychological shortcomings are a very dangerous liability.

The Soviet Union

The Soviet Union has found it necessary to employ paranormal oper-



The Intelligence Community by Paul Kupperberg

The intelligence community in the DC Universe has long been a tangled web of individual fiefdoms, uneasy alliances, and confused hierarchy. The Janus Directive, a diversionary tactic staged by Kobra to cover his plan for world domination, set these diverse agencies against one another, the aftermath resulting in a complete restructuring of the agencies by Presidential order.

A new Cabinet level post of "Intelligence Czar" has been created, filled by veteran intelligence agent Sarge Steel. In this capacity, Steel oversees all paranormal activities under government control. Task Force X, incorporating Checkmate and the Suicide Squad, which prior to the Janus Directive was headed up by Amanda Waller, has been disbanded. Waller's responsibilities now involve only the Suicide Squad, under the direct supervision of Sarge Steel.

Checkmate has become an autonomous agency, now a known entity among its intelligence brethren and headed by Harry Stein, who also reports to Steel. Under the provisions of the restructuring, Checkmate also absorbs Project Peacemaker (including Christopher Smith, aka Peacemaker, and the Project's head, Dr. Bridgette D'Abo). General Wade Eiling remains in charge of the Captain Atom Project (responsible for Captain Atom and Major Force, among others), as well as heading up all other Pentagon related meta-human projects.

The National Bureau of Intelligence (N.B.I.) has been reduced in stature and personnel and is now under the command of King Faraday. Such organizations as the F.B.I., the C.I.A., and the various branches of military intelligence, retain separate and autonomous status.



vanced battle armor. The prototype for the original Rocket Red battlesuit was designed and developed by the former Green Lantern, Killowog, during a visit to the Soviet Union. The Rocket Reds are the U.S.S.R.'s overt protectors. The Brigade members are under the command of the military and are most frequently called upon for national defense. One of the Rocket Reds, Dmitri Pushkin, serves as a Soviet representative in Justice League Europe. The Rocket Red Brigade is currently approximately fifty strong.

The second level of Soviet heroic activity is composed of a series of covert agents known only to the Politburo. Included in this group are the assassin Stalnoivolk, and the strike teams known as the People's Heroes and Blue Trinity. These covert agents fulfill the same role as their American counterparts: they perform dangerous and sensitive missions to preserve the national interests. Although their existence is a closely guarded secret within the borders of their homeland, many of the Soviet operatives are known to American heroes, with whom they frequently clash.

The only group of heroes operating in the U.S.S.R. without governmental control are the youngsters known collectively as Soyuz, whose members include Firebird, Vikhor, Rusalka, Perun, and Morozko. For most of their brief careers, they were pursued by agents of the K.G.B., but due to their heroic actions during the recent invasion, the Soviet government has relaxed its efforts to trace and control Soyuz's actions.

With the dawning of Glasnost, the "cold war" between Soviet and American heroes has been toned down considerably.

The Rest of the World

Few of the world's other nations have employed heroes in an official capacity; probably because there seem to be so few superhumans outside the borders of the U.S. and U.S.S.R. in the first place. This tends to increase the separation between the superpowers and the rest of the world. Exactly how powerful a few paranormal operatives can be was effectively demonstrated during World War II; no one wants to become involved in an incident with the United States or the Soviet Union and find themselves going up against the likes of Superman or the Rocket Red Brigade.

Looking after the interests of the rest of the world are the members of Justice League International, which has a special United Nations sanction and embassies in almost every U.N. member nation. In order to give the League a higher international profile, the New York-based JLI recently decided to permanently relocate a group of heroes to its Paris embassy. This team has been nicknamed Justice League Europe.

The Law

The effectiveness of the average costumed vigilante has forced the law enforcement officials of the DC Universe to make some serious decisions. For the most part, all of the country's law enforcement agencies officially discourage vigilante activity, while privately accepting as much help as the heroic community has to offer. The vast majority of the older established heroes are on very good terms with their local police departments, and are frequently called into cases by the police themselves. Newer or less experienced heroes are usually tolerated but not trusted until they prove their mettle.

It seems that most of the costumed heroes are given a lot more official and legal leeway than one would expect. Many established heroes are on such good terms with local law enforcement agencies that they are given complete access to police records and files upon request. The police are also usually willing to back up these heroes and promptly act upon any information which the heroes have supplied. Less experienced members of the hero community cannot count on this kind of cooperation, but probably will not face harassment either. When things reach the judicial level, the courts are usually loathe to hold costumed heroes to the same rigorous standards of search and seizure imposed upon the police as long as the case involves paranormal opposition.

One of the reasons that the police are usually so tolerant of costumed heroes is that the heroes seem to be the only force that can effectively contain the many costumed villains. Many police departments have set up special departments to deal with paranormal menaces, but the special units are usually understaffed and underbudgeted. To date, the only such department that has met with any great success is the Special Crimes Unit in Metropolis, headed by Captain Maggie Sawyer.

atives to protect its interests. Like that of the United States, the Soviet policy has two levels.

The first level of Soviet superhuman involvement consists of the Rocket Red Brigade, a group of artificially evolved, highly trained soldiers equipped with technologically ad-

ROSTER BOOK



CHAPTER ONE

GOLDEN AGE HEROES

While the shadows of war were falling over the world in the late 1930's, a gleam of hope appeared in the form of heroes who would band together to battle the forces of oppression. In November of 1940, United States president Franklin Delano Roosevelt gathered a group of "mystery-men" to undertake a secret mission to protect Great Britain from an imminent invasion by Nazi Germany. The Flash, Green Lantern, Doctor Fate, Hourman, the Sandman, Hawkman, the Atom, and the Spectre drove back both conventional and mystical forces, preventing the Nazis from winning the war before it began, and saved Roosevelt's life in the bargain. At the urging of the Spectre, the group dedicated itself to fighting in the cause of justice, as the Justice Society of America.

When the Japanese attacked Pearl Harbor on December 7, 1941, Roosevelt began mobilizing all of the costumed heroes in America to battle the Axis as the All-Star Squadron. Over the course of the war, the Squadron boasted a membership of close to fifty members and had several independent branches, including Uncle Sam's Freedom Fighters, the Young All-Stars, and the Justice Society members, who redubbed themselves the Justice Battalion for the duration. Under the leadership of Liberty Belle, the Squadron fought such menaces as Baron Blitzkrieg, the Dragon King, the Red Panzer, and Adolf Hitler himself.

When the war ended, the All-Star Squadron disbanded. The Justice Battalion returned to its original name, and the Justice Society con-

tinued to fight evil for several years. In 1951, however, events turned against the JSA as they were summoned before the House Committee on Un-American Activities and accused of supporting the Axis during the war. Rather than reveal their identities to the world, the Justice Society chose to retire.

When the Silver Age of heroes began in the 1960's, and new heroes began to surface, the members of the JSA slowly resumed their former careers. Occasionally joining with their younger counterparts, the Justice Society continued to stand against the evils which threatened the world. Finally, time and innumerable battles took their toll, and in the wake of the great Crisis, the JSA gathered for one last meeting to retire forever. The Spectre appeared at this meeting,

and led the JSA into a mystical, timeless realm, where the heroes learned that they must eternally battle the forces of Ragnarok, lest history be changed and Hitler win World War II.

Although the Justice Society has been taken from this plane of reality, the legends of their heroism and sacrifice still serve as an example to humanity everywhere.

THE ATOM

DEX:	8	STR:	5/12	BODY:	6/9
INT:	7	WILL:	9	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:	110		

- **Skills:** *linked*
Acrobatics: 8*, Martial Artist: 8*, Scientist: 7*
- **Advantages:**
Connections: All-Star Squadron (High), Calvin College (High), Justice Society of America (High); Intensive Training; Lightning Reflexes
- **Drawbacks:**
Serious Irrational Fear: The Atom is sensitive about his height (5' 1") and frowns upon "short jokes;" Mistrust (1951-1955 only); Secret Identity
- **Alter Ego:** Al Pratt
- **Motivation:** Upholding the Good
- **Occupation:** Physics Professor
- **Wealth:** 5
- **Background:**
College student Al Pratt was a 98-pound weakling until he met former heavyweight Joe Morgan. Morgan trained Pratt until the youth had achieved athletic perfection. Donning a colorful costume, Al Pratt fought crime as the original Atom.

DOCTOR MID-NITE

DEX:	7	STR:	4	BODY:	5
INT:	8	WILL:	6	MIND:	6
INFL:	5	AURA:	6	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	100		

- **Powers:**
Ultra Vision: 9
- **Skills:**
Acrobatics: 4, Detective: 6, Gadgetry: 6, Martial Artist: 7, Medicine: 10, Scientist: 6, Thief: 5
- **Advantages:**
Connections: All-Star Squadron (High), Infinity Inc. (High), Justice Society of America (High); Lightning Reflexes: Pet (owl)
- **Drawbacks:**
Mistrust (1951-1955 only); Serious Physical Restriction: Dr. Mid-Nite cannot see in daylight without his infrared glasses or goggles; Secret Identity

Equipment:

Blackout Bombs (x6)

[BODY: 1, Darkness: 5, Fog: 10]

Misc. Drawbacks: The Blackout Bombs cover a volume of 10 APs Fog and fill that volume with a 5 AP Darkness.

Goggles

[BODY: 1]

Bonus: Dr. Mid-Nite wears special goggles that allow him to overcome his handicap and see in daylight. A modified version of the lenses are built into the glasses he wears as Charles McNider.

- **Alter Ego:** Dr. Charles McNider
- **Motivation:** Upholding the Good
- **Occupation:** Physician
- **Wealth:** 5
- **Background:**
After being blinded, Charles McNider discovered that he could still see in darkness. Developing a special pair of infra-red goggles and unique "Blackout Bombs," McNider used his abilities to battle injustice as Dr. Mid-Nite.

THE FLASH

DEX:	7	STR:	4	BODY:	7
INT:	6	WILL:	5	MIND:	6
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	44	HERO POINTS:	110		

- **Powers:**
Air Control: 7, Dimension Travel: 8, Dispersal: 12, Superspeed: 24
- **Skills:**
Gadgetry: 7, Scientist: 7
- **Advantages:**
Area Knowledge (Keystone City); Connections: All-Star Squadron (High), Justice Society of America (High), Keystone Research Laboratories (High); Lightning Reflexes
- **Drawbacks:**
Married; Secret Identity; Mistrust (1951-1955 only); Miscellaneous: can only use other Powers when Superspeed is in effect
- **Alter Ego:** Jay Garrick
- **Motivation:** Upholding the Good
- **Occupation:** Research Scientist
- **Wealth:** 6
- **Background:**
"Leadfoot" Jay Garrick accidentally inhaled fumes from a mysterious compound known as hard water. Upon recovering, he found that he had become the world's fastest man and adopted the identity of the Flash.

GREEN LANTERN

DEX:	6	STR:	4	BODY:	10 (5)
INT:	6	WILL:	24	MIND:	8
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	125		

Skills:

Gadgetry: 3, Martial Artist: 5, Scientist: 3

Advantages:

Connections: All-Star Squadron (High), Broadcasting Industry (High), Infinity Inc. (High), Justice Society of America (High)

Drawbacks:

Mistrust (1951-1955 only); Secret Identity

Equipment:

POWER RING

[BODY: 24, SPIRIT: 24, Animate Objects: 15, Dispersal: 10, Flight: 15, Force Manipulation: 24, Omni-Power: 12, Sealed Systems: 15, Skin Armor: 4]
Bonuses: Scott's Power Ring is *magical*; Green Lantern's Body is 10 while he wears the Power Ring. Limitations: The Power Ring's Body and SPIRIT are only 12 when it is not on Green Lantern's finger; the Power Ring's Skin Armor Power does not have to be activated at its full AP value: Green Lantern loses 1 AP of both Force Manipulation and Omni-Power for each AP of Skin Armor in use; Animate Objects can only be used on metals and metallic objects.

Misc. Drawbacks: The Power Ring is completely useless against all wooden objects and substances; the Power Ring must be recharged once every twenty-four hours.

Mystical Lantern

[BODY: 20, SPIRIT: 20, Energy Absorption: 15, Invisibility: 15]

- **Alter Ego:** Alan Scott
- **Motivation:** Responsibility of Power
- **Occupation:** Broadcasting Executive
- **Wealth:** 8
- **Background:**
Alan Scott fulfilled a prophecy when he inherited a mysterious green lamp, which promised its owner great power. Making a ring from the lamp's metal, he flew into action as Earth's original Green Lantern.

HAWKMAN

DEX:	8	STR:	5	BODY:	6
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	7	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	100		

- **Powers:**
Speak With Animals: 4, Telescopic Vision: 3
- **Skills:**
Charisma: 7, Gadgetry: 7, Martial Artist: 8, Scientist: 5, Weaponry: 12
- **Limitations:**
Speak With Animals only works with birds.

- **Advantages:**

Connections: All-Star Squadron (High), Justice Society of America (High); Genius; Leadership; Lightning Reflexes; Scholar (archeology, ancient weapons); Sharp Eye

- **Drawbacks:**

Mistrust (1951-1955 only); Secret Identity

- **Equipment:**

NINTH METAL BELT

[BODY: 5, Gravity Decrease: 8]

Limitations: The belt's Gravity Decrease Power is only usable on the wearer and any objects s/he is holding.

Wings

[STR: 5, BODY: 6, Flight: 8]

Limitations: The Wings' Flight Power only works if the user is wearing the Ninth Metal Belt.

Mace

[BODY: 8, EV: 4]

- **Alter Ego:** Carter Hall

- **Motivation:** Upholding the Good

- **Occupation:** Archeologist

- **Wealth:** 10

- **Background:**

In a dream, archeologist Carter Hall learned that he was the reincarnation of Egyptian prince Khufu. When Khufu's arch-enemy was also reincarnated, Hall donned wings made of the ninth metal and launched his career as Hawkman.

HOURLMAN

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	16	HERO POINTS:	90		

- **Skills:**

Gadgetry: 7, Scientist: 7

- **Advantages:**

Area Knowledge (New York City); Connections: All-Star Squadron (High), Infinity Inc. (High), Justice Society of America (High); Genius; Scholar (chemistry)

- **Drawbacks:**

Serious Irrational Attraction to Miraclo; Mistrust (1951-1955 only); Secret Identity

- **Equipment:**

MIRACLO PILLS

[STR: 9, BODY: 9, Running: 7, R#:3]

Limitations: The effects of Miraclo last one hour (10 APs), and the user must wait one hour before taking another dose; long-term use of Miraclo causes the user to develop a Serious Irrational Attraction to the drug.

- **Alter Ego:** Rex Tyler

- **Motivation:** Upholding the Good

- **Occupation:** Chemist

- **Wealth:** 5

- **Background:**

Rex "Tick-tock" Tyler was a chemist who invented a compound called Miraclo, which would give its user immense strength and endurance for one hour. Keeping his discovery a secret, Tyler used Miraclo to become Hourman.

JOHNNY THUNDER

DEX:	3	STR:	2	BODY:	3
INT:	3	WILL:	4	MIND:	5
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	13	HERO POINTS:	100		

- **Powers:**

Dumb Luck: 9

- **Skills:**

Animal Handling: 2, Martial Artist: 3

THUNDERBOLT

DEX:	14	STR:	18	BODY:	13
INT:	8	WILL:	8	MIND:	9
INFL:	9	AURA:	12	SPIRIT:	14
INITIATIVE:	33	HERO POINTS:	Special		

- **Powers:** *Mystic Linked

Awareness: 10, Flight: 30*, Invulnerability: 15*, Magic Sense: 10, Sealed Systems: 20*, Sorcery: 21

- **Bonuses:**

Miscellaneous: When Johnny summons the Thunderbolt, both Char-

acters draw on Johnny's supply of Hero Points.

- **Advantages:** *Thunderbolt only

Connections: All-Star Squadron (High), Badhnisia (High), Justice Society of America (High); Iron Nerves*; Lightning Reflexes*

- **Drawbacks:**

Miscellaneous: Johnny can only summon and control the Thunderbolt when he says the magic word "Cei-U." For most of his career, Johnny did not know the magic word: during this period, he must receive 8 or more RAPs on a Dumb Luck Dice Action to say the magic word accidentally.

- **Alter Ego:** John Thunder

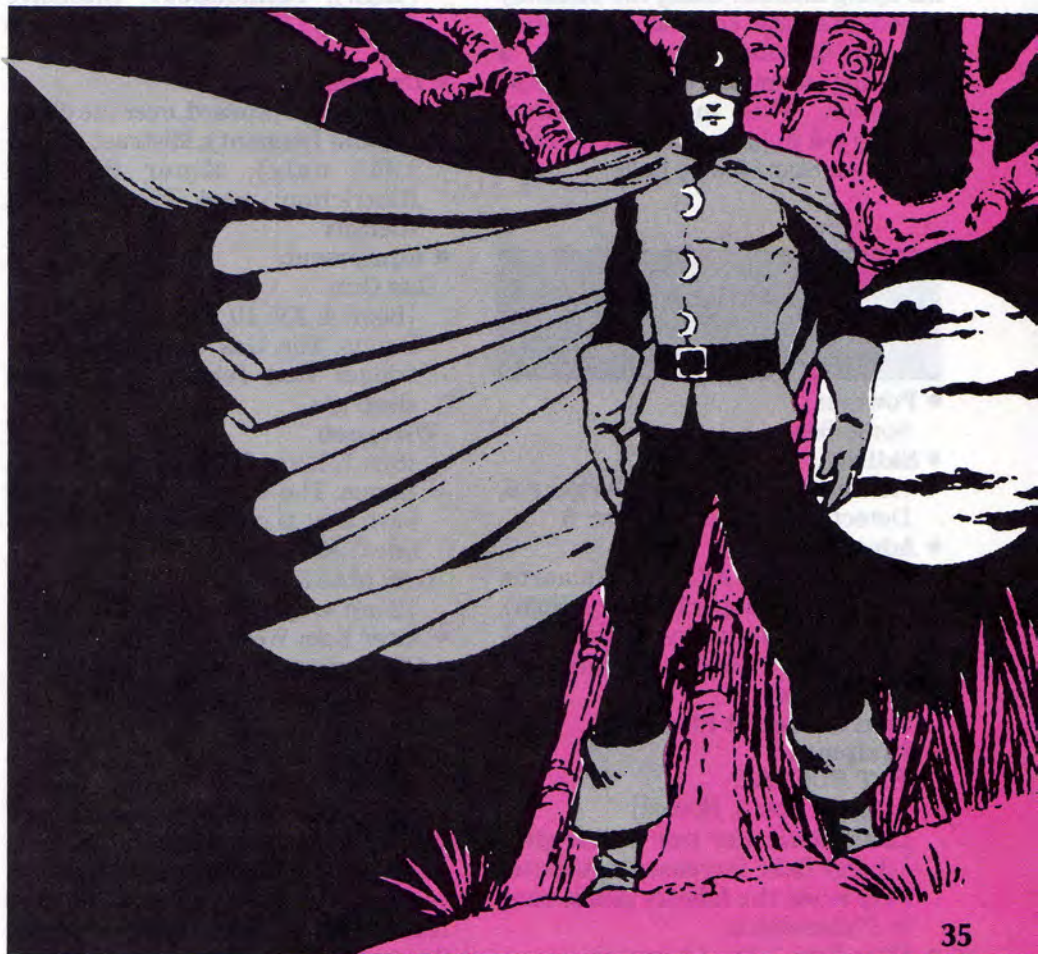
- **Motivation:** Upholding the Good

- **Occupation:** Window Washer/Boxing Champ/G-Man/Rodeo Rider/Seaman/King

- **Wealth:** 4

- **Background:**

Johnny Thunder was kidnapped by Badhnisian monks as a child, and given command over a mystical Thunderbolt. For many years, Johnny remained unaware that the Thunderbolt would do his bidding when he uttered the mystical phrase "Cei-U" (pronounced "Say, you!").



JOHNNY QUICK

DEX:	7	STR:	4	BODY:	7
INT:	4	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	85		

- **Powers:**
Dispersal: 9, Flight: 12, Running: 18
- **Skills:**
Acrobatics (Dodging): 11, Artist (Photographer): 4, Detective: 3
- **Limitations:**
Miscellaneous: Johnny must say the formula 3X2(9YZ)4A out loud to begin running and the formula Z25Y(2AB)6 to stop running;
Miscellaneous: Johnny must run at full speed for at least one phase before he can use his Flight or Dispersal Powers.
- **Advantages:**
Connections: All-Star Squadron (High), Sees All Tells All News (High); Lightning Reflexes
- **Drawbacks:**
Married; Secret Identity
- **Alter Ego:** Johnny Chambers
- **Motivation:** Thrill of Adventure
- **Occupation:** Newsreel Cameraman
- **Wealth:** 4
- **Background:**
Johnny Chambers was given the mysterious formula 3X2(9YZ)4A by his dying mentor. Using the uncanny speed that the equation gave him, Johnny became Johnny Quick, a founding member of the All-Star Squadron. While in the Squadron, Johnny fell in love with and married fellow All-Star Liberty Belle.

LIBERTY BELLE

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	55		

- **Powers:**
Sonic Beam: 8
- **Skills:**
Acrobatics: 5, Artist (Writer): 5, Detective: 5, Martial Artist: 6
- **Advantages:**
Connections: All-Star Squadron (High), Newspaper Industry (High), Television Industry (High), U.S. Government (High); Leadership
- **Drawbacks:**
Married; Secret Identity
- **Equipment:**
BELT BUCKLE
[DEX: 6, STR: 5, BODY: 6]
Limitations: Her belt buckle gives Liberty Belle increased Attributes only when the Liberty Bell is rung in Philadelphia.

- **Motivation:** Upholding the Good
- **Occupation:** Journalist
- **Wealth:** 7
- **Background:**

Journalist Libby Lawrence learned that she could temporarily gain an adrenal rush from her lucky belt buckle when the Liberty Bell was rung in Philadelphia. Adopting the bell as her symbol, she adopted the identity of Liberty Belle. An encounter with Baron Blitzkrieg gave her the power to emit intense sound waves from her body. She served as the chairperson of the All-Star Squadron for the duration of World War II.

THE SANDMAN

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	100		

- **Skills:** *linked*
Acrobatics: 7*, Detective: 7*, Gadgetry: 4, Martial Artist: 7*, Thief: 7*, Vehicles: 7*, Weaponry: 7*
- **Advantages:**
Area Knowledge (New York City); Connections: All-Star Squadron (High), High Society (High), Justice Society of America (High), New York Police Department (Low), Street (Low), U.S. Government (High); Connoisseur; Intensive Training; Lightning Reflexes; Sharp Eye
- **Drawbacks:**
Guilt (1942 onward, over the death of Dian Belmont); Mistrust (1951-1955 only); Minor Physical Restriction: weak heart; Secret Identity
- **Equipment:**
Gas Gun
[BODY: 4, AV: 10, EV: 10, Fog: 7]
Bonus: The Gas Gun shoots cartridges that release a powerful sleep gas.
Wirepoon
[STR: 7, BODY: 5, EV: 5]
Bonus: The wirepoon fires a steel barb that is connected to a swing-line 5 APs long.
GAS MASK
[BODY: 4, Systemic Antidote: 10]
- **Alter Ego:** Wesley Dodds
- **Motivation:** Seeking Justice
- **Occupation:** Wealthy Playboy
- **Wealth:** 12
- **Background:**
Wealthy playboy Wesley Dodds, partially responding to emanations from the Dream Dimension, created a sleep-gas gun, which he used to battle criminals as the Sandman. He later teamed up with a teenager named Sandy.

STARMAN

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:	110		

- **Skills:**
Gadgetry: 7, Scientist: 5
- **Advantages:**
Connections: All-Star Squadron (High), High Society (High), Justice Society of America (High); Connoisseur; Genius; Scholar (astronomy)
- **Drawbacks:**
Mistrust (1951-1955 only); Secret Identity
- **Equipment:**
Cosmic Rod
[BODY: 10, Attraction/Repulsion: 15, Energy Blast: 13, Flame Project: 13, Flight: 13, Gravity Decrease: 15, Reflection/Deflection: 6, Skin Armor: 3]
- **Alter Ego:** Ted Knight
- **Motivation:** Upholding the Good
- **Occupation:** Wealthy Playboy
- **Wealth:** 13
- **Background:**
Wielding his self-made Gravity Rod, astronomer Ted Knight adopted the alter ego of Starman to fight crime. He later refined his weapon into a much more powerful version known as the Cosmic Rod, which drew energy from the stars themselves.

WILDCAT

DEX:	8	STR:	4	BODY:	6
INT:	5	WILL:	8	MIND:	7
INFL:	5	AURA:	5	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:	75		

- **Skills:** *linked*
Acrobatics: 6, Martial Artist: 9, Thief: 6
- **Advantages:**
Area Knowledge (New York City); Connections: All-Star Squadron (High), Justice Society of America (High), Street (Low); Lightning Reflexes
- **Drawbacks:**
Mistrust (1951-1955 only); Secret Identity
- **Alter Ego:** Ted Grant
- **Motivation:** Seeking Justice
- **Occupation:** Boxer
- **Wealth:** 5
- **Background:**
Heavyweight boxing champion Ted Grant was framed for a crime he did not commit. Inspired by a child's comic book, he cleared his name as the tough-talking, tough-fighting Wildcat. He remained a JSA stalwart until he was paralyzed during the Crisis.

After the disbanding of the Justice Society of America in 1951, nearly a decade went by during which there was no organization of heroes to stand against the forces of evil which threatened the Earth. In March of 1960, that was to change. Seven warlords from the planet Appellax journeyed to Earth to battle for the supremacy of their world. They were opposed by five of Earth's Silver Age heroes: J'Onn J'Onzz the Martian Manhunter, Aquaman, Black Canary, Green Lantern Hal Jordan, and Barry Allen, the second Flash. After defeating the Appellaxians, the heroes decided to follow in the footsteps of their predecessors and the Justice League of America was born.

The JLA remained together for many years and fought innumerable threats to the safety of Earth. Members left, and new members joined, but always the League prevailed. The JLA finally met its untimely end during Darkseid's assault on Earth's heroic legends, when the villainous Professor Ivo killed two of the League's young members, Vibe and Steel. Despite what seemed an ignoble end, the Justice League rose from its ashes, and a new Justice League was created, Justice League International.

This chapter gives statistics for many of the heroes who served with the JLA during its heyday. More heroes will be found in the upcoming *Justice League Sourcebook*.

AQUAMAN

DEX:	7	STR:	8	BODY:	8
INT:	8	WILL:	8	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	22	[27]	HERO POINTS:	100	

• Powers:

Animal Control: 15, Control: 4, Speak With Animals: 8, Summon Animals: 12, Swimming: 7, Ultra Vision: 7, Water Freedom: 12

• Skills:

Vehicles: 6

• Limitations:

All Animal Powers only work on marine life.

• Advantages:

Leadership; Lightning Reflexes

• Drawbacks:

Fatal Vulnerability to lack of contact with water after one hour.

• Alter Ego:

Arthur Curry

• Motivation:

Upholding the Good

• Occupation:

Former King of Poseidonis/Former Chairman of the JLA

• Wealth:

4

• Background:

The son of an Atlantean princess and a human father, Arthur Curry developed his aquatic powers to a phenomenal degree and became Aquaman, King of the Seven Seas. He served a lengthy term as the JLA's chairman.

THE ATOM

DEX:	6	STR:	8	BODY:	5
INT:	9	WILL:	6	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:	90		

• Powers:

Density Increase: 5, Gliding: 6, Shrinking: 16, Teleportation: 22

• Skills:

Acrobatics: 6, Detective: 7, Martial Artist: 6, Gadgetry: 12, Scientist: 12, Weaponry: 6

• Bonuses:

Miscellaneous: While using his Shrinking Power, the Atom can negate the positive Column Shifts on his opponents' RVs against Physical Attacks (see Shrinking in the *Character Handbook*) by using his Density Control Power. Each active AP of Density Control nullifies one Column Shift to the opponent's RV.

• Limitations:

The Atom can only Teleport over telephone lines; Gliding may only be used while 8 or more APs of Shrinking are in effect.

• Advantages:

Connections: Ivy University (Low); Genius; Insta-Change

• Drawbacks:

Public Identity

• Alter Ego:

Raymond Palmer

• Motivation:

Responsibility of Power

• Occupation:

Physics Professor

• Wealth:

5

• Background:

Ray Palmer was merely a research scientist at Ivy University until he discovered a fragment of a white dwarf star. The fragment's properties allowed him to change his size and weight, and he shrank down to become the Atom, the world's smallest hero.

BLACK CANARY

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	75		

• Powers:

Sonic Beam: 8

• Skills:

Acrobatics: 6, Martial Artist: 8

CHAPTER TWO JUSTICE LEAGUE OF AMERICA





• Advantages:

Area Knowledge (Seattle); Connections: Green Arrow (High), Justice League International (High)

• Drawbacks:

Secret Identity

• Alter Ego: Dinah Laurel Lance

• Motivation: Seeking Justice

• Occupation: Florist

• Wealth: 5

• Background:

Dinah Lance is the daughter of the original Golden Age Black Canary. Armed with a mysterious "canary cry," she followed in her mother's footsteps and joined the fledgling Justice League of America. She later joined Justice League International, but left the group to pursue her own interests.

GREEN ARROW

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	10	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	8
INITIATIVE:	27	HERO POINTS:	100		

• Skills:

Acrobatics: 6, Charisma: 8, Detective: 6, Martial Artist: 9, Thief: 8, Weaponry: 12

• Advantages:

Area Knowledge (Seattle); Connection: Black Canary (High); Lightning Reflexes; Sharp Eye

• Drawbacks:

Secret Identity

• Equipment:

Bow

[STR: 8, BODY: 4]

Arrows (x20)

[BODY: 1, EV: 3]

• Alter Ego: Oliver Queen

• Motivation: Seeking Justice

• Occupation: Assistant Florist

• Wealth: 4

• Background:

To survive when shipwrecked on a deserted island, millionaire Oliver Queen developed a unique arsenal of trick arrows, which he used to fight crime as Green Arrow upon returning to civilization. He has recently given up the use of trick arrows and relies upon his skill as a hunter to battle the criminal element.

GREEN LANTERN

DEX:	8	STR:	4	BODY:	12 (4)
INT:	8	WILL:	25	MIND:	8
INFL:	6	AURA:	7	SPIRIT:	12
INITIATIVE:	24	HERO POINTS:	150		

• Skills:

Martial Artist: 5, Scientist: 4, Vehicles: 10

• Advantages:

Connections: John Stewart (High), Justice League International (High); Iron Nerves

• Drawbacks:

Secret Identity

• Equipment:

POWER RING

[INT: 10, BODY: 25, Comprehend Languages: 20, Flight: 40, Force Manipulation: 25, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 12, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]

Bonus: Green Lantern's Body is 12 while he is wearing the ring.

Limitations: The Power Ring's Body is only 6 while it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Green Lantern loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Misc. Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery

[BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

• Alter Ego: Hal Jordan

• Motivation: Responsibility of Power

• Occupation: Test Pilot

• Wealth: 3

• Background:

Hal Jordan was inducted into the Green Lantern Corps by Abin Sur, the former Green Lantern of Sector 2814. Jordan has since won renown as one of the greatest Green Lanterns in history.

HAWKMAN

DEX:	9	STR:	6	BODY:	8
INT:	9	WILL:	8	MIND:	8
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	27	HERO POINTS:	100		

• Powers:

Sealed Systems: 11, Skin Armor: 4, Speak With Animals: 5, Telescopic Vision: 4

• Skills:

Detective: 7, Gadgetry: 12, Martial Artist: 9, Medicine: 10, Scientist: 7, Weaponry: 12

• Limitations:

Speak With Animals only works on birds.

• Advantages:

Connections: Justice League International (High), Midway City Police (High); Genius; Lightning Reflexes; Scholar (archeology, history)

• Drawbacks:

Married

● **Equipment:**

ANTI-GRAVITY BELT

[BODY: 10, Gravity Decrease: 7]

Limitation: Gravity Decrease only works on the wearer.

Misc. Drawback: The belt alone only allows the user to hover.

Wings

[STR: 6, BODY: 10, Air Control: 4, Flight: 8]

Limitation: Flight only works if the user is wearing an anti-gravity belt.

Mace

[BODY: 9, EV: 5]

● **Alter Ego:** Katar Hol

● **Motivation:** Upholding the Good

● **Occupation:** Archeologist

● **Wealth:** 4

● **Background:**

Katar Hol was sent to Earth in pursuit of Byth, a criminal from his home world of Thanagar. When Thanagar became a military dictatorship, Hol elected to remain on Earth, where he protects his adopted home as Hawkman.

HAWKWOMAN

DEX:	9	STR:	5	BODY:	7
INT:	9	WILL:	8	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	28	HERO POINTS:	100		

● **Powers:**

Sealed Systems: 11, Skin Armor: 4, Speak With Animals: 5, Telescopic Vision: 4

● **Skills:**

Charisma: 7, Detective: 6, Martial Artist: 8, Gadgetry: 10, Medicine: 10, Scientist: 7, Weaponry: 11

● **Limitations:**

Speak With Animals only works on birds.

● **Advantages:**

Connections: Justice League International (High), Midway City Police (High); Genius; Lightning Reflexes; Scholar (archeology, history)

● **Drawbacks:**

Married

● **Equipment:**

ANTI-GRAVITY BELT

[BODY: 10, Gravity Decrease: 7]

Limitation: Gravity Decrease only works on the wearer.

Misc. Drawback: The belt alone only allows the user to hover.

Wings

[STR: 6, BODY: 10, Air Control: 4, Flight: 8]

Limitation: Flight only works if the user is wearing an anti-gravity belt.

Mace

[BODY: 9, EV: 5]

● **Alter Ego:** Shayera Thal Hol

● **Motivation:** Upholding the Good



● **Occupation:** Archeologist

● **Wealth:** 4

● **Background:**

Shayera Thal Hol came to Earth with her husband Hawkman. She elected to remain with him when he foreswore his allegiance to their home planet of Thanagar.

ZATANNA

DEX:	6	STR:	3	BODY:	5
INT:	9	WILL:	5	MIND:	6
INFL:	8	AURA:	14	SPIRIT:	11
INITIATIVE:	23	HERO POINTS:	75		

● **Powers:** *Mystic Linked

Air Control: 10*, Earth Control: 10*, Ice Control: 10*, Flame Project: 10*, Sorcery: 16, Water Control: 10*, Flame Control: 10*, Weather Control: 10, Plant Control: 10*

● **Skills:**

Occultist: 9

● **Limitations:**

Miscellaneous: Zatanna must speak all of her spells out loud and backwards.

● **Advantages:**

Connections: Mystical Community (High), John Constantine (Low)

● **Note:**

For a brief time in the middle of her career, Zatanna could not use her Sorcery Power. She regained this lost ability at a later time.

● **Alter Ego:** Zatanna Zatara

● **Motivation:** Upholding the Good

● **Occupation:** Sorceress

● **Wealth:** 4

● **Background:**

Zatanna is the daughter of the famous magician Zatara and one of the homo magi, the magic using branch of the human race. To perform her spells, she must recite the words backwards.

CHAPTER THREE

JUSTICE LEAGUE INTERNATIONAL



During the assault on Earth's heroic legends by Darkseid, the Justice League of America was disbanded by J'Onn J'Onzz. Following the final battle with G. Gordon Godfrey, however, a new Justice League was formed. Under the enigmatic guidance of Maxwell Lord, the new League soon gained international status from the United Nations, finally becoming a truly worldwide group. In the brief time since its inception, the JLI has defeated more than its share of power-mad dictators, alien warlords, and world-threatening menaces. At one point, they even journeyed to Apokolips and confronted the hordes of Darkseid on his home turf.

After the massive invasion engineered by the Dominators, the JLI permanently relocated some of its members in Paris, France, where they act independently as Justice League Europe. For more information about the JLI, see the forthcoming *Justice League Sourcebook*.

THE BATMAN

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	36	HERO POINTS:	150		

• Skills: **linked*

Acrobatics: 10*, Artist (Actor): 8, Charisma: 12, Detective: 12*, Gadgetry: 12*, Martial Artist: 10*, Military Science: 12*, Thief: 10*, Scientist: 12*, Vehicles: 10*, Weaponry: 10*

• Advantages:

Area Knowledge (Gotham City); Connections: Arkham Asylum (High), Gotham State Prison (High), Gotham City Police Department (High), Gotham State University (High), Justice League International (High), Superman (High), Street (High); Connoisseur; Genius; Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye

• Drawbacks:

Catastrophic Irrational Attraction to seeking justice; Mistrust (during first year of career only); Secret Identity; Traumatic Flashbacks (Crime Alley)

• Equipment:

Batarang w/Rope

[STR: 7, BODY: 8, Gliding: 2]

The length of the batrope is 4 APs.

Bat-Shuriken (x8)

[BODY: 7, EV: 1, Gliding: 1]

Bonus: Batman can throw up to four shuriken in a single phase as one attack. He adds one to his final die roll (after rerolling doubles) for each shuriken past the first that he throws.

Batcall

[BODY: 3, Animal Summoning: 13, R#: 3]

Limitations: The Batcall only summons bats.

Infrared Flashlight and Goggles

[BODY: 3, Thermal Vision: 12, R#: 2]

Laser Bat-Torch

[BODY: 5, Heat Vision: 10, R#: 4]

Limitation: The Bat-Torch has a Range of 0 APs.

Micro-Cassette Bat-Recorder

[BODY: 3, Recall: 10, R#: 2]

Limitation: The Bat-Recorder only Recalls audio information.

Miniature Bat-Camera

[BODY: 3, Recall: 3, R#: 2]

Limitation: The Bat-Camera only Recalls visual information.

Plastic Bat-Explosives

[BODY: 1, Bomb: 8, R#: 3]

Bat-Rebreather

[BODY: 3, Sealed Systems: 9, R#: 2]

Bat-Smoke Capsules

[BODY: 1, Fog: 12]

For more information on Batman's equipment and its use, see page 42 of the *Rules Manual*.

- **Alter Ego:** Bruce Wayne
- **Motivation:** Seeking Justice
- **Occupation:** Billionaire Playboy
- **Wealth:** 20
- **Background:**

After watching his parents' murder at the hands of a common criminal, young Bruce Wayne trained his mind and body to the peak of human perfection. Donning cape and cowl, the billionaire playboy became the Batman, dark avenger of Gotham City.

BIG BARDA

DEX:	9	STR:	11	BODY:	10
INT:	7	WILL:	8	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	8
INITIATIVE:	27	HERO POINTS:	100		

• Skills:

Charisma: 8, Gadgetry: 6, Martial Artist: 10, Military Science: 7, Vehicles: 6, Weaponry: 10

• Advantages:

Area Knowledge (Apokolips); Connections: Apokolips Underground (Low), Justice League International (High); Insta-Change; Iron Nerves; Lightning Reflexes

• Drawbacks:

Married

• Equipment:

BATTLE ARMOR

[BODY: 14]

Mega-Rod

[BODY: 15, Energy Blast: 16, Warp: 65, Flight: 8, Gravity Increase: 13, R#: 2]

• Alter Ego: Barda Free

- **Motivation:** Upholding the Good
- **Occupation:** Housewife
- **Wealth:** 4
- **Background:**

Barda was formerly the leader of Darkseid's elite warriors known as

the Female Furies. She fell in love with Scott Free, and fled Apokolips with him after he assumed the role of Mister Miracle. Barda and Scott were later married, and now seek a normal suburban life for themselves, free from the tyranny of Darkseid.

BLUE BEETLE

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:	65		

- **Skills:** *linked*
Acrobatics: 8*, Charisma: 6*, Detective: 7*, Gadgetry: 9, Martial Artist: 6, Scientist: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*
- **Advantages:**
Connections: Justice League International (High), S.T.A.R. Labs (High); Genius; Intensive Training
- **Drawbacks:**
Minor Irrational Attraction to attractive women; Secret Identity
- **Equipment:**

BB Gun

[Body: 5, EV: 8, Flash: 8, Super Breath: 8, R#: 2]

THE BUG

[DEX: 5, STR: 10, BODY: 10, INT: 10, WILL: 3, MIND: 0, Directional Hearing: 10, Extended Hearing: 6, Flight: 11, Full Vision: 6, Lightning: 10, Sealed Systems: 15,

Magnetic Control: 9, Radar Sense: 12, Recall: 20, Solar Sustenance: 20, Super Hearing: 12, Swimming: 6, Telescopic Vision: 5, Ultra Vision: 10, Thief (Stealth): 8, 6 AP ABC Omni-Gadget R#: 2]

Limitation: Magnetic Control can only magnetize the Bug's hull.

- **Alter Ego:** Ted Kord
- **Motivation:** Upholding the Good
- **Occupation:** Repo Man
- **Wealth:** 3
- **Background:**

The protege of Dan Garrett, the original Blue Beetle, industrialist Ted Kord developed an amazing arsenal of high-tech weapons which he uses to carry on his deceased mentor's work as the new Blue Beetle.

BOOSTER GOLD

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	70		

- **Skills:**
Charisma: 7, Martial Artist: 5, Scientist: 4, Vehicles: 4
- **Advantages:**
Connections: Justice League International (High), U.S. Government (Low), Network Television (Low); Popularity
- **Drawbacks:**
Minor Irrational Attraction to

attractive women and/or money; Secret Identity

• Equipment:

BOOSTER GOLD BATTLESUIT

[STR: 7, BODY: 7, Energy Absorption: 2, Energy Blast: 6, Force Field: 15, Force Shield: 2, Power Reserve: 6, Telescopic Vision: 5, Thermal Vision: 7, R#: 2]

Limitations: Power Reserve may not be used in conjunction with Telescopic Vision or Thermal Vision; Force Field loses 1 AP for each AP of distance between the field and the Battlesuit.

LEGION FLIGHT RING

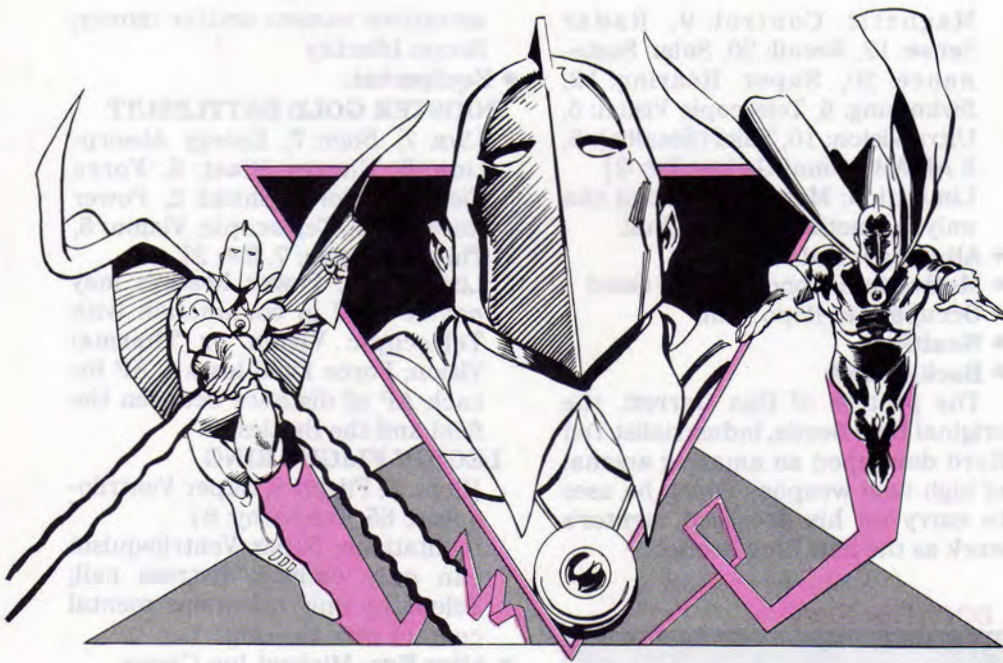
[Body: 5, Flight: 8, Super Ventriloquism: 65, Telepathy: 8]

Limitations: Super Ventriloquism can only emit a distress call; Telepathy only maintains mental contact with the ring.

- **Alter Ego:** Michael Jon Carter
- **Motivation:** Thrill of Adventure
- **Occupation:** Repo Man
- **Wealth:** 3
- **Background:**

Michael Jon Carter will be a star quarterback for the Metropolis Meteors in the 25th Century, until he becomes involved in a gambling scandal. Stealing equipment from the Time Museum, he will journey back in time to the 20th Century, where he forges a name for himself as the hip, swinging hero called Booster Gold.





CAPTAIN MARVEL

DEX:	14	STR:	20	BODY:	14
INT:	4	WILL:	10	MIND:	7
INFL:	4	AURA:	7	SPIRIT:	7
INITIATIVE:	37	HERO POINTS:	85		

• Powers:

Flight: 14, Invulnerability: 18, Superspeed: 13, Systemic Antidote: 10

BILLY BATSON

DEX:	3	STR:	2	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	5
INITIATIVE:	10	HERO POINTS:	85		

• Skills:

Thief: 2

• Advantages: **Captain Marvel only*

Connections: Justice League International (Low)*, KWHZ Television (High); Insta-Change; Lightning Reflexes*, Scholar (Magic Tricks)

• Drawbacks:

Age (15); Secret Identity

• Motivation: Upholding the Good

• Occupation: Television Reporter

• Wealth: 4

• Background:

When Billy Batson says the name of the ancient wizard Shazam, he is transformed into Captain Marvel, the world's mightiest mortal. Marvel was a member of the new Justice League until it gained international status, when he left the group to gain more experience as a solo operator.

THE CREEPER

DEX:	9	STR:	6	BODY:	7
INT:	3	WILL:	4	MIND:	4
INFL:	9	AURA:	3	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	40		

• Powers:

Jumping: 3, Regeneration: 5

• Skills:

Acrobatics: 9, Charisma (Intimidation): 6, Martial Artist: 7

• Advantages:

Connection: Justice League International (High); Insta-Change; Lightning Reflexes

• Drawbacks:

Catastrophic Psychological Instability; Miscellaneous: The Creeper is completely irrational

JACK RYDER

DEX:	3	STR:	3	BODY:	4
INT:	6	WILL:	4	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:	40		

• Skills:

Detective: 4

• Advantages:

Connection: Cable Television Networks (High); Insta-Change

• Drawbacks:

Secret Identity

• Motivation: Thrill of Adventure

• Occupation: Talk Show Host

• Wealth: 7

• Background:

Television talk show host Jack Ryder wages a one-man war against heroes, except when he activates his transducer and becomes the Creeper, the somewhat schizophrenic hero.

DOCTOR FATE

DEX:	7	STR:	4	BODY:	9
INT:	10	WILL:	17	MIND:	12
INFL:	11	AURA:	16	SPIRIT:	13
INITIATIVE:	28	HERO POINTS:	65		

• Powers: **Mystic Linked*

Awareness: 8, Flight: 12*, Invulnerability: 15*, Magic Sense: 10, Sorcery: 20

• Skills:

Occultist: 10

• Advantages:

Connections: Justice League International (High), Lords of Order (Low); Insta-Change; Pet (Petey the Demon)

• Drawbacks:

Miscellaneous: Doctor Fate is a composite alter-ego made up of Eric and Linda Strauss; the Strausses disappear when Fate is formed.

• Alter Ego: Eric Strauss/Linda Strauss

• Motivation: Responsibility of Power

• Occupation: Foe of Chaos

• Wealth: 4

• Background:

The new Doctor Fate is a being composed of the combined essences of Eric and Linda Strauss. Although they have potentially greater power than their predecessor Kent Nelson, they lack his experience. Until he has gained a greater mastery over his powers, Doctor Fate remains a reserve member of the JLI.

FIRE

DEX:	5	STR:	3	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	35		

• Powers:

Flame Being: 5, Flame Project: 8, Flight: 8

• Skills:

Charisma: 8, Martial Artist: 6, Thief: 4, Weaponry: 4

• Limitations:

Serious Power Burnout on all Powers

• Advantages:

Attractive; Connection: Justice League International (High)

• Alter Ego: Beatriz DaCosta

• Motivation: Thrill of Adventure

• Occupation: Fashion Model

• Wealth: 5

• Background:

Beatriz daCosta is a native of Brazil who gained the power to project a flame from her mouth during a mission for the Brazilian government. Naming herself the Green Flame, daCosta joined the Global Guardians,

and later the JLI. She and her friend Icemaider recently redubbed themselves "Fire and Ice."

GNORT

DEX:	5	STR:	2	BODY:	12 (3)
INT:	1	WILL:	12	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:	35		

• Advantages:

Connection: Justice League International (High)

• Drawbacks:

Serious Irrational Attraction to stupidity

• Equipment:

POWER RING

[BODY: 12, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 12, Recall: 20, Invulnerability: 18, Life Sense: 40, Omni-Power: 6, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]

Bonus: Gnort's BODY is 12 while he is wearing the ring.

Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP level: for every AP of Skin Armor being used, Force Manipulation and Omni-Power are each reduced by 1 AP; Life Sense can only be used to detect other Green Lanterns.

Misc. Drawbacks: The Power Ring is completely useless against the color yellow; the ring must be charged once every twenty-four hours with the Power Battery; the ring's BODY is only 6 when Gnort is not wearing it.

Power Battery

[BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

• Alter Ego: Gnort Esplanade Gneesmacher

• Motivation: Responsibility of ... Huh?

• Occupation: Green Lantern

• Wealth: 0

• Background:

Gnort Gneesmacher's uncle was a renowned Green Lantern who used his influence to have Gnort made a Green Lantern, even though Gnort was not up to the Guardian's usual standards. Gnort first met the JLI on the Manhunters' home world, and later followed the heroes to Earth, where he has been pestering them ever since. What he lacks in intelligence, Gnort makes up for in stupidity.

GUY GARDNER

DEX:	7	STR:	4	BODY:	12 (5)
INT:	3	WILL:	18	MIND:	6
INFL:	8	AURA:	3	SPIRIT:	8
INITIATIVE:	18	HERO POINTS:	70		

• Advantages:

Connections: Hal Jordan (Low), Justice League International (High); Iron Nerves

• Drawbacks:

Serious Rage

• Equipment:

POWER RING

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

Bonus: Guy's BODY is 12 while he is wearing the ring.

Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP level: for every AP of Skin Armor being used, Force Manipulation and Omni-Power are each reduced by 1 AP; Life Sense can only be used to detect other Green Lanterns.

Misc. Drawbacks: The Power Ring is completely useless against the color yellow; the ring must be charged once every twenty-four hours with the Power Battery; the ring's BODY is only 6 when Guy is not wearing it.

Power Battery

[BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

• Alter Ego: Guy Gardner

• Motivation: Thrill of Adventure

• Occupation: Former Gym Teacher

• Wealth: 4

• Background:

During the great Crisis, Guy Gardner was given a Power Ring and battery by a group of Guardians who believed that evil should be destroyed rather than subdued. A devotee of machismo, Gardner considers himself the last "true" Green Lantern.

THE HUNTRESS

DEX:	7	STR:	3	BODY:	4
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	35		

• Skills: *linked*

Acrobatics: 7*, Detective: 5*, Martial Artist: 7*, Thief: 7*, Weaponry: 7*





- **Advantages:**

Connections: Justice League International (High), Organized Crime (Low); Intensive Training; Lightning Reflexes

- **Drawbacks:**

Secret Identity

- **Equipment:**

Crossbow Pistol

[BODY: 5, EV: 5, Ammo: 3, R#: 2]

Knives

[BODY: 3, EV: 3]

Bonus: The Huntress' knives are balanced for throwing.

- **Alter Ego:** Helena Bertinelli

- **Motivation:** Seeking Justice

- **Occupation:** Vigilante

- **Wealth:** 9

- **Background:**

Helena Bertinelli is a "mafia princess," and the sole survivor of a mob hit that claimed the life of her family. Being hunted by the killer who slew her loved ones, Helena decided to turn the tables and fight back by training herself to become the Huntress. During the course of her quest to find the murderer who killed her relatives, she crossed paths with the JLI, eventually joining the team permanently.

ICE

DEX:	6	STR:	3	BODY:	6
INT:	4	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	35		

- **Powers:**

Ice Production: 9

- **Advantages:**

Attractive; Connection: Justice League International (High)

- **Alter Ego:** Tora Olafsdotter

- **Motivation:** Upholding the Good

- **Occupation:** Fashion Model

- **Wealth:** 6

- **Background:**

An exploratory expedition discovered a race of people in Norway who had amazing ice powers. The chief's daughter, Tora, decided to leave with the expedition and eventually joined the Global Guardians as Icemaiden. When the Global Guardians disbanded, Icemaiden reluctantly joined her friend Green Flame in foisting themselves upon the JLI. Since then, the duo have become known as "Fire and Ice."

THE MARTIAN MANHUNTER

DEX:	7	STR:	18	BODY:	15
INT:	9	WILL:	9	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	145		

- **Powers:**

Chameleon: 10, Flight: 13, Mind Probe: 6, Invisibility: 10, Super Breath: 10, Stretching: 6, X-Ray Vision: 8, Telepathy: 6, Telescopic Vision: 8

- **Skills:**

Scientist: 6, Vehicles: 8, Weaponry: 5

- **Advantages:**

Connection: Justice League International (High); Leadership; Scholar (Mars)

- **Drawbacks:**

Serious Irrational Fear of Fire; Loss Vulnerability: Fire, Range 1 AP

- **Alter Ego:** J'Onn J'Onzz/John Jones

- **Motivation:** Upholding the Good

- **Occupation:** Leader of JLI

- **Wealth:** 4

- **Background:**

J'Onn J'Onzz was summoned across time and space by the famous Dr. Erdel in the mid-1950's. As the Martian Manhunter, J'Onzz kept his existence a secret from the world until he joined the original Justice League of America. He now serves as the chairman of the JLI.

MISTER MIRACLE

DEX:	11	STR:	4	BODY:	6
INT:	10	WILL:	7	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	10
INITIATIVE:	31	HERO POINTS:	120		

- **Skills:**

Acrobatics: 11, Gadgetry: 14, Martial Artist: 6, Military Science: 7, Thief: 13, Vehicles: 11

- **Advantages:**

Connections: Justice League International (High), New Genesis (High); Genius; Insta-Change; Iron Nerves; Lightning Reflexes; Luck; Scholar (military hardware, restraints)

- **Drawbacks:**

Married; Secret Identity

- **Equipment:**

Flight Discs

[BODY: 12, Flight: 12]

11 AP ABCD Omni-Gadget (x5)

- **Alter Ego:** Scott Free

- **Motivation:** Thrill of Adventure

- **Occupation:** Escape Artist

- **Wealth:** 5

- **Background:**

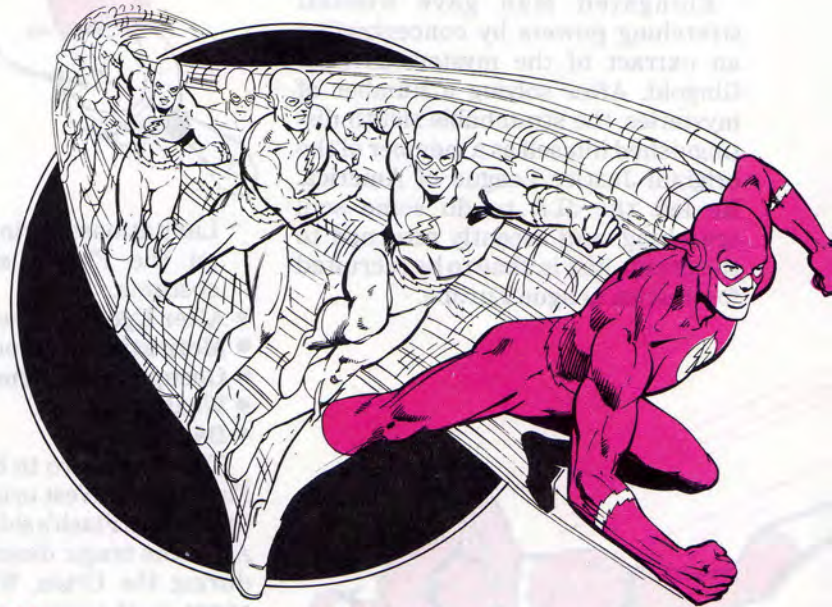
The son of Izaya the Inheritor, Scott Free was raised on Apokolips as part of the Highfather's pact with Darkseid. Escaping from Granny Goodness' Happiness Home, Scott traveled to Earth, where he took on the mantle of Mister Miracle, the world's greatest escape artist.

After the invasion of Earth master-minded by the Dominators had been successfully repulsed by the combined forces of Earth's heroes, the membership of Justice League International swelled to an unmanageable size. A gang of Khunds left behind by the invaders appeared at a JLI meeting, and the heroes were so busy tripping over each other's feet that the Khunds were able to reach the embassy's teleporters and beam themselves into a mass of quickly-scattering atoms. You see, the teleporter was still set for the Australian embassy, which no longer existed, so the Khunds were teleported . . . nowhere. Yucko.

Anyway, the incident with the Khunds made it clear that too many heroes could be almost as much of a problem as too few. Luckily, JLI beneficiary Maxwell Lord came up with a solution. Half of the group would remain at the New York embassy, while the other half would remove itself to the League's embassy in Paris, France. This splinter group would be known as Justice League Europe. The new JLE will also be featured in the upcoming *Justice League Sourcebook*.

CHAPTER FOUR

JUSTICE LEAGUE EUROPE



ANIMAL-MAN

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	45		

- **Powers:**
Animal Mimicry: 13
- **Limitations:**
Animal-Man can only mimic the Abilities of animals that are within 8 APs distance.
- **Advantages:**
Connection: Justice League Europe (High)
- **Drawbacks:**
Married; Secret Identity
- **Alter Ego:** Buddy Baker
- **Motivation:** Upholding the Good
- **Occupation:** Movie Stuntman
- **Wealth:** 4
- **Background:**
Movie stuntman Buddy Baker was walking in the woods one day when he saw a spaceship crash. Bathed in strange radiation from the craft, Buddy didn't get radiation poisoning or cancer or anything; rather, he gained the power to absorb the powers of nearby animals. He became Animal-Man, and later joined the Forgotten Heroes. After a period of semi-retirement, he has recently become one of Earth's foremost heroes.

CAPTAIN ATOM

DEX:	7	STR:	22	BODY:	10
INT:	5	WILL:	6	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	100		

- **Powers:**
Reflection/Deflection: 9, Energy Absorption: 12, Energy Blast: 16, Flight: 13, Sealed Systems: 20, Skin Armor: 5
- **Skills:**
Martial Artist: 4, Vehicles: 6, Military Science: 5, Weaponry: 5
- **Limitations:**
Miscellaneous: Energy Absorption is actually unlimited: however, if Captain Atom chooses to absorb more than 12 APs of energy, he is instantly transported forward in time a number of APs equal to the number of APs of energy he absorbed.
- **Advantages:**
Connections: Justice League Europe (High), U.S. Air Force (Low); Insta-Change; Scholar (1960's trivia)
- **Drawbacks:**
Dark Secret (his true origin); Secret Identity
- **Alter Ego:** Nathaniel Adam/Cameron Scott

- **Motivation:** Unwanted Power
- **Occupation:** Air Force Major
- **Wealth:** 3
- **Background:**

Nathaniel Adam gained his powers due to an experiment performed by the Air Force in 1967. Blown twenty years into the future, Adam was given the code name Captain Atom and used as the government's top secret agent. When the JLI received international status, Captain Atom was inducted to act as a spy for the U.S. Captain Atom has since renounced his government ties and joined the JLE in order to prove himself.

ELONGATED MAN

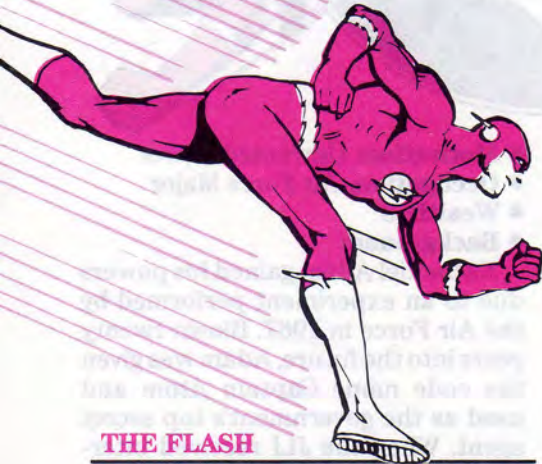
DEX:	12	STR:	4	BODY:	8
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:	70		

- **Powers:**
Danger Sense: 6, Stretching: 8
- **Skills:**
Detective: 6, Gadgetry: 4
- **Advantages:**
Connection: Justice League Europe (High); Sharp Eye
- **Drawbacks:**
Married; Public Identity; Loss Vulnerability: Elongated Man must

drink Gingold extract in order to maintain his Powers: if he goes an entire week without drinking any Gingold, he loses his Stretching Power, and his DEX and BODY are reduced to 4 APs until he is able to drink some of the extract.

- **Alter Ego:** Ralph Dibny
- **Motivation:** Thrill of Adventure
- **Occupation:** Detective
- **Wealth:** 5
- **Background:**

Elongated Man gave himself stretching powers by concentrating an extract of the mysterious fruit Gingold. After solving a number of mysteries, the stretchable sleuth distinguished himself as a member of the original Justice League of America. He left the JLA to do some soul searching, and recently returned to the group, just in time to be recruited for Justice League Europe.



THE FLASH

DEX:	7	STR:	4	BODY:	7
INT:	5	WILL:	5	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	29	HERO POINTS:	55		

- **Powers:**
Superspeed: 10
- **Skills:**
Scientist: 2, Vehicles: 6
- **Limitations:**
Superspeed cannot be Pushed.
- **Advantages:**
Connections: Justice League Europe (High), New Titans (High); Lightning Reflexes
- **Drawbacks:**
Serious Irrational Attraction to food after using Superspeed for 4 or more consecutive phases.
- **Equipment:**
COSTUME STORAGE RING
[Body: 1, Shrinking: 10]



Limitations: Shrinking only works on the Flash's specially-treated costume.

- **Alter Ego:** Wallace West
- **Motivation:** Responsibility of Power
- **Occupation:** Unemployed
- **Wealth:** 3
- **Background:**

The third hero to be known as the Flash, Wally West originally served as the second Flash's sidekick, Kid Flash. After the tragic death of Barry Allen during the Crisis, Wally decided to carry on the name of his mentor so that the Flash would live on. His speed powers have a tendency to come and go, but his heroic determination never wavers.

METAMORPHO

DEX:	6	STR:	10	BODY:	11
INT:	5	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	90		

- **Powers:**
Molecular Chameleon: 12, Omni-Arm: 8, Self Manipulation: 15
- **Skills:**
Charisma: 6
- **Bonuses:**
Metamorpho does not have to touch a substance to use his Molecular Chameleon Power to duplicate it.
- **Advantages:**
Connections: Justice League Europe (High), Stagg Industries (High); Rich Family (Simon & Sapphire Stagg)
- **Drawbacks:**
Married; Secret Identity; Strange Appearance
- **Alter Ego:** Rex Mason
- **Motivation:** Unwanted Power
- **Occupation:** Element Man

- **Wealth:** 5
- **Background:**

Rex Mason was trapped in a pyramid and bathed in the mysterious rays of the Orb of Ra. To his horror, the Orb transformed him into Metamorpho, the Element Man. Metamorpho was killed in the final battle of the Outsiders during the Millenium affair, but the Dominion gene-bomb somehow revived him. Metamorpho was accepted into the League on Batman's recommendation.

POWER GIRL

DEX:	13	STR:	22	BODY:	15
INT:	9	WILL:	11	MIND:	10
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	42	HERO POINTS:	100		

- **Powers:**
Directional Hearing: 8, Extended Hearing: 8, Flight: 13, Recall: 18, Heat Vision: 13, Invulnerability: 15, Microscopic Vision: 13, Sealed Systems: 9, Super Breath: 10, Super Hearing: 8, Superspeed: 12, X-Ray Vision: 12, Thermal Vision: 12, Systemic Antidote: 15, Telescopic Vision: 12
- **Skills:**
Gadgetry: 6, Scientist: 9
- **Advantages:**
Connections: Justice League Europe (High), Doom Patrol (Low); Scholar (computers, magic)
- **Drawbacks:**
Secret Identity; Uncertainty; Loss Vulnerability: Magic, Range of 0 APs
- **Alter Ego:** Kara/Karen Starr
- **Motivation:** Upholding the Good
- **Occupation:** Computer Software Designer/Owner of StarrWare Inc.
- **Wealth:** 7
- **Background:**
Power Girl is the granddaughter of the legendary Atlantean mage, Arion.

She was given remarkable powers and sent to the future to protect her from Arion's evil brother Darn Ganuth. For a time, her powers led her to believe that she was Superman's cousin, but eventually the spirit of Arion visited her with the truth. As Karen Starr, she operates StarrWare, a successful computer software company.

ROCKET RED

DEX:	7	STR:	5	BODY:	6
INT:	4	WILL:	5	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	60		

- **Skills:**
Gadgetry: 4, Military Science: 4, Weaponry: 5
- **Advantages:**
Connections: Justice League Europe (High), Soviet Government (High)
- **Drawbacks:**
Married
- **Equipment:**

APOKOLIPS BATTLESUIT

[STR: 7, BODY: 10, Energy Absorption: 4, Energy Blast: 16, Flight: 15, Force Field: 4, Skin Armor: 2, R#: 4]
Limitations: Force Field will only protect the wearer of the suit.
Misc. Drawbacks: The suit may have other abilities that Dmitri is not yet aware of.

- **Alter Ego:** Dmitri Pushkin Gorki
- **Motivation:** Responsibility of Power
- **Occupation:** Soviet Soldier
- **Wealth:** 4
- **Background:**

When Justice League International was sanctioned by the U.N., the Soviet Union placed one of their Rocket Red Brigade in the League to counter the United State's inclusion of Captain Atom. When the first Rocket Red proved to be an android Manhunter, he was replaced by Dmitri Pushkin Gorki, Rocket Red #13. Dmitri's battlesuit was dismantled during a mission in outer space, but he got a replacement on Apokolips from some friends of Big Barda. He volunteered for Justice League Europe to be closer to his family in the U.S.S.R.

WONDER WOMAN

DEX:	13	STR:	16	BODY:	13
INT:	9	WILL:	12	MIND:	10
INFL:	10	AURA:	9	SPIRIT:	10
INITIATIVE:	36	HERO POINTS:	150		

- **Powers:**
Directional Hearing: 4, Flight: 14, Running: 7, Telescopic Vision: 3, Swimming: 6

- **Skills:**
Acrobatics: 11, Animal Handling: 8, Charisma (Persuasion): 12, Martial Artist: 12, Military Science (Tracking): 10, Weaponry: 13

- **Advantages:**
Area Knowledge (Themyscira); Attractive; Connections: Gods of Olympus (Low), Justice League Europe (High), Superman (High), Themyscira (High), United Nations (Low), U.S. Army (Low); Iron Nerves; Lightning Reflexes; Scholar (ancient Greek and Themysciran languages, Greek mythology)

- **Drawbacks:**
Public Identity; Miscellaneous: Diana still does not fully understand the world outside Paradise Island; Miscellaneous: Diana's RV against Physical Killing Combat is 4, but she may use her Martial Artist Skill to augment it as normal.

- **Equipment:**
Lasso of Truth
[STR: 15, BODY: 35, Control: 15, Animal Control: 15]
Limitations: Animal Control may only be used to ward off beasts; Control only allows Diana to force a lassooed target to tell the truth or to sleep.

The Lasso is 4 APs long.

BRACELETS

[Body: 30]

SANDALS OF HERMES

[STR: 8, BODY: 8, Teleportation: 23]
Limitation: The Sandals can only transport their wearer to Paradise Island and back.

Tiara

[Body: 12, EV: 7, Gliding: 1]

Misc. Drawbacks: Diana automatically enters Killing Combat if she throws her razor sharp tiara at a living target.

- **Alter Ego:** Princess Diana of Themyscira
- **Motivation:** Upholding the Good
- **Occupation:** Ambassador
- **Wealth:** 5
- **Background:**

Princess Diana of Themyscira was sent to "Man's World" by the gods of Olympus to teach mankind the Amazon ways of peace and love. Dubbed Wonder Woman by the American press, Diana continues to spread her message of worldwide harmony. At this time, she is only a part-time member of the JLE.



CHAPTER FIVE

NEW TITANS



The Teen Titans was originally formed by Robin, Aqualad, and Kid Flash. The group considered itself something of a junior Justice League, and most of its cases involved helping out teenagers with their problems. The roster of the group expanded, as the original trio was joined by such heroes as Wonder Girl, Mal, the Bumblebee, Beast Boy, the Harlequin, and others. As the team's members got older, they began to drift apart and went their separate ways. The Teen Titans were disbanded.

A short time after the Teen Titans broke up, some of its members were visited by the enigmatic empath called Raven. She convinced Robin, Kid Flash, Wonder Girl, and Beast Boy (now insisting on being called Changeling) that a threat was menacing Earth that only the formation of a new Titans could defeat. The quartet was joined by Princess Koriand'r of Tamaran, called Starfire, and Vic Stone, the half-man, half-robotic Cyborg. Together, the new Teen Titans repulsed an attack on Earth by Raven's father, the demonic Trigon the Terrible.

Electing to stay together after Trigon was defeated, the Titans have remained a formidable force for justice, despite many personal and public crises. Most notable among these was the group's infiltration by Tara Markov, codenamed Terra, who was secretly working for the Titan's arch-enemy, Deathstroke the Terminator. During this period, Dick Grayson abandoned his Robin identity and became known as Nightwing, while Jericho, the Terminator's son, joined the group. Another new member, Kole, was killed during the great Crisis, but her place was later filled by youthful Danny Chase. Eventually, the Titans dropped the "Teen" from their title, and became known simply as "the New Titans."

CHANGELING

DEX:	6	STR:	3	BODY:	8
INT:	5	WILL:	5	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	60		

- **Powers:**
Shape Change: 8
- **Skills:**
Charisma: 6
- **Limitations:**
Miscellaneous: Changeling can only Shape Change into all-green animals.

Advantages:

Connections: Dayton Industries (High), Robotman (High), Television Industry (Low), New Titans (High); Rich Family (Steve Dayton)

Drawbacks:

Public Identity

Alter Ego:

Garfield Logan

Motivation:

Thrill of Adventure

Occupation:

Former TV Actor

Wealth:

18

Background:

Garfield Logan was treated with a special process by his scientist father when he contracted a deadly disease that only animals could survive. The process cured the disease, but with two side effects. Garfield's skin and hair were permanently turned green, and he could transform himself into any kind of animal. When his parents died, Garfield came to America and joined the Doom Patrol, and later the Teen Titans, using the codename Beast Boy. His public relations people later devised the name Changeling, which he prefers.

CYBORG

DEX:	6	STR:	8	BODY:	5
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	60		

Powers:

Cling: 7, Directional Hearing: 6, Extended Hearing: 6, Jumping: 7, Lightning: 7, Running: 5, Skin Armor: 6, Stretching: 1, Super Hearing: 6, Telepathy: 1, Telescopic Vision: 5, Ultra Vision: 12

Skills:

Vehicles: 7, Charisma (Intimidation): 7, Gadgets: 7, Scientist: 6

Limitations:

Cyborg can only Stretch his hands; Telepathy only works on computers.

Advantages:

Area Knowledge (New York City); Connections: S.T.A.R. Labs (High), New Titans (High)

Drawbacks:

Minor Irrational Fear of his mechanical side causing him to lose his value as a human being; Public Identity

Equipment:

(All of Cyborg's Gadgets require a simple action to plug into his mechanical body.)

LASER ATTACHMENT

[BODY: 6, Heat Vision: 7, R#: 3]

GRAPPLING HOOK & WINCH

[STR: 9, BODY: 6]

The line attached to the winch is 5 APs long.

WHITE SOUND GENERATOR

[BODY: 6, Sonic Beam: 10, R#: 4]

10 AP Repair Kit

Alter Ego:

Victor Stone

Motivation:

Unwanted Power

Occupation:

Former Athlete

Wealth:

6

Background:

Vic Stone was seriously injured during a dimensional experiment in his father's laboratory. To save Vic's life, his father grafted an experimental cybernetic system to Vic's body, which gave him phenomenal power. For a long time, Vic resented what he considered the loss of his humanity, but has since come to terms with himself and his abilities.

DANNY CHASE

DEX:	5	STR:	2	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	35		

Powers:

Recall: 8, Telekinesis: 12

Skills:

Charisma: 6, Thief: 3

Advantages:

Connections: New Titans (High), U.S. Intelligence (Low); Scholar (computers)

Drawbacks:

Age (15); Minor Physical Restriction: near-sighted

Alter Ego:

Daniel Chase

Motivation:

Thrill of Adventure

Occupation:

Student

Wealth:

5

Background:

Danny Chase is the son of John and Marie Chase, operatives working for the Central Bureau of Intelligence (C.B.I.). Danny lured the Titans into helping him rescue his parents when they had been captured by Godiva, a freelance mercenary. During the course of rescuing Danny's parents, Danny displayed telekinetic powers, and later joined the Titans for a short stint as a full time member.

DOVE

DEX:	8	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	45		

Powers:

Danger Sense: 5

Skills:

Acrobatics: 9, Charisma: 6, Martial Artist: 5, Thief: 7

Advantages:

Connection: Hawk (High); Insta-Change; Lightning Reflexes

● **Drawbacks:**

Secret Identity; Loss Vulnerability: all Powers and Skills are reduced to 0 APs when no injustice is present.

● **Alter Ego:** Dawn Grainger

● **Motivation:** Responsibility of Power

● **Occupation:** College Student

● **Wealth:** 3

● **Background:**

Dawn Grainger was approached by the Lords of Order during the Crisis and given remarkable powers similar to those possessed by the original Dove, Don Hall. Dawn transferred to the university that Don Hall's brother Hank attended, where she confronted Hank in his Hawk identity. After an initial period of resistance, Hawk finally accepted the new Dove as his partner.

HAWK

DEX:	7	STR:	6 (4)	BODY:	6 (4)
INT:	3	WILL:	6	MIND:	5
INFL:	6	AURA:	3	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:	50		

● **Skills:**

Acrobatics: 4, Martial Artist: 7, Thief: 7, Vehicles: 6, Military Science: 7, Weaponry: 6

● **Advantages:**

Connections: New Titans (Low), U.S. Intelligence (Low); Insta-Change; Iron Nerves; Lightning Reflexes

● **Drawbacks:**

Serious Rage; Secret Identity; Loss Vulnerability: all Skills drop to 0 APs, and STR and BODY each drop to 4 APs when no injustice is present.

● **Alter Ego:** Henry Hall

● **Motivation:** Seeking Justice

● **Occupation:** College Student

● **Wealth:** 4

● **Background:**

Hank and Don Hall were given the powers of Hawk and Dove when they were in high school. Where Hawk was aggressive, Dove tried to find peaceful solutions. The duo served briefly with the Teen Titans, but mostly operated on their own. After Don was killed in the Crisis, Hawk fought crime on his own, becoming increasingly violent until he was confronted by a new Dove. He refused to accept the new Dove at first, but eventually realized that Hawk needed Dove to prevent him from going over the edge into chaos.

JERICHO

DEX:	6	STR:	3	BODY:	5
INT:	6	WILL:	6	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	60		

● **Powers:**

Mind Probe: 6, Personality Transfer: 12

● **Skills:**

Artist: 5, Charisma: 7, Martial Artist: 6

● **Limitations:**

Jericho must make eye contact to use his Personality Transfer: if the target is aware of this Limitation, use Jericho's DEX as the AV rather than his APs of the Power; Personality Transfer does not allow Jericho to control the vocal chords of his victim unless he transfers into him/her after s/he is already unconscious; Mind Probe only works on subjects that Jericho is currently controlling via Personality Transfer.

● **Advantages:**

Connections: Mercenaries (High), New Titans (Low); Rich Family (Madeline Wilson)

● **Drawbacks:**

Serious Irrational Attraction to art; Serious Physical Restriction: mute

● **Alter Ego:** Joseph Wilson

● **Motivation:** Upholding the Good

● **Occupation:** Artist

● **Wealth:** 5

● **Background:**

Joey Wilson's power to take over people's bodies is the result of the same experiments that transformed Slade Wilson into the Terminator. Joey's mother kept the boy's mutant powers a secret from his father. When Deathstroke captured most of the Titans and turned them over to the H.I.V.E., Joey accompanied Nightwing in a rescue attempt. As Jericho, he has become a vital member of the Titans.



NIGHTWING

DEX:	8	STR:	4	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	28	HERO POINTS:	90		

• Skills: *linked*

Acrobatics: 10, Charisma: 9, Detective: 8*, Gadgetry: 8*, Martial Artist: 8*, Military Science: 8*, Thief: 8*, Vehicles: 8*, Weaponry: 8*

• Advantages:

Area Knowledge (New York City, Gotham City); Connections: Batman (High), New York Police Department (High), New Titans (High); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Rich Friend (Bruce Wayne); Sharp Eye

• Drawbacks:

Secret Identity

• Equipment:

Combat Disk

[BODY: 7, Gliding: 3]

Gas Mask

[BODY: 2, Systemic Antidote: 8]

Misc. Drawbacks: The gas mask only works against gas attacks.

Stun Bomb (x5)

[BODY: 1, Bomb: 5]

WRIST ROCKETS

[STR: 5, BODY: 5, EV: 5]

Misc. Drawbacks: Nightwing automatically enters Killing Combat if he fires a wrist rocket at a living target.

Attached to the rockets are swing lines 4 APs long.

5 AP ACD Omni-Gadgets (x2)

• Alter Ego: Richard Grayson

• Motivation: Seeking Justice

• Occupation: Detective

• Wealth: 9

• Background:

Dick Grayson was the original Robin the Boy Wonder, partner of Batman. As he grew older and his role as leader of the Titans became more important to him, Grayson felt as though the shadow of the Caped Crusader was preventing him from becoming his own man. He turned the role of Robin over to Jason Todd and became Nightwing, joining the Titans full-time.

RAVEN

DEX:	4	STR:	2	BODY:	6
INT:	5	WILL:	16	MIND:	11
INFL:	8	AURA:	13	SPIRIT:	8
INITIATIVE:	17	HERO POINTS:	60		

• Powers: *'Soul Self*

Broadcast Empathy: 7, Damage Transference: 20, Dimension Travel: 12, Empathy: 15, Fog: 8,

Mental Blast: 12, Regeneration: 8, Teleportation: 20, Force Field: 15*, Phobia: 12*, Spirit Travel: 6*

• Advantages:

Area Knowledge (Azarath); Scholar (Trigon)

• Motivation: Upholding the Good

• Occupation: Healer

• Wealth: 4

• Background:

Raven is the daughter of Trigon the Terrible, a powerful extradimensional being. She was raised on Azarath, where she learned to contain the evil within her. When Trigon began planning to invade the Earth dimension, Raven formed the New Titans to oppose him. When he attacked again, Raven was consumed by Trigon's evil, but managed to cleanse herself of his dark influence and undo the effects of his power.

RED STAR

DEX:	9	STR:	10	BODY:	9
INT:	5	WILL:	6	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:	55		

• Powers:

Running: 6

• Skills:

Acrobatics: 9, Military Science: 5, Thief: 9, Weaponry: 6

• Advantages:

Connections: Soviet Government (Low), New Titans (High); Lightning Reflexes

• Drawbacks:

Forced Exile

• Alter Ego: Leonid Kovar

• Motivation: Responsibility of Power

• Occupation: Former Soviet Hero

• Wealth: 3

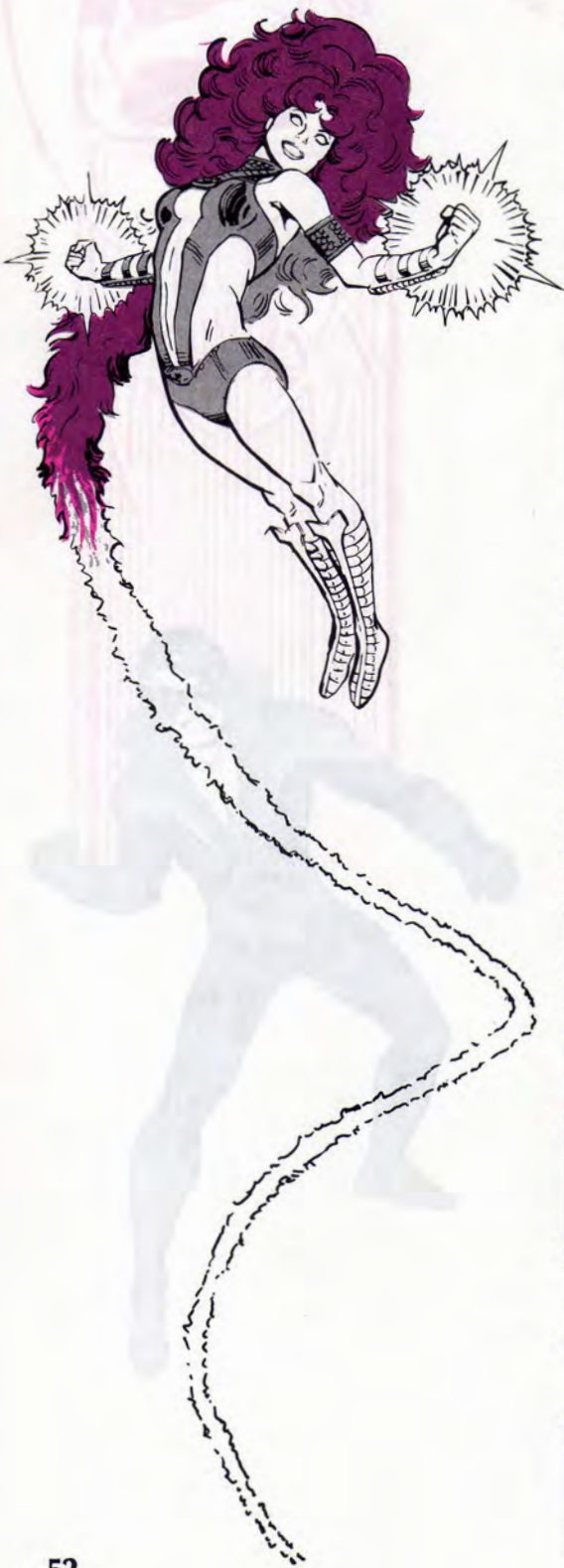
• Background:

Leonid Kovar gained immense power when he was exposed to an alien spaceship which crashed in Siberia. For years, he served as the Soviet Union's premiere hero under the name Starfire (English translation). During this time, he met the original Teen Titans and worked together with them on a case before returning to the U.S.S.R. Recently, circumstances forced Kovar, now known as Red Star, to leave his home country and resettle permanently in the United States.

SPEEDY

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	50		





- **Skills:**
Acrobatics: 5, Artist (Musician): 3, Detective: 5, Gadgetry: 5, Martial Artist: 6, Weaponry: 9
- **Advantages:**
Connections: U.S. Intelligence (High), New Titans (High); Lightning Reflexes
- **Drawbacks:**
Public Identity
- **Equipment:**
Bow
[STR: 7, BODY: 4]
Ordinary Arrows (x5)
[BODY: 1, EV: 3]
Bola Arrows (x2)
[STR: 7, BODY: 7, R#: 2]
Explosive Arrow
[BODY: 1, Bomb: 8, R#: 2]
Stun Arrows (x5)
[STR: 8, BODY: 1, R#: 2]
Grappling Hook Arrows (x2)
[STR: 7, BODY: 5]
Each arrow is connected to a line that is 5 APs long.
Net Arrows (x2)
[STR: 7, BODY: 7, R#: 2]
Handcuff Arrow
[STR: 7, BODY: 7, R#: 2]
Parachute Arrow
[STR: 4, BODY: 1, Gliding: 2]
6 AP AC Omni-Arrows (x2)
- **Alter Ego:** Roy Harper
- **Motivation:** Seeking Justice
- **Occupation:** Narcotics Agent
- **Wealth:** 5
- **Background:**
Roy Harper is the protege of Green Arrow and was a member of the original Teen Titans. During his troubled teen years, Harper became a heroin addict, but managed to kick his habit with the help of Black Canary. He now battles primarily against drug pushers and suppliers, occasionally teaming up with his old partners in the Titans. Roy recently learned that he has a baby daughter.

STARFIRE

DEX:	7	STR:	6	BODY:	7
INT:	5	WILL:	6	MIND:	8
INFL:	7	AURA:	5	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	65		

- **Powers:**
Energy Blast: 9, Flight: 12, Solar Sustenance: 15
- **Skills:**
Charisma: 7, Martial Artist: 10, Weaponry: 10
- **Advantages:**
Area Knowledge (Tamaran); Attractive; Connections: Fashion Industry (Low), New Titans (High); Lightning Reflexes

- **Drawbacks:**
Minor Rage
- **Alter Ego:** Princess Koriand'r/Kory Anders
- **Motivation:** Upholding the Good
- **Occupation:** Fashion Model
- **Wealth:** 6
- **Background:**
Princess Koriand'r of Tamaran was given to Gordanian slavers in order to spare her planet from the tyrants of the Citadel. She escaped and found her way to Earth where Raven was organizing the new Teen Titans. The fledgling group managed to save Koriand'r from her Gordanian pursuers, and she has remained a steadfast member of the Titans ever since. She returned to Tamaran, only to find that her evil sister Blackfire had become the ruler of her people, so Starfire returned to Earth with the Titans.

TROIA

DEX:	9	STR:	12	BODY:	7
INT:	6	WILL:	5	MIND:	5
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:	65		

- **Powers:**
Flight: 9, Force Field: 12, Jumping: 6
- **Skills:**
Artist (Photographer): 3, Martial Artist: 8, Charisma: 6, Vehicles: 6, Weaponry: 8
- **Bonuses:**
Force Field does not have to be centered on Troia and may be projected up to 5 APs of distance.
- **Advantages:**
Attractive; Connection: New Titans (High); Lightning Reflexes; Scholar (history, mythology)
- **Drawbacks:**
Married
- **Alter Ego:** Donna Troy
- **Motivation:** Upholding the Good
- **Occupation:** Photographer
- **Wealth:** 5
- **Background:**
Rescued from a burning building by one of the Titans of myth, Donna Troy was transported across the universe to New Chronos, where she was given the powers of the Titans and trained in their use. When she reached adolescence, she was returned to Earth with no memory of her experiences on New Chronos. Donna named herself Wonder Girl, and was a longtime member of the original Teen Titans. Wonder Girl recently learned her true origins, and renamed herself Troia in honor of her ties to the mythological Titans.

The Suicide Squad is a branch of the U.S. government whose function is to perform missions that are deemed too dangerous for normal operatives. Its origins date back to World War II, when the Squad was composed of misfit and mildly psychopathic soldiers. Under the command of Rick Flag, Sr., the Squad completed many deadly operations during World War II and afterwards.

Known as Task Force X during the 1950's and 1960's, the Suicide Squad became an espionage rather than a military unit. Rick Flag, Jr. was its commander, and it accomplished a great deal until a disastrous incident in the Himalayas cost two members of the Squad their lives.

The Squad was revived during Darkseid's assault on Earth's legends by Amanda Waller, who had a new concept for the team. Incarcerated villains would be offered clemency in exchange for their services on top secret missions. The hastily-assembled group was dispatched to destroy the monstrous behemoth Brimstone and succeeded in destroying it, despite the death of Blockbuster.

Operating out of Belle Reve Federal Penitentiary in Terrebonne Parish, Louisiana, the Squad had some success and some failure, until they were exposed by crooked politician Derek Tolliver. Amanda Waller managed to salvage the Squad by unleashing them against the Dominator's alien alliance, but the secrecy of the Squad was ruined. During the shake up of all of America's secret agencies during the so-called Janus Directive, the Squad was made an independent agency and Task Force X was dissolved. Waller remains as commander of the Suicide Squad.

The individuals in this chapter, some heroes and some villains, are or have been the Squad's core operatives.

CHAPTER SIX

SUICIDE SQUAD



BRONZE TIGER

DEX:	10	STR:	4	BODY:	6
INT:	7	WILL:	8	MIND:	7
INFL:	7	AURA:	5	SPIRIT:	7
INITIATIVE:	28	HERO POINTS:	60		

• Skills: **linked*

Acrobatics: 10*, Charisma: 7*, Martial Artist: 10*, Military Science (Tracking, Camouflage): 7*, Thief: 10*

• Advantages:

Connections: Lady Shiva (Low), Richard Dragon (High), Suicide Squad (High); Intensive Training; Iron Nerves; Lightning Reflexes

• Drawbacks:

Minor Psychological Instability; partial amnesia

• Alter Ego: Benjamin Turner

• Motivation: Responsibility of Power

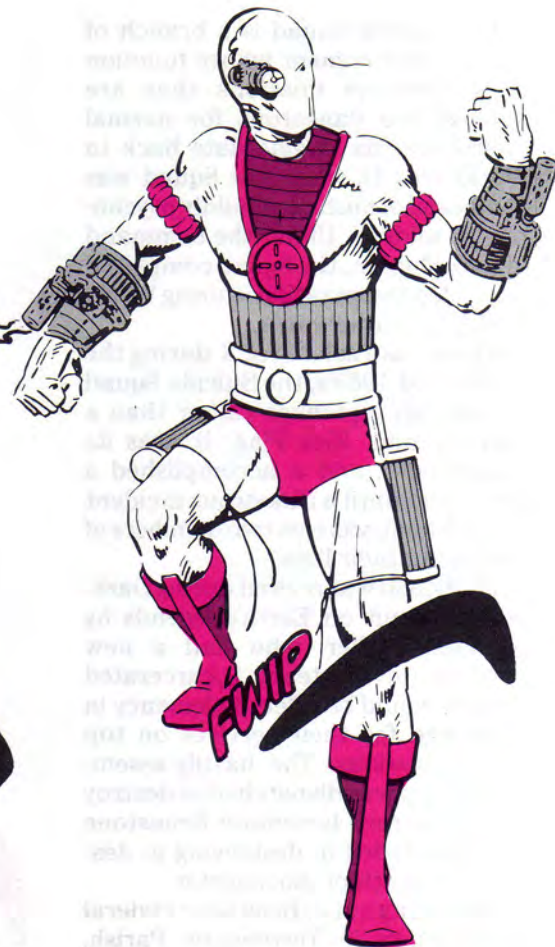
• Occupation: Kung-Fu Fighter/Field Commander of the Suicide Squad

• Wealth: 5

• Background:

Ben Turner is the former partner of Richard Dragon, Kung-Fu Fighter. Turner was kidnapped and brain-

washed by the League of Assassins, becoming the dreaded assassin known as the Bronze Tiger. Dragon managed to break the League's hold on his friend, but when Dragon mysteriously disappeared, Ben turned to the U.S. government for assistance in making sure that his brainwashing was truly cured. He has become the Field Commander of the Squad since Colonel Rick Flag, Jr. went A.W.O.L.



CAPTAIN BOOMERANG

DEX:	8	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	6	AURA:	3	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	50		

- **Skills:**
Gadgetry: 4, Weaponry (Exotic): 11
- **Advantages:**
Connections: Flash's Rogues' Gallery (Low), Suicide Squad (High), Underworld (Low); Scholar (boomerang construction)
- **Drawbacks:**
Unluck
- **Equipment:**
Boomerangs (x5)
[Body: 5, EV: 3, Gliding: 3]
Razorang
[Body: 5, EV: 6, Gliding: 3]
Misc. Drawbacks: Attacking with the razorang automatically places Captain Boomerang in Killing Combat.
- **Smokarangs (x3)**
[Body: 5, EV: 3, Gliding: 3, Fog: 12, R#: 2]
- **Bafflerangs (x2)**
[Body: 5, EV: 3, Gliding: 3, Flash: 7, R#: 2]

Sonic Boomerangs (x2)

[Body: 5, EV: 3, Gliding: 3, Sonic Beam: 7, R#: 2]

7 AP AC Omni-Boomerangs (x2)

- **Alter Ego:** George "Digger" Harkness
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**

George "Digger" Harkness, Captain Boomerang, is easily the most offensive and abrasive member of the Suicide Squad. Originally from Sydney, Australia, he battled the original Flash many times before his recruitment by Amanda Waller. Despite his obnoxiousness, his prowess with his boomerangs has kept Harkness on the team.

COUNT VERTIGO

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	18	HERO POINTS:	45		

- **Powers:**
Illusion: 10
- **Skills:**
Martial Artist: 5, Thief: 6
- **Limitations:**
Illusion Power can only be used to disorient opponents: make an

Action Check against an OV/RV equal to the target's INT/MIND and subtract the RAPs from the target's DEX and INT for a number of phases equal to the RAPs earned.

- **Advantages:**
Connections: Suicide Squad (High), Vlatava (High)
- **Alter Ego:** Werner Vertigo
- **Motivation:** Psychopath
- **Occupation:** Criminal
- **Wealth:** 10
- **Background:**

The last of the royal bloodline of a small European country, Count Vertigo came to the United States in an attempt to steal his family's crown jewels, which his parents had sold during World War II. He constructed a device that allows him to disrupt the inner ear of opponents, causing them to lose their balance. He was defeated several times by Green Arrow and Black Canary before joining the Suicide Squad.

DEADSHOT

DEX:	8	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	55		



nally resulted in the death of Floyd's beloved brother Ed. Driven by somewhat suicidal tendencies, Lawton became Deadshot and challenged Gotham City's costumed crimefighter, the Batman. Batman exposed Deadshot and sent him to prison several times. On one such occasion, Lawton was approached by Rick Flag, Jr. and offered membership in the Squad. Motivated by his death wish, Lawton accepted and became one of the group's core members.

DOCTOR LIGHT

DEX:	5	STR:	2	BODY:	5
INT:	8	WILL:	3	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	18	HERO POINTS:	75		

- **Skills:**
Charisma: 5, Gadgetry: 7, Weaponry: 5, Scientist: 6
- **Advantages:**
Connections: Suicide Squad (High), Underworld (Low); Genius; Scholar (optics, quantum physics)
- **Equipment:**
COSTUME
[BODY: 6, Energy Blast: 7, Flash: 9, Force Field: 8, Force Manipulation: 8, Flight: 8, R#: 5]

10 AP ABC Omni-Gadgets (x2)

- **Alter Ego:** Arthur Light
- **Motivation:** Power Lust
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**
One of the biggest losers in the villain community, Doctor Light has been beaten in the past by the Atom, Hawkman, the Justice League of America, and the Teen Titans. Doctor Light once recruited an organization of bad guys called the Fearsome Five to assist him in his nefarious plans, but they eventually deserted Light in hopes of meeting with better success on their own. After an embarrassing defeat at the hands of Little Boy Blue and the Blue Boys, Doctor Light was transferred to Belle Reve, where he was inducted into the Suicide Squad.

DUCHESS

DEX:	9	STR:	9	BODY:	8
INT:	6	WILL:	7	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	60		

- **Skills:**
Gadgetry: 8, Martial Artist: 9, Military Science: 8, Thief: 8, Vehicles: 7, Weaponry: 10
- **Advantages:**
Area Knowledge (Apokolips);

Connections: Female Furies (High), Suicide Squad (High); Lightning Reflexes

- **Drawbacks:**
Dark Secret (Apokolips origins)
- **Equipment:**
Mega-Gun
[BODY: 7, EV: 8, Bomb: 9, R#: 2]
- **Alter Ego:** Lashina
- **Motivation:** Thrill Seeker
- **Occupation:** Female Fury
- **Wealth:** 4
- **Background:**
Only Amanda Waller seems to know that Duchess is in fact Lashina, leader of Darkseid's Female Furies. Feigning amnesia, Duchess seems to have some reason for infiltrating the Squad, but what her purpose is remains unknown. Waller seems to be playing a waiting game with the Apokolipsian warrior, making use of Duchess' talents until such time as she decides to reveal her true intentions.

NEMESIS

DEX:	7	STR:	4	BODY:	5
INT:	9	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	65		

- **Skills:** *linked*
Artist (Actor): 6*, Acrobatics: 7*, Charisma: 6*, Martial Artist: 7*, Military Science: 9*, Thief: 7*, Vehicles: 7*, Weaponry: 7*
- **Advantages:**
Connections: Suicide Squad (High), U.S. Intelligence (Low); Connoisseur; Intensive Training; Lightning Reflexes; Scholar (disguise)
- **Equipment:**
Tranquilizer Gun
[BODY: 4, EV: 4, Poison Touch: 6, R#: 2]
Concussion Gun
[BODY: 3, EV: 7, Super Breath: 5, R#: 3]
Quick Change Masks
[BODY: 1, Chameleon: 10]
- **Alter Ego:** Thomas Tresser
- **Motivation:** Seeking Justice
- **Occupation:** Secret Agent
- **Wealth:** 6
- **Background:**
Thomas Tresser began his quest for justice when his brother Craig was branded a traitor and killed by government agents. After being gravely injured in a helicopter crash, Nemesis was nursed back to health by a government agency, whom he repaid by joining the Suicide Squad. Nemesis recently resigned from the Squad due to his frustration with Amanda Waller's handling of the Squad.

- **Skills:**
Gadgetry: 4, Martial Artist: 6, Thief: 7, Weaponry (Firearms): 12
- **Advantages:**
Connections: Suicide Squad (High), Underworld (High); Iron Nerves; Lightning Reflexes; Scholar (firearm construction)
- **Drawbacks:**
Minor Irrational Attraction to entering Killing Combat; Minor Irrational Attraction to dying; Serious Irrational Attraction to using Trick Shots in combat
- **Equipment:**
SILENT WRIST MAGNUMS (2x)
[BODY: 5, EV: 5, Thief (Stealth): 7, R#: 2, Ammo: 8]
Limitation: The guns' Stealth Sub-skill is the OV/RV of a Perception Check necessary to hear the guns when they are fired.

EYE SCOPE

- [BODY: 3, Telescopic Vision: 9, Thermal Vision: 7]
- **Alter Ego:** Floyd Lawton
- **Motivation:** Psychopath
- **Occupation:** Hit Man
- **Wealth:** 4
- **Background:**
Floyd Lawton came from a rich family whose deceit and intrigue fi-



NIGHTSHADE

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:	50		

• Powers:

Darkness: 7, Dimension Travel: 7, Two-Dimensional: 6, Warp: 11

• Skills: *linked*

Acrobatics: 7*, Charisma: 7*, Martial Artist: 7*, Thief (Stealth): 7*

• Limitations:

Dimension Travel Power can only be used to go to and from the Nightshade dimension (Travel Value: 7); Warp cannot be used to attack

• Advantages:

Connections: Captain Atom (Low), Suicide Squad (High), U.S. Intelligence (High); Rich Family (Warren Eden)

• Drawbacks:

Guilt (failure to rescue her brother); Serious Irrational Fear of using her Warp Power; Secret Identity; Uncertainty

• Alter Ego: Eve Eden

• Motivation: Unwanted Power

• Occupation: Debutante

• Wealth: 6

• Background:

Eve Eden is the half-breed daughter of a princess from the mysterious Nightshade dimension. After a brief trip to the Nightshade dimension which resulted in the death of her mother and the capture of her brother, Eve trained herself in the use of her powers and named herself after her home dimension. Eve joined the Squad when they promised to help her rescue her brother, a mission that ended disastrously.

SHADE THE CHANGING MAN

DEX:	6	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	50		

• Skills:

Detective: 4, Gadgetry: 6, Martial Artist: 6, Military Science: 6, Vehicles: 3, Weaponry: 6

• Advantages:

Area Knowledge (Meta-Zone, Zero-Zone); Connections: Suicide Squad (High)

• Drawbacks:

Forced Exile

• Equipment:

MIRACO VEST

[Body: 7, Aura of Fear: 6, Dimension Travel: 12, Flight: 6, Force Field: 8, R#: 3]

Bonus: The M-Vest distorts Shade's features, projecting an image drawn from the subconscious of the viewer.

Limitation: Force Field only protects the wearer of the M-Vest, but Physical Attacks can be made out of the field by the wearer.

Misc. Drawback: The M-Vest's

Dimension Travel Power is currently malfunctioning, stranding Shade in the Earth-Zone.

• Alter Ego: Rac Shade

• Motivation: Seeking Justice

• Occupation: Security Agent

• Wealth: 4

• Background:

Rac Shade was a security agent for the governing body of the Meta-Zone, an otherdimensional world. He was accused of a crime he did not commit, and was forced to flee to Earth. The Squad found him floating in the mysterious Zero-Zone while they were escaping from the Nightshade dimension. Shade now works with the Squad while its scientists attempt to discover a way to repair his Miraco-Vest, which is no longer capable of transporting Shade between the Zones.

VIXEN

DEX:	8	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	60		

• Skills:

Acrobatics: 8, Martial Artist: 6, Thief (Stealth): 8

• Advantages:

Attractive; Connections: Martian Manhunter (High), Suicide Squad (High); Lightning Reflexes

• Drawbacks:

Minor Irrational Fear of the Tantu Totem brings out her "animal side;" Secret Identity

• Equipment:

Tantu Totem

[Body: 6, Spirit: 6, Danger Sense: 6, Animal Mimicry: 12]

Misc. Drawbacks: The Totem can only be used by a member of the Jiwe family; use of the Totem causes the user to develop the Serious Rage Drawback.

• Alter Ego: Mari Jiwe Macabe

• Motivation: Seeking Justice

• Occupation: Fashion Model

• Wealth: 8

• Background:

Vixen was a member of the Justice League of America when that group was disbanded by the Martian Manhunter. Returning to her career as a model, she was the only member of a photography shoot to survive a vicious attack by drug smugglers. She assisted the Squad when they undertook an operation against the drug kingpin who had murdered her friends, then opted to stay with the Squad to get help for the psychological problems caused by her use of the Tantu Totem.

Infinity Inc. is a group comprised mostly of the children and heirs of the Justice Society of America. In 1984, a quartet of young heroes crashed a J.S.A. meeting, offering themselves for membership. The Silver Scarab, Fury, Northwind, and Nuklon were rapidly followed by Jade and Obsidian, but all six were rejected by the J.S.A. due to their youth and inexperience. Just as the dejected youngsters were leaving J.S.A. headquarters, they were kidnapped by the Ultra-Humanite, brainwashed, and transported through time to 1941, where they came into conflict with the All-Star Squadron. The effects of the brainwashing soon wore off, and with the aid of Brainwave Jr., the young heroes managed to thwart the plans of the Ultra-Humanite and return to their own time.

Back in their own time, the future Infinitors were approached by the Star-Spangled Kid, who confessed that he had been considering leaving the J.S.A. and forming his own group. Having formed bonds of comradeship during their adventures in the past era, the seven heroes agreed to join the Star-Spangled Kid's team, and Infinity Inc. was born. They moved to Los Angeles, where they took up residence as the city's official heroes.

Over the next few years, Infinity Inc. met with a mixture of successes and failures. Several new members joined the organization, including Dr. Midnight, the new Hourman, the second Wildcat, and the former villain Mr. Bones. After several years together, however, Infinity Inc. suffered from a series of tragedies which altered them permanently. First, the Justice Society was snatched away by arcane forces, leaving the Infinitors totally cut off from their forebears. The group was then rocked when the Silver Scarab mutated into a savage inhuman entity and attacked its former teammates. The Infinitors later learned that the soul of Hector Hall had been cast into the Dream Stream, where he became known as the Sandman. His fate since the return of Morpheus, ruler of the Dream Dimension, is unknown. Finally, Infinity Inc. was stunned by the loss of the Star-Spangled Kid, now known as Skyman, who was killed battling Injustice Unlimited. Bereft of their leader and headquarters, the ultimate destiny of Infinity Inc. remains to be told.

CHAPTER SEVEN

INFINITY, INC.





BRAINWAVE

DEX:	6	STR:	4	BODY:	5
INT:	7	WILL:	8	MIND:	8
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:	50		

• Powers:

Hynotism: 5, Illusion: 7, Mental Blast: 8, Mental Shield: 5, Mind Probe: 7, Telekinesis: 7, Telepathy: 12

• Skills:

Martial Artist: 5

• Advantages:

Connection: Infinity Inc. (High)

• Drawbacks:

Public Identity; Traumatic Flashbacks (set off by extreme stress)

• Alter Ego: Henry Hall

• Motivation: Responsibility of Power

• Occupation: Adventurer

• Wealth: 4

• Background:

Hank Hall is the son of the original Brain Wave, a villain who fought the Justice Society many times. Inheriting his father's mental powers, but not his penchant for evil, Hank chose to

use his abilities to fight for justice instead of against it. For a time, he called himself Brainwave Jr., but later dropped the "Junior" in order to be taken more seriously as a hero.

DOCTOR MIDNIGHT

DEX:	6	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	50		

• Powers:

Ultra Vision: 9

• Skills:

Acrobatics: 4, Medicine: 7

• Advantages:

Connections: Infinity Inc. (High), Sunset Medical Center (High)

• Drawbacks:

Catastrophic Physical Restriction: Doctor Midnight is blind in normal daylight.

• Equipment:

GOGGLES

[Body: 1]

Doctor Midnight wears these

special goggles to allow her to overcome her handicap and see in daylight.

Blackout Bombs (x5)

[Body: 1, Darkness: 5, Fog: 10]

The Blackout Bombs fill a volume of 10 APs with 5 APs of Darkness.

• Alter Ego: Dr. Beth Chapel

• Motivation: Unwanted Power

• Occupation: Physician

• Wealth: 7

• Background:

Beth Chapel is the protoge of Charles McNider, the original Dr. Mid-Nite. A brilliant surgeon, she was blinded in an accident similar to the one which blinded McNider in the 1930's. Like her predecessor, she can see in the dark but not in the light. Dr. Midnight acts as Infinity Inc.'s official physician in addition to participating in the group's exploits.

FURY

DEX:	7	STR:	10	BODY:	9
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:	50		

• Powers:

Jumping: 3, Running: 6

• Skills:

Animal Handling: 3, Martial Artist: 8

• Advantages:

Connection: Infinity Inc. (High); Lightning Reflexes

• Drawbacks:

Married; Public Identity

• Alter Ego: Lyta Trevor

• Motivation: Thrill of Adventure

• Occupation: Adventurer

• Wealth: 4

• Background:

Fury is the daughter of the 1940's heroine of the same name. She was raised by adoptive parents, unaware of her true origins until she reached her early twenties. She was romantically involved with Hector Hall (the Silver Scarab), and joined him in the Dream Stream when she learned he had become the Sandman. The couple was expecting a child when they were last seen.

HOURLMAN

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	35		

• Skills:

Artist (Painter): 3

• Advantages:

Connections: Infinity Inc. (High), Tyler Chemical Co. (High); Scholar (art, chemistry)

- **Drawbacks:**

Secret Identity

- **Equipment:**

MIRACLO TABS

[STR: 9, BODY: 9, Running: 7, R#: 3]

Limitations: Each tab's effect lasts for one hour. After the effects of one tab wear off, Hourman must wait one hour before activating another.

- **Alter Ego:** Richard Tyler

- **Motivation:** Responsibility of Power

- **Occupation:** Artist

- **Wealth:** 4

- **Background:**

Rick Tyler is the son of the original hero to bear the name Hourman. Against his father's wishes, Rick became an artist despite his talent for chemistry. During the Crisis, Rick first took doses of his father's invention, Miraclo, and became the new Hourman. Since the disappearance of the Justice Society, the new Hourman has begun wearing a costume based on his father's.

JADE

DEX:	6	STR:	3	BODY:	10
INT:	4	WILL:	16	MIND:	10
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	16	HERO POINTS:	55		

- **Powers:**

Dispersal: 9, Flight: 14, Force Manipulation: 16, Sealed Systems: 14, Skin Armor: 3, Telepathy: 20

- **Skills:**

Artist (Actor): 3

- **Advantages:**

Connection: Infinity Inc. (High); Insta-Change

- **Alter Ego:** Jennie-Lynn Hayden

- **Motivation:** Thrill of Adventure

- **Occupation:** Actress

- **Wealth:** 4

- **Background:**

Jade is the daughter of Alan Scott, the Golden Age Green Lantern, and the sister of Infinity Inc. member Obsidian. Her powers are directed through a strange birthmark on her left palm which she refers to as her "power pulse." Jade is the subject of a strange obsession on the part of the man-monster Solomon Grundy, who obeys her implicitly.

MISTER BONES

DEX:	5	STR:	8	BODY:	7
INT:	5	WILL:	5	MIND:	6
INFL:	6	AURA:	3	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	45		

- **Powers:**

Poison Touch: 8

- **Skills:**

Charisma: 6, Thief: 4

- **Limitations:**

Poison Touch is Always On. Mister Bones must wear special clothing to avoid harming everyone he touches.

- **Advantages:**

Connections: Helix (High), Infinity Inc. (High)

- **Drawbacks:**

Catastrophic Irrational Attraction to speaking in rhyme; Strange Appearance; Minor Physical Restriction: Mister Bones has a mechanical leg which restricts his movement rate to 3 APs per phase.

- **Motivation:** Unwanted Power

- **Occupation:** Adventurer

- **Wealth:** 3

- **Background:**

Mister Bones was one of a group known as the Helix, all of whom were genomorphs, genetically altered children created by the mysterious Dr. Love. Helix misguidedly attacked Infinity Inc., but were defeated by the heroes. In the wake of the battle, a court of law remanded Mr. Bones into the custody of the Infinitors, where he assisted them in several cases. On one occasion, Mr. Bones' left leg was severed by the villain Carcharo, which has since been replaced by a cybernetic limb.

NUKLON

DEX:	7	STR:	8	BODY:	9
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	65		

- **Powers:**

Density Increase: 2, Dispersal: 10, Growth: 2

- **Skills:**

Gadgetry: 6, Vehicles: 7

- **Advantages:**

Connections: Infinity Inc. (High), N.A.S.A. (High); Lightning Reflexes

- **Drawbacks:**

Public Identity

- **Alter Ego:** Albert Rothstein

- **Motivation:** Upholding the Good

- **Occupation:** Mechanic

- **Wealth:** 4

- **Background:**

Nuklon is the son of the reluctant wartime era villain Cyclotron, and was raised by Al Pratt, the original Atom. Due to his father's repeated exposures to radiation, Nuklon grew to a height of over seven feet and possessed superior strength. Nuklon has been romantically linked to Jade in the past, but their relationship seems to have grown more platonic.

OBSIDIAN

DEX:	6	STR:	6	BODY:	7
INT:	4	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	65		

- **Powers:**

Dispersal: 12, Phobia: 7, Energy Absorption: 8, Flight: 4, Growth: 3, Two-Dimensional: 6, Telepathy: 15

- **Skills:**

Thief (Stealth): 8

- **Limitations:**

Telepathy can only be used to communicate with Jade.

- **Advantages:**

Connection: Infinity Inc. (High); Lightning Reflexes

- **Drawbacks:**

Loss Vulnerability: Obsidian loses 1 AP of all of his Powers and Skills in bright light; Public Identity

- **Alter Ego:** Todd Rice

- **Motivation:** Thrill of Adventure

- **Occupation:** Broadcasting Executive

- **Wealth:** 5

- **Background:**

Obsidian is Jade's twin brother. The origin of his shadow powers and ability to travel between shadowed areas is unknown. Obsidian was one of the first heroes recruited by Harbinger to join the Monitor's battle against the Anti-Monitor during the Crisis.

WILDCAT

DEX:	8	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:	45		

- **Powers:**

Claws: 7, Cling: 4

- **Skills:**

Acrobatics: 9, Artist (Writer): 2, Martial Artist: 6, Military Science (Tracking): 4, Thief: 8

- **Advantages:**

Connections: Infinity Inc. (High), Music Industry (Low); Lightning Reflexes; Scholar (rock & roll)

- **Alter Ego:** Yolanda Montez

- **Motivation:** Responsibility of Power

- **Occupation:** Journalist

- **Wealth:** 5

- **Background:**

Yolanda Montez was a longtime admirer of Ted Grant, the Golden Age Wildcat. When Grant was paralyzed saving a child during the Crisis, Yolanda decided to carry on his name as the new Wildcat. Wildcat's most closely guarded secret is her relationship to the villainous Carcharo, a sharklike being who has plagued Infinity Inc. on several occasions.

CHAPTER EIGHT

HERO HOTLINE



Superman is battling villains in Metropolis. The Batman is tracking down a costumed crook in Gotham. The Justice League is in outer space. The Teen Titans are in another dimension. The Suicide Squad isn't answering their phone. Infinity Inc. doesn't have a phone. So where can you turn to get your cat out of a tree? Don't panic! Just call 1-800-555-HERO and let Hero Hotline take care of your problems!

Hero Hotline is an organization of

little-known heroes organized by a person known only as the Coordinator, whose purpose is to provide superpowered assistance to the public at large. Most of the calls that come into the Hero Hotline offices are directed to the police, fire, or social services departments by H.H.'s large staff, but there are frequently calls which the Coordinator feels deserve the personal attention of one of the on-call heroes.

In addition to the day crew who

work from nine to five, Hero Hotline has a night shift that comes in to handle any crises that come up during the evening hours. Members of the night shift include Zeep the Living Sponge, Chlorino, Marie the Talking Turtle, and Thunderhead. The individuals that follow are the members of the day crew, who are listed simply because we don't know much about the night crew except for their names.

500Z-Q

DEX:	5	STR:	1	BODY:	5
INT:	7	WILL:	4	MIND:	3
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	30		

- **Powers:**
Remote Sensing: 12, Recall: 16, Super Hearing: 16, Flight: 4
- **Skills:**
Detective (Police Procedures): 7, Charisma: 7
- **Limitations:**
Remote Sensing can only be used to monitor the activities of Hero Hotline employees.
- **Advantages:**
Connection: Hero Hotline (High)
- **Drawbacks:**
Serious Physical Restriction: Sooz has no manipulative appendages.
- **Equipment:**
SLEEP GAS
[Body: 0, AV: 6, EV: 6, Fog: 6]
DEFENSIVE BLASTER
[Body: 3, AV: 4, EV: 5, R#: 3]
5 AP ACD Omni-Gadget
- **Alter Ego:** Soozie-Q/Sooz
- **Motivation:** Responsibility of Power
- **Occupation:** Floor Manager of Hero Hotline
- **Background:**
Soozie-Q was either built or acquired by the Coordinator when he set up Hero Hotline. Sooz is a multipurpose robot with a variety of television monitors which allow her to keep track of members of H.H. in the field. She acts as the floor manager of Hero Hotline, and it is her responsibility to make sure that the organization's employees act in a professional and heroic manner.

DIAMONDETTE

DEX:	5	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	14	HERO POINTS:	35		

- **Powers:**
Claws: 8
- **Skills:**
Medicine: 3

- **Advantages:**

Connection: Hero Hotline (High)

- **Alter Ego:** Diana Theotocopoulos

- **Motivation:** Upholding the Good

- **Occupation:** Medical Student

- **Wealth:** 4

- **Background:**

Diana Theotocopoulos took a job with Hero Hotline in order to pay her way through medical school. Her biggest goal in life is to be the first surgeon to operate without using a scalpel. She is frequently pestered by Hotshot, who has a crush on her.

HOTSHOT

DEX:	5	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	35		

- **Powers:**

Flame Project: 8

- **Advantages:**

Connection: Hero Hotline (High)

- **Drawbacks:**

Uncertainty

- **Alter Ego:** William "Billy" Lefferts

- **Motivation:** Unwanted Power

- **Occupation:** Hero

- **Wealth:** 4

- **Background:**

Hotshot was pressured into getting a job at Hero Hotline by his mother, who expects him to save the world several times a day. He has a tendency to be somewhat careless with his power to shoot fireballs from his fingertips, a quality which does not endear him to his fellow employees. Hotshot has a crush on Diamondette.

MICROWAVABELLE

DEX:	4	STR:	3	BODY:	3
INT:	7	WILL:	5	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	35		

- **Skills:**

Gadgetry: 6

- **Advantages:**

Connection: Hero Hotline (High);
Genius

- **Equipment:**

MICROWAVE SUIT

[Body: 3, Heat Vision: 7, Flight: 7, R#: 3]
Limitations: If Heat Vision is used on metal or metallic objects, it is subject to Power Burnout.

- **Alter Ego:** Belle Jackson

- **Motivation:** Responsibility of Power

- **Occupation:** Mom

- **Wealth:** 4

- **Background:**

Most of the members of the Hero Hotline team refer to Belle as Micro-

wave Mom. She became a hero after her husband was shot in a liquor store robbery and she needed to support her family. She has three children in elementary school: daughters Naomi and Ruthie, and son Dwight.

MISTER MUSCLE

DEX:	5	STR:	7	BODY:	6
INT:	2	WILL:	3	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	13	HERO POINTS:	40		

- **Skills:**

Martial Artist: 6

- **Advantages:**

Connection: Hero Hotline (High)

- **Drawbacks:**

Minor Irrational Attraction to changing his heroic codename; Miscellaneous: Sturgis is very self-conscious of his heroic image.

- **Alter Ego:** Sturgis Butterfield

- **Motivation:** Upholding the Good

- **Occupation:** Body Builder

- **Wealth:** 4

- **Background:**

Sturgis Butterfield is the quintessential bodybuilder: he is so pumped up that if he ever stopped exercising, his muscles would first stiffen up and then turn into blobs of flab. Terribly self-conscious about his heroic posture, Sturgis changes his codename at least once a week. In the past, he's been called Brother Bicep, Flex, Mister Mighty, and other names not so flattering.

PRIVATE EYES

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	6	MIND:	5
INFL:	2	AURA:	2	SPIRIT:	4
INITIATIVE:	12	HERO POINTS:	35		

- **Skills:**

Detective: 7, Gadgetry: 6

- **Advantages:**

Connection: Hero Hotline (High)

- **Drawbacks:**

Miscellaneous: Les is rather absentminded.

- **Equipment:**

LENSES

[Body: 4, X-Ray Vision: 9, Telescopic Vision: 9, Thermal Vision: 9, Full Vision: 9, Microscopic Vision: 9, R#: 2]

- **Alter Ego:** Lester Lee

- **Motivation:** Upholding the Good

- **Occupation:** Detective

- **Wealth:** 4

- **Background:**

Lester Lee is a very cerebral fellow, who often gets so wrapped up in

observing the microcosm of the universe that he forgets what is going on around him. He is engaged to Melanie Boulder, a famous country & western singer whom he rescued from a meat locker. Lester is not much use in fighting situations.

STRETCH

DEX:	9	STR:	3	BODY:	7
INT:	5	WILL:	4	MIND:	5
INFL:	3	AURA:	2	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	35		

- **Powers:**

Stretching: 8

- **Advantages:**

Connection: Hero Hotline (High)

- **Drawbacks:**

Uncertainty

- **Alter Ego:** Thomas Longacre

- **Motivation:** Unwanted Power

- **Occupation:** Circus Attraction

- **Wealth:** 4

- **Background:**

Thomas Longacre was using Gingold to contort his body long before the Elongated Man discovered it, but he never bothered to become involved in heroics. He decided to give up his career in the circus when his wife ran away with a clown and he found himself being billed as "the Human Worm." He seems to know the Coordinator better than the other team members, and refers to the boss as Harry.

VOICE-OVER

DEX:	4	STR:	2	BODY:	2
INT:	6	WILL:	4	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	35		

- **Skills:**

Gadgetry: 3

- **Advantages:**

Connection: Hero Hotline (High)

- **Equipment:**

COSTUME

[Body: 3, Super Ventriloquism: 6, Chameleon: 8, Sonic Beam: 8]

Limitations: Chameleon can only impersonate sounds.

- **Alter Ego:** Andrew P. Greenwald

- **Motivation:** Thrill of Adventure

- **Occupation:** Hero

- **Wealth:** 4

- **Background:**

Despite his Hero Hotline salary, Andy always seems to be short on cash. He has a passion for beautiful women, most of whom find him an incredible bore. Voice-Over's best friend is Fred, an invisible, intangible entity who may only be one of Andy's vocal creations. Or he may not be ...

CHAPTER NINE

OTHER HEROES



While many heroes find themselves joining groups to fight the forces of evil, most heroes fight as solo operatives, waging a one-person battle against injustice. These heroic individuals range from the bounty hunter named Manhunter to the enigmatic Black Orchid, from the absurd Ambush Bug to the tormented Peacemaker, and from the hard-hitting Question to the protector of truth, justice and the American Way, Superman. This chapter lists those individuals who are known primarily for their solo actions, even though some of them may have been parts of groups at some time or another.

AMBUSH BUG

DEX:	3	STR:	2	BODY:	3
INT:	2	WILL:	3	MIND:	3
INFL:	5	AURA:	2	SPIRIT:	3
INITIATIVE:	10 (25)	HERO POINTS:	65		

- **Power:**
Dumb Luck: 12
- **Advantages:**
Area Knowledge (DC Universe); Connections: DC Comics Inc. (High), Jonni DC (High); Gift of Gab; Scholar (comic books, the Real World)
- **Drawbacks:**
Catastrophic Psychological Instability (Ambush Bug is totally nuts); Unluck
- **Equipment:**
TELEPORTATION SUIT
[Body: 10, Teleportation: 15, Cell Rot: 12, R#: 2]

Bonus: Ambush Bug may add the Suit's APs of Teleportation to his Initiative when teleporting.

Limitation: Cell Rot only attacks persons other than Schwab who attempt to wear the suit.

Cheeks the Toy Wonder

[Body: 1, R#: 11]

- **Alter Ego:** Irwin Schwab
- **Motivation:** Thrill of Adventure
- **Occupation:** Freelance hero
- **Wealth:** 0
- **Background:**
Irwin Schwab has the distinction of being the only person from the Real World to make it into comic books. However, due to his gross violations of continuity and comic book ethics, Ambush Bug was expelled from the DC Universe, perhaps never to be seen again.

BLACK ORCHID

DEX:	10	STR:	10	BODY:	8
INT:	5	WILL:	10	MIND:	6
INFL:	7	AURA:	8	SPIRIT:	7
INITIATIVE:	22	HERO POINTS:	40		

- **Powers:**
Chameleon: 6, Control: 7, Flight: 9, Solar Sustenance: 12
- **Skills:**
Charisma (Persuasion): 10
- **Note:**
At this stage in her career, these are the only Powers and Skills that Black Orchid has developed. She has the potential to develop many others.

Limitations:

Miscellaneous: Control represents her ability to release and manipulate pheromones, and will not affect creatures with no sense of smell.

Advantages:

Attractive; Connection: Swamp Thing (Low)

Drawbacks:

Innocent; Miscellaneous: Black Orchid is actually a plant, and is therefore susceptible to defoliants and Powers that affect plants.

Alter Ego: "Susan Linden"

Motivation: Upholding the Good

Occupation: None

Wealth: 0

SUZY

DEX:	6	STR:	6	BODY:	6
INT:	7	WILL:	6	MIND:	5
INFL:	6	AURA:	7	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	40		

Powers:

Comprehend Languages: 7, Flight: 6, Solar Sustenance: 12, Speak With Animals: 7

Note:

At this stage in her career, these are the only Powers and abilities that Suzy has developed. She has the potential to develop many others.

Advantages:

Attractive

Drawbacks:

Innocent; Miscellaneous: Suzy is actually a plant, and is therefore susceptible to defoliants and Powers that affect plants.

Alter Ego: "Susan Linden"

Motivation: Upholding the Good

Occupation: None

Wealth: 0

Background:

The Black Orchid and Suzy are the genetic creations of Dr. Phil Sylvan. The first Black Orchid used her powers to fight crime, sometimes alongside the Suicide Squad. She was killed by Lex Luthor's henchmen and somehow caused her successor to awaken. Literally hybrids of flower and woman, the new Black Orchids are May Queens who are still searching for their place in the world.

BLACK THORN

DEX:	7	STR:	3	BODY:	5
INT:	5	WILL:	3	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:	35		

Skills: *linked*

Artist (Actor): 4, Acrobatics: 7*

Charisma: 5*, Detective: 4, Martial Artist: 5, Medicine (First Aid): 5*, Military Science: 5*, Thief: 7*, Vehicles: 7*, Weaponry: 7*

• **Advantages:**

Area Knowledge (New York City); Connection: Checkmate (High); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (street crime); Sharp Eye

• **Drawbacks:**

Catastrophic Irrational Attraction to protecting her secret identity; Mistrust; Serious Rage; Secret Identity

• **Equipment:**

Thorn Gun

[BODY: 3, EV: 4, Ammo: 12, Poison Touch: 5, R#: 3]

Knives

[BODY: 4, EV: 4]

• **Alter Ego:** Unknown

• **Motivation:** Seeking Justice

• **Occupation:** Vigilante

• **Wealth:** 6

• **Background:**

The origin of the woman known as Black Thorn is a mystery. She first appeared on the streets of Manhattan, where her lethal brand of vigilantism caused her to cross paths with the Vigilante. Thorn was devastated when the Vigilante committed suicide and vowed to continue hunting criminals in his memory. When the covert agency Checkmate was formed, Harvey Bullock tried to recruit Thorn, but she declined, preferring to work alone.

BLUE DEVIL

DEX:	8	STR:	10	BODY:	8
INT:	5	WILL:	6	MIND:	7
INFL:	7	AURA:	5	SPIRIT:	9
INITIATIVE:	24	HERO POINTS:	50		

• **Powers:**

Bomb: 5, Extended Hearing: 5, Flash: 8, Jumping: 5, Running: 5, Regeneration: 6, Sealed Systems: 5, Skin Armor: 8, Ultra Vision: 5

• **Skills:**

Acrobatics: 10, Artist (Actor): 2, Gadgetry: 6, Martial Artist: 9, Military Science (Demolitions): 3, Vehicles: 5, Weaponry: 7

• **Advantages:**

Area Knowledge (Hollywood); Connection: Hollywood (Low); Genius; Lightning Reflexes; Luck; Scholar (special effects)

• **Drawbacks:**

Secret Identity; Strange Appearance; Miscellaneous: Blue Devil is mystically sealed into his suit.



• **Equipment:**

Trident

[BODY: 10, Flame Project: 6, Flight: 6, Jumping: 3, Lightning: 6, Power Reserve: 3, Telepathy: 6]

Limitations: Telepathy is used to mentally control the Trident; Power Reserve functions with Jumping, Flame Project, and Lightning only.

• **Alter Ego:** Dan Cassidy

• **Motivation:** Thrill of Adventure

• **Occupation:** Stunt Man/Special Effects Artist

• **Wealth:** 6

• **Background:**

Dan Cassidy created his Blue Devil suit for a movie he had been hired to produce special effects for. When the film production crew somehow opened a gateway to the netherworlds, Cassidy was permanently fused into the suit by a real devil. He has since used the power the suit gives him to fight evil in its many forms.

CHECKMATE KNIGHT

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	2	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	40		

• **Skills:** *linked*

Acrobatics: 6*, Charisma: 4*, Detective: 5*, Martial Artist: 5*, Medicine (First Aid): 5*, Military Science: 5*, Thief: 6*, Vehicles: 6*, Weaponry: 6*

• **Advantages:**

Connections: Checkmate (High), U.S. Intelligence (Low); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (criminology, espionage); Sharp Eye

• **Drawbacks:**

Secret Identity

• **Equipment:**

BATTLE SUIT

[BODY: 7, EV: 7]

HELMET

[BODY: 4, Lightning: 4, Thermal Vision: 5, R#: 2]

Limitations: Lightning has a range of Touch.

GAUNTLET

[BODY: 4, EV: 4, Ammo: 7/3, R#: 3]

Bonuses: The Gauntlet houses a .45 Automatic, a retractable knife, and a knife gun. The second Ammo Rating is that of the knife gun.

Telescoping Lance

[BODY: 6, EV: 5, Stretching: 1, R#: 3]

The lance is similar to a policeman's billy club, but can telescope to a length of seven feet. It can be used as a melee weapon or a thrown weapon at either length.

Grappling Hook and Line

[STR: 7, BODY: 2, R#: 2]

The line is 4 APs long.

Comlink (Radio)

[BODY: 1]

Surveillance Binoculars

[BODY: 3, Telescopic Vision: 10, Ultra Vision: 5, Super Hearing: 10, R#: 3]

5 AP ABCD Omni-Gadget

• **Note:** These statistics are for a typical Knight of Checkmate. Specific individuals may have Attributes that vary by one or two APs.

• **Alter Ego:** Various

• **Motivation:** Seeking Justice

• **Occupation:** Government Operative

• **Wealth:** 3

• **Background:**

The Knights are the work horses of the covert organization known as Checkmate. They are recruited from law enforcement and security agencies all over the country and trained

in a secret base hidden in Konig Industries outside Washington D.C. Armed with an amazing array of weapons, the Knights protect America's interests under a cover of complete secrecy.

FIREHAWK

DEX:	5	STR:	7	BODY:	8
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	15	HERO POINTS:	40		

• Powers:

Flame Control: 10, Flight: 8, Flame Project: 10, Flame Immunity: 12

• Advantages:

Connections: Firestorm (High), U.S. Government (Low), Vandemeer University (Low); Scholar (political science)

• Drawbacks:

Secret Identity

• Alter Ego:

Lorraine Reilly

• Motivation:

Responsibility of Power

• Occupation:

Student

• Wealth:

3

• Background:

The daughter of a U.S. senator, Lorraine Reilly was kidnapped by the evil Tokamak and subjected to a process that gave her remarkable nuclear powers and brainwashed her into attacking Firestorm, the Nuclear Man. Firestorm was able to reverse the brainwashing, and Firehawk now serves as his sometimes-partner.

FIRESTORM

DEX:	7	STR:	9	BODY:	12
INT:	9	WILL:	8	MIND:	8
INFL:	8	AURA:	7	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:	110		

• Powers:

Density Increase: 7, Dispersal: 15, Energy Absorption: 10, Flame Control: 15, Flame Project: 12, Invulnerability: 12, Matter Manipulation: 18, Flight: 13, Sealed Systems: 15

• **Alter Ego:** Ronnie Raymond/Mikhail Arkadin/Martin Stein

• **Motivation:** Unwanted Power

• **Occupation:** Elemental

• **Background:**

Firestorm was created when Professor Martin Stein and high school student Ronnie Raymond were fused by an elemental fire being in a nuclear explosion. Recently, the fire elemental took control of the Firestorm persona and is pursuing his unique destiny.

GREEN LANTERN

DEX:	7	STR:	4	BODY:	12 (4)
INT:	8	WILL:	23	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	12
INITIATIVE:	21	HERO POINTS:	110		

• Skills:

Scientist: 5

• Advantages:

Connection: Hal Jordan (High); Iron Nerves; Scholar (architecture)

• Drawbacks:

Public Identity

• Equipment:

POWER RING

[INT: 10, BODY: 23, Comprehend Languages: 20, Flight: 40, Force Manipulation: 23, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 11, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]

Bonus: Stewart's Body is 12 while he is wearing the ring.

Limitations: The Power Ring's Body is only 6 while it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Stewart loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Misc. Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery

[BODY: 23, Energy Absorption: 18, Invisibility: 15, R#: 2]

• Alter Ego:

John Stewart

• Motivation:

Responsibility of Power

• Occupation:

Architect

• Wealth:

5

• Background:

John Stewart first became known as the alternate Green Lantern of Space Sector 2814. When Hal Jordan gave up his Power Ring, Stewart was made his successor. After a series of adventures, Jordan regained his Power Ring, and for a time Stewart returned to his normal life. Recently, Stewart was given a Power Ring of his own, but he has been having trouble adjusting to the responsibility that goes along with it.

MANHUNTER

DEX:	8	STR:	4	BODY:	6
INT:	7	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	70		

• Skills:

linked

Acrobatics: 8*, Artist (Actor): 6*, Charisma: 6*, Detective: 7*, Martial Artist: 8*, Gadgetry: 7*, Military Science: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*

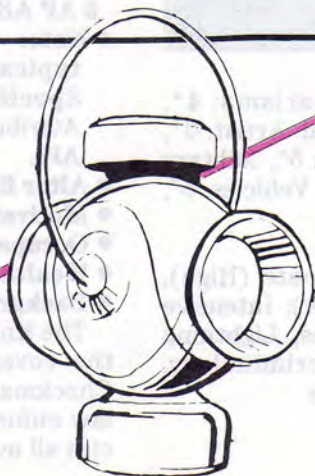
• Advantages:

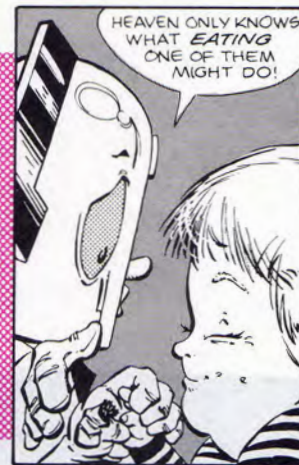
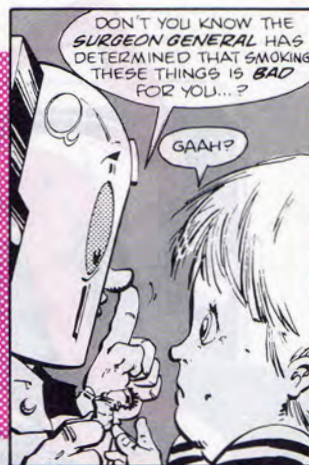
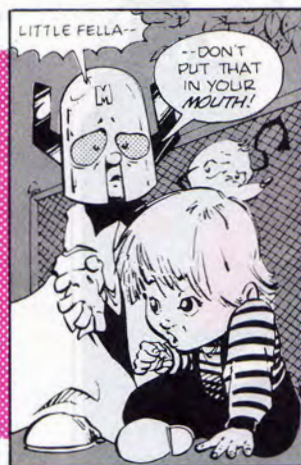
Connection: Suicide Squad (High); Genius; Intensive Training; Lightning Reflexes; Sharp Eye

• Equipment:

MASK

[BODY: 4, Danger Sense: 4, Thermal Vision: 7, Directional Hearing: 4, Extended Hearing: 4, Telescopic Vision: 4]





Power Baton

[Body: 5, EV: 5, Energy Blast: 7, Jumping: 5, Magnetic Control: 5, R#: 2]

Misc. Drawbacks: The Baton cannot be used for Killing Combat.

5 AP C Omni-Gadgets (x2)

These Omni-Gadgets are built into Manhunter's Power Baton.

- **Alter Ego:** Mark Shaw
- **Motivation:** Thrill of Adventure
- **Occupation:** Bounty Hunter
- **Wealth:** 6
- **Background:**

Mark Shaw originally joined the Manhunter cult in an attempt to find the justice that he could not achieve as a lawyer. He later became known as the Privateer and the Star-Tsar and battled the Justice League under the influence of Manhunter brainwashing. Shaw was cured by Doctor Simon LaGrieve while in prison and won his freedom by undertaking a mission with the Suicide Squad. Adapting his weaponry, Shaw resolved to restore honor to the Manhunter name by hunting criminals as the new Manhunter.

'MAZING MAN

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	5	MIND:	4
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	13	HERO POINTS:	35		

- **Powers:**
Danger Sense: 1, Dumb Luck: 12
- **Skills:**
Charisma (Persuasion): 12, Detective: 1, Vehicles: 1
- **Advantages:**
Connections: BC Comics (High), Queens Police Precinct (Low); Luck; Popularity
- **Drawbacks:**
Innocent; Catastrophic Irrational Attraction to Upholding the Good
- **Alter Ego:** Sigfried Horatio Hunch III
- **Motivation:** Upholding the Good

- **Occupation:** Hero/Owner of BC Comics
- **Wealth:** 8
- **Background:**
Sigfried Horatio Hunch III fights crime in the neighborhood of Queens, New York. A simple, funloving guy, 'Maze tends to make friends with everybody and lights up their otherwise dull lives. 'Mazing Man is *not* part of the standard DC Universe continuity.

THE METAL MEN

GOLD

DEX:	11	STR:	7	BODY:	9
INT:	7	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:	75		

- **Powers:**
Omni-Arm: 6, Regeneration: 4, Self Manipulation: 12, Stretching: 13
- **Skills:**
Detective: 4, Scientist: 5, Vehicles: 4
- **Advantages:**
Connection: Will Magnus (High); Leadership
- **Drawbacks:**
Miscellaneous: Gold receives a -2 Column Shift penalty when using Character Interaction against human beings.
- **Motivation:** Upholding the Good
- **Occupation:** Robot

IRON

DEX:	7	STR:	14	BODY:	12
INT:	4	WILL:	6	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	17	HERO POINTS:	35		

- **Powers:**
Omni-Arm: 7, Regeneration: 4, Self Manipulation: 13, Stretching: 10
- **Advantages:**
Connection: Will Magnus (High)
- **Drawbacks:**
Innocent; Attack Vulnerability: -2

Column Shifts versus Magnetic Attacks; Miscellaneous: Iron receives a -2 Column Shift penalty when using Character Interaction against human beings.

- **Motivation:** Upholding the Good
- **Occupation:** Robot

LEAD

DEX:	5	STR:	12	BODY:	13
INT:	2	WILL:	4	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	7
INITIATIVE:	11	HERO POINTS:	35		

- **Powers:**
Energy Absorption: 12, Omni-Arm: 5, Regeneration: 4, Self Manipulation: 10, Stretching: 13
- **Limitations:**
Energy Absorption only works on radiation.
- **Advantages:**
Connection: Will Magnus (High)
- **Drawbacks:**
Innocent; Miscellaneous: Iron receives a -2 Column Shift penalty when using Character Interaction against human beings.
- **Motivation:** Upholding the Good
- **Occupation:** Robot

MERCURY

DEX:	13	STR:	6	BODY:	5
INT:	3	WILL:	3	MIND:	4
INFL:	6	AURA:	2	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:	35		

- **Powers:**
Omni-Arm: 4, Regeneration: 4, Stretching: 8, Self Manipulation: 14
- **Advantages:**
Connection: Will Magnus (High)
- **Drawbacks:**
Innocent; Serious Irrational Attraction to declaring that "mercury is the only metal that is liquid at room temperature;" Miscellaneous: Mercury receives a -3 Column Shift penalty when using



Character Interaction against human beings.

- **Motivation:** Thrill of Adventure
- **Occupation:** Robot

PLATINUM

DEX:	11	STR:	7	BODY:	9
INT:	5	WILL:	3	MIND:	4
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:	35		

- **Powers:**
Omni-Arm: 6, Regeneration: 4, Self Manipulation: 13, Stretching: 13
- **Advantages:**
Connection: Will Magnus (High)
- **Drawbacks:**
Innocent; Serious Irrational Attraction to Will Magnus; Miscellaneous: Tina receives a -2 Column Shift penalty when using Character Interaction against human beings.
- **Alter Ego:** Tina
- **Motivation:** Upholding the Good
- **Occupation:** Robot

TIN

DEX:	9	STR:	4	BODY:	8
INT:	3	WILL:	2	MIND:	3
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	35		

- **Powers:**
Omni-Arm: 5, Regeneration: 4, Self Manipulation: 12, Stretching: 14
- **Skill:**
Gadgetry: 6
- **Advantages:**
Connection: Will Magnus (High); Scholar (robotics)

Drawbacks:

Innocent; Minor Physical Restriction: stuttering; Miscellaneous: Tin receives a -2 Column Shift penalty when using Character Interaction against human beings.

- **Motivation:** Upholding the Good
- **Occupation:** Robot
- **Background:**

The Metal Men are the creation of Dr. Will Magnus, who perfected the "responsometers" that make the robots' amazing abilities possible. Despite being artificial beings, the Metal Men have an unusually high amount of personality and dedication that sets them apart from other man-made creations.

PEACEMAKER

DEX:	7	STR:	4	BODY:	5
INT:	3	WILL:	8	MIND:	2
INFL:	6	AURA:	2	SPIRIT:	7
INITIATIVE:	20	HERO POINTS:	50		

- **Skills:**
Acrobatics: 4, Martial Artist: 7, Military Science: 8, Weaponry: 8, Vehicles: 7, Thief: 6
- **Advantages:**
Connections: Pax Institute (High), U.S. Intelligence (Low); Lightning Reflexes
- **Drawbacks:**
Dark Secret (Peacemaker's father was a Nazi war criminal); Catastrophic Irrational Attraction to fighting terrorists; Guilt (Peacemaker believes that he is haunted by future victims of terrorism); Serious Psychological Instability; Serious Rage; Secret Identity

Equipment:

HELMET

[BODY: 5, Mind Blast: 6, Thermal Vision: 6, R#: 2]

Bonus: Mind Blast has Area Effect.

BODY ARMOR

[BODY: 6]

Pistol

[BODY: 4, EV: 6, Ammo: 6, R#: 2]

Submachinegun

[BODY: 4, AV: 5, EV: 6, Ammo: 6, R#: 3]

Grenades

[BODY: 6, Bomb: 8]

- **Alter Ego:** Christopher Smith
- **Motivation:** Seeking Justice
- **Wealth:** 10
- **Background:**

Peacemaker is a very unstable hero, who uses his unique equipment to fight terrorism. Having witnessed his father's suicide at age 5, Peacemaker suffers from a great deal of mental torment, often believing that he is haunted by his father's ghost. He has worked as an agent for the U.S. government in the past, but his status after the Janus Directive upheaval is somewhat vague.

PLASTIC MAN

DEX:	10	STR:	4	BODY:	8
INT:	4	WILL:	6	MIND:	9
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:	50		

- **Powers:**
Stretching: 15, Dumb Luck: 6, Self Manipulation: 15
- **Skills:**
Detective: 5, Martial Artist: 5, Thief: 10
- **Limitations:**
Miscellaneous: Plastic Man always retains his red-and-gold costume motif in whatever form he assumes.
- **Advantages:**
Luck
- **Drawbacks:**
Mistrust; Serious Irrational Attraction to zaniness; Strange Appearance
- **Alter Ego:** "Eel" O'Brien
- **Motivation:** Thrill of Adventure
- **Occupation:** Private Eye
- **Wealth:** 3
- **Background:**
When "Eel" O'Brien gained his unusual stretching powers, he was sure that he was doomed forever for a life as a freak. However, he soon met Woozy Winks, who showed him that his powers could be used to fight or perpetrate crime. They tossed a coin to decide, and crimefighting won. The pair have since opened their own private investigation office.

THE QUESTION

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	9	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	55		

• Skills:

Acrobatics: 4, Detective: 7, Martial Artist: 8, Thief: 7, Weaponry: 5, Vehicles (Land): 5

• Advantages:

Area Knowledge (Hub City); Connections: Hub City Government (High), Hub City Media (High); Iron Nerves; Sharp Eye

• Drawbacks:

Secret Identity

• Equipment:

MASK

[BODY: 1, Cling: 8]

The Mask Clings to the Question's face after it has been exposed to the gas released from his belt buckle.

BELT BUCKLE GAS DISPENSER

[BODY: 5, Fog: 8, Illusion: 12]

Misc. Drawbacks: The gas' Illusion Power only changes the color of the Question's hair and clothes so he cannot be recognized.

• **Alter Ego:** Charles Victor Szasz/Vic Sage

• **Motivation:** Seeking Justice

• **Occupation:** Television Reporter

• **Wealth:** 5

• Background:

Vic Sage is a crusading investigative reporter for television station KBEL in Hub City. His dedication for uncovering the truth is phenomenal, but there are certain situations where Vic Sage cannot reach his goals without breaking the law. In these times, he dons the mask created for him by Professor Aristotle Rodor and becomes the Question.

RAGMAN

DEX:	7	STR:	5	BODY:	5
INT:	4	WILL:	5	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	50		

• Skills:

Acrobatics: 9, Charisma: 5, Detective: 3, Martial Artist: 7, Military Science: 5, Thief: 7, Vehicles: 5, Weaponry: 5

• Advantages:

Area Knowledge (Gotham City slums); Lightning Reflexes

• Drawbacks:

Mistrust; Secret Identity

• **Alter Ego:** Rory Regan

• **Motivation:** Seeking Justice

• **Occupation:** Pawn Shop Owner

• **Wealth:** 4

• Background:

Rory Regan fights crime in the Gotham City slums in the guise of the Ragman. He gained his abilities in a freak accident when his father and five of his father's friends were killed by gangsters. While he has made some progress rooting out the criminal element, his efforts are often overshadowed by the presence of the Batman in Gotham.

ROBIN *deceased*

DEX:	6	STR:	2	BODY:	4
INT:	6	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	35		

• Skills: *linked*

Acrobatics: 6*, Charisma: 5, Detective: 4, Martial Artist: 6*, Thief: 6*

• Advantages:

Area Knowledge (Gotham City); Connections: Batman (High), Street (Low); Intensive Training; Rich Family (Bruce Wayne); Sharp Eye

• Drawbacks:

Age (13); Secret Identity

• Equipment:

COSTUME

[BODY: 5]

Batrang w/ Rope

[BODY: 8, Gliding: 2]

The rope is 4 APs long.

Radio

[BODY: 1]

5 AP C Omni-Gadget

• **Alter Ego:** Jason Todd

• **Motivation:** Seeking Justice

• **Occupation:** Student

• **Wealth:** 2

• Background:

Batman met Jason Todd in Crime Alley, where the youth had stripped the Batmobile. Impressed by Todd's guts, Batman took Jason under his wing and trained him to replace Dick Grayson as the new Robin. Tragically, the new Robin was murdered by the Joker.

THE SANDMAN

DEX:	5	STR:	3	BODY:	9
INT:	13	WILL:	15	MIND:	12
INFL:	15	AURA:	16	SPIRIT:	20
INITIATIVE:	33	HERO POINTS:	125		

• Powers:

Awareness: 12, Invulnerability: 16, Dimension Travel: 16, Sorcery: 34 (35)*

• Note:

The Sandman's Sorcery Power was rated at 34 APs while his mystic ruby existed (see below). Now that the ruby is destroyed, his Sorcery has increased to 35 APs.

• Skill:

Occultist: 18

• Limitations:

Sandman's Sorcery Power is the manipulation of "dream stuff;" he cannot mimic a Power or ability that he cannot pull out of a dream of a living being.

• Advantages:

Area Knowledge (Dream Dimension); Connections: Dream Dimension (High), Mystical Community (Low); Iron Nerves

• Drawbacks:

Authority Figure

• Equipment:

Pouch of Sleep Dust

[BODY: 14, SPIRIT: 14, Hypnosis: 15, Magic Sense: 12, Omni-Power: 9]

Limitation: Hypnosis can only be used to put its victim to sleep.

HELMET

[BODY: 16]

The Helmet is the Sandman's badge of office, and with it he can visit various mystical realms with impunity as an official envoy.

Ruby

[BODY: 12, SPIRIT: 12]

While in possession of the ruby, the Sandman's SPIRIT is considered 25 for the purposes of determining the amount of Mystical Bashing Damage he sustains while using his Sorcery Power. The ruby was recently destroyed.

• **Alter Ego:** Morpheus/"Dream"

• **Motivation:** Responsibility of Power

• **Occupation:** King of the Dream Dimension

• **Wealth:** 0

• Background:

Morpheus is the younger brother of Death, and ruler of the Dream Dimension. He was captured by a group of occultists early in the 20th century, causing repercussions over many dimensions. The Sandman recently escaped and embarked on a quest to retrieve his three tokens of power: his bag of sand, his helmet, and his ruby. Having succeeded in capturing these three objects, it remains to be seen what the Sandman will do next.

STARMAN

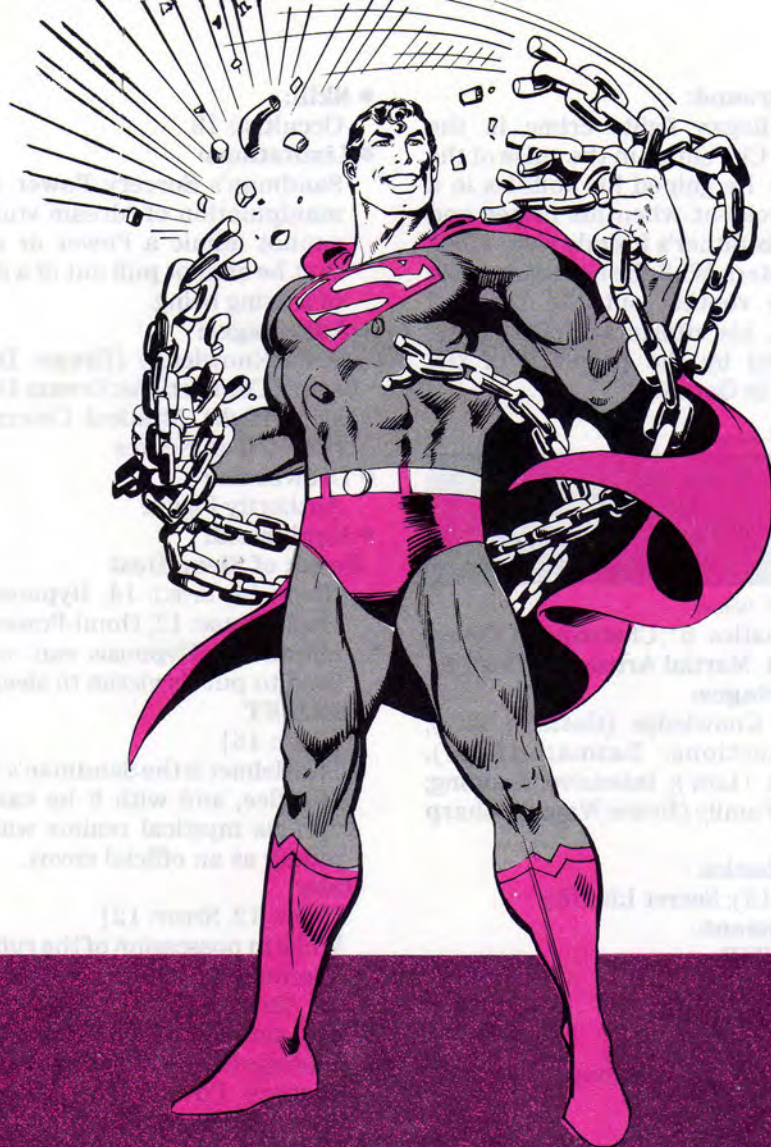
DEX:	6	STR:	10	BODY:	6
INT:	5	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	55		

• Powers:

Chameleon: 9, Density Increase: 2, Flame Project: 9, Flash: 9, Flight: 10

• Skill:

Artist (Writer): 3



- **Alter Ego:** William Payton
- **Motivation:** Responsibility of Power
- **Occupation:** Freelance Editor
- **Wealth:** 5
- **Background:**

William Payton went to sleep on a mountainside in the Rocky Mountains and woke up several months later in a morgue, endowed with phenomenal abilities. His sister devised a costume and identity for him, and Payton flew into action as the new Starman. Still unsure of the true nature of his powers, Starman recently learned that his body is no longer even remotely human.

SUPERMAN

DEX:	15	STR:	25	BODY:	18
INT:	11	WILL:	20	MIND:	15
INFL:	10	AURA:	10	SPIRIT:	10
INITIATIVE:	50	HERO POINTS:	200		

• Powers:

Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Invulnerability: 22, Heat Vision: 15, Microscopic Vision: 15, Recall: 20, Sealed

Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 14, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13

• Skills:

Artist (Writer): 4, Charisma (Persuasion): 15, Scientist: 10

• Advantages:

Area Knowledge (Metropolis); Connections: Batman (High), *Daily Planet* (High), Metropolis Police Department (High), White House (High); Popularity

• Drawbacks:

Secret Identity; Fatal Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: magic, range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, range of 0 APs

• Note

All of Superman's Loss Vulnerabilities affect all of his Attributes and Powers.

- **Alter Ego:** Clark Kent/Kal-El
- **Motivation:** Upholding the Good
- **Occupation:** Mild-mannered reporter for the *Daily Planet*
- **Wealth:** 6
- **Background:**

Rocketed from the dying planet Krypton, infant Kal-El traveled to Earth where he was found and adopted by Jonathan and Martha Kent. As the child grew older, he manifested more and more powers. After graduating from high school, Clark Kent spent several years using his powers secretly to aid mankind. He was finally exposed when he rescued an experimental spacecraft from a near disaster. Realizing that he could no longer keep his presence a secret, Kent turned to his adoptive parents, who helped him devise the identity of Superman.

WILD DOG

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	45		

• Skills: *linked*

Acrobatics: 4, Artist (Actor): 4, Gadgetry: 3, Martial Artist: 7*, Military Science: 6*, Thief: 7*, Vehicles: 6, Weaponry: 7*

• Advantages:

Area Knowledge (Quad Cities); Connection: Police Department (Low); Lightning Reflexes

• Drawbacks:

Secret Identity

• Equipment:

BODY ARMOR

[Body: 6]

STUN GLOVES

[Body: 1, Lightning: 6, R#: 5]

Limitation: Range of Lightning is Touch.

Submachinegun

[Body: 4, AV: 5, EV: 5, Ammo: 4, R#: 3]

4 AP C Omni-Gadget

- **Alter Ego:** Jack Wheeler
- **Motivation:** Seeking Justice
- **Occupation:** Mechanic
- **Wealth:** 5
- **Background:**

When Jack Wheeler's girl friend Claire was assassinated in an organized crime hit, Jack donned his marine greens, an old State University jersey, and a hockey mask and struck back at the killers. The press dubbed him "Wild Dog," and encouraged by his success, Jack began to split his time between his auto repair shop and fighting crime.

America entered World War II when the Japanese navy bombed Pearl Harbor on December 7, 1941. President Franklin Delano Roosevelt immediately organized all of America's costumed heroes into a single fighting force, the All-Star Squadron, even as the United States Armed Forces were mobilized to fight the Axis.

The real heroes of the war were not these costumed mystery-men. The war was fought by ordinary people without the gift of special powers: men and women who laid their lives on the line in the name of peace. The citizens of America, Great Britain, France, Australia, and other Allied countries battled the Axis forces across five continents, and many would not return to enjoy the freedom they fought for. Gravedigger, Lieutenant Jeb Stuart and his Haunted Tank crew, Captain Storm and the Losers, the Blackhawks, the Unknown Soldier, Mademoiselle Marie, the Creature Commandos, G.I. Robot, Captain Ulysses Hazard, the Boy Commandos, Sergeant Rock, and the Combat-Happy Joes of Easy Company were only a few of the individuals who fought the Axis step-by-step through the trenches to win an Allied victory.

This chapter lists only a small sample of these noble heroes, who fought during the war and sometimes afterwards.

BLACKHAWK

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	4
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	25	HERO POINTS:	65		

- **Skills:**
Charisma: 7, Gadgetry: 8, Martial Artist: 6, Vehicles: 12, Military Science: 8, Weaponry: 9
- **Advantages:**
Connections: Allied Armed Forces (High), British Government (High), U.S. Air Army (High), U.S. Government (Low); Iron Nerves; Leadership; Lightning Reflexes; Scholar (aircraft)
- **Equipment:**
.45 Pistol
[BODY: 5, EV: 4, Ammo: 5, R#:2]
X-F5F SKYROCKET
[STR: 5, BODY: 8, EV: 8, Flight: 9, Radar Sense: 13, Bomb: 15, R#: 3]
- **Alter Ego:** Janos Prohaska
- **Motivation:** Thrill of Adventure
- **Occupation:** Pilot
- **Wealth:** 7
- **Background:**
Janos Prohaska was a flier in the Polish Air Force. When his brother

and sister were killed by German bombs, Prohaska fled to the Soviet Union and later to America, where he organized an elite squadron of crack pilots known as the Blackhawks. Plagued by accusations of Communist sympathies, Blackhawk nevertheless continued his battle against the likes of Nazi agent Death Mahew and the White Lions until the war was over. He drifted a while after the war, finally becoming a CIA agent under the cover of the Blackhawk Freight Company.

SERGEANT ROCK

DEX:	7	STR:	4	BODY:	6
INT:	7	WILL:	10	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	8
INITIATIVE:	25	HERO POINTS:	95		

- **Power:**
Danger Sense: 10
- **Skills:**
Martial Artist: 8, Thief: 7, Military Science: 10, Vehicles: 7, Weaponry: 10

CHAPTER TEN

WW II HEROES



- **Advantages:**
Area Knowledge (French countryside); Connections: Easy Company (High), U.S. Military (Low); Iron Nerves; Leadership; Lightning Reflexes; Scholar (military tactics); Sharp Eye
- **Equipment:**
Thomson Submachinegun
[BODY: 5, AV: 7, EV: 7, Ammo: 5, R#: 3]
Bonus: Rock's Thompson can only fire five bursts before he must reload. After running out of ammo, however, Rock can fire additional bursts before reloading at a cost of five Hero Points each.
- **.45 Pistol**
[BODY: 5, EV: 5, Ammo: 5, R#: 2]
- **Grenades (x4)**
[BODY: 6, Bomb: 8]
- **Alter Ego:** Sergeant Frank Rock
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier
- **Wealth:** 1

● **Background:**

The most legendary combat soldier of them all, Frank Rock earned his stripes at the Battle of Three Stripes Hill and remained topkick of Easy Company throughout the war. Rock turned down promotion many times, preferring to fight at the side of the Combat-Happy Joes of Easy Company. His fate after the war is unknown.



EASY COMPANY

BULLDOZER

DEX:	4	STR:	4	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	20		

- **Skills:**
Martial Artist: 4, Military Science: 4, Weaponry: 4
- **Advantages:**
Connections: Easy Company (High), U.S. Military (Low)
- **Equipment:**
Machinegun
[BODY: 4, AV: 7, EV: 7, Ammo: 5, R#: 2]
Grenades (x2)
[BODY: 6, Bomb: 8]
- **Alter Ego:** Corporal Nichols
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier/second-in-command of Easy Company
- **Wealth:** 2

JACKIE JOHNSON

DEX:	4	STR:	4	BODY:	4
INT:	3	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	20		

- **Skills:**
Martial Artist: 5, Weaponry: 3, Military Science: 4
- **Advantages:**
Connections: Easy Company (High), U.S. Military (Low); Scholar (boxing)
- **Equipment:**
Rifle
[BODY: 4, EV: 5, Ammo: 4, R#: 2]
Grenades (x2)
[BODY: 6, Bomb: 8]
- **Alter Ego:** Jackie Johnson
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier/Heavyweight Boxing Champion
- **Wealth:** 2

LITTLE SURE SHOT

DEX:	4	STR:	3	BODY:	3
INT:	5	WILL:	5	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	20		

- **Skills:**
Martial Artist: 4, Weaponry: 5, Military Science: 4
- **Advantages:**
Connections: Easy Company (High), U.S. Military (Low)
- **Equipment:**
Rifle
[BODY: 4, EV: 5, Ammo: 4, R#: 2]
Grenades (x2)
[BODY: 6, Bomb: 8]
- **Alter Ego:** Unknown

- **Motivation:** Responsibility of Power
- **Occupation:** Soldier
- **Wealth:** 2

WILDMAN

DEX:	4	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	20		

- **Skills:**
Martial Artist: 4, Weaponry: 4, Military Science: 4
- **Advantages:**
Connections: Easy Company (High), U.S. Military (Low), Scholar (history)
- **Equipment:**
Rifle
[BODY: 4, EV: 5, Ammo: 4, R#: 2]
Grenades (x2)
[BODY: 6, Bomb: 8]
- **Alter Ego:** Unknown
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier/History Teacher
- **Wealth:** 2

COMBAT-HAPPY JOES

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	20		

- **Skills:**
Martial Artist: 4, Weaponry: 3, Military Science: 4
- **Advantages:**
Connections: Easy Company (High), U.S. Military (Low)
- **Equipment:**
Rifle
[BODY: 4, EV: 5, Ammo: 4, R#: 2]
Grenades (x2)
[BODY: 6, Bomb: 8]
- **Alter Ego:** Ice Cream Soldier/Four-Eyes/Worry Wart/Farmer Boy/Flower/Long Round/Short Round/Canary/Others
- **Motivation:** Responsibility of Power
- **Occupation:** Soldiers/Various
- **Wealth:** 2

● **Background:**

The most famous fighting unit of the Second World War, Easy Company fought on many fronts, including France, North Africa, Italy, Belgium, and finally Germany. For some reason, their sergeant, Frank Rock, insisted on giving most of his troops nicknames which seemed to define their personalities and abilities. It is known that some of the Combat-Happy Joes survived the D-day invasion of Normandy, but their destiny beyond the closing days of the war remains to be seen.

THE UNKNOWN SOLDIER

DEX:	7	STR:	4	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	55		

- **Powers:**
Regeneration: 8, Invulnerability: 7
- **Skills:**
Acrobatics: 2, Artist (Actor): 10, Detective: 6, Martial Artist: 7, Military Science: 8, Thief: 7, Vehicles: 7, Weaponry: 7

- **Advantages:**
Connection: U.S. Military (High); Lightning Reflexes

- **Drawbacks:**
Secret Identity; Strange Appearance (beneath his bandages, the Unknown Soldier is hideously disfigured)

- **Equipment:**
LATEX MASKS

[BODY: 1, Chameleon: 8]

Misc. Drawback: The masks tend to make the Unknown Soldier scratch the back of his neck. Those who are aware of this habit receive -2 Column Shifts to the OV/RV of the Perception Check needed to penetrate his disguise.

- **Alter Ego:** Unknown
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier
- **Wealth:** 5
- **Background:**

The man known as the Unknown Soldier is one of the most enigmatic figures in the history of warfare. One record shows him disguising himself as Adolf Hitler and executing the Nazi fuhrer in his infamous bunker even as the Allies invaded Berlin. This same story shows the soldier being killed while rescuing a young girl in the occupied city, but may be fictitious. The Unknown Soldier later appeared in the Viet Nam War, still as young as ever and seemingly possessed of a power that lets him regenerate himself. Whether or not the truth about this enigmatic being will ever be told is not known at this time.

THE VIKING COMMANDO

DEX:	7	STR:	5	BODY:	6
INT:	4	WILL:	8	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	40		

- **Skills:**
Acrobatics: 2, Animal Handling: 5, Charisma: 5, Weaponry: 9, Military Science: 6, Thief (Stealth): 5, Martial Artist: 7

- **Advantages:**
Connections: U.S. Military (Low),

Valhalla (Low); Iron Nerves; Lightning Reflexes

- **Drawbacks:**
Miscellaneous: Valoric tends to envision his enemies as 12th century warriors.

- **Equipment:**
Iron Fang (Battle Axe)

[BODY: 13, EV: 10]

- **Submachinegun**

[BODY: 4, AV: 7, EV: 7, Ammo: 5, R#: 2]

- **Grenades (x4)**

[BODY: 6, Bomb: 8]

- **Alter Ego:** Valoric
- **Motivation:** Thrill of Adventure
- **Occupation:** Viking Commando
- **Wealth:** 0

- **Background:**
Valoric was a fifth century Viking who was accidentally hurled through time by a Valkyrie named Fey who thought he was dead. Finding himself in 1944, Valoric was recruited by the Americans, who dubbed him the Viking Commando. He was given Army training and unleashed against the Germans, whom he referred to as Huns. Whether or not Valoric cheated death a second time by surviving the war is a mystery. The tales of the Viking Commando may exist outside the standard DC Universe continuity.

THE IRON MAJOR

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	7	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	65		

- **Skills:**
Martial Artist: 7, Weaponry: 9, Military Science: 8, Thief: 6, Vehicles: 6

- **Advantages:**
Connection: Nazi Germany (High); Iron Nerves; Leadership; Scholar (military tactics)

- **Drawbacks:**
Minor Physical Restriction: metal hand

- **Equipment:**
METAL HAND

[STR: 8, BODY: 13]

- **Luger**

[BODY: 4, EV: 4, Ammo: 8, R#: 2]

- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Nazi
- **Wealth:** 6
- **Background:**

The single greatest foe of Sergeant Rock and Easy Company was the ruthless Nazi officer called the Iron Major. He first encountered Rock while he was the commandant of Stalag 9: Rock was the first prisoner



ever to escape the Stalag. Believed killed several times during the war, the Iron Major returned time and again, only to be defeated by the Rock of Easy Company.

NAZI SOLDIERS

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

- **Skills:**
Martial Artist: 3, Weaponry: 2, Military Science: 2

- **Advantages:**
Connection: Nazi Wermacht (Low)

- **Equipment:**
Rifle

[BODY: 3, EV: 4, Ammo: 4, R#: 2]

- **Grenades (x2)**

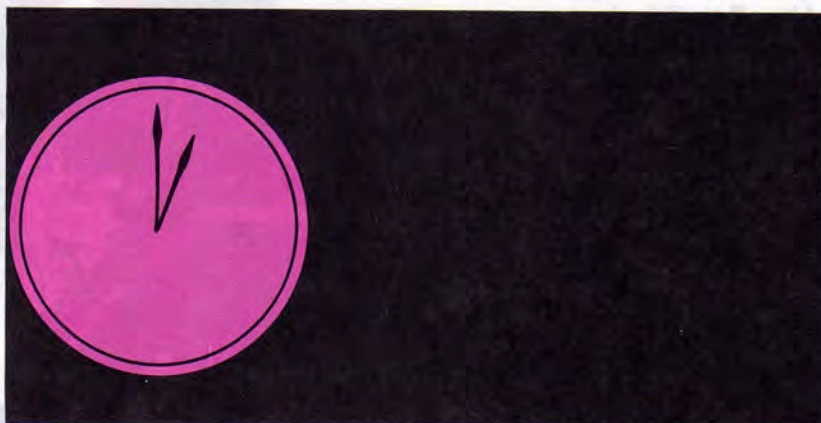
[BODY: 6, Bomb: 8]

- **Alter Ego:** Various
- **Motivation:** Power Lust
- **Occupation:** Nazis
- **Wealth:** 2
- **Background:**

The strength of Nazi Germany lay in its soldiers' fanatical single-minded devotion to Adolf Hitler and the Third Reich.

CHAPTER ELEVEN

WATCHMEN



Ten years after the breakup of the Minutemen in 1949, a new generation of costumed adventurers began to appear. Unlike their predecessors, however, these six heroes would have a profound effect upon the future direction of the world. The greatest of these came in the form of Doctor Manhattan, the world's first paranormally powered being. His unique ability to control molecules accelerated technology, won the Viet Nam War, and gave America permanent superiority in the arms race. His very presence escalated tensions even while imposing an uncomfortable peace.

In 1977, police all over the country went on strike, protesting the presence of costumed vigilantes. Chaos and rioting broke out nationwide, forcing Congress to pass the Keene Act, which outlawed all vigilantes not sponsored by the government. The right-wing extremist hero called Rorschach refused to be retired and went underground, continuing his war on the scum of society. The only other active heroes left after the Keene Act were Doctor Manhattan and the Comedian, an aging member of the Minutemen, both of whom acted under government guidance.

The Comedian was murdered in 1985. His death was investigated by Rorschach, who rapidly began dis-

covering clues that led him to believe that former costumed heroes were being eliminated. His theory was supported when Doctor Manhattan left Earth shortly afterwards, the victim of a slanderous campaign which accused him of causing cancer among his associates. Rorschach's activities began to involve other former heroes, including Nite Owl, a hero who used high-tech equipment to fight crime, and the Silk Spectre, the daughter of the Minuteman of same name.

Rorschach was captured by police and sent to prison, where he was rescued by Nite Owl and Silk Spectre. The evidence that had been collected implicated Adrian Veidt, formerly known as the hero Ozymandias, "the world's smartest man." Following Veidt to his Antarctic headquarters, Nite Owl, Rorschach, Silk Spectre, and a returned Doctor Manhattan confronted Ozymandias, who confessed that the Comedian's murder and the subsequent events were his doing.

Due to the ever-increasing nuclear tensions in the world, Veidt planned to save the world from itself by perpetrating an elaborate hoax. Even as the heroes approached his sanctuary, he teleported a mutant creature his scientists had designed to New York City, killing three million of the city's

inhabitants. In the wake of the supposed alien invasion, the world powers united for a common defense. The heroes realized that the atrocity Veidt had committed would bring world peace and agreed to remain silent. Rorschach, however, refused to remain silent and let the murder of 3 million people go unpunished. Doctor Manhattan atomized Rorschach to prevent his revealing Veidt's scheme.

Doctor Manhattan left Earth again, apparently forever. Nite Owl and Silk Spectre, having fallen in love, adopted the new secret identities of Sam and Sandra Hollis and intended to resume their crimefighting careers. Ozymandias continued with his plan, hoping to lead Earth into a new Golden Age. The legacy of Rorschach, his journal outlining Veidt's entire scheme, currently rests in the crank file of his favorite conservative newspaper. Whether or not it will be discovered and the truth uncovered remains a mystery.

The world of the Watchmen is not part of the regular DC Universe continuity.

THE COMEDIAN

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	4	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	55		

• Skills:

Charisma: 5, Martial Artist: 6, Military Science: 7, Thief: 5, Vehicles: 3, Weaponry: 6

• Advantages:

Connections: C.I.A. (High), U.S. Government (High), U.S. Military (High)

• Drawbacks:

Catastrophic Rage; Secret Identity

• Equipment:

LEATHER BODY ARMOR

[BODY: 6]

Submachinegun

[BODY: 5, AV: 5, EV: 5, Ammo: 4, R#: 3]

.45 Pistol (x2)

[BODY: 5, EV: 5, Ammo: 5, R#: 2]

Tear Gas Grenades

[BODY: 2, Fog: 10]

Bonuses: The grenades affect all targets with the area of their Fog Power: use the grenade's APs of Fog as the AV/EV and the targets' BODY/BODY as the OV/RV and subtract the RAPs from the targets' DEX for a number of phases equal to the RAPs earned.

• Alter Ego: Edward Blake

• Motivation: Unwanted Power



- **Occupation:** Government Operative
- **Wealth:** 7
- **Background:**

Edward Blake believed that the world was full of hatred, needless suffering, and bloodshed. Blake responded by becoming deliberately amoral and brutal, ironically calling himself "the Comedian," as his way of playing along with life's joke. One of the original Minutemen, the Comedian had the longest continuous career of any hero until he was murdered by Ozymandias after accidentally discovering Veidt's plot.

DOCTOR MANHATTAN

DEX:	15	STR:	20	BODY:	18
INT:	30	WILL:	20	MIND:	30
INFL:	4	AURA:	15	SPIRIT:	10
INITIATIVE:	49	HERO POINTS:	200		

- **Powers:**
Growth: 20, Invulnerability: 35, Matter Manipulation: 35, Microscopic Vision: 25, Omni-Power: 25, Precognition: 50, Recall: 50, Sealed Systems: 50, Telekinesis: 25, Teleportation: 50
- **Skills:**
Gadgetry: 30, Scientist: 30
- **Advantages:**
Connection: U.S. Government (High); Scholar (physics)
- **Drawbacks:**
Catastrophic Irrational Attraction to knowledge of the physical world; Public Identity
- **Alter Ego:** Jon Osterman
- **Motivation:** Unwanted Power
- **Occupation:** Scientist
- **Wealth:** 18

● **Background:**

Jon Osterman received his PhD from Princeton University, after which he got a job as a researcher at the Gila Flats facility. In August 1959, Osterman was involved in an accident, which trapped him in a chamber designed to remove the intrinsic field of an object. Osterman was disintegrated and apparently killed, but somehow reintegrated himself several months later. He had been reborn as Doctor Manhattan, a being with phenomenal powers whose presence would change the world forever.

NITE OWL

DEX:	4	STR:	4	BODY:	4
INT:	6	WILL:	4	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	35		

- **Skills:**
Acrobatics: 2, Detective: 6, Martial Artist: 5, Gadgetry: 10, Medicine: 3, Thief: 4, Vehicles: 6
- **Advantages:**
Area Knowledge (New York City); Connection: Street (Low); Genius
- **Drawbacks:**
Secret Identity
- **Equipment:**
OWLSHIP (Archimedes)
[DEX: 5, STR: 10, BODY: 8, INT: 7, Flame Project: 10, Flash: 10, Fog: 10, Flight: 9, Lightning: 8, Magnetic Control: 8, Mind Blast: 10, Radar Sense: 15, Sealed Systems: 18, Super Ventriloquism: 7, Telescopic Vision: 7, Swimming: 6, Water Control: 7, 7 APC Omni-Gadget, R#: 2]
Bonuses: Mind Blast has Area Effect (Sonic Screamers); Nite Owl

can control Archie remotely at a distance of up to 10 APs.

Limitation: Lightning and Magnetic Control have a range of Touch on the ship's hull.

HOVER BIKES (x2)

[STR: 4, BODY: 6, Flight: 7]

NIGHT GOGGLES

[BODY: 2, Thermal Vision: 5]

Handcuffs (x4)

[STR: 6, BODY: 6]

Micro-recorder

[BODY: 1, Recall: 7, R#: 2]

Limitation: Recall only records audio information.

Medical Kit

[BODY: 1, Medicine (First Aid): 5]

Mini-Camera

[BODY: 1, Recall: 7, R#: 2]

Limitation: Recall only records visual information.

Rebreather

[BODY: 1, Sealed Systems: 8, R#: 2]

Two-Way Radio

[BODY: 1]

The radio has a range of 12 APs.

Smoke Capsules (x4)

[BODY: 1, Fog: 9]

Tracers

[BODY: 1, Super Ventriloquism: 12]

Limitation: Super Ventriloquism broadcasts a signal to the Owlship.

● **Alter Ego:** Daniel Dreiberger

● **Motivation:** Upholding the Good

● **Occupation:** Ornithologist

● **Wealth:** 15

● **Background:**

When the original Nite Owl, Hollis Mason, retired in 1963, Daniel Dreiberger asked to carry on Mason's heroic identity as the new Nite Owl. Using an amazing arsenal of high-tech equipment, Nite Owl had a string of suc-



cesses, often teaming up with Rorschach. When the Keene Act was passed in 1977, Dreiberg chose to retire. Confronted by Rorschach and his evidence in 1985, Nite Owl came out of retirement to help his former ally escape from jail and track down Ozymandias.

OZYMANDIAS

DEX:	11	STR:	5	BODY:	6
INT:	13	WILL:	10	MIND:	9
INFL:	6	AURA:	7	SPIRIT:	5
INITIATIVE:	34	HERO POINTS:	65		

- **Powers:**
Recall: 20
- **Skills:**
Acrobatics: 7, Martial Artist: 10, Scientist: 15, Charisma: 7, Detective: 8, Thief: 7, Gadgetry: 15, Medicine: 13, Vehicles: 7
- **Advantages:**
Connections: Universities (High), Wall Street (High); Genius; Expansive Headquarters (Karnac); Leadership; Lightning Reflexes; Pet (Bubastis); Popularity; Scholar (nearly everything)
- **Drawbacks:**
Public Identity; Minor Psychological Instability: insatiable curiosity
- **Equipment:**
TV MONITOR BANK
[BODY: 6, Precognition: 20]
Bonus: Ozymandias is able to predict future trends by studying the monitors.
Misc. Drawback: The monitor bank is immobile.

- **Alter Ego:** Adrian Veidt
- **Motivation:** Responsibility of Power
- **Occupation:** Businessman
- **Wealth:** 20
- **Background:**

In 1966, Adrian Veidt, known as Ozymandias, realized that the world was heading towards an inevitable nuclear confrontation and decided to do something about it. He retired several months before the Keene Act in 1977, and set about building a worldwide corporation with the power and resources necessary to put his plan into action. He seemingly succeeded, but was reminded by Doctor Manhattan of the temporal nature of all things, a fact which left Veidt strangely disturbed and pensive.

RORSCHACH

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	12	MIND:	3
INFL:	9	AURA:	8	SPIRIT:	10
INITIATIVE:	23	HERO POINTS:	45		

Skills:

Acrobatics (Climbing): 5, Charisma (Intimidation, Interrogation): 10, Detective: 9, Martial Artist: 6, Thief: 5

Advantages:

Area Knowledge (New York City); Connection: Street (Low); Iron Nerves

Drawbacks:

Serious Rage; Secret Identity

Equipment:

Grapple Gun

[STR: 6, BODY: 5, EV: 6, R#: 2]

The line attached to the Grapple Gun is 5 APs long.

- **Alter Ego:** Walter Jacob Kovacs
- **Motivation:** Seeking Justice
- **Occupation:** Garment Worker
- **Wealth:** 3
- **Background:**

Walter Kovacs was a garment worker who became Rorschach in response to the immorality and degradation he perceived in society. When vigilantism was outlawed by the Keene Act in 1977, Rorschach refused to retire, becoming a wanted criminal rather than compromising his beliefs. When Veidt's plan was revealed, he refused to let the murder of New York's citizens go unpunished, and was therefore killed by Doctor Manhattan.

SILK SPECTRE

DEX:	6	STR:	3	BODY:	3
INT:	5	WILL:	3	MIND:	4
INFL:	5	AURA:	6	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	30		

Skills:

Acrobatics: 4, Charisma: 6, Detective: 4, Martial Artist: 4

Drawbacks:

Public Identity; Uncertainty

- **Alter Ego:** Laurel Jane Juspezyk
- **Motivation:** Unwanted Power
- **Occupation:** Socialite
- **Wealth:** 6
- **Background:**

Laurel Juspezyk is the daughter of the Comedian and the original Silk Spectre. She was trained by her mother to become the second heroine to be known as the Silk Spectre. She fell in love with Doctor Manhattan, and the two remained together, even after Laurie retired from crime-fighting in 1977. As Doctor Manhattan grew more distant from humanity, however, Laurie turned to Dan Dreiberg for comfort, and the pair fell in love. Nite Owl and Silk Spectre were last seen in their new identities as Sam and Sandra Hollis, pondering a new adventuring career together.



Not all beings gifted with powers beyond those of mortal men use their abilities to fight on the side of truth and justice. These villains can be power-mad tyrants intent on ruling the world, psychopathic followers of the ways of evil, or simply greed-crazed misfits. Whatever the case, when this kind of person is on the loose, it is up to heroes to bring them to justice.

AMAZO

DEX:	12	STR:	18	BODY:	15
INT:	5	WILL:	25	MIND:	10
INFL:	2	AURA:	3	SPIRIT:	10
INITIATIVE:	44	HERO POINTS:	175		

• Powers:

Adaptation: 40, Animal Control: 15, Animal Summoning: 12, Chameleon: 10, Dispersal: 12, Flight: 13, Invisibility: 10, Mind Probe: 6, Sonic Beam: 8, Speak With Animals: 8, Stretching: 8, Super Breath: 10, Superspeed: 25, Swimming: 7, Telepathy: 6, Telescopic Vision: 8, Water Freedom: 12, X-Ray Vision: 8

• Skills:

Acrobatics: 6, Detective: 6, Vehicles: 10

• Bonuses:

Amazo can use Adaptation to adapt Attributes and Skills.

• Limitations:

Animal Powers only work on marine life.

• Equipment:

POWER RING

[Body: 25, Int: 10], Comprehend Languages: 20, Flight: 40, Force Manipulation: 25, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 12, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]

Limitations: The Power Ring's Body is only 6 when it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Amazo loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense can only detect members of the Green Lantern Corps.

Misc. Drawbacks: The Power Ring is completely useless against the color yellow.

• Alter Ego: None

• Motivation: Nihilist

• Occupation: Android

• Wealth: 0

• Background:

Amazo is the creation of the villainous Professor Ivo, who designed the android to absorb the powers of the Justice League of America. Amazo

CHAPTER TWELVE

VILLAINS



has been defeated many times, but always returns to plague Earth's greatest heroes.

BIZARRO

DEX:	15	STR:	25	BODY:	14
INT:	1	WILL:	3	MIND:	9
INFL:	3	AURA:	2	SPIRIT:	9
INITIATIVE:	33	HERO POINTS:	85		

• Powers:

Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Microscopic Vision: 15, Heat Vision: 15, Invulnerability: 22, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 14, Thermal Vision: 13, Systemic Antidote: 18, Telescopic Vision: 13, X-Ray Vision: 13

• Drawbacks:

Strange Appearance; Serious Physical Restriction: Bizarro cannot speak; Serious Psychological Instability: Bizarro is easily confused.

• Motivation: Nihilist/Upholding the Good

• Occupation: None

• Wealth: 0

• Background:

This pathetic creature was the result of an attempt by Lex Luthor to create a duplicate of Superman. Bizarro apparently destroyed itself

when it collided with the Man of Steel at superspeed.

BLACK ADAM

DEX:	14	STR:	20	BODY:	14
INT:	5	WILL:	4	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	4
INITIATIVE:	41	HERO POINTS:	100		

• Powers:

Flight: 14, Systemic Antidote: 10, Superspeed: 13, Invulnerability: 18

• Skills:

Charisma (Intimidation): 10

TETH-ADAM

DEX:	4	STR:	5	BODY:	4
INT:	5	WILL:	7	MIND:	4
INFL:	4	AURA:	2	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:	100		

• Advantages: *Black Adam only

Insta-Change; Lightning Reflexes*

• Drawbacks:

Serious Rage

• Motivation: Power Lust

• Occupation: Former Pharaoh

• Wealth: 0

• Background:

A pharaoh in ancient Egypt, Teth-Adam was given great powers by the wizard Shazam. When he turned to evil, Shazam banished Black Adam to

another dimension, where he remained until the 20th century, when he was freed by the machinations of Dr. Sivana. Black Adam was returned to his dimensional prison by Captain Marvel.

BLACK MANTA

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	20 [20]	HERO POINTS:	50		

- **Powers:**
Water Freedom: 5
- **Skills:**
Charisma: 6, Gadgetry: 8, Martial Artist: 7, Medicine: 6, Thief: 5, Vehicles: 5, Weaponry: 5
- **Limitations:**
Water Freedom does not allow Black Manta to breathe underwater.
- **Advantages:**
Connection: Pirates (Low); Genius; Scholar (bioengineering)
- **Equipment:**
SUIT
[Body: 7, Heat Vision: 12, Sealed Systems: 15, Super Hearing: 16]
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Pirate
- **Wealth:** 13
- **Background:**
A mysterious pirate of the seven seas, Black Manta was responsible for the death of Arthur Curry, Jr., the son of Aquaman. Black Manta has tried on many occasions to establish his own undersea kingdom, but has always been thwarted.

BLACKFIRE

DEX:	7	STR:	6	BODY:	6
INT:	7	WILL:	8	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:	45		

- **Powers:**
Solar Sustenance: 15, Energy Blast: 10
- **Skills:**
Martial Artist: 7, Charisma: 8, Thief (Stealth): 5, Weaponry: 7
- **Advantages:**
Area Knowledge (Tamaran); Connection: Vegan Worlds (High); Leadership
- **Drawbacks:**
Authority Figure
- **Alter Ego:** Komand'r
- **Motivation:** Power Lust
- **Occupation:** Ruler of Tamaran
- **Wealth:** 15
- **Background:**
Blackfire is the sister of Starfire of the New Titans. After many attempts

to kill Starfire and assume the throne of their home planet Tamaran, Blackfire won the acceptance of the Tamaranian people and currently rules the planet.

BOLT

DEX:	8	STR:	7	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:	21	HERO POINTS:	35		

- **Powers:**
Teleportation: 10, Lightning: 12, Flight: 9
- **Skills:**
Acrobatics: 6, Martial Artist: 8, Thief: 6, Vehicles: 6, Weaponry: 6
- **Limitations:**
Minor Power Burnout on Lightning
- **Advantages:**
Lightning Reflexes
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Assassin
- **Wealth:** 5
- **Background:**
Bolt is a high-powered mercenary who sells his services to the highest bidder. He is frequently found in the employment of organized crime or dishonest corporations.

BRAINIAC

DEX:	3	STR:	2	BODY:	7
INT:	12	WILL:	15	MIND:	13
INFL:	8	AURA:	7	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	50		

- **Powers:**
Control: 10, Illusion: 20, Mental Blast: 16, Telekinesis: 15, Mind Blast: 14
- **Skills:**
Gadgetry: 9, Scientist: 8
- **Advantages:**
Connections: Circus (Low), Lexcorp (High); Genius
- **Drawbacks:**
Minor Psychological Instability (Fine occasionally tries to wrest control of his body back from Vril Dox).
- **Alter Ego:** Milton Fine/Vril Dox
- **Motivation:** Power Lust
- **Occupation:** Circus Mentalist/Scientist
- **Wealth:** 5
- **Background:**
Milton Fine is a circus mentalist whose body was taken over by Vril Dox, an alien entity from the planet Colu. Dox amplified Fine's mental powers to such a high degree that even Superman was affected by the transformation. Brainiac was recently captured by Lexcorp and has struck an uneasy alliance with Lex Luthor.

BROTHER BLOOD

DEX:	6	STR:	5 (9)	BODY:	6 (8)
INT:	9	WILL:	16	MIND:	12
INFL:	13	AURA:	15	SPIRIT:	11
INITIATIVE:	30	HERO POINTS:	110		

- **Powers:**
Invulnerability: 9
- **Skills:**
Charisma: 16, Martial Artist: 7, Weaponry: 7
- **Limitations:**
Blood must bathe in the pool of blood under his church in Zandia once per year to maintain his Invulnerability.
- **Advantages:**
Area Knowledge (Zandia); Connections: Church of Blood (High), Zandia (High); Connoisseur; Leadership; Popularity; Scholar (religion)
- **Drawbacks:**
Authority Figure; Miscellaneous: Blood's STR and Body grow as he gains more and more followers and can reach maximums of 9 and 8 respectively.
- **Equipment:**
ARMOR
[Body: 7, Energy Blast: 10, R#: 2]
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Religious Leader
- **Wealth:** 18
- **Background:**
Brother Blood was the heir to the Church of Blood, a worldwide religious organization which sought to subvert the masses to Blood's rule. His plans were foiled by the New Titans, and Blood's mind was damaged in the conflict. He now resides in a pastoral monastery, apparently with no memory of his past misdeeds.

THE BROTHERHOOD OF EVIL THE BRAIN

DEX:	2	STR:	1	BODY:	12
INT:	13	WILL:	10	MIND:	10
INFL:	9	AURA:	7	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:	75		

- **Powers:**
Iron Will: 8, Mental Blast: 8
- **Skills:**
Charisma: 10, Detective: 8, Medicine: 12, Gadgetry: 12, Scientist: 10
- **Advantages:**
Connections: The Brotherhood of Evil (High), Underworld (High), Zandia (Low); Connoisseur; Genius; Iron Nerves; Leadership; Scholar (surgery); Sharp Eye
- **Drawbacks:**
Strange Appearance; Catastrophic Physical Restriction: The Brain is

literally a disembodied brain that cannot survive outside of its containment unit.

- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Leader of the Brotherhood of Evil
- **Wealth:** 13

MONSIEUR MALLAH

DEX:	8	STR:	7	BODY:	7
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	26	HERO POINTS:	75		

- **Skills:**
Acrobatics: 8, Gadgetry: 5, Martial Artist: 8, Medicine: 8, Scientist: 6, Weaponry: 6
- **Advantages:**
Connection: Brotherhood of Evil (High); Lightning Reflexes; Scholar (surgery, weapons technology)
- **Drawbacks:**
Strange Appearance
- **Equipment:**
Submachinegun
[Body: 4, AV: 5, EV: 6, Ammo: 4, R#: 3]
- **Motivation:** Power Lust
- **Occupation:** Gorilla
- **Wealth:** 5

HOUNGAN

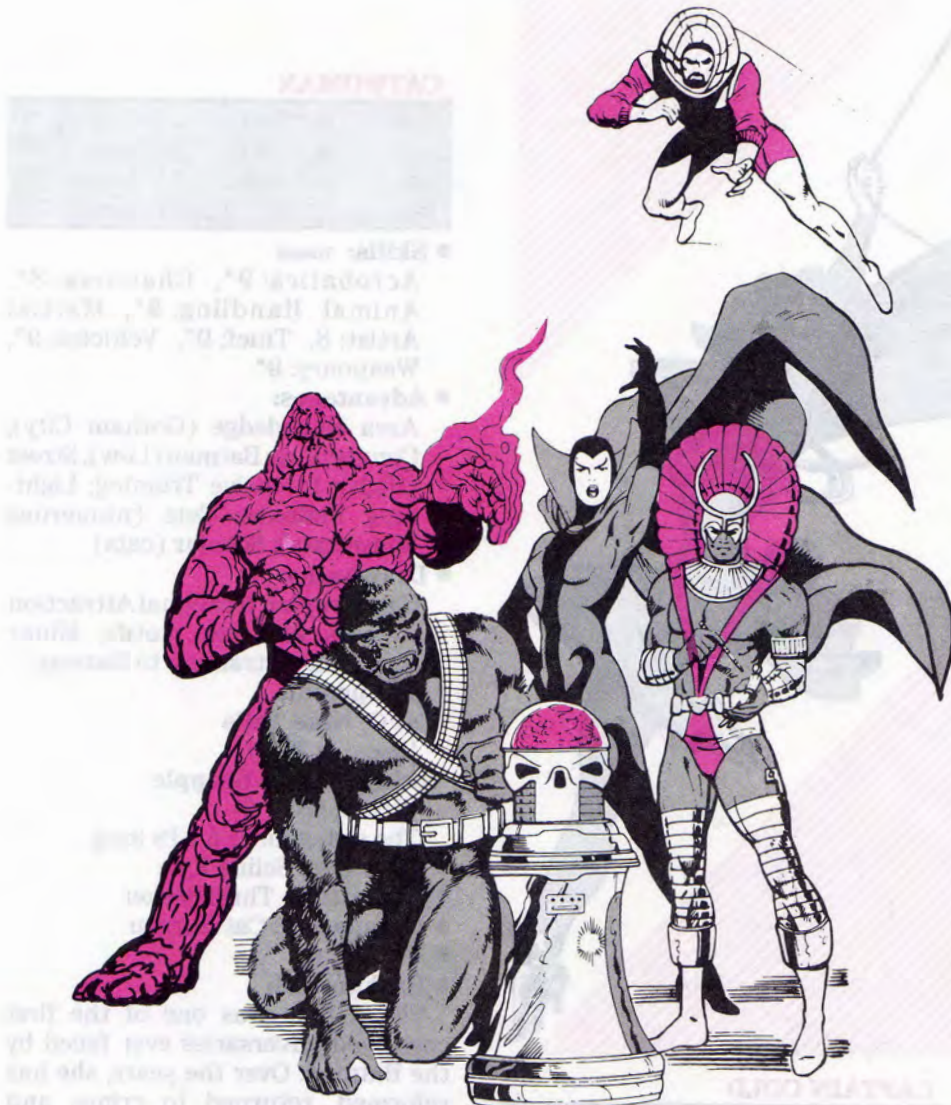
DEX:	5	STR:	3	BODY:	4
INT:	6	WILL:	5	MIND:	4
INFL:	5	AURA:	6	SPIRIT:	7
INITIATIVE:	16	HERO POINTS:	50		

- **Skills:**
Charisma: 6, Gadgetry: 7, Occultist: 8
- **Advantages:**
Connections: Brotherhood of Evil (High), Haitian Voodoo Community (High); Genius; Scholar (voodoo)
- **Equipment:**
Computer Fetish
[Body: 2, Voodoo: 9, R#: 3]
- **Alter Ego:** Jean-Louis Droe
- **Motivation:** Psychopath
- **Occupation:** Computer Scientist/Witch Doctor
- **Wealth:** 5

PHOBIA

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	5	MIND:	6
INFL:	5	AURA:	7	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:	50		

- **Powers:**
Phobia: 13
- **Skills:**
Martial Artist: 5
- **Advantages:**
Connections: Brotherhood of Evil (High); British Aristocracy (High)
- **Alter Ego:** Angela Hawkins III
- **Motivation:** Thrill Seeker



- **Occupation:** Aristocrat
- **Wealth:** 8

PLASMUS

DEX:	6	STR:	7	BODY:	7
INT:	4	WILL:	5	MIND:	5
INFL:	5	AURA:	2	SPIRIT:	5
INITIATIVE:	15	HERO POINTS:	50		

- **Powers:**
Acid: 9, Cell Rot: 9, Dispersal: 3
- **Skills:**
Charisma (Intimidation): 6
- **Limitations:**
Acid and Cell Rot have No Range and are Always On.
- **Advantages:**
Connection: Brotherhood of Evil (High)
- **Drawbacks:**
Strange Appearance
- **Alter Ego:** Otto von Furth
- **Motivation:** Psychopath
- **Occupation:** Protoplasmic Blob
- **Wealth:** 4

WARP

DEX:	6	STR:	3	BODY:	6
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	45		

- **Powers:**
Flight: 6, Warp: 13
- **Skill:**
Thief: 6
- **Limitations:**
Warp can only create one warp at a time and each use inflicts 1 RAP of damage to his Current MIND Condition
- **Advantages:**
Connection: Brotherhood of Evil (High)
- **Alter Ego:** Emil LaSalle
- **Motivation:** Mercenary
- **Occupation:** Assassin
- **Wealth:** 7
- **Background:**

The Brotherhood of Evil first appeared in France some years ago. Consisting of the Brain, Monsieur Mallah, and Madame Rouge, the Brotherhood fought the Doom Patrol on many occasions. The Brotherhood was believed destroyed, but later returned to plague the New Titans and the new Doom Patrol. Still led by the Brain, the Brotherhood has added several new members and seeks to rule the world.



CATWOMAN

DEX:	9	STR:	4	BODY:	5
INT:	9	WILL:	7	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	30	HERO POINTS:	75		

- **Skills:** *linked*
Acrobatics: 9*, Charisma: 8*, Animal Handling: 8*, Martial Artist: 8, Thief: 9*, Vehicles: 9*, Weaponry: 9*
- **Advantages:**
Area Knowledge (Gotham City); Connections: Batman (Low), Street (High); Intensive Training; Lightning Reflexes; Pets (numerous house cats); Scholar (cats)
- **Drawbacks:**
Catastrophic Irrational Attraction to cats and cat motifs; Minor Irrational Attraction to Batman
- **Equipment:**
Cat O' Nine Tails
[Body: 4, EV: 5]
Swingline and Grapple
[STR: 5, Body: 6]
The swingline is 5 APs long.
- **Alter Ego:** Selina Kyle
- **Motivation:** Thrill Seeker
- **Occupation:** Cat Burglar
- **Wealth:** 6
- **Background:**
Selina Kyle was one of the first costumed adversaries ever faced by the Batman. Over the years, she has reformed, returned to crime, and reformed again. She will undoubtedly cause the Caped Crusader more trouble in the future.

CAPTAIN COLD

DEX:	5	STR:	3	BODY:	5
INT:	6	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	50		

- **Skills:**
Gadgetry: 6, Thief: 2, Weaponry (Exotic): 11
- **Advantages:**
Connections: Flash's Rogues' Gallery (High), Suicide Squad (Low), Underworld (Low); Lightning Reflexes; Scholar (cold)
- **Equipment:**
Cold Gun
[Body: 4, Illusion: 7, Ice Production: 13]
SUIT
[Body: 4, Cold Immunity: 6]
- **Alter Ego:** Leonard Snart
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**
Captain Cold was one of the second Flash's most persistent foes for many years. He was recently released from prison after successfully completing a mission for the Suicide Squad, and has apparently reformed. He may or may not return to crime some day.

THE CHEETAH

DEX:	13	STR:	8	BODY:	10
INT:	8	WILL:	7	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	8
INITIATIVE:	33	HERO POINTS:	60		

- **Powers:**
Claws: 9, Extra Limb (tail): 8, Jumping: 2, Ultra Vision: 9
- **Skills:**
Acrobatics: 13, Martial Artist: 9, Military Science (Tracking): 12, Thief (Stealth): 13

BARBARA MINERVA

DEX:	3	STR:	2	BODY:	3
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	3	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	60		

- **Skills:**
Occultist: 5, Scientist: 5
- **Advantages:** **Cheetah only*
Lightning Reflexes*; Scholar (archeology)
- **Drawbacks:** **Cheetah only*
Serious Rage*; Miscellaneous: Minerva must prepare and drink a

special elixir and enact an intricate ritual to become the Cheetah.

- **Motivation:** Psychopath
- **Occupation:** Archeologist
- **Wealth:** 8
- **Background:**

When Barbara Minerva performs an elaborate ritual with the aid of her assistant Chuma, she is transformed into the human embodiment of Uzkar-taga, the Cheetah goddess. With her deadly abilities and blood lust, she has caused trouble for Wonder Woman on several occasions.

CHEMO

DEX:	3	STR:	12	BODY:	18
INT:	1	WILL:	1	MIND:	20
INFL:	1	AURA:	2	SPIRIT:	20
INITIATIVE:	5	HERO POINTS:	50		

- **Powers:**
Acid: 18, Growth: 7, Poison Touch: 9, Invulnerability: 25
- **Limitations:**
Growth is Always On.
- **Drawbacks:**
Strange Appearance; Miscellaneous: Chemo is completely mindless.
- **Motivation:** Nihilist
- **Background:**
Chemo is the result of an experiment gone wrong. A mindless behemoth, he exists only to destroy, wreck, and demolish. The Metal Men have destroyed Chemo on many occasions, but he always seems to reconstitute himself and embark on another thoughtless rampage.

CHRONOS

DEX:	5	STR:	4	BODY:	3
INT:	9	WILL:	7	MIND:	7
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	65		

- **Skills:**
Gadgetry: 9, Scientist: 9, Thief: 5, Vehicles: 4, Weaponry: 6
- **Advantages:**
Connection: Suicide Squad (Low); Genius; Scholar (temporal physics)
- **Drawbacks:**
Catastrophic Irrational Attraction to clocks and clock motif crimes; Serious Irrational Attraction to destroying the Atom (Ray Palmer)
- **Equipment:**
SUIT
[Body: 6, Cell Rot: 7, Postcognition: 12, Teleportation: 8, Time Travel: 15]
- **8 AP ABCD Omni-Gadgets (x4)**
Chronos' Omni-Gadgets will always have a clock or time motif.
- **Alter Ego:** David Clinton

- **Motivation:** Power Lust
- **Occupation:** Criminal
- **Wealth:** 8
- **Background:**

David Clinton became obsessed with clocks and time while "doing time" in prison. Upon his release, he devised an arsenal of clock-motif equipment and embarked on a new criminal career as Chronos. Due to his repeated defeats at the hands of the Atom, he has become obsessed with destroying the diminutive hero.

CIRCE

DEX:	7	STR:	3	BODY:	6
INT:	10	WILL:	10	MIND:	9
INFL:	10	AURA:	14	SPIRIT:	8
INITIATIVE:	27	HERO POINTS:	75		

- **Powers:** **Mystic Linked*
Energy Blast: 16*, Magic Blast: 12, Shape Change: 12*, Sorcery: 8
- **Skill:**
Occultist: 14
- **Bonuses:**
Shape Change is Usable On Others: make an Action Check against the target's INFL/SPIRIT, and if the RAPs received equal or exceed the target's SPIRIT, s/he is transformed into one of Circe's Bestiamorphs.
- **Limitations:**
Circe's Powers are all useless against the herb Moly and persons protected by it.
- **Advantages:**
Area Knowledge (Colchis); Leadership
- **Drawbacks:**
Forced Exile; Fatal Vulnerability to Wonder Woman's death
- **Alter Ego:** Cassandra Colchis
- **Motivation:** Power Lust
- **Occupation:** Sorceress
- **Wealth:** 10
- **Background:**

Circe is a sorceress who lived in isolation on the isle of Colchis for thousands of years. Circe felt threatened by the appearance in Man's World of Princess Diana of Themyscira and attempted to destroy the Amazon Princess. She was foiled by the intervention of the god Hermes, but her current location and status are not known.

COPPERHEAD

DEX:	4	STR:	3	BODY:	3
INT:	5	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	40		

- **Skills:**
Acrobatics: 4, Thief: 9
- **Advantages:**
Connections: Secret Society of



Super-Villains (High), Underworld (Low); Lightning Reflexes

- **Drawbacks:**
Serious Irrational Attraction to snakes and snake-motif crimes
- **Equipment:**
SNAKE SUIT
[DEX: 12, STR: 6, BODY: 8, Cling: 6, Poison Touch: 7, Stretching: 5, R#: 2]
Limitation: Poison Touch can only be used on Grappled opponents.
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Thief
- **Wealth:** 4
- **Background:**
Copperhead made a name for himself by committing a series of daring crimes in Gotham City. He was captured, but later joined the Secret Society of Super-Villains. What he has been up to since the S.S.S.V. disbanded is anybody's guess.

CROC

DEX:	7	STR:	6	BODY:	8
INT:	2	WILL:	5	MIND:	4
INFL:	6	AURA:	2	SPIRIT:	8
INITIATIVE:	17	HERO POINTS:	45		

- **Powers:**
Regeneration: 1
- **Skills:**
Charisma (Intimidation): 9, Martial Artist: 7, Weaponry: 7
- **Advantages:**
Area Knowledge (Gotham City sewers); Connection: Arkham Asylum (Low)
- **Drawbacks:**
Serious Irrational Attraction to hating normal humans; Strange Appearance; Minor Psychological Instability
- **Alter Ego:** Waylon Jones
- **Motivation:** Psychopath
- **Occupation:** Criminal
- **Wealth:** 2

Background:

Croc was paralyzed during a battle with the Batman, but his reptilian powers seem to be regenerating his damaged nervous system. If the healing process continues, he will surely return to plague the Darknight Detective again.

DARKSEID

DEX:	10	STR:	22	BODY:	16
INT:	18	WILL:	26	MIND:	20
INFL:	17	AURA:	17	SPIRIT:	18
INITIATIVE:	45	HERO POINTS:	250		

- **Powers:**
Continuum Control: 30, Dimension Travel: 8, Invulnerability: 20, Regeneration: 8, Warp: 65
- **Skills:**
Charisma: 18, Scientist: 15
- **Bonus:**
The Omega Effect: If Darkseid uses his Continuum Control Power to attack a target with an Energy Blast and receives a number of RAPs equal to twice the target's Body, he can choose to completely disintegrate the target and scatter his/her atoms across the cosmos; later, Darkseid can resurrect disintegrated targets by making an Action Check using his APs of Continuum Control as the AV/EV and twice the victim's Body as the OV/RV, with positive RAPs indicating success.
- **Limitation:**
Darkseid's Continuum Control and Warp Powers are actually powered by "X-Element" he absorbs into his body. Both Powers are considered to have an R#: 2 for the purposes of determining when his supply of X-Element must be replenished.
- **Advantages:**
Area Knowledge (Apokolips); Leadership
- **Drawbacks:**
Catastrophic Irrational Attraction



to discovering the Anti-Life Equation

- **Motivation:** Power Lust
- **Occupation:** Ruler of Apokolips
- **Wealth:** Unlimited
- **Background:**

Darkseid is the ruler of the dismal planet Apokolips. His goal is to rule all of known creation, and to that end, he is obsessed with the discovery of the Anti-Life Equation, a formula that will give him control over life and death.

DESAAD

DEX:	4	STR:	3	BODY:	4
INT:	15	WILL:	5	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	23	HERO POINTS:	125		

- **Skills:**
Gadgetry: 18, Scientist: 15
- **Advantages:**
Area Knowledge (Apokolips); Connection: Apokolips (High); Genius; Scholar (pain)
- **Drawbacks:**
Catastrophic Irrational Attraction to inflicting pain
- **Equipment:**
15 AP ABCD Omni-Gadget (x2)
- **Motivation:** Psychopath
- **Occupation:** Master Torturer
- **Wealth:** Unlimited
- **Background:**
DeSaad is Darkseid's most trusted servant and right-hand man. Best

known for his delight in causing misery and pain, DeSaad has long been a thorn in the side of the New Gods and Earth's heroes.

DEATHSTROKE THE TERMINATOR

DEX:	8 (10)	STR:	4 (9)	BODY:	7 (8)
INT:	8	WILL:	9	MIND:	8
INFL:	6	AURA:	3	SPIRIT:	7
INITIATIVE:	24 (28)	HERO POINTS:	100		

- **Skills:**
Acrobatics: 7 (9), Charisma: 8, Martial Artist: 8 (10), Military Science: 11, Thief: 8, Weaponry: 11
- **Advantages:**
Connections: Mercenary Organizations (High), Third World Nations (High); Connoisseur; Leadership; Lightning Reflexes; Scholar (tactics)
- **Drawbacks:**
Age
- **Note:**
When Wilson began as the Terminator, his DEX, STR, and BODY were 10, 9, and 8. During this period, his Acrobatics and Martial Artist Skills were 9 and 10. Since he has aged, he has lost a great deal of his physical prowess as indicated above.
- **Equipment:**
ARMOR
[BODY: 9, Telescopic Vision: 4]
Power Staff
[BODY: 6, Energy Blast: 11, R#: 2]

Sword

[BODY: 8, EV: 5]

Grenades (x4)

[BODY: 6, Bomb: 8]

Pistol

[BODY: 4, EV: 6, Ammo: 5, R#: 2]

- **Alter Ego:** Slade Wilson
- **Motivation:** Mercenary
- **Occupation:** Assassin
- **Wealth:** 13
- **Background:**

Slade Wilson had his brain power increased to 90% by experiments performed on him by the U.S. Army. Utilizing his newfound abilities, Wilson became the Terminator, the world's leading assassin. Since his defeat at the hands of the Titans, Deathstroke seems to have entered into a retirement of sorts.

DOCTOR ALCHEMY

DEX:	5	STR:	3	BODY:	5
INT:	6	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	65		

- **Skills:**
Gadgetry: 6, Occultist: 6
- **Advantages:**
Area Knowledge (Central City); Connection: Flash's Rogues' Gallery (High)
- **Drawbacks:**
Unluck
- **Equipment:**
Philosopher's Stone
[BODY: 9, Telekinesis: 6, Transmutation: 16]
- **Alter Ego:** Alvin Desmond
- **Motivation:** Mercenary
- **Occupation:** Alchemist
- **Wealth:** 4
- **Background:**
Dr. Alchemy has used the power of the Philosopher's Stone for evil ends for many years. His greatest foe was Barry Allen, the second Flash. Alchemy is now in prison serving several consecutive life sentences.

DOCTOR POLARIS

DEX:	6	STR:	4	BODY:	7
INT:	8	WILL:	5	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	80		

- **Powers:**
Energy Absorption: 12, Energy Blast: 10, Flash: 10, Flight: 8, Force Field: 12, Magnetic Control: 16
- **Skills:**
Charisma: 6, Gadgetry: 7, Medicine: 7, Scientist: 7
- **Limitations:**
Energy Absorption can only be used to absorb magnetic energy.

- **Advantages:**
Connection: Underworld (High);
Genius; Scholar (magnetism)
- **Drawbacks:**
Serious Psychological Instability
- **Alter Ego:** Neal Emerson
- **Motivation:** Power Lust
- **Occupation:** Physician
- **Wealth:** 6
- **Background:**

Neil Emerson was a physician who performed miraculous cures through the use of magnetism. However, over-exposure to magnetic forces caused him to develop a Jekyll-Hyde personality. He originally generated his energies using equipment, but later internalized his powers. He has threatened the Green Lantern Corps and the New Titans in the past.

ECLIPSO

DEX:	8	STR:	12 (15)	BODY:	10 (13)
INT:	10	WILL:	12	MIND:	10
INFL:	10	AURA:	11	SPIRIT:	10
INITIATIVE:	28	HERO POINTS:	100		

- **Powers:**
Invulnerability: 15, Regeneration: 9,
Sorcery: 10
- **Skills:**
Gadgetry: 10, Occultist: 13,
Scientist: 10
- **Bonuses:**
Eclipso's STR and BODY are increased
during a total eclipse.
- **Advantages:**
Connections: Diablo Island (High),
Lords of Chaos (Low); Genius; Iron
Nerves; Leadership; Scholar (astro-
nomy, eclipses)
- **Drawbacks:**
Serious Rage; Strange Appearance;
Fatal Vulnerability: bright light,
range of 0 APs; Loss Vulnerability
(all Attributes and Powers): bright
light, range of 0 APs
- **Equipment:**
Black Diamond
[BODY: 10, Energy Absorption: 12,
Energy Blast: 12, Mystic Freeze: 12]
- **Alter Ego:** formerly Bruce Gordon
- **Motivation:** Nihilist
- **Occupation:** Priest of Diablo Island
- **Wealth:** 0
- **Background:**

Bruce Gordon was studying a total eclipse on Diablo Island when he was cut by a black diamond wielded by the island's primitive shaman. Gordon later learned that under eclipsed light, he became Eclipso, an evil being bent on bringing darkness to the world. Gordon and Eclipso were later split into two separate beings, the evil Eclipso still striving to end the light forever.

THE FEARSOME FIVE

GIZMO

DEX:	6	STR:	2	BODY:	3
INT:	7	WILL:	5	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE:	18	HERO POINTS:	80		

- **Skills:**
Gadgetry: 13, Military Science: 9,
Thief: 6
- **Advantages:**
Connection: Fearsome Five (High);
Genius; Scholar (electronics)
- **Drawbacks:**
Minor Irrational Attraction to
gadgets; Minor Physical Restriction:
dwarf
- **Equipment:**

SUIT

[BODY: 4, Flight: 5]
Tools and Parts
[BODY: 1]
Bonus: Gizmo's tools function as a
7 AP lab. He does not need to buy
parts for gadgets when he has
access to his tool kit.

9 AP ABCD Omni-Gadget (x3)

- **Alter Ego:** Mikron O'Jeneus
- **Motivation:** Thrill Seeker
- **Occupation:** Gadgeteer
- **Wealth:** 5

MAMMOTH

DEX:	6	STR:	15	BODY:	11
INT:	2	WILL:	4	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	6
INITIATIVE:	11	HERO POINTS:	40		

- **Advantages:**
Connection: Fearsome Five (High)
- **Drawbacks:**
Catastrophic Irrational Attraction
to protecting his sister (Shimmer);
Innocent
- **Alter Ego:** Baran
- **Motivation:** Mercenary
- **Occupation:** Big Dumb Guy
- **Wealth:** 4

SHIMMER

DEX:	3	STR:	2	BODY:	3
INT:	5	WILL:	4	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	40		

- **Power:**
Transmutation: 10
- **Skills:**
Charisma: 6, Thief: 4
- **Limitations:**
Range of Transmutation is three
feet.
- **Advantages:**
Connection: Fearsome Five (High);
Iron Nerves
- **Alter Ego:** Selinda
- **Motivation:** Mercenary

- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**

The Fearsome Five was originally formed by Doctor Light, but his bumbling incompetence caused him to be overthrown by Psimon. Psimon was killed during the Crisis, and the three remaining members of the Fearsome Five have attempted to recruit two new members ever since, with only marginal success.

THE FIDDLER

DEX:	5	STR:	2	BODY:	4
INT:	7	WILL:	4	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	65		

- **Skills:**
Artist (Musician): 8, Gadgetry: 5
- **Advantages:**
Connections: Injustice Unlimited
(High), Underworld (Low); Scholar
(music)
- **Drawbacks:**
Age; Serious Irrational Attraction
to music
- **Equipment:**
Fiddle
[BODY: 3, Control: 10, Sonic Beam: 9,
Force Field: 12]
Limitation: All Powers can only be
used while the fiddle is played.
- **Alter Ego:** Isaac Bowins
- **Motivation:** Mercenary
- **Occupation:** Musician
- **Wealth:** 6
- **Background:**

Isaac Bowins learned the secrets of hypnotism from an Indian fakir in the late 1930's. Armed with a fiddle, he became a notorious criminal in America and joined the Injustice Society of the World and fought the Justice Society. After a period of semi-retirement, he resurfaced with an amazing high-tech fiddle and joined Injustice Unlimited in battle against Infinity Inc.

GARGUAX

DEX:	2	STR:	5	BODY:	6
INT:	9	WILL:	4	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	100		

- **Skills:**
Charisma: 6, Gadgetry: 12, Military
Science: 8, Scientist: 10
- **Advantages:**
Genius; Leadership
- **Drawbacks:**
Minor Physical Restriction: obesity;
Strange Appearance

● **Equipment:**

BLUE PLASTIC MEN

[DEX: 6, STR: 10, BODY: 7]

RED PLASTIC MEN

[DEX: 6, STR: 6, BODY: 7, Flame Project: 9]

GREY PLASTIC MEN

[DEX: 7, STR: 6, BODY: 7, Stretching: 2]
Bonus: All three types of Plastic Men are capable of independent action.

Note: Garguax has an essentially unlimited number of Plastic Men at his command.

● **Motivation:** Power Lust

● **Occupation:** Dictator

● **Wealth:** 10

● **Background:**

Garguax is an alien criminal who fought the Doom Patrol in a quest to take over Earth. He recently renewed his efforts to conquer Earth, having accidentally destroyed his home planet. Grotesquely fat, Garguax uses his artificial Plastic Men to do most of his dirty work for him.

GENERAL IMMORTUS

DEX:	3	STR:	3	BODY:	3
INT:	9	WILL:	8	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	75		

● **Powers:**

Invulnerability: 5

● **Skills:**

Charisma: 9, Gadgetry: 7, Weaponry: 5, Scientist: 8, Vehicles: 5

● **Advantages:**

Leadership; Scholar (tactics, history)

● **Drawbacks:**

Age; Catastrophic Irrational Fear of death

● **Alter Ego:** Unknown

● **Motivation:** Psychopath

● **Occupation:** General

● **Wealth:** 10

● **Background:**

General Immortus has lived for hundreds, perhaps thousands of years. When he learned that his immortality was wearing off, he blackmailed Niles Caulder into discovering a new life-extending compound. Caulder foiled Immortus and went into hiding, later resurfacing as the Chief of the Doom Patrol. Immortus and the Patrol have clashed on many occasions.

GODIVA

DEX:	7	STR:	4	BODY:	4
INT:	6	WILL:	5	MIND:	4
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	45		

● **Power:**

Control: 12

● **Skills:**

Charisma: 6, Gadgetry: 4, Martial Artist: 6, Military Science: 5, Thief: 6, Weaponry: 6

● **Advantages:**

Attractive; Connections: Espionage Community (High), Mercenaries (High); Leadership

● **Drawbacks:**

Catastrophic Irrational Attraction to physical fitness; Minor Psychological Instability: Godiva is quite vain

● **Alter Ego:** Unknown

● **Motivation:** Mercenary

● **Occupation:** Mercenary

● **Wealth:** 11

● **Background:**

Godiva is a freelance mercenary whose background is a mystery. Possessing an extremely charismatic personality and formidable powers of mind control, Godiva is also very vain and close to being certifiably insane. She is obsessed with herself and has a cameraman follow her everywhere. Her other obsession is good health, as she has been known to kill henchmen for performing such insignificant acts as smoking cigarettes or eating red meat.

GOLDFACE

DEX:	6	STR:	10	BODY:	9
INT:	7	WILL:	7	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	75		

● **Skills:**

Charisma: 8, Gadgetry: 6, Scientist: 6

● **Advantages:**

Connections: Secret Society of Super-Villains (Low), Scientific Community (Low), Underworld (High); Genius; Iron Nerves; Leadership; Scholar (metallurgy)

● **Equipment:**

GOLDEN ARMOR

[BODY: 11]

Helmet

[BODY: 4, Transmutation: 12, R#: 3]
Bonus: The helmet can be used against living beings: make an Action Check with the victim's DEX/BODY as the OV/RV, and if the RAPs received equal or exceed the target's BODY, the target is transformed into solid gold for an amount of time equal to the RAPs earned.

Limitation: Transmutation can only turn objects into gold.

Spray Gun

[BODY: 3, Glue: 10, R#: 3]

Limitation: The Glue Power actually covers the target with a thin sheet of gold, and if the victim cannot free him/herself in an amount of time equal to twice his/her APs of BODY, s/he will suffocate.

● **Alter Ego:** Keith Kenyon

● **Motivation:** Power Lust

● **Occupation:** Metallurgist

● **Wealth:** 13

● **Background:**

Armed with amazing powers over gold and high-tech equipment, Goldface is one of the Green Lantern Corps' deadliest foes. When the Guardians and Zamaron departed for dimensions unknown, Goldface was one of the galactic villains who was imprisoned in a Sciencell on Oa.

GORILLA GRODD

DEX:	10	STR:	15	BODY:	11
INT:	8	WILL:	9	MIND:	9
INFL:	7	AURA:	6	SPIRIT:	8
INITIATIVE:	27	HERO POINTS:	110		

● **Powers:**

Control: 12, Matter Manipulation: 8, Mental Blast: 8, Mind Probe: 10, Mind Shield: 8, Personality Transfer: 10, Telekinesis: 12, Telepathy: 16

● **Skills:**

Acrobatics: 8, Charisma (Intimidation): 10, Gadgetry: 12, Scientist: 12

● **Advantages:**

Area Knowledge (Gorilla City); Connections: Flash's Rogues' Gallery (Low), Gorilla City (Low), Secret Society of Super-Villains (Low); Genius; Leadership; Lightning Reflexes

● **Drawbacks:**

Minor Rage; Strange Appearance

● **Motivation:** Power Lust

● **Occupation:** Gorilla

● **Wealth:** 8

● **Background:**

Gorilla Grodd is an evil would-be tyrant from Gorilla City. Utilizing his vast mental powers, he threatened both humans and gorillas until he was stopped by Barry Allen, the second Flash. Grodd has always managed to escape imprisonment to plot anew.

HECTOR HAMMOND

DEX:	1	STR:	0	BODY:	8
INT:	13	WILL:	23	MIND:	12
INFL:	5	AURA:	3	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	110		

● **Powers:**

Control: 20, Force Shield: 12, Force Manipulation: 17, Telekinesis: 15, Invulnerability: 13, Mind Probe: 20, Remote Sensing: 45, Telepathy: 20

- **Skills:**
Gadgetry: 12, Scientist: 12
- **Advantages:**
Genius
- **Drawbacks:**
Catastrophic Physical Restriction: Hammond is totally paralyzed and cannot move under his own power.

• **Equipment:**

CHAIR

[BODY: 8]

Hammond's chair weighs 3 APs. He uses Telekinesis to move himself in the chair.

- **Motivation:** Power Lust
- **Occupation:** Scientist
- **Wealth:** 8
- **Background:**

Despite his immobility, Hector Hammond's mental powers make him a foe to be reckoned with. He has battled several members of the Green Lantern Corps, always being defeated.

THE ICICLE

DEX:	5	STR:	3	BODY:	5
INT:	4	WILL:	4	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	35		

- **Powers:**
Ice Production: 8, Icing: 6
- **Skills:**
Acrobatics: 4, Martial Artist: 4
- **Advantages:**
Connection: Injustice Unlimited (High)
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**

The original Icicle was killed during the Crisis. The new Icicle first appeared as a member of the villain group called Injustice Unlimited. Whatever relationship there is between the new Icicle and the original is unknown.

I... VAMPIRE

DEX:	10	STR:	8	BODY:	11
INT:	9	WILL:	10	MIND:	10
INFL:	10	AURA:	12	SPIRIT:	10
INITIATIVE:	29	HERO POINTS:	85		

- **Powers:**
Animal Control: 10, Hypnosis: 8, Invulnerability: 18, Vampirism: 10, Shape Change: 12, Regeneration: 10
- **Limitations:**
Shape Change can only be used to transform into a bat or a wolf; Animal Control only works on bats, rats, and wolves.
- **Advantages:**
Connoisseur



- **Drawbacks:**
Attack Vulnerability: -4 Column Shifts versus silver weapons and wooden stakes; Fatal Vulnerability to sunlight and being immersed in running water; Bennett must use Vampirism once per week to survive; Crosses and other holy symbols can be used to attack Bennett with an EV of 8, provided the attacker truly believes in the symbol s/he is brandishing.
- **Alter Ego:** Andrew Bennett
- **Motivation:** Unwanted Power
- **Occupation:** Vampire
- **Wealth:** 8
- **Background:**

Andrew Bennett resisted the curse of vampirism for many centuries, helping to track down and destroy other vampires. Now longing for death, Bennett has allied himself with the Lords of Order to bring about the end of creation and Doctor Fate.

THE JOKER

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

- **Skills:**
Artist (Actor): 5, Charisma: 10,

Martial Artist: 7, Gadgetry: 11, Vehicles: 4, Weaponry: 4

- **Advantages:**
Connections: Arkham Asylum (Low), Underworld (High)
- **Drawbacks:**
Catastrophic Irrational Attraction to practical jokes; Catastrophic Psychological Instability
- **Equipment:**
Acid Flower
[BODY: 2, Acid: 8, R#: 2]
Limitation: Acid has a range of 0 APs.
- **Electric Joy Buzzer**
[BODY: 4, Lightning: 9, R#: 2]
Limitation: Lightning has a range of Touch.

JOKER VENOM RING

[BODY: 5, Poison Touch: 8, R#: 2]
Bonus: When the Joker Venom kills, it leaves its victims' lips pulled back in a twisted smile.

7 AP AC Omni-Gadget

- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Occupation:** Psychopath
- **Wealth:** 6
- **Background:**

Easily the Batman's most persistent and deadly foe, the Joker has terrorized Gotham City for years. He is best known for his lethal "Joker Venom,"

which leaves its victims' faces contorted in a macabre parody of the Joker's own omnipresent grin. The Joker was responsible for the death of Robin the Boy Wonder.

KILLER FROST

DEX:	6	STR:	3	BODY:	8
INT:	5	WILL:	3	MIND:	3
INFL:	7	AURA:	2	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:	50		

- **Powers:**
Air Walking: 5, Vampirism: 10, Ice Production: 12
- **Skills:**
Scientist: 3
- **Limitations:**
Vampirism has No Range.
- **Advantages:**
Connections: Firestorm villains (Low), Suicide Squad (Low); Scholar (cryogenics)
- **Drawbacks:**
Catastrophic Irrational Attraction to hating men; Serious Psychological Instability; Serious Rage; Attack Vulnerability: -3 Column Shifts versus cold; Miscellaneous: Killer Frost goes into a state of hibernation if the temperature reaches zero degrees Fahrenheit or lower.
- **Alter Ego:** Louise Lincoln
- **Motivation:** Nihilist
- **Occupation:** Scientist
- **Wealth:** 3
- **Background:**

The new Killer Frost is not as ruthless or bloodthirsty as her predecessor, but is still a dangerous foe. She was recently transferred from Belle Reve Prison to the Vandemeer University Institute for Metahuman

Studies, where she escaped and once again battled her old foe Firestorm the Nuclear Man.

KOBRA

DEX:	10	STR:	5	BODY:	6
INT:	11	WILL:	11	MIND:	12
INFL:	9	AURA:	8	SPIRIT:	10
INITIATIVE:	34	HERO POINTS:	110		

- **Skills:** *linked*
Acrobatics: 8, Charisma: 12, Martial Artist: 10, Gadgetry: 9, Military Science: 11*, Scientist: 9, Thief: 10*, Vehicles: 10*, Weaponry: 10*
- **Advantages:**
Connections: Financial Community (High), Most Governments (Low), Underworld (High); Genius; Intensive Training; Iron Nerves; Leadership; Lightning Reflexes
- **Equipment:**
ARMOR
[BODY: 11, 10 AP ABC Omni-Gadget]
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Covert Villain
- **Wealth:** 20
- **Background:**
Kobra is the leader of one of the world's largest evil covert organizations. It was Kobra's manipulations that brought about the recent Janus Directive, which completely restructured the American intelligence agencies. Despite repeated failures, Kobra will undoubtedly return.

LEX LUTHOR

DEX:	4	STR:	3	BODY:	4
INT:	14	WILL:	6	MIND:	6
INFL:	8	AURA:	6	SPIRIT:	5
INITIATIVE:	26	HERO POINTS:	125		

Skills:

Charisma: 10, Gadgetry: 15, Scientist: 15

Advantages:

Connections: Business Community (High), Underworld (High), U.S. Military (High); Connoisseur; Genius; Leadership; Omni-Connection; Popularity; Scholar (business, robotics, weapons)

Drawbacks:

Dark Secret (illegal activities); Catastrophic Irrational Attraction to destroying Superman; Minor Physical Restriction: artificial hand; Public Identity

Equipment:

METAL HAND

[BODY: 14, EV: 7]

16 AP ABCD Omni-Gadgets (x2)

- **Motivation:** Power Lust
- **Occupation:** Owner of Lexcorp
- **Wealth:** 25
- **Background:**

The chief executive officer of Lexcorp International, the ruthless Lex Luthor is Superman's greatest foe. Always covering his tracks, Luthor has yet to be found guilty of any crime. Luthor has a pathological need to be in charge of all he surveys, especially in the city of Metropolis.

THE MAD HATTER

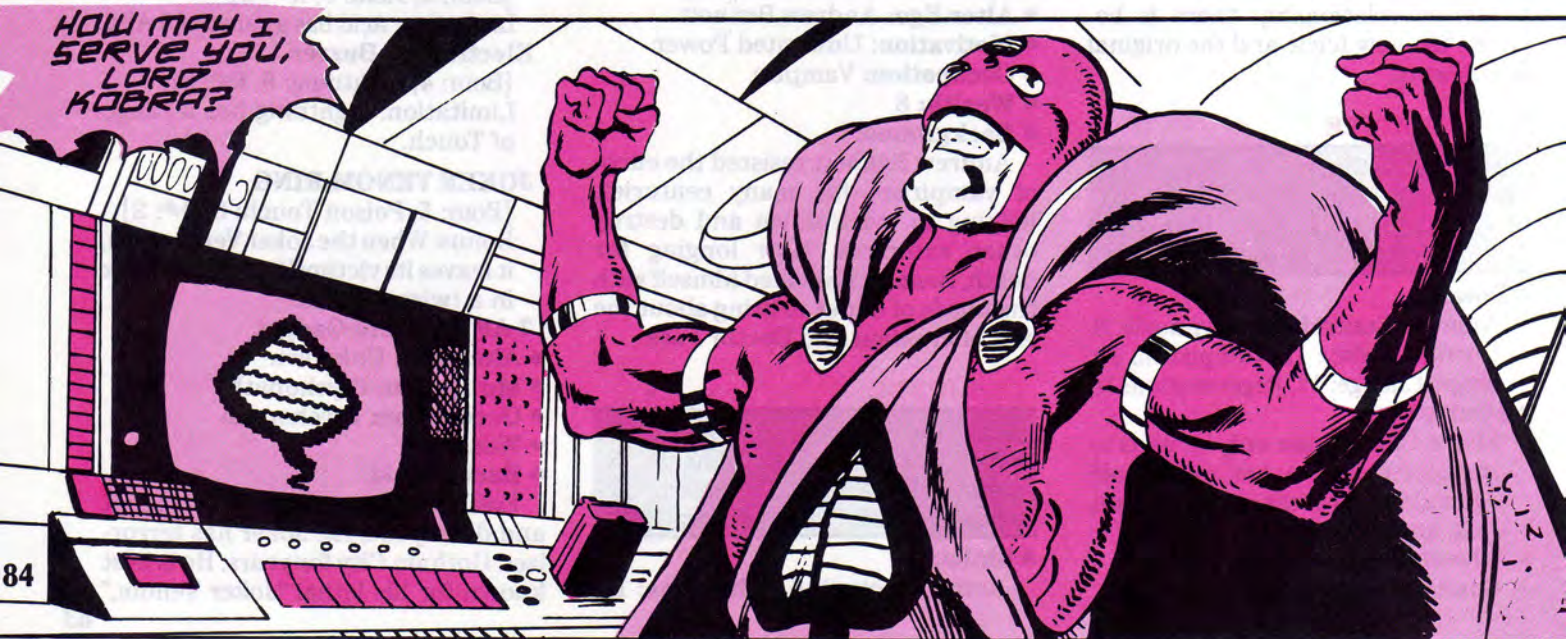
DEX:	3	STR:	2	BODY:	3
INT:	7	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	50		

Skills:

Gadgetry: 7, Thief: 3

Advantages:

Connections: Arkham Asylum (Low), Underworld (Low); Genius; Scholar (computers, hats)



- **Drawbacks:**
Serious Irrational Attraction to hats and hat motif crimes; Minor Psychological Instability

- **Equipment:**

Mesmerism Hat

[BODY: 2, Hypnotism: 9, R#: 2]

- **Alter Ego:** Jervis Tetch
- **Motivation:** Psychopath
- **Occupation:** Computer Scientist
- **Wealth:** 5
- **Background:**

Jervis Tetch is known as the Mad Hatter because of his resemblance to the character in "Alice's Adventures in Wonderland," and because of his obsession with hats and hat motif crimes. He is currently incarcerated in Arkham Asylum.

MAJOR DISASTER

DEX:	6	STR:	3	BODY:	5
INT:	5	WILL:	4	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	50		

- **Powers:**
Air Control: 14, Earth Control: 14, Force Field: 8, Water Control: 14, Weather Control: 14
- **Skills:**
Thief: 4
- **Limitations:**
All Control Powers are limited to mimicking the effects of natural disasters such as tornadoes, earthquakes, thunderstorms, and so on.
- **Advantages:**
Connections: Injustice League (High), Underworld (Low)
- **Drawbacks:**
Serious Irrational Fear of Green Lanterns; Unluck
- **Alter Ego:** Paul Booker
- **Motivation:** Power Lust
- **Occupation:** Alleged Leader of the Injustice League
- **Wealth:** 4
- **Background:**
Paul Booker became known as Major Disaster because of his ability to simulate the effects of natural disasters. He recently surfaced as the leader of the incompetent Injustice League, which apparently had a "foolproof plan to achieve world domination." The JLI cleaned up the Injustice League without breaking a sweat.

MAJOR FORCE

DEX:	7	STR:	23	BODY:	10
INT:	2	WILL:	4	MIND:	4
INFL:	6	AURA:	2	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	50		

- **Powers:**
Energy Absorption: 12, Matter Manipulation: 16, Skin Armor: 8, Sealed Systems: 20
- **Skills:**
Thief: 4
- **Limitations:**
Matter Manipulation can only be used to create and control "quantum matter," a mysterious black substance with a BODY of 8.
- **Advantages:**
Connection: U.S. Military (Low)
- **Drawbacks:**
Dark Secret (government operative); Minor Psychological Instability; Minor Physical Restriction: artificial hand composed of quantum matter; Serious Rage
- **Alter Ego:** Clifford Zmeck
- **Motivation:** Psychopath
- **Occupation:** Government Operative
- **Wealth:** 6
- **Background:**
Clifford Zmeck gained his powers in an experiment similar to the one that created Captain Atom. General Wade Eiling made Zmeck into Major Force, who operates under the cover of being a hero, despite the fact that Zmeck is dangerously psychopathic. Captain Atom has had to stop his "buddy's" rampages on several occasions.

MANGA KHAN

DEX:	0	STR:	0	BODY:	1
INT:	8	WILL:	5	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	15 (21)	HERO POINTS:	95		

- **Powers:**
Dispersal: 25, Self Link (Energy Blast): 1, Telepathy: 3
- **Skills:**
Charisma: 8, Thief (Stealth): 4, Gadgetry: 10, Scientist: 10, Vehicles (Space): 5
- **Advantages:**
Leadership; Pet (L-Ron); Scholar (trade, bartering)
- **Drawbacks:**
Serious Irrational Attraction to talking out loud to himself; Catastrophic Irrational Attraction to profit; Unluck
- **Equipment:**
CONTAINMENT SUIT
[DEX: 6, STR: 9, BODY: 9]
- **Motivation:** Greed
- **Occupation:** Ruler of the Cluster
- **Wealth:** 23
- **Background:**
This background entry is brought to you courtesy of Lord Manga Khan,

master of the Cluster, intergalactic bartering agent extraordinaire, who invites you to shop ... or die!

MATTER MASTER

DEX:	4	STR:	3	BODY:	4
INT:	6	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	50		

- **Skills:**
Gadgetry: 4, Occultist (Create Objects, Identify Objects): 4, Thief: 6
- **Advantages:**
Connection: Underworld (High); Scholar (alchemy)
- **Drawbacks:**
Unluck
- **Equipment:**
Mentachem Wand
[BODY: 5, Animate Objects: 13, Earth Control: 9, Energy Absorption: 10, Energy Blast: 9, Matter Manipulation: 15]
- **Alter Ego:** Mark Mandrill
- **Motivation:** Thrill Seeker
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**
Using the mystical power of his Mentachem Rod, the Matter Master fought the Justice League of America on many occasions. His greatest enemy was Hawkman, who thwarted the villain's criminal plans in Midway City several times.

THE MASTERS OF DISASTER

COLDSNAP

DEX:	6	STR:	4	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	25		

- **Powers:**
Cold Immunity: 5, Icing: 5, Ice Production: 7
- **Advantages:**
Connection: Masters of Disaster (High)
- **Drawbacks:**
Serious Irrational Attraction to Heatstroke; Attack Vulnerability: -4 Column Shifts versus heat
- **Alter Ego:** Darrel
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 4

HEATSTROKE

DEX:	6	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	25		

- **Powers:**
Flame Being: 5, Flame Project: 7, Flame Immunity: 5, Flight: 8

- **Advantages:**
Connection: Masters of Disaster (High)
- **Drawbacks:**
Serious Irrational Attraction to Coldsnap; Attack Vulnerability: -4 Column Shifts versus cold.
- **Alter Ego:** Joanne
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 4

NEW WAVE

DEX:	7	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	6
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE:	19	[20]	HERO POINTS:	45	

- **Powers:**
Acid: 8, Fog: 8, Water Freedom: 8, Self Link (Water Control): 10
- **Skills:**
Thief: 6
- **Advantages:**
Connection: Masters of Disaster (High); Leadership
- **Drawbacks:**
Serious Rage
- **Alter Ego:** Becky
- **Motivation:** Psychopath
- **Occupation:** Leader of the Masters of Disaster
- **Wealth:** 4

SHAKEDOWN

DEX:	4	STR:	11	BODY:	9
INT:	3	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	6
INITIATIVE:	11		HERO POINTS:	35	

- **Powers:**
Earth Control: 12, Skin Armor: 4
- **Advantages:**
Connection: Masters of Disaster (High)
- **Drawbacks:**
Serious Irrational Attraction to Windfall
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 4
- **Background:**
The Masters of Disaster are a group of mercenaries, who prefer to work for a prearranged price, rather than operating on their own initiative. Their activities frequently brought them into contact with the Outsiders, who handily defeated them. The Masters of Disaster are currently in prison.

THE MIKADO

DEX:	5	STR:	3	BODY:	4
INT:	7	WILL:	8	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	18		HERO POINTS:	35	

- **Skills:**
Artist (Musician): 3, Charisma: 6, Medicine: 8, Thief: 5, Weaponry: 5
- **Bonus:**
The Mikado uses his Medicine Skill as his AV when attacking with his scalpel.
- **Advantage:**
Scholar (pharmaceuticals, poisons)
- **Drawbacks:**
Serious Psychological Instability
- **Equipment:**
Scalpel
[BODY: 1, EV: 2]
Axe
[BODY: 4, EV: 3]
Hypodermic Needles (x2)
[BODY: 1, Poison Touch: 8]
- **Alter Ego:** Dr. Spaulding
- **Motivation:** Psychopath
- **Occupation:** Physician
- **Wealth:** 6
- **Background:**

Doctor Spaulding was a physician renowned in Hub City for his compassion and medical abilities. No one knew that he was also the serial killer called the Mikado, who used the line "let the punishment fit the crime" from the Gilbert and Sullivan opera to justify his murders. He was confronted by the Question, but disappeared before he could be brought to justice.

MR. MXYZPTLK

DEX:	10	STR:	2	BODY:	10
INT:	4	WILL:	3	MIND:	9
INFL:	6	AURA:	2	SPIRIT:	19
INITIATIVE:	20		HERO POINTS:	100	

- **Powers:**
Animate Image: 20, Animate Objects: 20, Dimension Travel: 12, Sorcery: 25
- **Limitations:**
Dimension Travel only allows Mr. Mxyzptlk to enter the Earth Dimension every 90 days. Every time he visits, he must establish some absurd condition for his return to the 5th Dimension, and when this condition is met, Mxyzptlk instantly returns himself to Zrfff.
- **Drawbacks:**
Catastrophic Irrational Attraction to practical jokes
- **Motivation:** Thrill Seeker
- **Occupation:** Troublemaker
- **Wealth:** 0
- **Background:**

Mr. Mxyzptlk is a being from the fifth dimensional world of Zrfff, who occasionally comes to Earth to cause mischief for Superman. He usually challenges the Man of Steel to some

ridiculous contest, requiring Superman to outsmart the imp and return him to his home dimension.

THE OCEAN MASTER

DEX:	6	STR:	8	BODY:	6
INT:	10	WILL:	8	MIND:	5
INFL:	7	AURA:	5	SPIRIT:	7
INITIATIVE:	25	[27]	HERO POINTS:	60	

- **Powers:** *Mystic Linked*
Illusion: 7*, Magic Blast: 5, Ultra Vision: 7, Water Freedom: 8
- **Skills:**
Charisma (Intimidation): 8, Martial Artist: 7, Gadgetry: 8, Military Science: 5, Occultist: 6, Thief: 6, Vehicles: 6, Weaponry: 7
- **Advantages:**
Connections: Atlantis (Low), Pirates (Low), Savages of Maarzon (High); Scholar (Atlantean history)
- **Drawbacks:**
Catastrophic Irrational Attraction to destroying Aquaman; Serious Rage
- **Alter Ego:** Orm Curry Marius
- **Motivation:** Nihilist
- **Occupation:** Aquatic Villain
- **Wealth:** 5
- **Background:**

The Ocean Master is the evil half-brother of Aquaman. His jealousy of the Sea King drives him to an obsessive desire to destroy Aquaman and the city of Poseidonis. He recently learned the secrets of ancient Atlantean magic and tried again to destroy his brother, failing once again.

THE PARASITE

DEX:	7	STR:	9	BODY:	7
INT:	1	WILL:	3	MIND:	8
INFL:	6	AURA:	2	SPIRIT:	9
INITIATIVE:	14		HERO POINTS:	75	

- **Powers:**
Mind Drain: 25, Power Drain: 25, Vampirism: 16
- **Bonuses:**
Power Drain works on Attributes and Skills also; Vampirism has a Range of 1 AP (AV: 16)
- **Limitations:**
Vampirism cannot be used on a victim until he has drained the victim's Powers; Power Drain and Mind Drain have a range of 1 AP and do not affect Gadgets or Mystical Powers.
- **Drawbacks:**
Catastrophic Rage; Strange Appearance; Miscellaneous: must use Vampirism on some living creature once per day or die.
- **Alter Ego:** Rudy Jones
- **Motivation:** Nihilist
- **Occupation:** Berserk Killer

- **Wealth:** 0
- **Background:**

The Parasite's mindless hunger for the life energy of living beings makes him one of the most dangerous creatures alive. He is currently incarcerated at the Vandemeer University Institute for Metahuman Studies.

THE PENGUIN

DEX:	3	STR:	2	BODY:	4
INT:	9	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:	70		

- **Skills:**
Charisma: 6, Gadgetry: 7, Martial Artist: 5, Vehicles: 7, Weaponry: 7
- **Advantages:**
Connections: Suicide Squad (Low), Underworld (High); Connoisseur; Genius; Leadership; Scholar (ornithology, literature)
- **Drawbacks:**
Serious Irrational Attraction to birds and bird-motifs.
- **Equipment:**
10 AP ACD Omni-Umbrellas (x4)
- **Alter Ego:** Oswald Chesterfield Cobblepot
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 9
- **Background:**

The Penguin has a long list of bird-related crimes in Gotham City to his dubious credit. He is most often brought in by the Batman, but he recently tangled with Manhunter and was returned to prison.

PLASTIQUE

DEX:	6	STR:	3	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:	45		

- **Powers:**
Bomb: 9, Energy Blast: 7
- **Skills:**
Acrobatics: 2, Military Science: 6, Martial Artist: 6
- **Advantages:**
Connections: Captain Atom (Low), Quebec Separatists (High), Terrorists (Low); Scholar (demolition)
- **Alter Ego:** Bette
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 6
- **Background:**

Plastique is a native of Quebec and was very active in the separatist movements there. She has since become a freelance mercenary, selling her explosive powers to the highest bidder. Captain Atom and Plastique seem to have an unspoken under-



standing of one another, as the hero has let Plastique go free on at least two occasions.

POISON IVY

DEX:	5	STR:	3	BODY:	4
INT:	8	WILL:	8	MIND:	4
INFL:	9	AURA:	8	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:	55		

- **Powers:**
Plant Control: 8, Plant Growth: 6, Systemic Antidote: 8, Poison Touch: 5
- **Skills:**
Acrobatics (Climbing): 8, Martial Artist: 5, Charisma: 10, Gadgetry: 6, Scientist: 6
- **Advantages:**
Attractive; Connection: Arkham Asylum (Low); Scholar (horticulture, poisons)
- **Drawbacks:**
Serious Irrational Attraction to Batman; Serious Psychological Instability
- **Alter Ego:** Pamela Isley
- **Motivation:** Psychopath
- **Occupation:** Botanist
- **Wealth:** 4
- **Background:**

Pamela Isley was experimented on by Jason Woodrue, who later became the Floronic Man. Ivy can be described as a May Queen gone bad, a fact which causes her a great deal of mental stress. She has been repeatedly sentenced to incarceration in Arkham Asylum.

R'AS AL GHUL

DEX:	9	STR:	5	BODY:	6
INT:	10	WILL:	10	MIND:	8
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	33	HERO POINTS:	100		

- **Skills:**
Charisma: 11, Detective: 10, Martial Artist: 9, Gadgetry: 10, Scientist: 10
- **Advantages:**
Connections: League of Assassins (Low), Underworld (High); Leadership; Lightning Reflexes; Omni-Connection; Scholar (Middle East)
- **Drawback:**
Minor Irrational Attraction to recruiting Batman to his cause.
- **Equipment:**
LAZARUS PIT
[STR: 8, BODY: 8, Regeneration: 10]
Bonus: The Pit is able to bring R'as back to life.
Misc. Drawback: The Pit will bestow its STR and Serious Rage upon any living person who bathes in its waters for 2 hours.
- **Motivation:** Power Lust
- **Occupation:** Crime Lord
- **Wealth:** 15
- **Background:**

An enigmatic entity whose name means "the demon's head," Ra's al Ghul has died during several battles with the Batman, but managed to revive himself using a vat known as the Lazarus Pit. Ra's' daughter Talia has been in love with Batman for some time.

THE RIDDLER

DEX:	5	STR:	4	BODY:	4
INT:	10	WILL:	5	MIND:	4
INFL:	8	AURA:	4	SPIRIT:	6
INITIATIVE:	25	HERO POINTS:	65		

• Skills:

Artist (Actor): 6, Charisma: 7, Martial Artist: 6, Vehicles: 6, Thief: 6, Weaponry: 7

• Advantages:

Connection: Underworld (High); Leadership; Scholar (puzzles, riddles)

• Drawbacks:

Serious Irrational Attraction to riddles, puzzles, and riddle-motifs.

• Alter Ego:

Edward Nigma

• Motivation:

Mercenary

• Occupation:

Criminal

• Wealth:

7

• Background:

The Riddler is one of the Batman's oldest foes. His downfall is inevitably caused by the riddle clues that he leaves for the Caped Crusader. The Riddler recently made an appearance in Hub City, where he encountered the Question.

THE SCARECROW

DEX:	4	STR:	2	BODY:	4
INT:	7	WILL:	6	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	50		

• Skills:

Gadgetry: 9, Scientist: 8

• Advantages:

Connection: Underworld (Low); Genius; Scholar (psychology)

• Drawbacks:

Minor Irrational Attraction to causing fear.

• Equipment:

Fear Transmitters (x5)

[BODY: 2, Phobia: 13, R#: 2]

• Alter Ego:

Jonathan Crane

• Motivation:

Psychopath

• Occupation:

Psychology Professor

• Wealth:

6

• Background:

Mocked by his peers, Jonathan Crane decided to use his knowledge of the psychology of fear for personal gain. Adopting the identity of the Scarecrow, he hired out his skills to criminals who wished to have their victims intimidated. Crane later learned to transmit fear directly into the minds of his victims. The Batman managed to overcome the effects of Crane's devices and bring him to justice.

THE SHARK

DEX:	9	STR:	12	BODY:	8
INT:	6	WILL:	7	MIND:	6
INFL:	7	AURA:	2	SPIRIT:	7
INITIATIVE:	22	[23]	HERO POINTS:	100	

• Powers:

Aura of Fear: 6, Energy Blast: 12, Flight: 7, Growth: 7, Matter Manipulation: 12, Mind Probe: 9, Swimming: 6, Telekinesis: 9, Telepathy: 7, Water Freedom: 10

• Skills:

Charisma (Intimidation): 7

• Bonus:

The Shark can use his Matter Manipulation Power to surround himself with a yellow aura which protects him from Green Lanterns' Power Rings.

• Drawbacks:

Serious Irrational Attraction to making his victims feel fear before killing them; Serious Rage

• Alter Ego:

None

• Motivation:

Power Lust

• Occupation:

Humanoid Shark

• Wealth:

0

• Background:

When an atomic pile ran amok, a nearby tiger shark was mutated into a humanoid form with vast mental powers. Over the years, the Shark has fought different heroes, including Green Lantern and Aquaman.

SHRAPNEL

DEX:	8	STR:	8	BODY:	10
INT:	3	WILL:	6	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	50		

• Powers:

Self Link (Bomb): 13, Projectile Weapons: 12

• Skills:

Charisma (Intimidation): 8, Military Science (Demolitions): 6

• Limitation:

Shrapnel must take one phase to reform himself after using his Self Link (Bomb) Power.

• Drawbacks:

Serious Rage; Strange Appearance

• Alter Ego:

Mark Williamson

• Motivation:

Mercenary

• Occupation:

Hit Man

• Wealth:

5

• Background:

Shrapnel is an explosive assassin whose rampage in Kansas City brought him into conflict with the Doom Patrol. The Patrol proved ineffective against the killer, and he escaped the authorities.

DR. SIVANA

DEX:	2	STR:	2	BODY:	2
INT:	13	WILL:	5	MIND:	4
INFL:	7	AURA:	5	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:	75		

• Skills:

Gadgetry: 14, Scientist: 15

• Advantages:

Genius; Scholar (Physics)

• Drawbacks:

Catastrophic Irrational Attraction to destroying Captain Marvel; Age

• Alter Ego:

Dr. Thaddeus Bodog Sivana

• Motivation:

Power Lust

• Occupation:

World's Wickedest Scientist

• Wealth:

4

• Background:

Dr. Sivana caused the deaths of Billy Batson's parents in order to get his hands on their fortune. With the funds he received, he built a dimensional portal machine which freed Black Adam from his centuries-long imprisonment. Sivana was thwarted when his nephew became Captain Marvel and returned Black Adam to the dimensional prison from whence he came. Sivana was last seen on the run from the law in Mexico.

SOLOMON GRUNDY

DEX:	6	STR:	17	BODY:	14
INT:	1	WILL:	2	MIND:	9
INFL:	5	AURA:	2	SPIRIT:	7
INITIATIVE:	12	HERO POINTS:	75		

• Powers:

Invulnerability: 20, Regeneration: 4

• Drawbacks:

Serious Irrational Attraction to Jade; Serious Rage; Strange Appearance

• Motivation:

Nihilist

• Occupation:

Swamp Creature

• Wealth:

0

• Background:

Solomon Grundy is a paste-white behemoth with a mindless berserker rage. He has caused problems for the members of the Justice Society and Infinity Inc. for almost forty years. It was recently learned that Solomon Grundy is a failed attempt to create an Earth elemental similar to the Swamp Thing.

THE TOYMAN

DEX:	2	STR:	2	BODY:	3
INT:	11	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	55		

• Skills:

Gadgetry: 12, Scientist: 8, Weaponry: 2

• Advantages:

Connections: Lexcorp (High), Toy

Industry (Low); Genius; Scholar (toys)

- **Drawbacks:**
Catastrophic Irrational Attraction to toys and toy motifs

- **Equipment:**

TOY ROBOTS

[DEX: 10, STR: 7, BODY: 7, INT: 1, Bomb: 9, Energy Blast: 9, Flight: 13, R#: 2]

Limitation: The robots' Bomb Power goes off and they explode if their Current Body Condition is reduced to 2 APs or less.

16 AP ABCD Omni-Toys (x4)

- **Alter Ego:** Winslow Schott
- **Motivation:** Psychopath
- **Occupation:** Inventor
- **Wealth:** 7
- **Background:**

Winslow Schott became deranged when he was fired from his job at John Bull's Toys after forty years. Inventing an arsenal of deadly toys, he sought to avenge himself by killing Lex Luthor, owner of John Bull's Toys. The toys were stopped in the act by Superman. Schott now apparently works for Luthor himself, as an inventor for Lexcorp.

TWO-FACE

DEX:	5	STR:	4	BODY:	4
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	7
INITIATIVE:	20	HERO POINTS:	70		

- **Skills:**
Charisma: 5, Martial Artist: 6, Thief: 7, Vehicles: 6, Weaponry: 7
- **Advantages:**
Connections: Underworld (High); Leadership; Scholar (law)
- **Drawbacks:**
Catastrophic Irrational Attraction to making all decisions by flipping his coin; Serious Psychological Instability
- **Equipment:**
Coin
[Body: 1]
The coin is a two-headed silver dollar: one side is pristine, the other is scarred.
- **Alter Ego:** Harvey Dent
- **Motivation:** Psychopath
- **Occupation:** Former District Attorney
- **Wealth:** 6
- **Background:**
District Attorney Harvey Dent was disfigured when acid thrown by a notorious mob boss scarred half of his face. Adopting a two-headed coin with one side marred as his symbol, he became Two-Face, a criminal obsessed with the duality of his



nature. His personality can change from demonic to angelic with a flip of his lucky coin.

VANDAL SAVAGE

DEX:	7	STR:	4	BODY:	8
INT:	10	WILL:	10	MIND:	8
INFL:	9	AURA:	7	SPIRIT:	8
INITIATIVE:	28	HERO POINTS:	110		

- **Power:**
Invulnerability: 16
- **Skills:**
Charisma: 8, Detective: 9, Martial Artist: 8, Gadgetry: 7, Military Science: 10, Occultist: 6, Scientist: 7, Weaponry: 6
- **Advantages:**
Connection: Business Community (High); Connoisseur; Genius; Scholar (business, history, political science); Sharp Eye
- **Drawbacks:**
Minor Irrational Attraction to destroying the Flash
- **Equipment:**
VELOCITY-9
[Body: 1, Superspeed: 9]
Misc. Drawback: Causes user to develop a Catastrophic Irrational Attraction to Velocity-9; user must take another dose of V-9 within 48 hours or die.
Note: Velocity-9 addiction can be treated by medical centers with the proper facilities, such as St. Mary's Hospital in Manhattan.
- **Motivation:** Power Lust
- **Occupation:** Dope Dealer
- **Wealth:** 16

- **Background:**

Vandal Savage was born a Neanderthal Man, but has lived for millennia due to the rays of a mysterious meteorite. His eternal enemy, the Immortal Man, was killed during the Crisis, but Savage has still been thwarted in his goals for conquest, most notably by the three generations of Flashes.

THE WIZARD

DEX:	4	STR:	3	BODY:	4
INT:	8	WILL:	7	MIND:	5
INFL:	8	AURA:	12	SPIRIT:	9
INITIATIVE:	18	HERO POINTS:	70		

- **Powers:**
Hypnosis: 10, Illusion: 13, Spirit Travel: 13, Sorcery: 15
- **Skills:**
Occultist: 7, Thief: 3
- **Advantages:**
Connections: Injustice Unlimited (High), Secret Society of Super-Villains (Low); Leadership
- **Drawbacks:**
Age
- **Alter Ego:** William Asmodeus Zard
- **Motivation:** Power Lust
- **Occupation:** Criminal Mastermind
- **Wealth:** 6
- **Background:**
The Wizard was the guiding force behind the Injustice Society of the World, and later was involved with the Secret Society of Super-Villains and Injustice Unlimited. His powers of magic combined with his keen analytical mind make him a very dangerous opponent.

SUPPORTING CHARACTERS

Let's face it: bashing criminals all day long may seem like a lot of fun, but Superman's day would be pretty boring if he didn't have to worry about Lois Lane getting into trouble all the time. And where would the Batman be without his friends Alfred and Commissioner Gordon?

Virtually every hero around has a cast of supporting characters that s/he interacts with, talks to, and occasionally rescues from the clutches of villains. These can be friends, relatives, lovers, neighbors, business associates, or even the guy with the megaphone who hangs around in front of the Daily Planet building preaching to the masses.

Recurring Non-Player Characters help to break the monotony of villain smashing, as well as providing role-playing opportunities. This chapter introduces many of the most frequently seen supporting cast members from the DC Universe.

ABIGAIL ARCANÉ-CABLE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	9	HERO POINTS:	10		

- **Skill:**
Charisma: 5
- **Advantages:**
Area Knowledge (Louisiana Bayous); Connection: Swamp Thing (High)
- **Drawbacks:**
Married; Mistrust
- **Motivation:** Upholding the Good
- **Occupation:** Former Medic/Child Counselor
- **Wealth:** 0
- **Background:**

Abby is the niece of Anton Arcane, arch-enemy of the Swamp Thing. She and the Swamp Thing have shared many experiences together, and after one particularly terrifying experience in Hell, realized that they were in love with each other. Abby and the Swamp

Thing consider themselves married, and are expecting a child, whose destiny is to be the next earth elemental.

ALFRED PENNYWORTH

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

- **Skills:**
Artist (Actor): 3, Medicine: 2
- **Advantages:**
Connoisseur; Connection: Batman (High); Rich Friend (Bruce Wayne)
- **Motivation:** Upholding the Good
- **Occupation:** Butler
- **Wealth:** 5
- **Background:**
Alfred is the butler at stately Wayne Manor, and the confidant of Batman. He always remains unperturbed, is absolutely reliable, and keeps the Batcave white-glove clean.

THE CHUNK

DEX:	3	STR:	4	BODY:	8
INT:	5	WILL:	4	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	12	HERO POINTS:	65		

- **Powers:**
Dimension Travel: 8, Projectile Weapons: 8
- **Skills:**
Gadgetry: 6, Scientist: 5
- **Limitations:**
Dimension Travel can only be used between the Earth Dimension and the "Chunk Dimension" (Travel Value: 6); Dimension Travel is considered to be 5 APs when used against living creatures or organic material.
- **Advantages:**
Area Knowledge (Chunk Dimension); Connection: The Flash (High); Genius
- **Drawbacks:**
Public Identity; Miscellaneous: The Chunk must periodically banish items to the Chunk Dimension in

order to survive, much like other living creatures need to eat.

- **Alter Ego:** Chester P. Runk
- **Motivation:** Unwanted Power
- **Occupation:** Removal Specialist
- **Wealth:** 9
- **Background:**

The Chunk is a reformed villain who now makes his living as a human refuse-disposal service. He changed his ways when he met Wally West, the Flash, and the two are now fast friends.

COMMISSIONER GORDON

DEX:	3	STR:	3	BODY:	3
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	15		

- **Skills:**
Detective: 5, Martial Artist: 4, Vehicles: 2, Weaponry (Firearms): 4
- **Advantages:**
Area Knowledge (Gotham City); Connections: Batman (High), Gotham City Police Department (High), Gotham City Mayor's Office (High); Leadership
- **Alter Ego:** James Gordon
- **Motivation:** Seeking Justice
- **Occupation:** Gotham City Police Commissioner
- **Wealth:** 5
- **Background:**
Commissioner Gordon is Batman's contact at the Gotham City police department. At first assigned to apprehend the Batman by Gotham's corrupt politicians, Gordon came to understand the benefits of the Caped Crusader's techniques. Aside from being allies, the Commissioner and the Batman are good friends.

FUNKY FLASHMAN

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	2	MIND:	2
INFL:	8	AURA:	7	SPIRIT:	2
INITIATIVE:	18	HERO POINTS:	45		

- **Skills:**
Charisma (Persuasion): 12, Thief: 2
- **Advantages:**
Connections: Broadcasting Industry (High), Secret Society of Super-Villains (Low); Gift of Gab; Luck; Omni-Connection; Scholar (salesmanship, swindling)
- **Drawbacks:**
Catastrophic Irrational Attraction to money; Unluck
- **Motivation:** Thrill Seeker
- **Occupation:** Swindler
- **Wealth:** 9
- **Background:**
Known as the "salesman supreme,"

Funky Flashman first came to public attention when he became Mister Miracle's promoter. A consummate conman, Flunky later tried to take control of the Secret Society of Super-Villains, but did not reckon with negative reaction the villains had to his confidence arts. In recent years, Flunky has been laying low, waiting for another opportunity to make "the big score."

HARRY STEIN

DEX:	4	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	25		

• Skills:

Charisma: 5, Detective: 5, Martial Artist: 4, Medicine (First Aid): 4, Thief: 4, Vehicles: 4, Weaponry: 4

• Advantages:

Connections: Checkmate (High), New York Police Department (High), Suicide Squad (High), U.S. Intelligence (High); Iron Nerves; Leadership; Scholar (police work, espionage)

• Equipment:

.45 Automatic

[BODY: 4, EV: 4, Ammo: 7, R#: 3]

• Motivation:

• Occupation:

• Wealth:

• Background:

Harry Stein was a policeman in New York City when he was enlisted by the Domestic Intelligence Division of Task Force X, which dealt with threats to national security from within the United States itself. The D.I.D. was later converted into Checkmate, and Stein became its "king." He is responsible for all Checkmate's operations, and answers only to intelligence czar Sarge Steel and the President of the United States.

HARVEY BULLOCK

DEX:	3	STR:	3	BODY:	4
INT:	4	WILL:	3	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:	20		

• Skills:

Detective: 5, Medicine (First Aid): 4, Thief: 4, Vehicles: 4, Weaponry: 4

• Advantages:

Connections: Black Thorn (High), Checkmate (High), Gotham City Police Department (High), U.S. Intelligence (High), the Batman (Low); Scholar (movies, criminology)

• Drawbacks:

Minor Physical Restriction: overweight



• Equipment:

.38 Pistol

[BODY: 4, EV: 3, Ammo: 6, R#: 3]

• Motivation:

• Occupation:

• Wealth:

• Background:

Harvey Bullock was a bumbling but somewhat competent detective with the Gotham City Police Department, and was made police liaison to the Domestic Intelligence Division of Task Force X during a case in Gotham. Bullock later resigned from the G.C.P.D. to join the D.I.D. full-time. When the D.I.D. became Checkmate, Bullock stayed on as one of the bishops who direct Knights and Pawns in field operations.

HIGHFATHER

DEX:	10	STR:	7	BODY:	12
INT:	18	WILL:	17	MIND:	18
INFL:	13	AURA:	15	SPIRIT:	11
INITIATIVE:	41	HERO POINTS:	200		

• Power:

Invulnerability: 12

• Skills:

Charisma (Persuasion): 15, Weaponry: 11

• Advantages:

Area Knowledge (New Genesis); Connections: The New Gods (High), Apokolips (Low); Leadership

• Drawbacks:

Catastrophic Irrational Attraction to Peace

• Equipment:

Staff

[BODY: 16, Precognition: 17, Omni-Power: 17]

Note: Highfather's Staff is lined directly to the Source: its Powers always function at an AP level equal to its user's WILL.

• Alter Ego:

• Motivation:

• Occupation:

• Wealth:

• Background:

Izaya is the ruler of the peaceful planet New Genesis, and has waged an eternal war against Darkseid and Apokolips for many years. Izaya is the father of Scott Free, Mister Miracle, as well as the adoptive father of Orion, the son of Darkseid.

JIMMY OLSEN

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

• Skills:

Artist (Photographer): 3, Thief: 2, Gadgetry: 2

• Advantages:

Connections: *Daily Planet* (High); Superman (High)

• Drawbacks:

Serious Irrational Attraction to curiosity

• Equipment:

Signal Watch

[BODY: 2, Telepathy: 20, R#: 2]

Limitation: The signal watch only allows Jimmy to summon Superman.

• Alter Ego:

• Motivation:

• Occupation:

• Wealth:

• Background:

Jimmy Olsen is a cub reporter and photographer for the *Daily Planet*. Known as "Superman's Pal," Jimmy invented an ultrasonic signal watch which he can use to summon Superman in an emergency, provided the Man of Steel is within earshot.

JULIA KAPATELIS

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:	5		

- **Skills:**
Scientist: 2
- **Advantages:**
Connections: Harvard University (High), Wonder Woman (High); Scholar (archeology, history, linguistics)
- **Motivation:** Upholding the Good
- **Occupation:** Professor
- **Wealth:** 6
- **Background:**
Professor Kapatelis is one of the world's leading specialists in ancient Greek languages and history. She was contacted by Princess Diana when she arrived from Themyscira, and has acted as the Amazon's guide in Man's World ever since.

KIM LIANG

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	5
INITIATIVE:	9	HERO POINTS:	10		

- **Skills:**
Detective: 2, Occultist: 2
- **Advantages:**
Connections: Jim Corrigan (High), Madame Xanadu (High)
- **Motivation:** Upholding the Good
- **Occupation:** Receptionist
- **Wealth:** 4
- **Background:**
Kim Liang was summoned by Madame Xanadu to be the "keeper" of Jim Corrigan, the Spectre's human host. She now acts as receptionist for Corrigan's private detective agency, and the pair have fallen romantically for each other.

LADY SHIVA

DEX:	9	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	75		



- **Skills:** *linked*
Acrobatics: 9*, Martial Artist: 9*, Detective: 7*, Military Science: 7*, Medicine (First Aid): 7*, Thief: 9*, Weaponry: 9*
- **Advantages:**
Connections: The Question (Low), Richard Dragon (High); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (Oriental philosophy)
- **Drawbacks:**
Serious Irrational Attraction to testing her combat skills against worthy opponents.
- **Alter Ego:** Shiva Woosan
- **Motivation:** Mercenary
- **Occupation:** Kung-Fu Fighter
- **Wealth:** 8
- **Background:**
Lady Shiva was a one-time ally of Ben Turner and Richard Dragon, Kung-Fu Fighter. She has recently begun selling her services to various mercenary and terrorist groups, training them in the martial arts. Shiva also seems to have an unusual interest in Vic Sage, the Question.

LANA LANG

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	7	HERO POINTS:	10		

- **Skill:**
Charisma: 3
- **Advantages:**
Connection: Superman (High)
- **Motivation:** Upholding the Good
- **Occupation:** Farmer
- **Wealth:** 4
- **Background:**
Lana Lang is the high school girlfriend of Clark Kent. She is one of the few people on Earth who is aware of the fact that Kent is also Superman. She currently lives on a farm in Smallville, not far from Ma and Pa Kent.

LOIS LANE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	4
INITIATIVE:	10	HERO POINTS:	15		

- **Skills:**
Artist (Writer): 5, Detective: 2, Martial Artist: 3, Weaponry: 2
- **Advantages:**
Area Knowledge (Metropolis); Connections: *Daily Planet* (High), Superman (Low); Sharp Eye
- **Drawbacks:**
Catastrophic Irrational Attraction to getting in trouble.
- **Motivation:** Thrill of Adventure
- **Occupation:** Reporter
- **Wealth:** 7

Background:

Lois Lane is a Pulitzer Prize-winning journalist for the *Daily Planet*. She has shown romantic interest in Clark Kent and Jose Delgado, but her first love is Superman, who has rescued her from peril on innumerable occasions.

MA KENT

DEX:	2	STR:	1	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	6	HERO POINTS:	5		

- **Skills:**
Artist (Cooking): 3, Charisma: 4
- **Advantages:**
Connection: Superman (High); Scholar (rhubarb pies)
- **Alter Ego:** Martha Clark Fordman Kent
- **Motivation:** Upholding the Good
- **Occupation:** Housewife
- **Wealth:** 4

PA KENT

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	6	HERO POINTS:	5		

- **Skills:**
Animal Handling: 2, Weaponry: 2
- **Advantages:**
Connection: Superman (High); Scholar (farming)
- **Alter Ego:** Jonathan Kent
- **Motivation:** Upholding the Good
- **Occupation:** Farmer
- **Wealth:** 4
- **Background:**
Jonathan and Martha Kent discovered infant Kal-El in a rocket ship which landed on their farm in Smallville. The baby grew up to be Superman, largely due to the Kents' strong sense of morality and decency. The aging Kents still live on their farm in Smallville.

MADAME XANADU

DEX:	3	STR:	2	BODY:	2
INT:	10	WILL:	10	MIND:	8
INFL:	9	AURA:	13	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:	40		

- **Skills:**
Occultist: 13
- **Advantages:**
Connections: Occult Community (High), The Spectre (High); Scholar (occult artifacts)
- **Equipment:**
Tarot Cards
[Body: 1, INT: 15, WILL: 15, Awareness: 10, Empathy: 10, Precognition: 12]

Misc. Drawback: The user must have 8 or more APs of the Occultist Skill to call upon the cards' Abilities.

13 AP ABCD Omni-Objects (x2)

- **Alter Ego:** Unknown
- **Motivation:** Responsibility of Power
- **Occupation:** Spiritual Advisor
- **Wealth:** 6
- **Background:**

One of the most enigmatic occultists in the world, Madame Xanadu has recently involved herself in the affairs of the Spectre. She makes her living as a spiritual advisor, using her Tarot cards to perform a number of mystical effects.

MAXWELL LORD

DEX:	2	STR:	2	BODY:	2
INT:	11	WILL:	4	MIND:	2
INFL:	8	AURA:	6	SPIRIT:	3
INITIATIVE:	21	HERO POINTS:	15		

- **Power:**
Telepathy: 15
- **Skill:**
Charisma: 10
- **Limitation:**
Telepathy only allows Lord to communicate with others' subconscious minds.
- **Advantages:**
Connections: Justice League International (High), United Nations (High); Omni-Connection; Gift of Gab
- **Motivation:** Seeking Justice
- **Occupation:** JLI Patron
- **Wealth:** 13
- **Background:**

A high-powered businessman and entrepreneur, Maxwell Lord is the benefactor of Justice League International. During the recent alien invasion, Lord discovered that his meta-gene had been activated, giving him a power whose limits and exact nature are not yet fully understood. He prefers to rely on his wits and his business savvy to get what he wants, or what he thinks the League wants.

NERA

DEX:	6	STR:	6	BODY:	7
INT:	7	WILL:	7	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	16 [18]	HERO POINTS:	25		

- **Powers:**
Swimming: 6, Telepathy: 3, Water Control: 8, Water Freedom: 8
- **Skill:**
Charisma: 4
- **Advantages:**
Area Knowledge (Atlantis); Connections: Aquaman (High), Poseidonis (High)

Drawbacks:

Married; Fatal Vulnerability: Mera begins to die after being out of contact with water for one hour.

- **Alter Ego:** Mera Curry
- **Motivation:** Responsibility of Power
- **Occupation:** Former Queen of Poseidonis
- **Wealth:** 8
- **Background:**

Mera is the wife of Aquaman, and the former queen of Poseidonis. Due to the death of her son and other traumatic experiences, it is feared that Mera may be losing her emotional stability.

OBERON

DEX:	4	STR:	2	BODY:	3
INT:	3	WILL:	4	MIND:	3
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	13	HERO POINTS:	20		

- **Skills:**
Acrobatics: 2, Charisma: 6, Thief: 4, Gadgetry: 4
- **Advantages:**
Connection: Justice League International (High); Scholar (escapes, promotions)
- **Drawbacks:**
Minor Physical Restriction: dwarf
- **Motivation:** Thrill of Adventure
- **Occupation:** Promoter/Manager
- **Wealth:** 4
- **Background:**
Oberon is the promoter, manager, and best friend of Scott Free, better known as Mister Miracle. Oberon also acts as sort of a father figure/funny uncle/big brother to various members of the JLI.

PERRY WHITE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

- **Skills:**
Artist (Writer): 6, Detective: 3
- **Advantages:**
Connections: *Daily Planet* (High), Superman (Low); Scholar (journalism)
- **Drawbacks:**
Catastrophic Irrational Attraction to journalist integrity; Age
- **Motivation:** Upholding the Good
- **Occupation:** Managing Editor
- **Wealth:** 6
- **Background:**

Perry White is the managing editor of the *Daily Planet*. His commitment to truth and excellence in journalism is second to none. Perry hired Clark Kent when Kent filed the first exclusive story on Superman, not knowing that Kent was in fact Superman himself.



RIP HUNTER

DEX:	4	STR:	3	BODY:	4
INT:	9	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	18	HERO POINTS:	40		

- **Skills:**
Gadgetry: 11, Scientist: 11, Vehicles (Exotic): 9, Weaponry: 4
- **Advantages:**
Connections: Booster Gold (Low), S.T.A.R. Labs (Low); Genius; Scholar (temporal physics)
- **Drawbacks:**
Minor Irrational Attraction to creating a working time vessel
- **Equipment:**
TIME CAPSULE
[STR: 6, BODY: 8, Time Travel: 25, R#: 7]
- **Motivation:** Thrill of Adventure
- **Occupation:** Scientist
- **Wealth:** 8
- **Background:**
Rip Hunter (sometimes called the Time Master) created an experimental time machine which allowed Booster Gold to travel through time to the 20th century. What the past, present, or future holds for the temporal researcher will be discovered in due time.

"SARGE" STEEL

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	8	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	35		

- **Skills:**
Artist (Actor): 4, Detective: 7, Martial Artist: 6, Military Science: 7, Thief: 7, Vehicles: 6, Weaponry: 7
- **Advantages:**
Connections: White House (High), U.S. Intelligence (High)



● **Drawbacks:**

Secret Identity

● **Equipment:**

Metal Hand

[STR: 6, BODY: 12]

● **Alter Ego:** Unknown

● **Motivation:** Responsibility of Power

● **Occupation:** Intelligence Czar

● **Wealth:** 6

● **Background:**

Formerly an agent with the C.B.I., the operative known only as "Sarge" Steel has been a top secret government agent for many years. After the recent turmoil of the Janus Directive, Steel was placed in charge of all of the United States' covert paranormal agencies.

STEVE TREVOR

DEX:	3	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:	15		

● **Skills:**

Martial Artist: 4, Military Science: 5, Vehicles: 4, Weaponry: 4

● **Advantages:**

Connections: U.S. Military (Low), Wonder Woman (High)

● **Alter Ego:** Colonel Stephen Trevor

● **Motivation:** Responsibility of Power

● **Occupation:** Freelance Investigator

● **Wealth:** 5

● **Background:**

Steve Trevor's arrival on Paradise Island was the signal that the time had come for Princess Diana to leave Themyscira and journey to Man's World.

TERRY LONG

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	5		

● **Advantages:**

Connections: New Titans (High), New York University (Low); Scholar (history)

● **Motivation:** Upholding the Good

● **Occupation:** History Professor

● **Wealth:** 5

● **Background:**

Terry Long is the husband of Donna Troy, also known as Troia of the New Titans. He was divorced once before, and has a daughter by his previous marriage. Terry seems to have a knack for coping with the strange things that happen in his wife's life.

TOM COOK

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	17	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	125		

● **Powers:**

Invulnerability: 10

● **Skills:**

Artist (Writer, Photographer): 21

● **Advantages:**

Connection: George Perez (Low); Lightning Reflexes; Iron Nerves; Scholar (DC Heroes Role-Playing Game)

● **Drawbacks:**

Connection: Mayfair Games (High); Dark Secret (shady past); Married; Unluck

● **Equipment:**

Mustache

[BODY: 1, R#: 4]

● **Motivation:** Thrill of Money

● **Occupation:** Graduate Student

● **Wealth:** 4

● **Background:**

This animal-loving Hoosier has a gift for the English language. He is currently enrolled in graduate school, majoring in film studies, in California. What little spare time he has is taken up by his dog, two cats, three fish, and wife Kelly. 2D10, babe.

VICKI VALE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	8	HERO POINTS:	10		

● **Skills:**

Artist (Photographer): 6, Detective: 2, Charisma: 4

● **Advantages:**

Connections: *Picture News* (High), Bruce Wayne (Low)

● **Drawbacks:**

Minor Irrational Attraction to curiosity

● **Motivation:** Thrill of Adventure

● **Occupation:** Photographer

● **Wealth:** 6

● **Background:**

Vicki Vale is a reporter for *Picture News*, and something of a celebrity in Gotham City. She has been romantically linked to Bruce Wayne at times, but is unaware of his other identity as the Batman.

WADE EILING

DEX:	3	STR:	3	BODY:	3
INT:	7	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:	20		

● **Skills:**

Martial Artist: 4, Military Science: 6, Vehicles: 3, Weaponry: 3

● **Advantages:**

Connections: Captain Atom (High), U.S. Military (High), U.S. Government (High); Leadership; Scholar (covert operations)

● **Motivation:** Responsibility of Power

● **Occupation:** Air Force General

● **Wealth:** 7

● **Background:**

General Wade Eiling has been in charge of the Captain Atom Project since it first began in the late 1960's. Since the upheaval of the Janus Directive, Eiling's agency has been under the supervision of Sarge Steel, a fact which somewhat perturbs the general.

In the DC Universe, the existence of intelligent life in outer space is not just a theory for scientists to ponder and debate. Extraterrestrial life is an accepted fact. At its height, the Green Lantern Corps consisted of 3600 different alien races. The Justice League alone has repulsed attacks from other worlds on approximately thirty-three occasions. In fact, the Earth has been invaded by space aliens so many times that it is likely that every person in the world has had a "close encounter" of some kind at one point or another in their lives.

In 1988, the heroes of Earth were called upon to defend the world from the most powerful alien invasion to date. The race known as the Dominators, concerned over humanity's unnerving tendency to develop superpowers in times of crisis, organized an alien alliance to crush humanity before they could reach space and challenge the existing intergalactic empires. All of the technologically advanced worlds contributed troops or weapons, or both, and the attack against Earth was launched. Earth's defenders were rapidly mobilized into an effective defense force, but even their combined powers were not enough to stem the alien tide which threatened to engulf the planet.

Just when things seemed bleakest for the Earth, the contingent of observers from the planet Daxam discovered that they possessed near-Kryptonian powers in Earth's atmosphere and changed their allegiance. With the aid of their new Daxamite allies, Earth's heroes were able to repulse the alien invaders and cause the Alliance to surrender.

In the wake of the invasion, Coluan native Vril Dox mobilized an intergalactic police force known as the L.E.G.I.O.N. in order to fill the gap left by the destruction of the Green Lantern Corps, comprised of heroic individuals from many worlds. This group has charged itself with maintaining peace and order in the spacelanes. Given the myriad number of hostile lifeforms inhabiting the universe, however, it is clear that the L.E.G.I.O.N. has its work cut out for it.

COLUANS

DEX:	2	STR:	2	BODY:	2
INT:	14	WILL:	15	MIND:	15
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	20		

- **Skills:** **linked*
Detective: 14*, Gadgetry: 14*,
Medicine: 14*, Scientist: 14*

CHAPTER FOURTEEN

ALIEN RACES

- **Advantages:**
Genius
- **Drawbacks:**
Catastrophic Irrational Attraction to research
- **Motivation:** Responsibility of Power
- **Wealth:** 9
- **Background:**

The residents of Colu are green-skinned humanoids. For years, they had been slaves to the planet's "computer tyrants," but the tyrants were recently dethroned through the efforts of Vril Dox and other members of the L.E.G.I.O.N. Vril Dox and Superman's enemy Brainiac are natives of Colu.

DAXAMITES

DEX:	14	STR:	23	BODY:	16
INT:	6	WILL:	6	MIND:	5
INFL:	5	AURA:	2	SPIRIT:	5
INITIATIVE:	37	HERO POINTS:	40		

- **Powers:**
Directional Hearing: 7, Extended Hearing: 7, Flight: 14, Microscopic Vision: 12, Invulnerability: 20, Heat Vision: 10, Sealed Systems: 9, Super Breath: 9, Super Hearing: 7, Super-speed: 12, Systemic Antidote: 15, Telescopic Vision: 11, Thermal Vision: 11, X-Ray Vision: 11
- **Skills:**
Medicine: 5
- **Advantages:**
Genius
- **Drawbacks:**
Fatal Vulnerability: lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lack of yellow sun radiation, range of 0 APs
- **Motivation:** Responsibility of Power
- **Wealth:** 8
- **Background:**
On the outside, the natives of Daxam appear to be normal humanoids. However, in the proper conditions (such as on the planet Earth), they manifest powers of an almost Kryptonian level. In addition to their

immense power, the Daxamites are known throughout the galaxy for their amazing medical achievements.

THE DOMINATORS

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	7	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	15-60		

- **Skills:**
Charisma: 6, Gadgetry: 13, Military Science: 11, Scientist: 13, Vehicles (Space): 3
- **Advantages:**
Genius; Scholar (bioengineering)
- **Drawbacks:**
Miscellaneous: all Dominators must obey orders given to them by members of a higher caste; Strange Appearance
- **Equipment:**
GENE BOMB
[Body: 5, Neutralize: 25]
Limitations: Neutralize only works on Earth-humans with paranormal abilities.
- **Motivation:** Power Lust
- **Wealth:** 15
- **Background:**
All Dominators look exactly identical, except for a red circle painted on their foreheads. The size of the circle indicates which of the rigid castes the individual Dominators belong to. The Dominion is considered one of the mightiest scientific centers in the galaxy. Strangely, no female Dominators have ever been seen.

DURLANS

DEX:	6	STR:	3	BODY:	5
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	11	HERO POINTS:	20		

- **Powers:**
Self Manipulation: 8, Shape Change: 8, Chameleon: 8, Omni-Arm: 8
- **Skills:**
Artist (Actor): 6
- **Motivation:** Thrill Seekers
- **Wealth:** 3

● Background:

Durla is a savage, violent planet whose inhabitants developed shape changing powers to survive. The various tribes on Durla identify themselves by a particular form which they favor: the original composition of the Durlan race has been lost in antiquity.

GIL'DISPAN

DEX:	0	STR:	2	BODY:	6
INT:	7	WILL:	5	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:	20		

● Powers:

Telepathy: 10

● Skills:

Scientist: 8

● Advantages:

Genius

● Drawbacks:

Strange Appearance; Catastrophic Physical Restriction: Gil'Dishpan cannot survive outside their protective bubbles.

● Equipment:

PROTECTIVE BUBBLES

[DEX: 2, BODY: 8, Flight: 5, Sealed Systems: 18]

● Motivation: Power Lust

● Wealth: 5

● Background:

The atmosphere of the Gil'Dishpan homeworld is a seething turmoil of methane and other gasses toxic to oxygen breathers. When traveling off-world, the technologically superior Gil'Dishpan utilize protective bubbles that make them particularly useful for undersea operations.

GORDANIANS

DEX:	5	STR:	4	BODY:	4
INT:	5	WILL:	2	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	5
INITIATIVE:	14	HERO POINTS:	10		

● Skills:

Charisma (Intimidation): 5, Military Science: 6, Vehicles (Space): 7, Weaponry: 6

● Drawbacks:

Strange Appearance

● Motivation: Mercenary

● Occupation: Slavers

● Wealth: 4

● Background:

One of the many races from the Vegan Star System, the Gordanians are lizard-like humanoids who make their living in the slave trade. Considered ugly even by the most liberal of beings, the Gordanians try to project an image of fearsomeness, but most are cowards at heart.

THE KHUNDS

DEX:	6	STR:	5	BODY:	6
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	6
INITIATIVE:	14	HERO POINTS:	20		

● Skills:

Martial Artist: 7, Military Science: 4, Weaponry: 7, Vehicles: 7

● Advantages:

Lightning Reflexes

● Drawbacks:

Minor Irrational Attraction to honorable death

● Equipment:

BODY ARMOR

[BODY: 7]

Blasters

[BODY: 4, Energy Blast: 7, R#: 3]

● Motivation: Nihilist

● Wealth: 7

● Background:

The Khunds are tall, powerfully built humanoids who live only for battle. Their combat prowess and single-minded pursuit of victory at all costs make them dangerous foes or unpredictable allies. The Khunds refused to surrender when the invasion was ended, and had to be forcibly returned to their own planet by the Daxamites.

PSIONS

DEX:	2	STR:	2	BODY:	2
INT:	10	WILL:	3	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	10		

● Skills:

Gadgetry: 8, Scientist: 10, Vehicles: 5

● Advantages:

Genius

● Drawbacks:

Strange Appearance

● Motivation: Mercenary

● Wealth: 9

● Background:

The Psions were created by the Guardians of the Universe when the Oans were first setting out to combat universal evil. When the Psions ran out of control, they were banished to the Vegan Star System, where they have gained a reputation for cruel and inhumane experimentation on sentient beings. A Psion experiment gave Starfire and Blackfire their energy blast powers.

THANAGARIANS

DEX:	7	STR:	5	BODY:	7
INT:	6	WILL:	7	MIND:	7
INFL:	5	AURA:	3	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	30		

● Powers:

Sealed Systems: 9, Skin Armor: 3,

Speak With Animals: 3, Telescopic Vision: 4

● Skills:

Martial Artist: 7, Military Science: 6, Weaponry: 7, Vehicles (Space): 5

● Limitations:

Speak With Animals only works on birds

● Advantages:

Lightning Reflexes; Iron Nerves

● Equipment:

ANTI-GRAVITY BELT

[BODY: 10, Gravity Decrease: 7] Limitations: Gravity Decrease only works on the wearer and any items s/he is holding.

Misc. Drawbacks: The belt alone only allows the wearer to hover in place.

Wings

[STR: 6, BODY: 10, Air Control: 4, Flight: 8]

Limitations: Flight only works if the user is wearing an anti-gravity belt.

Mace

[BODY: 9, EV: 5]

● Motivation: Power Lust

● Wealth: 6

● Background:

Thanagar is the home world of Katar Hol and Shayeral Thal, known as Hawkman and Hawkwoman on Earth. The planet is currently under a fascist military dictatorship which considers itself superior to all other life forms. The most sacred animal on the planet is the hawk, which is used for symbolism in almost all aspects of life on Thanagar.

THE WARLORDS OF OKAARA

DEX:	5	STR:	4	BODY:	6
INT:	8	WILL:	9	MIND:	6
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	25		

● Skills:

Acrobatics: 7, Charisma: 7, Martial Artist: 15, Military Science: 15, Thief (Stealth): 10, Vehicles: 10, Weaponry: 10

● Advantages:

Lightning Reflexes; Iron Nerves; Scholar (warfare)

● Motivation: Mercenary

● Wealth: 10

● Background:

The Warlords are considered the finest warrior race in the Vegan Star System. Many of the ruling families of the Vegan worlds send their children to Okaara to learn martial arts from the Warlords. The Warlords participated in the invasion of the Earth, suffering the first defeat in their history.

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