



THE NEW TITANS

SOURCEBOOK



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INTRO

There are several things that come to mind when the word "superhero" is mentioned: "Truth, Justice and the American Way;" billowing capes and tight leotards; bending the laws of physics until they scream; and, of course, sidekicks.

Where would superheroes be without sidekicks? Indeed, if anyone took the time to flip through 50 years of DC Comics, they would see sidekicks of many ages and types; some helping their heroes, and some unintentionally hindering them. The Golden Age Green Lantern has Doiby Dickles, Plastic Man has Woozy Winks, Space Ranger has Cryll, Doctor Mid-Nite has Hooty the Owl, and the Guardian has the entire Newsboy Legion. Even the new Doctor Fate has Petey the Demon.

Heroes such as Batman, Aquaman, the Flash and Green Arrow have youthful versions of themselves as sidekicks in the forms of Robin, Aqualad, Kid Flash and Speedy, respectively. When these adult heroes banded together to form the Justice League of America, it was inevitable that their younger counterparts would do likewise, forming a sort of "junior" Justice League.

Robin, Kid Flash and Aqualad teamed up for the first time in *The Brave and The Bold* #54, but were not given a group name. A year later they teamed up again in *The Brave and The Bold* #60, this time joined by Wonder Girl, Wonder Woman's young counterpart at the time. It was in this comic that these youngsters were first referred to as the "Teen Titans."

After a third appearance in *Showcase* #59, the Teen Titans finally got their own comic book dated January-February 1966. In this incarnation of the Titans, also known as the Original Teen Titans, Speedy eventually replaced Aqualad. The *Teen Titans* ran for seven years and was canceled in 1973. In November of 1976, the title was revived but was dropped two years later. Such was the fate of the Teen Titans, who broke up in *Teen Titans* #53.

In 1980, the *New Teen Titans* was launched, and things have been going strong ever since. Perhaps one of the reasons for the current version's longevity is that it corrected an error committed in the first two versions: the error of making each Titan a carbon copy of his adult counterpart. Robin used to be as serious as the Batman, Speedy was just as obnoxious as the Green Arrow of the 1970s, and so on. Once these young heroes moved out of the shadows of their mentors and developed their own personalities, they became believable, *real* characters.

There is something about the Titans that is enduring and endearing--something that gives them staying power among comic readers everywhere. Since many comic readers are young or young at heart, perhaps the Titans are easy to identify with. Many issues of the *Teen Titans* dealt with things like the generation gap, drug abuse, runaways and other youth-related problems. Perhaps those of us who read the *Teen Titans* when we were young believed that if we ever had the chance to talk to superheroes about our problems, folks such as Robin and Wonder Girl would be a lot more sympathetic than, say, Batman or Green Arrow. (Try to picture talking to the Caped Crusader about acne!)

Whatever the reasons, the Titans are here to stay, and this sourcebook is designed to help Gamemaster and Player alike keep the Titans' legend alive and kicking in the DC HEROES Role-Playing Game. Not only can the Players role play the New Titans—with their complex relationships and bad publicity—they can also play "Short Pants," "Twinkle Toes," "Gill-Head" and "Wonder Chick," and make the scene with the hip cats while fighting hot-rod gangs! Dig? You don't? You will after you read this book!

The Titans have gone through many changes during the three different versions of the Titans. To demonstrate such, several heroes have been given more than one set of statistics, the combination of which reflects the individual's changes in age, physiological makeup, skills, attitudes, name, costume and so on. Both versions of the *Teen Titans* use the Action Genre, while the current version of the group uses the Mock-Real Genre as described on p. 66 of the *Background/Roster Book* in the second edition of the DC HEROES Role-Playing Game.

So kick back, relax and enjoy. The Titans have a long, rich history which is still being made today.

Titans—
Together!!

BIBLIOGRAPHY

With the on-again, off-again nature of the Teen Titans comic books, coupled with the various titles featuring the team, keeping track of issues can be confusing. Hopefully, this listing will clear up the mystery.

1) *Teen Titans first appearances: The Brave & The Bold #54, June/July 1964, The Brave & The Bold #60, June/July 1965.*

2) *First time they were referred to as the Teen Titans: Showcase #59, November/December 1965.*

3) *Teen Titans #1, January/February 1966, canceled at #43, January/February 1973.*

4) *Second version of the Titans: Teen Titans #44, November 1976, canceled at #53, February 1978.*

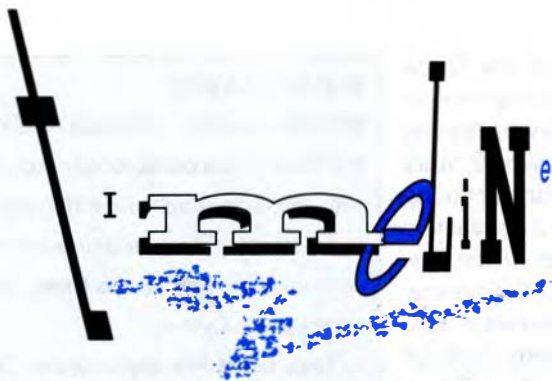
5) *Third and current version: New Teen Titans #1, November 1980, changed title name to Tales of the Teen Titans as of issue #41, April 1984. Began reprinting New Teen Titans (Baxter) stories in the regular format as of #60, December 1985. Final issue was #91, July 1988.*

6) *New Teen Titans, second series #1, August 1984 changed title to New Titans as of issue #50, December 1988.*

7) *New Teen Titans #1—3, 1983, Drug Awareness Giveaways.*

8) *Teen Titans Spotlight #1—4, June—September 1982. Explored the origins of Cyborg, Starfire, Changeling and Raven.*

9) *Teen Titans Spotlight #1 to #21, August 1986 to April 1988. Featured New Teen Titans and supporting characters in solo stories.*



And along that same line, the history of the Titans is so long and convoluted that there isn't really enough space to detail *everything* and *everyone* our young heroes have encountered over the years. We hope that the following summary of events contains sufficient information for both comic and role-playing fans alike. All the events described reflect post-Crisis continuity and are referenced by DC Comics title and issue number according to the following list of abbreviations:

BB	The Brave and The Bold	NTT	New Teen Titans, first series
BM	Batman	NTT2	New Teen Titans, second series
BM&O	Batman and the Outsiders	OM	Omega Men
CIE	Crisis On Infinite Earths	SH	Showcase
DP	Doom Patrol, first series	SO	Secret Origins
GL	Green Lantern, first series	TT	Teen Titans
II	Infinity, Inc.	TT	Tales of the Teen Titans
NT	New Titans		

THE ORIGINAL TEEN TITANS

- BB #54,
SO Annual #3
 - Robin, Kid Flash and Aqualad are asked by the teenagers of Hatton Corners to resolve a generation gap dispute; The young heroes defeat a villain called Mr. Twister.
- TT #53,
SO Annual #3
 - Robin, Kid Flash, Aqualad, Wonder Girl and Speedy unite when the Justice League of America goes on a crime spree; It is discovered that the JLA was possessed by the Antithesis; The name "Teen Titans" is coined, with Speedy acting as a part-time member.
- TT #6
 - Garfield "Beast Boy" Logan tries to join the Teen Titans and is denied entry due to his age and lack of permission from his legal guardian, Nicholas Galtry; The Teen Titans battle a hypnotized Beast Boy, who is helping an evil circus owner steal from his patrons.
- TT #7
 - The Mad Mod makes his first appearance: the Teen Titans travel to London and uncover his smuggling operation.
- TT #14
 - The Gargoyle makes his first attempt at wiping out the Teen Titans but is defeated by Robin.
- TT #17
 - The Mad Mod returns, this time stealing the Queen of England's royal sceptre, which the Teen Titans recover.
- TT #18
 - The Soviet superhero, Starfire (later called Red Star), teams up with the Teen Titans to defeat international jewel thief, Andre Le Blanc; Kid Flash begins his long-standing animosity toward the Soviet hero.
- DP #110
 - A while after Steve "Mento" Dayton and Rita "Elasti-Girl" Farr marry, they adopt Garfield "Beast Boy" Logan, who soon becomes an unofficial Doom Patrol member.
- TT #19
 - Aqualad takes a leave of absence, and Speedy replaces him, becoming a full-time member; Speedy and Wonder Girl begin dating.

- DP #121 □ Madame Rouge and General Zuhl blow up the original Doom Patrol: only Mento and Beast Boy are believed to survive.
- TT #21 □ Hawk and Dove have a rocky first meeting with the Teen Titans.
- TT #22 □ Wonder Girl's false memories begin surfacing, and she changes her costume and hairstyle to reflect this change; Using the name Donna Troy, Wonder Girl moves into an apartment with Sharon Tracy.
- TT #25,
SO Annual #3 □ The Teen Titans meet Lilith and are soon framed for killing Dr. Arthur Swenson, a famous philanthropist and pacifist; Hawk and Dove are also involved in this case, which, until resolved, makes nearly all of the Titans give up their costumes and the use of their powers: Robin works to solve the case.
- SO Annual #3 □ Still in the "powerless" phase, the Teen Titans meet Mal Duncan, share their secrets with him, and ask him to join in their adventures.
- TT #28, 29 □ Aqualad returns and asks the Teen Titans to redon their costumes in order to help him battle the Ocean Master; The heroes, with Hawk and Dove, eventually agree to help and defeat Aquaman's evil half-brother.
- SO Annual #3 □ Robin cracks the Swenson case, and the Teen Titans are cleared; Hawk and Dove leave the group to pursue cases closer to home.
- TT #35,
SO Annual #3 □ While the Teen Titans are on an overseas case, Mal is minding Titans' Lair when the Gargoyle is accidentally released from his banishment in Limbo; Mal proves himself a hero by sending the Gargoyle back.
- TT #43,
SO Annual #3 □ The Teen Titans disband after helping an old man rid his estate of a demonic race called Moonlings; Speedy and Wonder Girl's relationship temporarily ends; Mal volunteers to watch over the Lair, meets Karen Beecher, and together they develop the Gabriel Horn.
- GL #85-86 □ Green Arrow, Green Lantern and Black Canary begin working together, leaving Speedy without much support; Speedy becomes hooked on heroin; Green Lantern and Black Canary help Speedy overcome his addiction.

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- TT #44 □ Robin, Kid Flash, Wonder Girl, Speedy and Mal are lured to Titans' Lair by a false distress signal, where they battle Dr. Light, who seeks revenge on the JLA; The Teen Titans do not work as a team and are defeated, except for Mal, who makes his debut as the Herald and saves them.
- TT #45-46 □ Aqualad rejoins, and the Teen Titans agree to Robin's suggestion of building their new headquarters under a Long Island discotheque, which they soon name "Gabriel's Horn;" The establishment is funded by Bruce "Batman" Wayne.
- TT #46-48 □ Duela Dent, calling herself the Joker's Daughter, joins the group and helps them defeat the Fiddler and, soon after, Two-Face and his henchmen; Duela changes her costumed identity to that of the Harlequin; Karen Beecher makes her first costumed appearance as the Bumblebee.
- TT #49 □ The Bumblebee officially joins the Teen Titans in order to save Gabriel's Horn from a gang of skateboarding hoodlums named the Rocket Rollers; Aqualad helps on this case and then faints: Kid Flash rushes Aqualad to Atlantis to determine the cause of his illness.
- TT #50-52 □ Titans West, comprised of Golden Eagle, Flamebird, Hawk, Dove and Beast Boy, is formed by Lilith; Captain Calamity/Mr. Esper battles the two Titan groups; Aqualad resigns due to his psychosomatic illness.
- TT #53 □ The group disbands a second time to pursue their solo careers and studies; Mal "The Herald" Duncan and Karen "The Bumblebee" Beecher stay to run Gabriel's Horn, but soon sell the discotheque and move to the West Coast.
- SH #94 □ Robotman turns up alive, having survived the destruction of the Doom Patrol, and joins the New Doom Patrol.

THE NEW (TEEN) TITANS

- NTT #1 ○ After invading his dreams, the mysterious empath Raven incites Dick Grayson to form the New Teen Titans for the eventual purpose of defeating her demonic father, Trigon; Kid Flash joins only after Raven uses her powers to make him fall in love with her; Raven, Robin, Kid Flash, Wonder Girl, Changeling (formerly Beast Boy) and Victor "Cyborg" Stone unite to save Princess Koriand'r (soon to be known as Starfire) from Gordanian slavers; Donna Troy is dating Terry Long.
- NTT #2 ○ The H.I.V.E. seeks to destroy the New Teen Titans and gives Grant Wilson powers that make him the Ravager; His father, Deathstroke the Terminator, joins in on the attack against the Titans, but the Ravager is killed due to a side effect of his powers: the Terminator takes up his son's contract with the H.I.V.E.; Starfire kisses Robin, absorbing the English language from him; Dick questions Starfire's role as a Titan because of her uncontrollable fury and lack of human compassion.
- NTT #3 ○ Starfire tells the Titans of her past while Dr. Light forms the Fearsome Five in order to attack the Titans again; Fearsome Five member Psimon, under Trigon's subtle influence, takes over leadership from Dr. Light, and the villains defeat the Titans; Psimon plants a compulsion in the heroes' minds to destroy the JLA; Titans' Tower is unveiled; Steve "Mento" Dayton is searching for Madame Rouge and General Zahl, killers of the original Doom Patrol.
- NTT #4 ○ The New Teen Titans clash with the JLA; Zatanna reveals Raven's manipulation of Kid Flash's emotions.
- NTT #5 ○ The Titans attempt to help Raven battle Trigon; Trigon punishes Psimon by spreading his atoms throughout the light stream; The heroes are defeated, and Raven agrees to return with Trigon if he stops his assault on the Earth Dimension.
- NTT #6 ○ The Titans follow Raven, who realizes that Trigon has no intention of abandoning his assault on Earth; The heroes are once again easily defeated by Trigon, but Arella, Raven's mother, comes to the Titans' rescue, and their combined efforts banish Trigon into the Nether-Verse; Arella remains to guard the dimensional doorway.
- NTT #7 ○ The Fearsome Five renew their assault on the Titans, using Silas Stone, Cyborg's father, and the dimensional transmitter in Titans' Tower to bring Psimon back; Once the Fearsome Five is defeated, Silas reveals that he is dying of cancer; After two months of reconciliation between himself and his son, Silas dies.
- NTT #8 ○ Victor goes to see his old girlfriend, Marcy Reynolds, but she cannot accept Vic's Cyborg identity; Victor befriends Sarah Simms, a teacher of handicapped children; Changeling learns that three Dayton Industries executives have been murdered.
- NTT #9 ○ Dayton Industries deaths are linked to the Puppeteer, a villain whom the H.I.V.E. hired to retrieve the formula for Promethium, a regenerating energy source; The heroes defeat the Puppeteer while the Terminator steals the Promethium formula.
- NTT #10 ○ Robotman asks Changeling for the Titans' help in finding Mento; The Terminator sets up the Titans by kidnapping Sarah Simms and supposedly kills the Titans with a Promethium bomb, but these same Titans arrive to stop his plans; Changeling is badly wounded by the Terminator during the course of the battle.
- NTT #13 ○ Raven uses her soul-self to heal Changeling; Robin, Cyborg and Kid Flash meet up with Robotman, and the group rescues a drugged Steve Dayton from Madame Rouge's underground city in Africa.
- NTT #14 ○ The Titans reunite and are attacked by Steve Dayton in his Mento identity, who

is under Madame Rouge's control; Raven brings Dayton back to normal, and the heroes follow Madame Rouge and General Zahl to Zandia; Zahl's forces defeat and capture the Titans while Changeling is taken prisoner by the New Brotherhood of Evil.

- NTT #15 □ Changeling agrees to work with the New Brotherhood of Evil, and the group rescues the Titans; General Zahl is killed by a bullet which ricochets off Robotman's body, Madame Rouge is killed by Changeling, and the Brotherhood is allowed to go free.
- NTT #16 □ Starfire begins a whirlwind romance with Franklin Crandall, a H.I.V.E. hireling; Crandall is killed by his employer after falling in love with and refusing to hurt Kory.
- NTT #17 □ Frances Kane, a childhood friend of Wally "Kid Flash" West, is introduced to the Titans when she begins exhibiting magnetic powers.
- NTT #18 □ Leonid "Red Star" Kovar runs into the Titans for the second time when a Soviet citizen is infected with a radiation plague and is sent to the U.S. by an embittered Soviet official; The heroes mistake Red Star for the plague carrier, battle him, and then learn that the actual carrier is Red Star's fiancée.
- NTT #19-20 □ Dr. Light escapes from prison, and the Titans team up with Hawkman to foil the villain's heist of a precious Indian work of art; The Disruptor attacks several of the Titans because his father wants the H.I.V.E.'s prized seventh seat; The Disruptor is defeated by Raven's soul-self.
- NTT #21-22 □ After Marcy Reynolds is gunned down while trying to escape from the Church of Blood, Robin, Kid Flash, Raven and Wonder Girl, in their civilian identities, infiltrate the church and are discovered; Raven's soul-self is temporarily shattered when she tries to envelop Brother Blood, who escapes; The Titans rescue their captured members but are made to look like the aggressors by WUBS reporter and covert Church of Blood member, Bethany Snow; District Attorney Adrian Chase tells the Titans to keep quiet about the whole incident.
- NTT #23-25,
NTT Annual #1 □ Princess Koriand'r's evil sister, Komand'r, captures Starfire and takes the name "Blackfire;" The two sisters battle on Tamaran, and the Titans team up with the Omega Men to bring Starfire back to Earth.
- NTT #26-28 □ After the Titans return, Kid Flash goes home to Blue Valley and Changeling meets Terra on top of the Statue of Liberty, which she is trying to destroy; Robin and Starfire begin dating; Speedy dons his costume again and helps the Titans foil gangster Anthony Scarapelli's plan to have runaways sell drugs on the streets of New York City; Changeling captures Terra and brings her to Titans' Tower, where she claims that she has been committing crimes for terrorists who are holding her parents captive; Donna Troy meets Terry Long's ex-wife, Marcia, and his daughter, Jennifer; Terra and the Titans confront her parents' supposed captors.
- NTT #29 □ The Brain, believing that Raven has information that will help him defeat Brother Blood, sends his New Brotherhood of Evil to capture the empath; Kid Flash tells Raven that he loves her, but she says she cannot reciprocate his emotions or Trigon may break through; Dick Grayson is irritable because he is trying to go to college, be Batman's sidekick, and a Titan all at the same time; Robin and Starfire go to see Adrian Chase, whom Bethany Snow contacted; Frances Kane returns because her powers are resurfacing, and witnesses a battle between the New Brotherhood of Evil and the Titans, in which Raven thinks that Kid Flash is Trigon (due to Phobia's manipulation) and nearly kills him; Raven leaves the Titans because she cannot handle Kid Flash's hatred.
- NTT #30 □ The New Brotherhood of Evil follows Raven; Terra suddenly decides that she wants to be a Titan; Robin, Starfire and Adrian Chase meet with Bethany Snow, who pretends that she is turning against Brother Blood; Cyborg meets Mark Wright, who says that he and Sarah Simms are engaged; While the Titans

return to Titans' Tower, where Robin says that Terra can join the group, Raven seeks solitude in St. Peter's Cathedral, where the New Brotherhood of Evil finds her; During the Titans' and the New Brotherhood of Evil's battle in Times Square on New Year's Eve, Raven's soul-self is shattered yet again when she tries to envelop Brotherhood member Plasmus; The New Brotherhood of Evil takes Raven to Zandia; Terry Long proposes to Donna Troy.

- NTT #31 □ Kid Flash is confused about his feelings for Raven, who is being tortured by the New Brotherhood of Evil; Raven takes the New Brotherhood of Evil to Brother Blood's pool, and the Titans clash with them; In the ensuing battle, the Titans and the New Brotherhood of Evil are defeated when Raven becomes so enraged that Trigon is temporarily unleashed.
- NTT #32 □ When the Titans come back from Zandia, Frances Kane returns to Blue Valley, Speedy returns to his work as a government agent, and Robin leaves the Titans, placing Wonder Girl in charge; Speedy learns that there is trouble in St. Louis, MO, and the Titans go there and battle the reluctant Thunder and Lightning, who are looking for their father; Wonder Girl learns that their father has been declared top secret by the U.S. Government.
- NTT #33 □ While Robin is casing Anthony Scarapelli's home with Adrian Chase, the other Titans puzzle over their encounters with a villain calling himself Trident; Starfire goes to Wayne Manor and learns that Dick doesn't live there anymore and that Jason Todd does; Starfire deduces that Trident is actually three different criminals who wear the same costume; Robin and Chase break through a window at Scarapelli's home.
- NTT #34 □ Terra is unhappy on her sixteenth birthday because she does not feel like a Titan; Robin helps Adrian Chase arrest Scarapelli; Donna accepts Terry's proposal and agrees to marry him after she finds her real parents; Sarah Simms kicks Mark Wright out of her apartment when Victor Stone won't take any calls from her; The Terminator holds a stockbroker hostage in exchange for the Titans; Terra and the Titans battle him, with Terra coming out looking like the hero; She later meets with the Terminator, revealing herself as his accomplice in his contract with the H.I.V.E.; Robin confronts Chase at his apartment with the fact that they needlessly broke into Scarapelli's home when they had a warrant; Dick leaves, and there is an explosion in the Chases' building.
- NTT Annual #2 □ Scarapelli, who has posted bail, blows up the Chases' apartment and several others; Adrian Chase's wife and two children die, and Chase supposedly goes out of the country to recuperate; Robin uses the Titans to lean on Scarapelli; Raven is denied reentry into Azarath and is not using her powers because Trigon may be released; Kid Flash's superspeed powers are slowing down; Scarapelli gets the Monitor to sic several villains-for-hire on the Titans, including Cheshire and the Scorchers; Kid Flash almost dies from Cheshire's poisoned claws; Scarapelli is about to be executed by the mob for making a mistake, when the Titans arrive and save him; Scarapelli escapes, but the Vigilante makes his debut, claiming that Adrian Chase is dead; The Vigilante kills Scarapelli and his civilian identity remains intact.
- NTT #35 □ Not long after Sarah Simms terminates her relationship with Mark Wright, he takes Sarah and everyone in a sporting goods store hostage; Raven, Changeling and Cyborg rescue Sarah and prevent Mark from killing anyone.
- NTT #36 □ While Dr. Jenet Klyburn is conducting experiments on Thunder and Lightning, Kid Flash and Robin are both considering quitting the Titans; A power surge causes Thunder and Lightning to go out of control: the twins battle the Titans, and Raven attempts to help them even after the others question her decision to use her powers; While Thunder and Lightning are in Raven's soul-self, it is revealed that the H.I.V.E. has their alien father; Thunder and Lightning manage to communicate with their father before Trigon begins to

take control of Raven; Kid Flash stays with Raven to make sure she is all right, while the other Titans go with Thunder and Lightning to find their dad; The Titans battle Thunder and Lightning's alien father and are losing badly, when Thunder and Lightning realize that they must kill their father so that he does not destroy the Titans; The twins are cured by their father's blood and return home to Hsuan.

NTT #37,
BMO #5

□ Fearsome Five member Gizmo breaks his villain group out of prison; Under Psimon's leadership, the Fearsome Five kidnap Dr. Helga Jace and force her to make them a group of Mud Men to help in their battles; Dick Grayson tells Bruce Wayne that he wants to terminate their heroic partnership; The Titans and the Outsiders team up to defeat the Fearsome Five after the villains expel Dr. Light from the group and attempt to kill him; Robin chafes under Batman's leading the two groups in battle and takes over, proving that Robin does not always have to be in Batman's shadow.

NTT #38

□ Dick Grayson works to help Donna Troy discover the truth about her past; Donna meets Elmira Cassiday—the woman who ran the orphanage where she once temporarily resided—and learns that her real mother, Dorothy Hinckley, left her with Elmira because she was dying; Donna was adopted by Carl and Fay Stacey, but when Carl died in a work-related accident, Fay also had to give up Donna, who was given to a child-selling operation; Two people who were posing as Donna's new parents died in the fire that Donna remembers; Donna is reconciled with her adopted mother, Fay Stacey Evans, and then visits the grave of her real mother.

NTT #39

□ Bethany Snow gives the Titans information and evidence that Brother Blood is funding three incumbent politicians' campaigns; The Titans give the information to the authorities, and the politicians are voted out of office; Terra informs the Terminator of this case and heads to Titans' Tower for a meeting; Wally West decides to quit being Kid Flash, leaves his ring and costume with the Titans, and returns to Blue Valley; Dick Grayson gives up his Robin identity, turning Titan leadership over to Wonder Girl; Terra's contact lens camera relays Robin's and Kid Flash's civilian identities to the Terminator.

NTT #40

□ Brother Blood rises from his pool in Zandia; The Titans appear on *Snow Storm* in order to convince the American people not to let their politicians ship arms to Zandia; Dick Grayson realizes that the incumbent politicians were set up and those being voted in are followers of Brother Blood; Dick travels incognito to Zandia, joins the Church of Blood, and is brainwashed by Brother Blood; The Titans arrive only to be defeated and captured by Brother Blood.

TTT #41

□ Raven's soul-self is injured when she tries to envelop Brother Blood; Terra's powers free the Titans, but they are recaptured; Zandian President Marko's troops close in on the Church of Blood; Brother Blood tries to force Dick Grayson to activate the laser cannon that will destroy his teammates, but Dick cannot kill his friends; Brother Blood apparently dies when the laser cannon falls on him.

TTT #42

□ Terra learns the secrets of all the Titans except Raven; Donna and Terry plan their wedding; Terra and Changeling are simply honing their skills when Terra becomes so infuriated that she tries to kill Changeling; The Terminator chastises Terra for almost losing the Titans' trust, and the two of them leave to enact their "Judas Contract" as Adeline Kane Wilson and her son, Joseph, watch their movements.

TTT #43

□ Using the information he gained from Terra, the Terminator captures all of the Titans except for Dick Grayson; Joseph and Adeline Wilson confront Dick at Titans' Tower, telling him of Terra's association with the Terminator, who brings the Titans to the H.I.V.E.'s Rocky Mountain headquarters.

TTT #44

□ Dick Grayson learns the origin of The Terminator and about the accident that

made his son Joseph a mute; Dick becomes Nightwing and agrees to let Adeline and Joseph accompany him to the H.I.V.E. base after Joseph takes the identity of Jericho and "possesses" him.

TTT Annual #3

- While the captured Titans learn of Terra's deception, Nightwing and Jericho breach the H.I.V.E. base and are captured, thus fulfilling the Terminator's contract with the H.I.V.E.; When the Terminator learns that Joseph is to die with the young heroes, he bargains for his son's release; Jericho awakens to take possession of his father's body, and Terra believes that the Terminator is betraying her; The ensuing three-way battle sees the defeat of the H.I.V.E., the capture of the Terminator by Jericho, and the death of Terra—after her anger causes Terra's earth-moving powers to crush her.

TTT #45-47

- After Aqualad and Aquagirl run afoul of the H.I.V.E. and their underwater base, the pair—desperately in need of water—arrives at an empty Titans' Tower; Wally West and Frances Kane save the two Atlanteans when they stop by to visit; While a distraught Changeling is on the rampage in the wake of Terra's death, Jericho and the Titans attack the underwater H.I.V.E. base, which blows up; Wally West is revealed to be dying of a disease brought about by the accident which gave him his powers.

TTT #48-49

- The Titans battle the RECOMbatants, a group of artificially intelligent life-forms created by Dayton Industries; While the Titans prepare for the wedding of Donna Troy and Terry Long, Dr. Light attacks Central City, only to be stopped by Wally West and Frances Kane in their public identities.

TTT #50-52

- Donna Troy and Terry Long are married on the Dayton Estate; Cheshire captures Adeline Wilson; Azrael the Winged Man is found frozen in a spaceship in Alaska.

TTT #53-55

- The Terminator is put on trial, with Judge Adrian Chase presiding; Cyborg begins working with S.T.A.R. Labs to replace his metal body parts with flesh-like plastics; The Terminator is sentenced to a year in jail, where an enraged Changeling attacks him; After a second confrontation, the two part company on speaking terms; Slade Wilson considers retiring.

TTT #56-58

- The Fearsome Five, without Dr. Light, invade S.T.A.R. Labs and take Neutron and Jinx to be their new teammates; Cyborg's refit is completed, but his body rejects the parts; The Fearsome Five are defeated; Cyborg is brought back to health and meets Dr. Sarah Charles; Jericho is made a full-fledged Titan.

NT72 #1-5

- With Trigon's evil growing inside her, Raven decides to leave the Titans; Jericho tries to help by entering Raven's soul-self, where he meets Trigon; Jericho returns, and Raven disappears; The Titans, Kid Flash and Lilith are transported to Azarath, where they are helpless to thwart its destruction; A transformed Raven arrives in New York, announcing the coming of Trigon the Terrible, who appears atop Titans' Tower; When Raven makes the Titans confront their worst nightmares, the heroes rally to defeat and kill the now-evil empath; Trigon dies when Raven's soul-self (now white) engulfs him; Titans' Tower is destroyed in the battle, and Raven's soul-self disappears.

NT72 #6

- The Titans return to New York, where they find their popularity at an all-time high; Arella begins her search for Raven.

NT72 #10-11

Captain Karras is on his way to Earth in order to bring Princess Koriand'r back home to Tamaran; Jericho and newest Titan member, Kole Weathers, become close friends; Titans' Tower is being rebuilt; Sarah Simms has found a new boyfriend, Gary Sellers, and wants to clear things up between herself and Cyborg; Changeling learns that his stepfather, Steve Dayton, is dying; Kole and Jericho discover that Kole's father has turned her mother into a mutant; The Titans gather to battle Dr. Abel Weathers' mutants; Changeling confronts Steve Dayton with the knowledge of his impending death, and an angered Dayton tells Gar to leave him alone.

- NTT2 #12 ○ When Dick Grayson sees the ghost of a young girl in his apartment building, the Titans work to solve the mystery while Mother Mayhem meets with the Winged Man and tells him that he is actually Azrael, the angel that separates life and death; Raven is hiding and healing others somewhere outside Birmingham, Alabama.
- NTT2 #13-14 ○ Prince Karras' ship, Xplor'r, is attacked during the *Crisis*, Cyborg straightens out his relationship with Sarah Simms; Karras arrives, telling Koriand'r that she must return to Tamaran; Nightwing, Jericho and Starfire board the starship bound for Tamaran, and Wonder Girl is left in charge during Nightwing's absence; Cyborg and Changeling go after a deranged Steve Dayton after he attacks his right-hand man, Vernon Questor; At the Church of Blood in Massachusetts, Azrael is starting to believe in Brother Blood; The rest of the Earth-bound Titans rally to stop Mento, but he eludes the heroes.
- CIE #12 ○ In the final battle of the *Crisis*, Kid Flash is struck by a blast that cures his disease but reduces his top speed to the speed of sound. Wally West decides to commemorate Barry Allen by becoming the new Flash.
- NTT2 #15 ○ Komand'r has incited civil war on Tamaran, and King Myand'r tells Starfire that she must marry the Prince of Tamaran's southern continent in order to stop this mayhem; Arella and several Church of Blood acolytes find Raven at the same time, and mother and daughter are taken captive; Captain Karras reveals that he is the man that Starfire must marry.
- NTT2 #16 ○ Starfire, Nightwing and Jericho mistakenly fight the Omega Men; Starfire and Nightwing argue about her upcoming wedding; Komand'r gathers her forces to take over Tamaran, and captures Nightwing, Jericho and Starfire's brother, Ryand'r; A distraught Starfire heads toward the capital city of Tamarus for her wedding.
- NTT2 #17 ○ Ryand'r, Jericho and Nightwing escape from Komand'r and arrive in Tamarus in time to see Starfire and Prince Karras marry; Komand'r attacks right after the wedding, captures Nightwing, Jericho and Karras, and has the Royal Family sent to Okaara; Komand'r attempts to have the Royal Family eliminated and believes she is successful.
- NTT2 #18 ○ After escaping Komand'r yet again, Nightwing, Karras and Jericho travel to Okaara, where Dick tells Starfire to forget that she ever knew him; Nightwing and Jericho return to Earth; Titans' Tower is now completely rebuilt; Wonder Girl tells Cyborg and Changeling that she cannot help them find Mento because she has to help her husband, teacher Terry Long, write a paper or he will fail to get tenure; Jericho learns of Kole's death, then tells Wonder Girl what happened on Tamaran; Wonder Girl goes to see Dick Grayson, who argues with her; Cyborg and Changeling find Mento at the fictitious Caulder Industries.
- NTT2 #19 ○ Mento almost kills Cyborg and escapes; Changeling brings Cyborg to S.T.A.R. Labs; Dick chastises Donna for not knowing that Raven and Arella had been captured by Brother Blood; While Donna is crying, Terry Long is wondering who is going to help him write his paper; An angry Wonder Girl learns that Dr. Jenet Klyburn and Dr. Sarah Charles will attempt to repair Cyborg; Nightwing infiltrates the Church of Blood in Massachusetts, but because he is not concentrating, he is almost killed by two guards; On Okaara, Starfire finds she cannot concentrate either, as she trains for her impending attempt to reclaim Tamaran from Komand'r; Once Wonder Girl knows that Cyborg's surgery is a success, she returns to Titans' Tower, where she receives a call from CBI agent, King Faraday; Wonder Girl gathers Aqualad, Hank "Hawk" Hall, Jason Todd, Roy "Speedy" Harper and Wally West—now "The Flash"—to respond to Faraday's call.
- NTT2 #20 ○ In Switzerland, the villainess Cheshire resurfaces and battles Wonder Girl's

- “new” Titans; Hawk is out for blood, and Wonder Girl stops him from needlessly killing one of Cheshire’s henchmen; Cheshire comes face to face with Speedy and informs him that he is the father of her child.
- NTT2 #21 □ Roy claims that he didn’t know about the child; Cheshire fakes an assassination attempt for the Church of Blood, battles the Titans, and escapes with some Church of Blood acolytes, who arrive via helicopter for her; The Titans’ popularity is now at an all-time low, having been set up to look like the assassins; The Flash comes out of this battle with two bullets in him and feels that he has failed to live up to Barry Allen’s standards; A disguised Dick Grayson gets into the Church of Blood in Zandia and is detected but allowed to find Raven and Arella; Terry Long is fired from Manhattan University for not turning his paper in on time; Speedy goes to Hong Kong to find Cheshire and is allowed to hold his daughter, Lian.
- NTT2 #22 □ Dick Grayson speaks with Raven and Arella; Raven, now dressed in white, has been brainwashed by the Church of Blood; Dick is captured, tortured, and brainwashed by one of Brother Blood’s Confessors; Komand’r learns that her family is still alive and orders them to return to Tamaran within 12 hours; Starfire immediately begins her counter coup, bringing war to her own planet; Mento tries to kill Changeling by taking control of Cyborg’s body and using it against Changeling.
- NTT2 #23 □ On Tamaran, Koriand’r brings her assault to Tamarus, then learns that the Tamaraneans prefer Komand’r’s rule over King Myand’r’s; The two sisters battle until their father intercedes, declaring that Komand’r shall remain ruler of Tamaran; The Council of Elders insists that the Royal Family rule at Komand’r’s side; Starfire realizes that Tamaran is no longer her home, tells Prince Karras that she does not love him, and departs Tamaran for Earth.
- NTT2 #24-25 □ The deranged Mento blames Changeling for the death of the original Doom Patrol and wants him dead; Mento gathers recently deceased people to become his version of the Doom Patrol, called the Hybrid; Jason Todd, Hawk and Speedy leave Titans’ Tower while Aqualad and the Flash opt to remain with the Titans; Jericho arrives and rejoins; Cyborg and Changeling are reunited with Wonder Girl, Jericho, Aqualad and the Flash at S.T.A.R. Labs; In the T-Jet, these Titans are attacked by but capture the Hybrid member known as Pteradon; Mento sends two of his other creations, Gorgon the Terrible and the Horrible Harpi, to retrieve Pteradon: they succeed and capture Aqualad, but fail to defeat the Titans, who ask Adeline Wilson and Searchers, Inc. to help them find Mento.
- NTT2 #26 □ Mother Mayhem uses the media to hype the upcoming resurrection of Brother Blood: Nightwing and Raven are brainwashed and shown anxiously awaiting the rebirth of Brother Blood; The Titans opt to go after Raven and Nightwing, and Mento is angered that they are ignoring him; The Hybrid convinces Mento to let Aqualad live; The Titans, with Starfire and Jason Todd back with the team, head to Zandia to learn at which Church of Blood Nightwing and Raven are being held; With the help of a villainess called Twister, the leaders of Zandia recruit the New Brotherhood of Evil to stop the Titans from entering their country.
- NTT2 #27 □ The Titans battle the Brotherhood of Evil and Twister, and Jericho is captured and tortured by the villains; While Wonder Girl rescues Jericho and Cyborg taps into the Church of Blood’s computer, Monsieur Mallah places the Brain in Brother Blood’s pool in order to renew his life; The Zandian Church of Blood blows up due to Cyborg’s tampering.
- NTT2 Annual #2 □ Mother Mayhem tells the Titans the origin of Brother Blood and asks that they not interfere with Blood’s destiny, which is to be killed by his son, whom Mother Mayhem believes she is carrying.

- NTT2 #28 □ Azrael is the opening act for Brother Blood's resurrection; Frances Kane arrives at Titans' Tower just before the Titans head for the Church of Blood in Washington D.C., where Nightwing and Raven are being held; Robotman and Jason Todd join the Titans for this case, the latter without Batman's consent; The heroes battle their way into the Church of Blood but are too late to stop Brother Blood from rising again.
- NT12#29 □ Brother Blood, his acolytes and a brainwashed Raven battle, defeat and capture the Titans; Nightwing tells the press that the Titans were wrong to attack and that Brother Blood is a holy man; Meanwhile, Frances Kane realizes the Titans are in big trouble and need help: she recruits several heroes to aid her in a rescue attempt.
- NT12#30 □ Frances Kane's hopes for a group rescue are dashed when her team splits up to stop Brother Blood-crazed citizens from causing unrest around the world; Frances arrives at the Church of Blood in time to help the Titans.
- NT12 #31 □ Brother Blood is channeling the emotions of his followers through Raven; A jealous Mother Mayhem wants Brother Blood dead; Raven returns to normal and attacks Brother Blood with all her might; Azrael saves Brother Blood from certain death and flies him to a monastery in Virginia; The Flash realizes that he is no longer in love with Raven and returns to Blue Valley with Frances Kane; It is revealed that Dick Grayson has been under Brother Blood's control ever since he was first captured by the villain (see NTT #41); Starfire wants everything between Dick and herself to be the same as it was before her marriage to Prince Karras: Dick does not think this is possible.
- NT12#32-33 □ Changeling goes after Mento by himself; Not long after Starfire moves into her own apartment, the Titans go on vacation and then stop Zandian terrorists from blowing up New York.
- NT12 #34 □ When Nightwing stops a gun-toting husband from shooting his wife, he realizes how much he loves Starfire; The Titans battle the Hybrid, and, when it looks as if the Titans have been defeated, Mento arrives to gloat, but Raven breaks Mento's control over the Hybrid; Raven, with the Titans and the Hybrid behind her, cleanses Steve Dayton's mind of its helmet-induced insanity.
- NT12 #35-36 □ Not long after Raven gets her own apartment overlooking Broadway, she thinks that she is in love with Dick Grayson; Wildebeest runs afoul of the Titans, and after Starfire blows up one Wildebeest robot, frames Koriand'r for murder; The Titans are arrested, but only Starfire is denied bail; Nightwing and Raven manage to clear Starfire's name, and Wildebeest escapes.
- NT12 #38, □ The Titans, without Nightwing, team up with Infinity, Inc. to stop the being known as the Ultra-Humanite from disintegrating New York City; Raven finds herself attracted to Infinity, Inc. member Todd "Obsidian" Rice.
- NT12 #39 □ Starfire convinces Raven that the empath does not love Dick Grayson in the manner that she thinks she does; Dick moves in with Koriand'r and is happy to learn that Koriand'r and Prince Karras did not take traditional Tamaranean wedding vows.
- II #45
- NTT Annual #3 □ The elegant mercenary Godiva makes her debut, capturing Central Bureau of Investigation agents, John and Cherie Chase; Their son, Danny, brings the Titans to Switzerland to rescue his parents and joins the Titans thereafter.
- NT72#40 □ For Danny Chase's first official case, the Titans find themselves up against the Silver Fog, the Gentlemen Ghost and I.Q.—three criminals whom the Titans believe are acting together; The Titans stand aside when they realize that these three villains have each planned the exact same crime and will battle each other to a standstill.
- NT72 #41-44 □ Wildebeest attacks S.T.A.R. Labs, defeats its superpowered security team, Thunder and Lightning, and captures Mother Mayhem, who is soon to give

birth to Brother Blood's heir; Dr. Sarah Charles is offered a job as the head of S.T.A.R. Labs' West Coast medical facilities; Jericho is teaching sign language at Sarah Simms' school, when she tells him that Gary left her; In the T-Jet, the Titans chase but lose Wildebeest, who has broken the Puppeteer, the Disruptor, Gizmo and Trident out of Ryker's Island Prison; Wildebeest reveals one of his identities to Mother Mayhem: he had been posing as her doctor; Once the Titans battle and defeat the Disruptor and Trident, Gizmo has a change of heart and tells the Titans the location of Wildebeest's hideout; The Titans arrive in time to bring Mother Mayhem to the hospital, where she gives birth to a girl, but the heroes are not in time to stop Wildebeest from escaping yet again; Raven fights Phobia of the New Brotherhood of Evil and apparently reforms her; Godiva assassinates a British spy, battles the Titans, and escapes.

NT12 #48-49

- The Titans' old friend, Red Star, comes to the U.S. for what he believes to be an exchange of information between the Soviet and American Governments; People's Heroes' members Hammer and Sickle attempt to terminate Red Star, but the Titans intercede, and Red Star gains political asylum in the U.S.

NT #50-54

- When Phoebe of the Titans of Myth comes to Earth looking for Donna Troy, Donna learns that her childhood memories are false: she actually grew up on New Chronus in order to someday become a Titan of Myth; While Danny Chase unhappily remains at Titans' Tower and the Dominators' Alien Alliance invades Earth, the Titans travel to New Chronus and eventually save the Titans of Myth from imminent destruction.

NT #55

- The Titans return to Earth only to learn from Danny Chase that Jason Todd has been killed by the Joker; At S.T.A.R. Labs, doctors work to repair Cyborg, who lost one arm and both cybernetic legs during the Titans' last case; Steve Dayton informs Changeling that, until his grades improve, he can no longer be a Titan; Dick Grayson argues with Bruce "Batman" Wayne about the death of Jason Todd; Wonder Girl changes her costume and her heroic identity to Troia as a result of her newly-found heritage; Nightwing tells Danny Chase to leave the Titans.

JLI #24

SO Annual #3

- In the wake of the alien invasion, The Flash joins Justice League Europe.
- Dick Grayson's dream are invaded by the Antithesis, who seeks to break Dick's spirit so that he will remain in Limbo; Dick survives with the help of old and new Titans alike.

NT #57-59

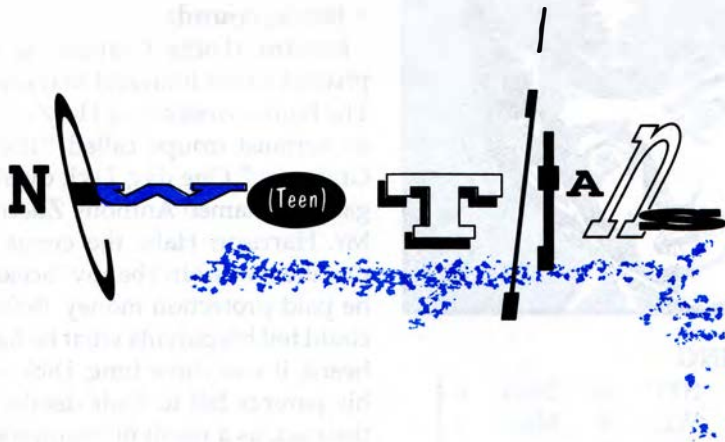
- Not long after Dick Grayson moves out of Starfire's apartment, Cyborg, whose internal circuitry has been tampered with, is captured by Wildebeest; Nightwing temporarily leaves the Titans to help an emotionally driven Batman; The Titans are individually attacked by Cyborg, who is dressed in a Wildebeest Exosuit; Once Cyborg is returned to normal and Wildebeest is dealt with, Nightwing puts Cyborg in charge of the Titans and takes a leave of absence in order to straighten things out between himself and Batman.

NT #60-61,
BM #440-442

- Speedy rejoins the group at Nightwing's request; Timothy Drake helps Batman and Nightwing defeat Two-Face, and Batman soon agrees to let Timothy become the new Robin.

NT #62-65

- The Terminator comes out of retirement to help the Titans battle a group of lycanthropic humans; These vampirish villains are defeated, but Raven seemingly becomes one of them; Timothy Drake arrives at Dick Grayson's apartment, requesting help in becoming the next Robin, and soon helps Nightwing track a drug ring to its source; Raven, who is infected with the lycanthropic plague, awakens to battle the rest of the Titans, then goes in search of her "master;" With Nightwing's and Tim Drake's help, the Titans defeat Raven and bring her back to S.T.A.R. Labs, where she is returned to normal.



This third and present-day Titan group was formed by the mysterious heroine Raven in preparation for a battle with her demonic father, Trigon. The group was initially called the New Teen Titans, but after Wonder Girl and the rest of the Titans went to New Chronus to learn Donna Troy's true past, they dropped the "Teen" part of their name and began calling themselves the New Titans. Present membership includes Nightwing, Jericho, Raven, Troia, Cyborg, Starfire and Changeling—when his guardian, Steve Dayton, allows. The following Titans are listed in order of their appearance in this reincarnation of the group.



NIGHTWING

DEX: 8	STR: 4	BODY: 6
INT: 8	WILL: 8	MIND: 7
INFL: 8	AURA: 7	SPIRIT: 7
INIT: 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), Haly's Circus (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 Disks [BODY: 7, Gliding: 3]

Gas Mask

[BODY: 2, Systemic Antidote: 8]

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

MINI-COMPUTER [INT: 2, BODY: 4, Recall: 12, R#: 3]

Stun Bombs (x5) [BODY: 1, Bomb: 5]

Limitation: Stun Bomb is only used in Bashing Combat, with the AV/EV equal to DEX/Bomb Power.

WRIST ROCKETS (x2)

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

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

5 AP ACD Omni-Gadgets (x2)

• Alter Ego: Dick Grayson

• Motivation: Seeking Justice

• Occupation: Detective

• Wealth: 9

• Background:

Richard (Dick) Grayson is the orphaned son of John and Mary Grayson. The family worked for Haly's Circus as an aerialist troupe called "The Flying Graysons." One day, Dick overheard a gangster named Anthony Zucco telling Mr. Harrison Haly, the circus owner, that there wouldn't be any "accidents" if he paid protection money. Before Dick could tell his parents what he had overheard, it was show time. Dick watched his parents fall to their deaths during their act, as a result of "equipment failure." Bruce Wayne was in the audience, and Batman arrived at the scene to discover that the trapeze ropes had been cut. Dick told the Caped Crusader what he had overheard, and Batman promised that he would nail Zucco, but a vehement Dick insisted that he wanted Zucco killed. The orphaned Dick was sent to St. Jude's Orphanage.

Two months later, Bruce Wayne arranged for the lad to become his ward. Once Dick moved into Wayne Manor, Bruce learned that Dick no longer wanted to take Zucco's life, but rather to insure that gangsters like Zucco would not be able to hurt anyone again. Bruce revealed his Batman identity to Dick, and after months of intensive training Dick was enlisted to help capture Zucco. He was given a costume patterned after the Flying Graysons' circus costumes and the name Robin the Boy Wonder, which was a name derived from his favorite hero, Robin Hood, and his nickname during his circus days.

Zucco was captured, tried, convicted and jailed. That would have been the end of the Dynamic Duo except that Dick insisted on staying and, after several tests, became Batman's full-time partner. Dick was not adopted by Bruce Wayne; instead, he was made the multi-millionaire's ward.

When Dick was in high school, he hooked up with Kid Flash and Aqualad to help the teenagers of Hatton Corners,

and not long after the Original Teen Titans was formed. As the oldest and most experienced Titan, Robin became the group's unofficial leader.

During the second incarnation of the Teen Titans, Robin remained leader of the group and began attending Hudson University after moving out of Wayne Manor. After the group defeated Dr. Light for the first time, Dick suggested that the Titans stay together.

After the Titans split up a second time, Dick devoted his time to his studies and his solo career. He occasionally teamed up with Batgirl and continued working with the Batman.

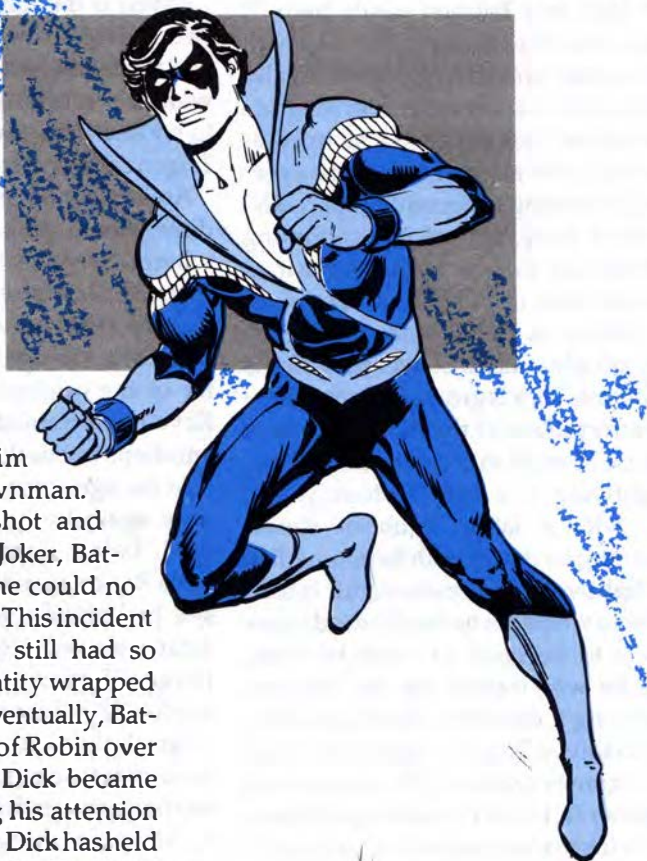
In order to reform the Titans for the third time, the mysterious empath Raven invaded Dick's dreams then appeared before him, explaining that the Titans were needed to combat a powerful evil. Dick, back in his Robin identity, helped Raven round up the rest of the young heroes and form the New Teen Titans. Dick had previously stopped attending college and was anxious to resume his role as hero.

As Dick grew older and his role as leader of the New Teen Titans became more important to him, he felt that being in the shadow of Batman was preventing him from becoming his own man. When Robin was shot and nearly killed by the Joker, Batman told Dick that he could no longer be his partner. This incident bothered Dick, who still had so much of his own identity wrapped up in being Robin. Eventually, Batman turned the role of Robin over to Jason Todd, and Dick became Nightwing, devoting his attention to the Titans full-time. Dick has held the identity of Nightwing for a little over two years.

When Dick shed his Robin identity, he handed over the reins of Titan leadership to Donna. Dick, back as Nightwing, eventually resumed leadership after Brother Blood's influence was lifted from his mind.

As time passed, it appeared that Dick had reconciled his relationship with Batman. This impression was shattered by the death of Jason Todd, which opened some of Dick's old wounds. Shaken by the death of such a young boy, Dick dismissed Danny Chase from the group, not wanting to be responsible for someone so young.

Not long after, Nightwing turned his role as Titan's leader over to Cyborg, and took a leave of absence in order to help Batman and patch things up between Bruce and himself. During a hunt for the villainous Two-Face, Nightwing met Timothy Drake and oversaw the youngster's debut as the new Robin. Nightwing's relationship with Batman



met Timothy Drake and oversaw the youngster's debut as the new Robin. Nightwing's relationship with Batman has stabilized and is now in good shape. Dick is also now majority owner of Haly's Circus, where he and his parents were once star attractions.

• **Role-Playing:**

Dick has his ups and downs as leader of this incarnation of the Titans. During the time that Brother Blood has mental influence over him, Dick takes foolish risks and loses his temper easily. Although Troia and he have had their differences, she remains one of Dick's closest friends.

For the first time, Nightwing is romantically involved with a Titan. Starfire is Dick's girlfriend, but since she had to marry with Prince Karras in order to save Tamaran from Komand'r, Dick has suffered a lot of discomfort about their relationship. Dick temporarily moves in with Kory, but moves out when Jason Todd dies and Batman needs help. It appears that Dick has settled things with Starfire; they are currently romantically involved, but have remained in separate households. Dick still feels a bit uncomfortable by the arrangement, however.

Yet Nightwing is becoming more distant from Kory, part of this stemming from the fact that he cannot appear as Dick Grayson in public with her since her identity is public knowledge: too many people could discover that Dick is Nightwing. Dick is growing increasingly uncomfortable with the fact that he must disguise himself in order to date Kory.

Nightwing is a very serious young man, with a large stubborn streak, something he shares with Batman. All in all, Nightwing is a resourceful, intelligent hero who does not really need super powers to be good at what he does. Since he was trained by the Batman, Nightwing's detective skills are often used to solve a Titans' case in which raw power comes up short. He keeps a tiny computer in his left bracelet and uses a tiny stylus to manipulate the computer's tiny keys.

RAVEN

DEX: 4	STR: 2	BODY: 6
INT: 5	WILL: 16	MIND: 11
INFL: 8	AURA: 13	SPIRIT: 8
INIT: 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*

• **Limitations:** For every 2 APs of time beyond 6 APs that Raven's Soul Self remains out of her body, she loses 1 AP of Current MIND Condition.

• **Advantages:**

Area Knowledge (Azarath); Connections: New Titans (High); Scholar (Trigon)

• **Motivation:** Upholding the Good

• **Occupation:** Healer

• **Wealth:** 4

• **Background:**

Raven is the daughter of a union between Trigon the Terrible, a powerful extra-dimensional being, and Arella, a woman who was used by a satanic cult to try and bring Satan to earth. Instead, Trigon came and took Arella as his bride.

Arella was taken to the pacifistic, other-dimensional paradise called Azarath, where she gave birth to Raven. The moment Raven was born, Trigon's influence came to Azarath through the body of his daughter. The granddaughter of the original Azar herself raised Raven and trained her to keep her evil emotions in check.

At the age of ten, Raven was cared for once again by her mother, since Azar died. Before Azar died, however, she gave Raven a pair of rings that she herself had always worn. The rings held Azar's essence. Raven was taught to purge all emotion, lest Trigon be unleashed. As it was, Trigon appeared in Azarath three years after Azar's death, in an effort to claim Raven. Raven's soul-self first appeared then, which confirmed to Trigon that she was indeed her father's daughter. He instilled more of his es-

sence into Raven's soul-self and left without her, promising that she would belong to Trigon when she became a woman.

When Raven turned eighteen, she sensed Trigon's power growing, so she left Azarath and came to Earth to find the Teen Titans. It was Raven who brought together the third version of the Titans, to combat Trigon. At first, she was not trusted, especially in the wake of a disastrous encounter with the Justice League of America. Nevertheless, the Titans prevailed against Trigon.

After Trigon was defeated, the Titans, including Raven, remained together. Despite the defeat of Trigon, Raven still had the demon's dark side, which grew stronger every time she expressed her emotions or used her powers in great quantities. Jericho tried to reach out to Raven, but with limited success. Eventually, Trigon returned and claimed Raven when his beckoning became too great for her to resist.

During Trigon's resurgence, Azarath was destroyed, and Raven fell under her father's control, to the extent of even being changed into a red-skinned four-eyed woman. When the Titans battled the evil duo, the young heroes were transformed into evil personas, which turned around and killed Raven. Actually, it was necessary for her to die so that all the souls of Azarath could destroy Trigon by using Raven's body as a channel for their power.

When Trigon was killed, Raven was presumed dead, but her body, now purged of Trigon's evil, actually rose from the ashes of battle. Raven vanished, and her mother Arella went in



search of her. A dazed Raven was captured by Brother Blood's minions and used to help control Nightwing during Blood's "resurrection."

• **Role-**

Playing:

When Raven first meets the Titans, she is secretive and withdrawn. While showing no emotions herself, Raven uses her powers to make Wally West fall in love with her. Raven slowly changes into a shy young woman who is gentle, sensitive and compassionate. Since Blood's defeat, Raven has been able to live life without the taint of evil and now can experience emotions. She now tries to spread happiness and change people's lives for the better. Raven will use her healing powers on almost anyone who needs them.

In combat, Raven will use her opponents' fears and insecurities to stop them, sometimes even attempting to mend their broken spirits and put them back on the straight and narrow path of good. She is definitely not a fighter.

Starfire has become a close friend of Raven's, a relationship which comes about after Trigon is killed and Brother Blood is defeated, when Raven thinks that Dick Grayson is in love with her. Once things are ironed out, she and Dick become good friends.

Raven is still awkward in social situations. She refers to many of the Titans by their full first names (e.g. Richard, Wallace).

THE FLASH

DEX: 6	STR: 4	BODY: 4
INT: 4	WILL: 4	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 3
INIT: 23	HERO POINTS: 65	

- **Powers:**

Superspeed: 8, Force Field: 8

- **Skills:**

Scientist: 3, Detective: 4, Vehicles: 10, Military Science: 3, Charisma: 7

- **Limitations:**

Top Speed is 10 APs.

- **Advantages:**

Connections: New York Police (High), S.T.A.R. Labs (High), New Teen Titans (High), Westchester County Police (High); Lightning Reflexes

- **Drawbacks:**

Secret Identity

- **Equipment:**

COSTUME [BODY: 6]

Storage Ring [BODY: 1, Shrinking: 10]

Limitation: Shrinking only works on costume.

- **Alter Ego:** Wally West

- **Motivation:** Responsibility of Power

- **Occupation:** College Student

- **Wealth:** 1

- **Background:**

Wallace (Wally) West was the president of the Blue Valley chapter of the Flash Fan Club. Wally's aunt Iris was dating Barry "The Flash" Allen, a police scientist who arranged for Wally to meet the Flash at Barry's police lab. What was thought to be a freak lightning bolt caused chemicals to spill on Wally, an incident which duplicated the accident that had turned Barry Allen into the Flash. Thus, Kid Flash was born, and initially he wore a costume exactly like his idol's. Kid Flash changed to a yellow and red costume before joining the first

Wonder Girl persuaded him to rejoin.

During his time with the Teen Titans, Kid Flash made a half-hearted attempt to date Wonder Girl, despite her continuing affection for Speedy. Wally even speculated on a possible attraction to Lilith, but nothing came of this.

After the Titans disbanded for the second time, Wally went back to college in Blue Valley. When Raven brought the New Teen Titans together, she used her emotion-manipulating powers to make Wally fall in love with her because she needed his powers to defeat Trigon and knew Wally would not join otherwise. As a result, Wally became extremely mad if anyone challenged Raven; he even belted Robin on one occasion.

Since the accident that gave Wally his superspeed occurred while he was still maturing, his body went through metabolic changes that Barry Allen's had not. These changes brought about side effects that could have killed Kid Flash if he had continued to use his superspeed. This condition, initially diagnosed as a disease, began manifesting itself when Kid Flash rejoined the Titans and began using his powers regularly again.

During this period of disorder, Kid Flash became reacquainted with Frances Kane, a childhood sweetheart who became aware of Kid Flash's heroic identity and also began exhibiting magnetic powers. Frances eventually convinced Wally to resign from the Titans and to give up his heroic career in order to lessen the pain caused by his "disease." Other reasons for Wally's leaving included his desire to continue college and his uncomfortable feelings towards Raven, since Zatanna had uncovered Raven's



version of the Titans.

Two years before the second formation of the Teen Titans, Kid Flash resigned from the group, claiming he had had enough. He focused his time and energy on school and solo cases until

previous manipulation of his emotions.

With the *Crisis* came Barry Allen's death and Wally West's return to costume after his "disease" went into remission. During the final battle with the Anti-Monitor, a bio-energy blast

changed Kid Flash's metabolism yet again. At that point, he changed his name to the Flash and adopted the Scarlet Speedster's costume as his own. Wally's remaining time with the Titans was on an irregular basis. He went semi-public with his identity and hired out his powers. Wally won the New York State Lottery, but lost the money through the machinations of Vandal Savage.

Eventually, Wally regained much of his superspeed, his metabolism stabilized, and his relationship with the Titans officially came to an end. He is now a member of Justice League Europe, and his current statistics can be found on p. 46 of the *Background/Roster Book* in the second edition of the DC HEROES RPG. Wally recently discovered that his supposedly late father, Rudolph West, was a Manhunter agent. But while Wally believed that his father had been killed during the Dominators' alien invasion, Rudolph had actually feigned his death and has shown up alive and well.

• **Role-Playing:**

Wally's personality undergoes many transformations during his time with the New Teen Titans. He is a very serious crimefighter, and, early on, he is madly in love with Raven. He still feels strong dislike and mistrust towards Red Star, because of the latter's communistic background. After the *Crisis*, the Flash becomes obsessed with bringing honor to his late mentor's name. Yet throughout his time with the New Teen Titans, Wally is indecisive about whether or not to continue his superhero career. This confusion stems not only from his "disease," but also from his desire to finish college and the influence of Frances Kane. Wally has a very rapid metabolism; he must eat and sleep a great deal in order to replenish his energy.

Now that the Flash is a member of Justice League Europe, he pursues any female he encounters. It seems that Wally may have taken lessons from Speedy, and he makes matters worse by coming on with the subtlety of a charging water buffalo.

TROIA

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

• **Powers:**

Flash: 8, Flight: 9, Force Field: 12, Jumping: 6, Swimming: 6, Sealed Systems: 7, Water Freedom: 7, Illusion: 10, Mind Probe: 10

• **Bonuses:**

Force Field need not be centered on Troia and may be projected up to 5 APs distant.

• **Skills:**

Artist (Photographer): 3, Martial Artist: 8, Charisma: 6, Vehicles: 6, Weaponry: 8

• **Limitations:**

Sealed Systems only works underwater; Mind Probe can only be used to probe the memories of a willing subject; Illusion only projects memories from a willing subject; Only one Power may be used at a time.

• **Advantages:**

Attractive; Connections: New Titans (High); Lightning Reflexes; Scholar (history, mythology)

• **Drawbacks:**

Married

• **Equipment:**

TUNIC

[BODY: 12, Skin Armor: 6; Flash: 2]

Limitations: Flash is Always On.

• **Alter Ego:** Donna Troy Long

• **Motivation:** Upholding the Good

• **Occupation:** Fashion Photographer

• **Wealth:** 5

• **Background:**

Donna's mother, Dorothy Hinckley, became incurably ill soon after Donna's birth and took her daughter to Willowbrook Orphanage, where she left her in the care of Elmira Cassiday, the director. Several months later, Dorothy died.

The infant Donna was adopted by Carl and Fay Stacey, and all was well for two years until Carl died in an auto accident. William Harrilson, an attorney who worked for the orphanage and ran a black-market child-selling operation on the side, convinced Fay to return Donna



the side, convinced Fay to return Donna to the orphanage.

Harrilson was plotting to sell Donna, unbeknownst to the orphanage authorities. While waiting for the deal to come through, a fire broke out in the apartment in which Donna was being held. Harrilson's accomplices perished in the fire, but Donna was saved.

Whereas Donna thought she had been saved by a fireman, she was actually rescued by Rhea, Goddess of the Earth and harvest. Rhea was a Titan of Myth charged with the mission of saving unwanted or endangered children in order to give them a higher destiny. Donna was taken to the planet New Chronus, where she was raised with eleven other children from across the galaxy. Each child was given extraordinary powers and instructed in the arts and combat. They were referred to as the "Seeds" and were fated to someday become gods.

At the age of thirteen, Donna was returned to Earth, to the United States specifically, her memory of New Chronus wiped out. Unbeknownst to herself, Donna's new purpose was to learn about her home world's culture and, when fully matured, return to New Chronus and assume godhood. In place of these memories, Donna believed she had been saved by a fireman after which she grew up in the Kanigher Orphanage and went to a nearby elementary school.

Once Donna returned from New Chronus, or, as she believed, finished grade school, Donna read about the defeat of Mr. Twister at the hands of Robin, Aqualad and Kid Flash. She made a costume based on the American flag, named herself Wonder Girl, and joined the young heroes. A residual memory prompted her to suggest "The Titans" as a name for their teenage group.

Donna dated Speedy after he joined the group full-time, but Donna also swooned over any handsome male that the Titans encountered, especially rock stars. During the latter days of the first Teen Titans, Donna's teenybopper demeanor disappeared. Her relationship

with Speedy and a new apartment made Donna a more human character. Gone also were the golden eagle on red tunic, blue star-spangled shorts and ponytail. Donna designed a sleeker outfit of red and decorated it with a line of stars. With her hair let down, she became the new Wonder Girl who still lacked knowledge of her past.

When Raven brought the New Teen Titans together, Donna had already established a solid career as a fashion photographer. Socially, she had been dating divorced college professor Terry Long. When the group formed, she found herself liking the idea of a new Titan team, so she stayed on. Starfire became a good friend of hers, especially since they also worked together in their civilian identities, as fashion photographer and model.

Before Donna was to marry Terry Long, she enlisted the help of Dick Grayson, one of her closest friends, to help find out about her past. Dick discovered the details of Donna's infancy, and Donna and Terry were eventually married on the Dayton Estate.

When Dick shed his Robin identity and began searching for himself, he handed over leadership of the New Teen Titans to Donna. It was a rough term, but Donna pulled through it and kept the supergroup going. Much to Donna's relief, Dick returned as Nightwing and resumed leadership after Brother Blood's influence was lifted from his mind.

A wedding and many adventures later, Phoebe, Goddess of the Moon and a member of the Titans of Myth, came to Earth to find Donna. Phoebe showed Donna that her memories of the times spanning from who rescued her from the fire as an infant to when she first donned a costume as Wonder Girl were false. Donna's true background became known to her.

Donna and the New Titans went to New Chronus, home of the Titans of Myth. After resolving a crisis involving other Titan-trained "Seeds," she was given a new costume. To reflect the new knowledge of her origins and to honor

the Titans of Myth, she changed her name to Troia.

• **Role-Playing:**

Donna's career at the beginning of the third version of the Titans was marked by her attempts at perfection. She always tried to give the impression that her act was always together: "Little Miss Perfect" as an infuriated Dick Grayson once said during an argument with her. It seems that Donna does not want others to see any flaw in her.

Things have straightened themselves out since those days, and her restored memories seem to have made her a more complete person, with more confidence in what she is rather than what she thinks she should be.

Donna's new powers are still developing, but she has demonstrated the abilities of tapping into a willing subject's memories, generating light, and breathing underwater.

Troia's tunic is made out of items given to Donna by the Titans of Myth after the New Titans' adventure on New Chronus. The tunic is indestructible and bestows her with the ability to always know where the Titans of Myth are located.

CHANGELING

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



• **Powers:**

Shape Change: 8

• **Skills:**

Charisma: 6

• **Limitations:**

Miscellaneous: Changeling can only Shape Change into all-green animals; The bigger the animal form that Changeling takes, the less time he can remain in that form: subtract the BODY of the animal from the APs of Shape Change Power to determine the APs of time Changeling can hold the form. After this, he may choose to stay in that form, but his Shape Change is considered to have a Serious Power Burnout until he resumes his human form.

• **Advantages:**

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

• **Drawbacks:**

Public Identity

• **Alter Ego:** Gar Logan

• **Motivation:** Thrill of Adventure

• **Occupation:** Student

• **Wealth:** 18

• **Background:**

Biologists Mark and Marie Logan took their toddler-sized son Garfield with them to the African country of Upper Lamumba, where they were conducting research on genetic codes. Gar came down with a rare tropical disease that was believed only animals could survive. In a desperate move to save his son, Professor Logan treated Gar with an untested machine which he originally developed to isolate the common genetic bond shared between humans and animals. Gar recovered, but a side effect turned his skin green.

A few years later, Marie Logan was threatened by a deadly Black Mamba snake, and Gar's desire to rescue his mother brought forth his powers, changing him into a mongoose. Several years later, his parents died in a boating accident, an incident which Gar still feels he could have prevented. After the death of his parents, Gar was raised by King Tawaba, a friend



of the Logans and chief of the local tribe.

Mobu, the tribe's witch doctor, had hated the Logans so much that he arranged for two Americans to kill Gar in exchange for Mobu revealing the whereabouts of a temple containing fabulous treasure. The temple collapsed and killed Mobu, but the two American looters rescued Gar and brought him back to the U.S. in order to force him to commit crimes for them. The two men eventually killed each other, and the courts set out to appoint a legal guardian for Gar.

It was decided that Gar's guardian was to be Nicholas Galtry, an evil man who was the attorney for the Logan estate. While the young Logan was missing in Africa, Galtry had embezzled funds from Gar's inheritance. When Gar was found, Galtry plotted to kill the boy and have all the wealth for himself.

Gar hated Galtry, but things took a change for the better when the boy met Rita "Elasti-Girl" Farr of the Doom Patrol and Steve "Mento" Dayton. Gar tried to join the Doom Patrol and the Teen Titans, but was rejected from both groups because he needed his guardian's permission; Galtry was not aware of Gar's identity as Beast Boy. A bitter Gar happened upon an evil circus owner who immediately used Gar as his star attraction and thief. A hypnotized Beast Boy, in the shape of an albino baboon, mesmerized the crowds into turning over their money and jewels. The Teen Titans discovered the ruse and, after battling Gar as a giant gorilla/boa-constrictor, put an end to the criminal activities.

Eventually, Gar began working alongside the Doom Patrol, so Galtry secured the services of various villains in attempts to kill Gar and the Doom Patrol. Once Rita Farr and Steve Dayton were married, the couple adopted Gar after

winning a court battle against Nicholas Galtry.

Gar was allowed to work alongside the Doom Patrol and served well until the Patrol was killed by Madame Rouge and General Zahl. Needing a change of scenery, Gar left for Hollywood and got a job playing the alien metamorph, Tork, on the sci-fi TV show *Space Trek 2022*.

While on the West Coast, Gar became a member of Titans West. By that time, the human face portion of Gar's animal transformations was beginning to fade. His powers began to change him into all-green versions of animals, each with its appropriate face. However, Beast Boy's shapechanging duration was now directly related to the size of the animal assumed: the smaller the animal, the longer he could stay that way; the larger the animal, the less time the shape could be kept, and the weaker Gar became, requiring more time between transformations.

After changing his name to Changeling on the advice of his public relations people, Gar became an official member of the New Teen Titans. Jillian Jackson remained his sometime girlfriend. It is safe to say that Gar considers Vic "Cyborg" Stone his closest friend.

Changeling's time with the Titans has had its rough spots. He fell in love with Terra, a sociopathic teenaged girl who was working for the Terminator. Terra pretended to like Gar while she infiltrated the Titans. After Terra died in battle, Gar went berserk with grief and sought revenge against the Terminator. Gar refused to acknowledge Terra's duplicity until he learned from the Terminator that it was Terra who had killed King Tawaba.

Gar's adopted father, Steve Dayton, went crazy from the effects of his Mento

helmet and tried to kill Gar and the Titans, both by himself and later by using his supergroup called the Hybrid.

Garfield now attends a public high school, having successfully driven off all the private tutors hired by Dayton. Gar is on leave from the Titans due to his horrible grades. Dayton, now rid of his Mento helmet and cured of his insanity, has made Gar give up the Titans until his marks improve.

• **Role-Playing:**

Due to his powers, Changeling is easily one of the most powerful Titans. He still has some growing up to do, though. Gar's clowning around appears to be a defense against all of the rotten things that have happened in his life, yet he sometimes finds himself resenting his role as the Titans' wiseguy.

Changeling does not get along with Danny Chase, but was happy when Danny was a Titan, because that meant Gar was no longer the youngest member of the group. For some reason, Gar feels that being the youngest carries some sort of stigma with it.

Gar is still a girl chaser and still does more chasing than catching. He teasingly flirts with Kory and any other attractive female he sees.

In battle, Gar still makes wisecracks, including put-downs directed at his enemies. He often assigns his opponents nicknames in order to infuriate them.

CYBORG

DEX: 6	STR: 8	BODY: 5
INT: 6	WILL: 6	MIND: 4
INFL: 7	AURA: 5	SPIRIT: 5
INIT: 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, Gadgetry: 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:**

LASER ATTACHMENT

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

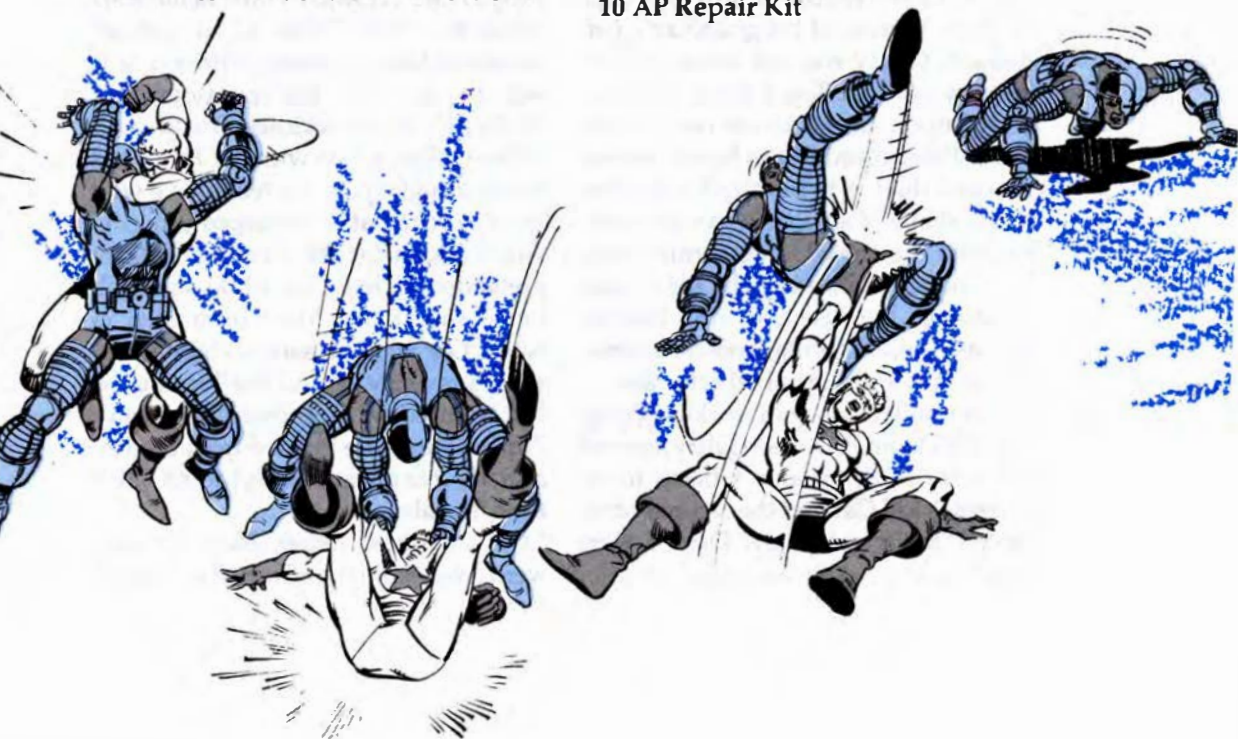
GRAPPLING HOOK & WINCH

[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



• **Note:** Cyborg spends an Automatic Action each time he plugs a Gadget into his mechanical body.

• **Alter Ego:** Vic Stone

• **Motivation:** Unwanted Power

• **Occupation:** Former Athlete

• **Wealth:** 6

• **Background:**

Victor (Vic) Stone grew up surrounded by science. As the only son of research scientists Silas and Elinore Stone, Victor was pushed and trained to follow in his parents' footsteps. While experimenting on ways to boost human intelligence, they used Vic as a subject, which bestowed him with an IQ of 170. Silas and Elinore Stone's pursuit of science unfortunately blinded them to their son's need for a normal childhood.

Young Vic got into trouble when he began hanging around with the wrong crowd, which included a youth named Ron Evers, who got Vic into trouble several times. Victor remained Ron's friend because he had no one else, his actions stimulated by his loneliness and lack of attention from his father.

Thanks to Elinore's persuasion, Silas allowed Vic to attend public high school, where he immediately began making friends and showing great athletic potential. Vic met his first girlfriend, Marcy Reynolds, and trained very hard in the hopes of going to the Olympics. Silas was angered by Victor's athletic plans because he wanted his son to pursue a career in the sciences; he did not think in terms of what Victor might want. This

disagreement created a larger rift between Vic and Silas and laid the groundwork for future tensions.

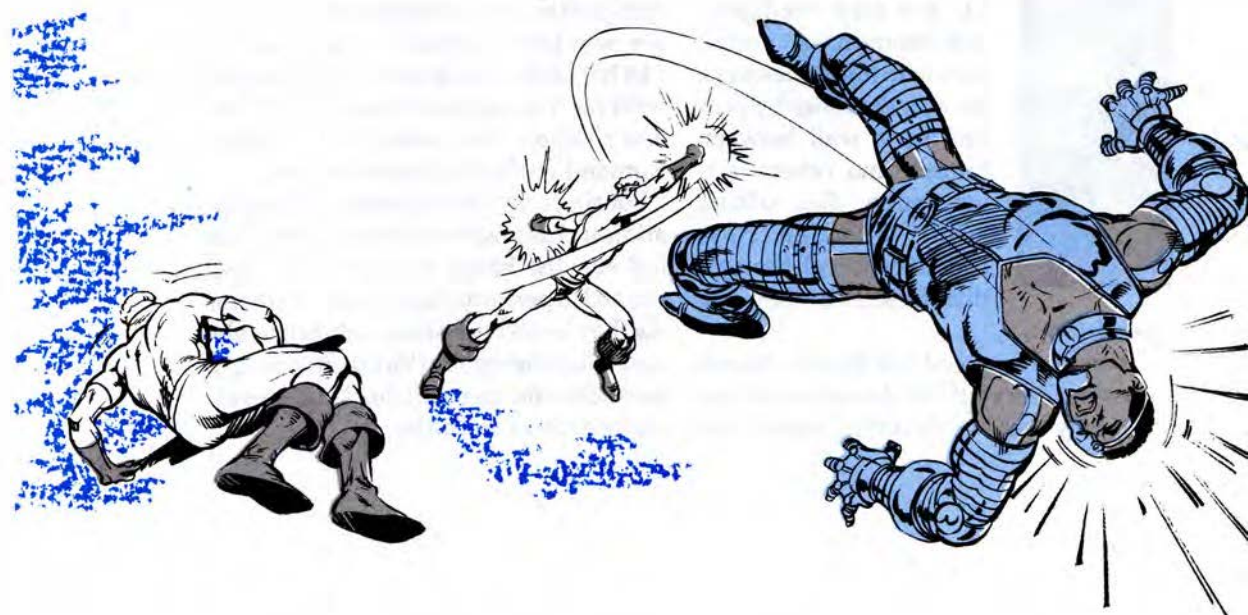
One day Vic happened to visit his parents at S.T.A.R. Labs. They were working on two projects: a long-range inter-dimensional study and observation project, and the development of cybernetic body parts for physically disabled soldiers. While observing another dimension, Silas accidentally let a blob-like creature slither through the dimensional barrier. The entity killed Elinore and critically wounded Vic before Silas could activate the recall button and send it back.

Determined not to let his son meet the same fate his wife did, a desperate and unauthorized Silas used the untested cybernetic technology to rebuild Vic's body with a frame of enforced molybdenum steel, special polymers and plastics. Vic survived, and Cyborg was born.

Angry at his father and bitter about his fate, Vic ostracized himself from society by moving to Hell's Kitchen, a bad part of town where he felt a freak such as himself would fit in. It was here that Raven found Vic and asked him to join the New Teen Titans.

In appreciation of Vic's new friends and the feeling of purpose they gave to his son, Silas Stone built Titans' Tower. Several months later, Silas died of cancer, but Vic, having reconciled with his father, stayed with Silas until the end.

Changeling is Cyborg's closest friend, despite their mutual put-downs. Vic has



had several girlfriends, including Marcy Reynolds from his pre-cyborg days, who joined Brother Blood's church and was killed trying to escape it; Sarah Simms, who works with handicapped children; and currently, Dr. Sarah Charles of S.T.A.R. Labs' West Coast branch.

There have been a few attempts to upgrade Cyborg's body using Prometheus, and one project even attempted to cover his metallic parts with an artificial skin; unfortunately, Victor's body rejected the new additions. Wildebeest recently wrested control of Vic's body by secretly implanting circuitry in his cybernetic system. As a result, Vic's faith in S.T.A.R. Labs was shaken.

• **Role-Playing:**

In his early days as a Titan, Cyborg had a lot of rage, which made him impulsive in his actions. Vic still struggles with his feelings of only being part human, although his first meeting with Cliff "Robotman" Steele showed him that there was at least one person worse off than himself. Vic has been through so much hurt, anger and loneliness that he has only recently come to grips with it all and begun the healing process. Vic's time with the Titans has mellowed him out immensely.

As a member of the Titans, Cyborg can be a wise-mouth when he wants to be, but this appears to be only an act. Vic is a very intelligent, self-deprecating young man with intense feelings. He acts the loner by putting up a wall between himself and others, acting tough, and talking "bad," although close friends can break through this facade if they are

persistent.

It should be noted that Jericho cannot possess Cyborg if Vic closes his real eye and only uses his left computerized eye.

Also, one of Cyborg's favorite attacks is with his White Sound Generator. Vic is allergic to milk, due to the tremendous physiological changes incurred as a result of his becoming a cyborg.

STARFIRE

DEX: 7	STR: 6	BODY: 7
INT: 5	WILL: 6	MIND: 8
INFL: 7	AURA: 5	SPIRIT: 6
INIT: 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 was born on the planet Tamaran, one of the worlds that orbits the star-sun Vega. In order to spare her planet from the tyrants of the Citadel, she was turned over to Gordanian slavers, allies of the Citadel. This came about as a result of the machinations of Komand'r, Starfire's older sister, who had disliked her younger sister ever since she was born. Komand'r could not fly like her sister, and after the girls trained with the Warlords of Okaara and Koriand'r bested her sister in a contest, Komand'r's dislike grew to hatred.

For six years, Starfire endured humiliation and degradation. Both sisters then fell into the hands of the Psions, who wished to perform experiments on them. As they tested the sisters' ability to absorb solar energy, the Psions unwittingly gave them the power to hurl that energy in the form of starbolts.



Starfire used her newly found powers to escape her captors and fled to Earth, where the New Teen Titans met her and helped fight off the Gordanians who had been sent to bring her back. She soon joined the Titans and had a disastrous whirlwind engagement to Franklin Crandall, a man who had been hired by the H.I.V.E. and was eventually killed by the same sinister organization.

After Starfire recovered from this disaster, she fell in love with Robin. It took Dick a while to reciprocate, but after Starfire was kidnapped by Blackfire (as Starfire's sister now called herself) and was rescued by the combined might of the Titans and Omega Men, Dick knew that Kory meant a lot to him.

Kory returned to Tamaran twice. The first time was as Blackfire's prisoner. It took the combined might of the Omega Men and the New Teen Titans to rescue her. Kory's second trip to Tamaran took place during the *Crisis*. Nightwing and Jericho accompanied her in the hopes of helping unify the planet which was nearing civil war. Kory agreed to marry Prince Karras of Tamaran's southern continent. The ceremony was purely political, and the couple did not use traditional Tamaranean wedding vows, making the entire validity of the marriage suspect.

Not aware of this detail, Nightwing simply stood by while Komand'r, convinced that her parents were weak-willed rulers who lost Tamaran's glory, led an attack on Tamaran. After Kory, Karras and the Royal Family went to Okaara, Kory tried to lead a counter-attack, but the people of Tamaran preferred Komand'r's leadership over her family's. A heart-broken Nightwing could not accept Kory's marriage, and terminated their relationship.

Disgusted with events on Tamaran, Kory returned to Earth and resumed her life, including membership in the New Titans, where she currently serves.

Dick found it hard to get back into a romantic relationship with Starfire, but he has slowly accepted the fact that her marriage has no validity on Earth.

• **Role-Playing:**

When Kory first came to Earth, she was very naive of the native customs. She learned English by kissing Dick Grayson and absorbing the language through him. Kory can learn other languages this way, though she need only be touching the intended subject. Starfire's eyesight is also better than an Earthling's.

Kory is an open, warm, sensual, energetic heroine who tends to let her emotions control her, much the way all Tamaranians do. Starfire sometimes goes



into a battle-lust, especially if Nightwing is badly hurt. It is hard for Kory to reconcile her warrior training with the "civilized" ways of Earth, and she has expressed confusion over Earth tendencies of being merciful to one's enemies.

Starfire can be quite dangerous when roused to anger and may enter Killing Combat, especially if one or more of her fellow Titans has been injured. There is evidence to indicate that Starfire's personality is going through mood swings. These changes can be attributed to the experiments that gave Kory her powers.

SPEEDY

DEX: 6	STR: 4	BODY: 5
INT: 5	WILL: 5	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 5
INIT: 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]

ACID ARROW

[BODY: 1, Acid: 8, R#: 2]

BOLA ARROWS (x2)

[STR: 8, BODY: 10, R#: 2]

BOXING GLOVE ARROW

[BODY: 1, EV: 8, R#: 2]

CRYONIC ARROW

[BODY: 1, Ice Production: 8, R#: 2]

EXPLOSIVE ARROW

[BODY: 1, Bomb: 8, R#: 2]

GRAPPLING HOOK ARROWS (x2)

[STR: 8, BODY: 1, R#: 2]

HANDCUFF ARROW

[STR: 8, BODY: 1, R#: 2]

NET ARROWS (x2)

[STR: 8, BODY: 8, R#: 2]

SMOKESCREEN ARROW

[BODY: 1, Fog: 8, R#: 2]

SONIC ARROW

[BODY: 1, Sonic Beam: 8, R#: 2]

6 AP AC OMNI-ARROWS (x2)

• **Alter Ego:** Roy Harper Jr.

• **Motivation:** Seeking Justice

• **Occupation:** Narcotics Agent

• **Wealth:** 5

• **Background:**

Roy Harper Senior was a forest ranger who rescued a Navajo medicine chief from a massive forest fire. He then went back in the fire to look for more victims: he was never seen again. Young Roy was barely two years old at the time, and Brave Bow, the man that Roy's father had rescued, raised the boy on the Navajo reservation.

Roy grew up with few friends. With so much time on his hands, he developed himself physically and learned to use a bow and arrow, reaching a level of physical prowess and archery skill of someone over twice his age.

Green Arrow was Roy's idol, and the Emerald Archer learned of the boy. At an archery competition that Green Arrow was judging, Roy was given arrows with magnetized lodestone tips, which made him miss the elimination shot. Even though Roy lost the contest, he helped Green Arrow capture some crooks who were attempting a burglary of one of the reservation's main employers. The young archer got off a shot before the older bowman, proving that Roy was "speedier."

Roy was asked by Green Arrow to become his partner, and when Brave Bow died, Roy became Oliver Queen's ward. Roy was given a costume and a set of trick arrows similar to Green Arrow's and became known as Speedy. The two embarked on a career of crime-fighting.

After the Teen Titans disbanded for the first time, Speedy was in rough shape. His partner Green Arrow was broke, dating Dinah "Black Canary" Lance, and fighting less crime; all of these factors caused Speedy and Green Arrow to drift apart.

Speedy took the trust money that Green Arrow had set up for him and spent it on heroin. Black Canary and Hal Jordan,



the Green Lantern, helped Roy overcome his addiction. Roy soon formed a rock band called Great Frog and worked as a counselor for various anti-drug programs.

Speedy rejoined the Teen Titans at Donna Troy's persuasion and participated more often than he had during the group's first incarnation.

When the second incarnation of the Teen Titans disbanded, Speedy resumed his drug-help and musical pursuits, the latter helping him keep in touch with Mal Duncan, who occasionally played the trumpet with Great Frog. Before the formation of the New Teen Titans, Roy worked for the federal government as a drug enforcement agent. While on assignment in the Orient, Roy met Cheshire, who later had a daughter by him.

When the Titans got back together, making their third team, Speedy declined membership. He helped out on a few missions, where he proved to still be a ladies' man. Roy now has custody of his daughter Lian.

• **Role-Playing:**

In the New Teen Titans' early days, Speedy is still somewhat brash. He makes passes at all eligible females, and can be quite a pain in the neck.

Some time after the Cheshire affair, Speedy went public with his identity. His personality has mellowed out a lot. Speedy seems to have lost that Green Arrow-like brashness, although he still uses trick arrows.

Recently, Speedy has worked with the Suicide Squad and on several cases with Nightwing, and is now back with the New Titans. Whether or not he stays is anyone's guess.

Speedy is the only one who can still be

called a friend of Hawk's; the other Titans want nothing more to do with Hank. This display of compassion probably stems from Roy's acknowledgement that he also made many mistakes in life.

JERICO

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

• **Powers:**

Mind Probe: 6, Personality Transfer: 12

• **Skills:**

Artist: 5, Charisma: 7, Detective: 4, 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 the victim is unconscious at the time of Jericho's transfer; Mind Probe only works on subjects that Jericho is currently controlling via Personality Transfer: Jericho can use his victims' Powers and Skills, but without benefit of their experience (+2 Column Shift to the OV/RV of all such attempts).

• **Advantages:**

Connections: Mercenaries (High), New Titans (High), Searchers, Inc. (High); Rich Family (Adeline Wilson)

• **Drawbacks:**

Serious Irrational Attraction to art; Serious Physical Restriction: mute

• **Alter Ego:** Joey Wilson

• **Motivation:** Upholding the Good

• **Occupation:** Artist

• **Wealth:** 5



• **Background:**

Joseph (Joey) William Wilson is the youngest son of Slade "The Terminator" Wilson and Adeline Kane Wilson. As a child, Joseph showed artistic talent and preferred music and painting to the toy guns that his older brother Grant always played with.

A terrorist known as the Jackal captured young Joey in the hopes of forcing the Terminator to release information. Instead, Slade launched an attack in order to free his son, and Joey received a knife injury to the throat. His voice was silenced forever.

A devastated and angry Adeline tried to shoot her husband dead, but only managed to shoot out his right eye. Slade did not retaliate, and soon afterward, the Wilsons were divorced.

Not long after this incident, Joseph discovered that he could enter and take control of someone's body if he looked into their eyes, his body disappearing for the duration of the "possession." It seems that Joseph had been born a mutant as a result of chemicals that had affected his father's genes years before.

Jericho first worked with Nightwing when the Terminator kidnapped the other New Teen Titans in fulfillment of a contract that Grant Wilson, as the Ravager, had taken for the H.I.V.E. After a few more adventures with the Titans, Jericho became a full-time member.

Joey befriended Kole, a young girl who joined the group for a short period of time. When Kory was on her way to Tamaran to marry Prince Karras, Nightwing and Jericho opted to go with her. Joey returned to discover that Kole had died during the *Crisis*. With Cyborg and Changeling off looking for Mento, Raven missing since the defeat of her father, and Kory and Nightwing on the rocks, it seemed that the Titans might disband. Joey decided to join Searchers, Inc., a worldwide information network owned by his mother, Adeline Kane Wilson. The group claimed to be a detective agency, but once Jericho realized that the methods used by Searchers, Inc. were not always legal, Joey opted out of the company.

• **Role-Playing:**

Jericho communicates with sign language when not possessing someone or when his victim is conscious. If Jericho can use his victim's voice, he will speak with the possessed's speech patterns. Sometimes, when Jericho is entering many different foes in the heat of battle, he will make the "J" sign to let his friends know who he is currently possessing.

Jericho is an excellent hand-to-hand combatant and detective, having been trained by his parents. He is a warm, loving young man without a malicious bone in his body. Jericho's mannerisms are gentle and friendly, and he has many female friends, platonic and otherwise. Joey has a tremendous amount of sensitivity and cares deeply for his friends. He is not violent and does not enter combat lightly.

Art holds a strong attachment for Joey. He has gone to great risks to save artwork from being destroyed in battle. He also painted the portraits that hang in the meeting room on Level Two of Titans' Tower and plays rhythm guitar.

KOLE deceased

DEX: 6	STR: 3	BODY: 4
INT: 3	WILL: 4	MIND: 4
INFL: 6	AURA: 3	SPIRIT: 3
INTI: 15	HERO POINTS: 25	

- **Powers:**

Flight: 5, Crystal Production: 10, Crystal Control: 7

- **Note:**

Crystal Powers are a variation of Ice Powers: the crystal may be formed into any shape Kole desires.

- **Limitations:**

Crystal shapes are subject to shatter by great force and sound-based attacks: all constructs created have a -2 Column Shift modifier to their RV against sound/vibration attacks.

- **Advantages:**

Connections: Adeline and Joseph Wilson (High), New Teen Titans (Low)

- **Drawbacks:**

Secret Identity; Uncertainty

- **Alter Ego:** Kole Weathers

- **Motivation:** Unwanted Power

- **Wealth:** 1

- **Background:**

Professor Abel Weathers, a reclusive scientist, was convinced that nuclear holocaust was inevitable. He worked on a process where mankind could adapt to post-disaster conditions by forced evolution. His teenage daughter Kole and his wife Marilyn were among the test-subjects on which he performed experiments. Kole was the subject of carbon-silicon grafting with the use of Promethium. Her body did not adapt as expected, and she gained the ability to create and control silicon-based crystal.

The Titans eventually ran afoul of Professor Weathers and his horde of mutant creatures. In the course of the battle, the lab was destroyed, and Professor and Marilyn Weathers and their subjects evolved into a form of insect life that the Titans believed could survive any global catastrophe.

Kole returned with the Titans to New York and lived with Adeline and Joseph Wilson. She and Joseph quickly became close friends. Kole helped out the Titans on a few cases, although she was never officially inducted into the group. She died trying to save innocent bystanders from the Anti-Monitor's shadow demons during the *Crisis*. Her body was never found.

- **Role-Playing:**

Kole is a vulnerable, pretty girl who has little experience with the outside world. When her relationship with Jericho begins, she is confused, thinking that Joey wants to be more than friends. Once he makes it clear to her that he just wants to be friends, Kole accepts this and supports him in any way she can.

HAWK

DEX: 7	STR: 6 ⁽⁴⁾	BODY: 6 ⁽⁴⁾
INT: 3	WILL: 6	MIND: 5
INFL: 6	AURA: 3	SPIRIT: 6
INIT: 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:** Hank Hall

- **Motivation:** Seeking Justice

- **Occupation:** Student

- **Wealth:** 4

- **Background:**

When Titans West disbanded (see p. 59), Henry (Hank) Hall finished his Navy term and returned to college, where he and his brother operated together. When Dove was attempting to save a child from a crumbling building during the *Crisis*, the two Lords revoked his powers, and Don died at the hands of one of the Anti-Monitor's shadow demons. Eventually the Lords chose another Dove, who did not reveal herself until the New Teen Titans had been established for some time.

Don's death during the *Crisis* nearly drove the already intense Hawk over the edge. Hawk's increasingly violent behavior became obvious to Wonder Girl after she recruited him to help the New Teen Titans defeat Cheshire.

After Hank was approached by Dawn Grainger, who revealed herself to be the new Dove, he realized that a Dove was needed to keep Hawk balanced and whole. Hank accepted Dawn as his partner, although their "off-duty" relationship has remained platonic. Hank is currently involved in a relationship with a girl named Renata Takamori.

Hawk joined the Titans when Wonder Girl reunited some of the original members. In one team-up between Hawk and Dove and the New Titans, Hawk's abrasive manner caused all of the Titans to alienate him; only Speedy, because of his past experiences, could understand the way Hawk was acting.

• **Role-Playing:**

The loss of Don Hall causes the already violent Hawk to become a seething mass of rage and grief. During this

stressful period, Hawk will beat criminals even after they are down. When role-playing the post-Crisis Hawk without his Dove II counterpart, Hawk will initiate Killing Combat at the slightest provocation, continuing to pummel his opponent even if he is unconscious.

Hawk is a hero so obsessed with wiping out the criminal element that he tends to hit first and think later. The new Dove's influence, however, seems to have a positive effect on Hawk, for he actually comes up with some tactical ideas. Hawk is aggressive and bold—sometimes even reckless—and is reluctant to show his emotions.

Hawk is not a team player, but insists on being the leader if involved with a group. Hawk sees Jericho as "handicapped" and believes him to be gay. Like Dove, he does not hang around in costume. When the danger or injustice goes, so does the costume. Hank and Dawn Grainger currently attend college in Washington D.C.



ROBIN II *deceased*

DEX: 6	STR: 2	BODY: 4
INT: 6	WILL: 6	MIND: 5
INFL: 6	AURA: 4	SPIRIT: 5
INT: 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), New Teen Titans (High), Street (Low); Intensive Training; Rich Family (Bruce Wayne); Sharp Eye

• **Drawbacks:**

Age; Secret Identity

• **Equipment:**

COSTUME [BODY: 5]

Batarang [BODY: 7, Gliding: 2]

Batline [STR: 8, BODY: 1]

The Batline is 4 APs long.

Radio [BODY: 1]

5 APC Omni-Gadget

• **Alter Ego:** Jason Todd

• **Motivation:** Seeking Justice

• **Occupation:** Student

• **Wealth:** 2

• **Background:**

Jason Todd grew up in crime-ridden Gotham City. After his father left Jason and his mother, Catherine Todd became ill. Jason took care of Catherine until she died, and remained in the same run-down apartment, living off his wits and knowledge of the streets.

One day while in Crime Alley, Jason literally ran into the Batman. He was caught in the act of stealing the Batmobile's wheels, which the Caped Crusader found amusing but not beyond reprimand. Batman had Jason put into what he thought was a school for wayward boys. In reality, Ma Gunn's School for Boys taught boys how to be criminals. With Jason's help, Batman brought Gunn and her students to justice.

Batman had become acutely aware of the void created in his life since Dick Grayson had moved out. He was so impressed with Jason's performance that he offered to let Jason move into Wayne Manor and become the new Robin. Jason eagerly accepted. After six months of physical and mental training, the second Robin was born.

Later, Jason discovered that Two-Face had killed his father, Willis Todd, who was in the villain's employ. The Dynamic Duo eventually captured Two-Face and put him back in Arkham.

Jason worked with the Teen Titans a couple of times, once in order to rescue Nightwing from Zandia. He was also involved in the *Crisis*, and during the *Legends* incident Jason was beaten by an angry mob of citizens who were under the influence of Glorious Godfrey.

Although an effective hero, the second Robin became increasingly moody, reckless and even violent. After consulting with Alfred, Batman decided to pull Jason off active duty. While kicking around his old stomping grounds, Jason discovered that

Catherine Todd was not his real mother. He went in search of his true heritage and found it in Sheila Haywood. Sheila admitted that Jason was her son, but before a relationship could be formed, the Joker, who had been blackmailing Sheila, trapped mother and son in a burning warehouse. The two perished, an incident which was responsible for the drastic change in Batman's attitude through which Nightwing helped him work.

• **Role-Playing:**

As his career with Batman progresses, Jason becomes more reckless, more bloodthirsty, and less willing to take orders. During his time with the Titans, however, Robin is still overwhelmed by others in costume and tends to behave himself. During this period, he carries himself well and is perceptive, brave and cooperative.

In combat, Jason uses his knowledge of acrobatics to keep himself out of trouble, much like Dick Grayson had as Robin. But this second Robin has proven himself much more ruthless.



DANNY CHASE

DEX: 5	STR: 2	BODY: 4
INT: 6	WILL: 5	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 4
INIT: 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; Minor Physical Restriction: near-sighted

• Alter Ego: Danny Chase

• Motivation: Thrill of Adventure

• Occupation: Student

• Wealth: 5

• Background:

Danny Chase is the grandson of Franklin Chase, an American intelligence agent assigned to the Manhattan Project during World War II. An accident bombarded Franklin with radiation, but the side effects did not manifest themselves until Danny was born with telekinetic powers. Danny and his parents, John and Cherie Chase, are agents for the Central Bureau of Investigation (CBI).

While on a mission in Tokyo, John and Cherie were kidnapped by the fanatical mercenary, Godiva, for their knowledge of a secret missile site. Danny sought help from fellow CBI agent, King Faraday, but Faraday was denied permission from his higher-ups. Acting on his own, Danny tapped into the CBI computers and summoned the Titans, who, with the help of Danny, rescued John and Cherie Chase. After the mission, the Titans allowed Danny to join their team. This meant going public with his powers, which required the Chases' permission. The Chases

agreed to this, and Danny became an enthusiastic member of the New Teen Titans.

After the death of Jason Todd, Nightwing decided that it would be best if young Danny left the group. Danny, of course, did not take the news well and stormed out in a huff, which leads to the belief that he may be seen in the future.

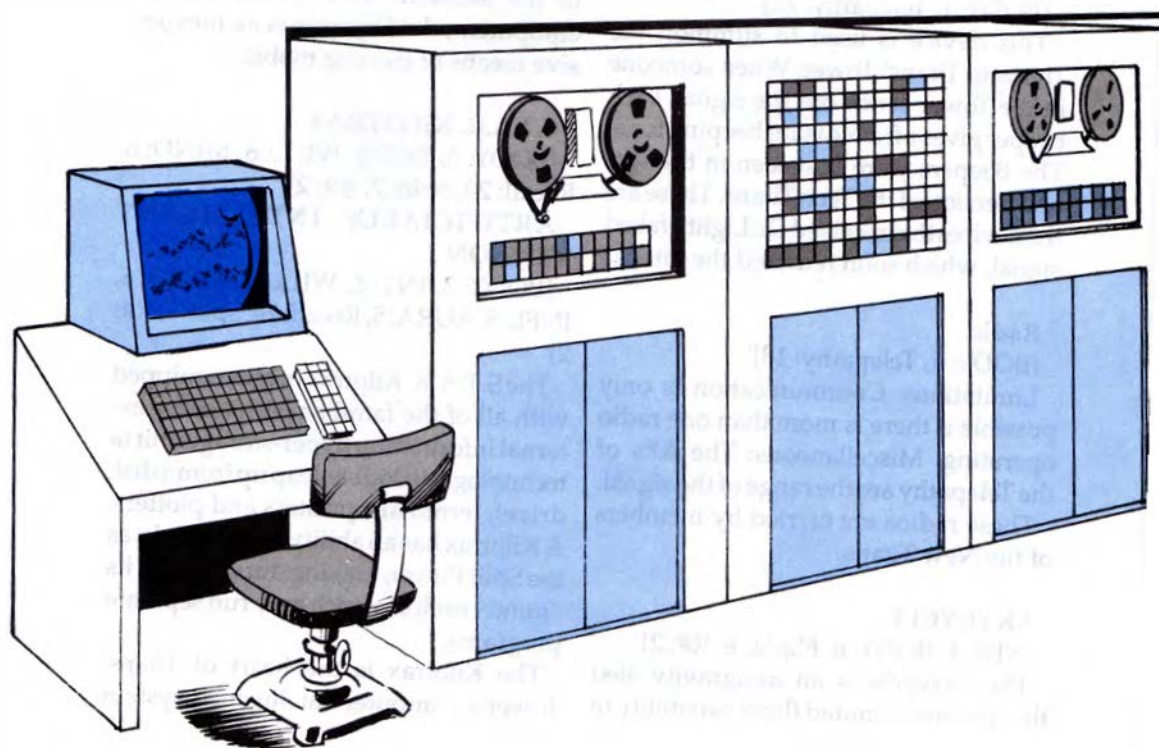
• Role-Playing:

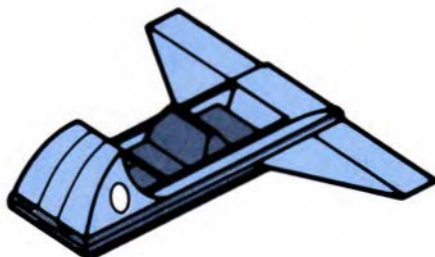
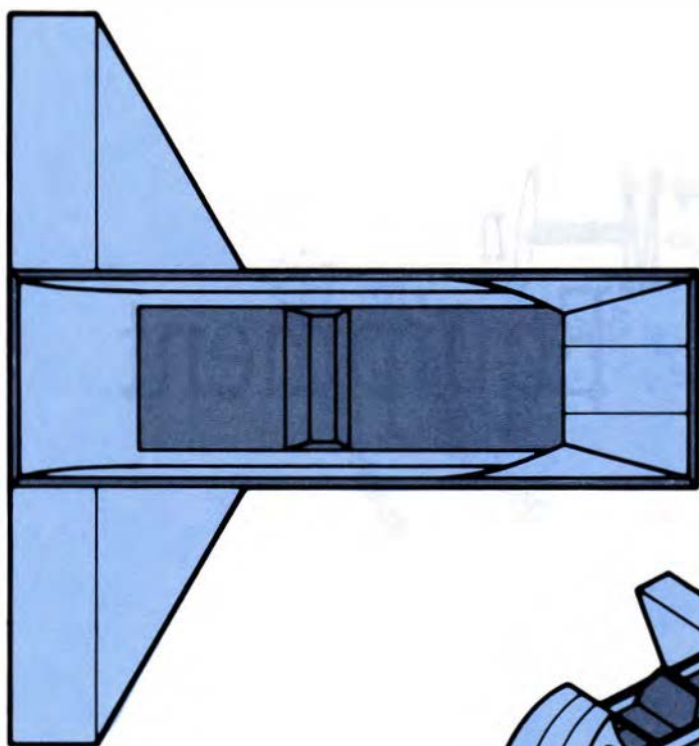
Danny is a stubborn young hothead who has been trained as an espionage agent. He is good at what he does, but he does not work well with a group. Personality-wise, Danny is like a spoiled kid brother who has telekinetic powers. He also possesses a photographic memory, which often comes in handy on detailed cases.

During his time as a Titan, Danny and Changeling have a mutually insulting rapport, not at all like Gar's bantering with Cyborg. Danny refuses to adopt a costume and code-name. Despite his sometimes cool facade of a professional agent, he has flipped out when injured. All things considered, Danny is still just a young kid who has not had the chance to develop normally.



CMn Equipment





Beeper

[BODY: 1, Telepathy: 22]

This device is used to summon the Titans to Titans' Tower. When someone in the Tower sends out the signal, each beeper gives off a pleasant beeping tone. The Beeper was first seen in the second version of the Teen Titans. These are the devices that received Dr. Light's faked signal, which soon reunited the Titans.

Radio

[BODY: 1, Telepathy: 18]

Limitations: Communication is only possible if there is more than one radio operating; Miscellaneous: The APs of the Telepathy are the range of the signal.

These radios are carried by members of the New Titans.

SKYCYCLE

[STR: 4, BODY: 6, Flight: 8, R#: 2]

The Skycycle is an antigravity sled that provides limited flight capability to

the Titans' non-flying members. Open to the elements and having minimal equipment, the Skycycle is an inexpensive means of gaining mobility.

S.T.A.R. KILOTRAX

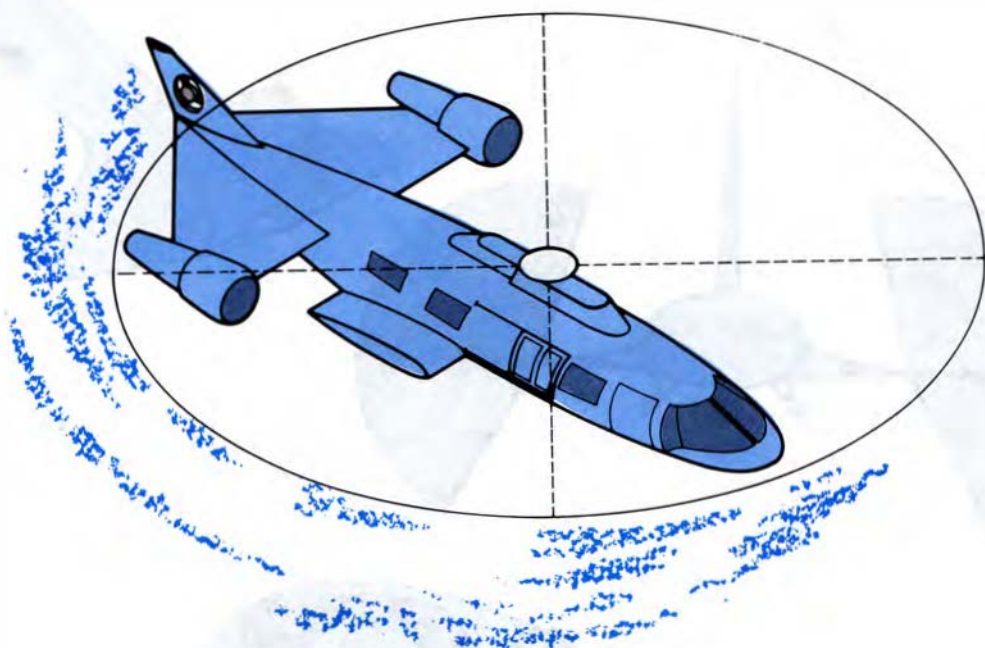
[BODY: 3, INT: 8, WILL: 6, MIND: 6, Recall: 20, Split: 7, R#: 2]

ARTIFICIALLY INTELLIGENT VERSION

[BODY: 3, INT: 8, WILL: 6, MIND: 6, INFL: 5, AURA: 5, Recall: 20, Split: 7, R#: 2]

The S.T.A.R. Kilotrax comes equipped with all of the familiar peripherals: external information hyper-storage unit (a technological double-leap from a disk drive), terminals, printers and plotters. A Kilotrax has an ability which works as the Split Power, making duplicates of its "mind" each of which may run separate programs.

The Kilotrax is the heart of Titans' Tower's computer intelligence system



and is located on the south side of the room. Its storage banks are capable of storing up to 37 APs of data. The Kilotrax has been programmed to automatically handle most of the daily functions of the Tower, and the system can identify problems with any other system or function. It alerts the Titans while simultaneously trying to correct the problem itself. The Kilotrax can shut itself down if necessary.

The Titans use the S.T.A.R. Kilotrax for scientific studies and criminal analysis. The system is equipped with a Hyper-Time Bubble, which allows the computer to process masses of information in fantastically rapid time.

Computer terminals are located at stations throughout the 15 levels of the Tower, and can access the mainframe or each other. A terminal is centrally located on each floor beside the elevator, as well as mini-terminals in other convenient areas. The Titans can also access the computer from remote distances by

phone line or radio frequency. Unfortunately, the caller must be uninterrupted, and the signal is not secure.

T-BARGE (Personnel)

[STR: 5, BODY: 5, Swimming: 3, R#: 2]

T-BARGE (Cargo)

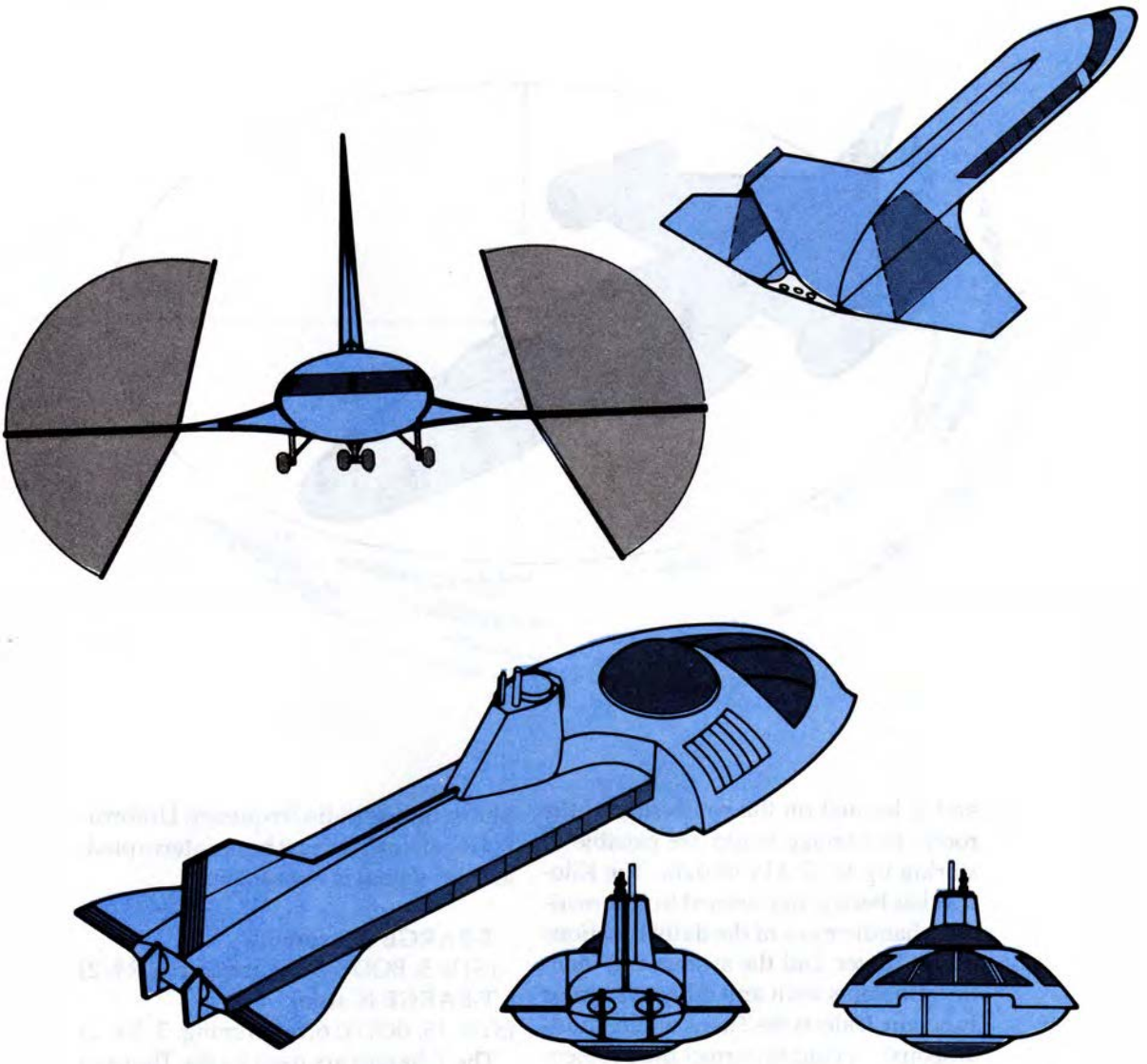
[STR: 15, BODY: 6, Swimming: 3, R#: 2]

The T-Barges are used by the Titans to carry personnel and cargo across the East River to Titans' Tower. Access to the barges is restricted to individuals who have specially encoded ID cards, which all active and non-active Titans presumably carry.

T-HELICOPTER

[STR: 9, BODY: 8, Flight: 7, R#: 2]

The T-Helicopter was used by the first and current versions of the Titans, although in the earlier incarnation it was known simply as the Titans' Copter. Consider the above-listed statistics to be applicable for all versions of the Titans' helicopter. There is enough room on



board the T-Helicopter for 12 normal-sized people. It is usually used for short trips, but has been known to get shot out of the sky on occasion.

T-JET

[STR: 12, BODY: 9, Flight: 11, Radar Sense: 16, Hardened Defenses, R#: 2]

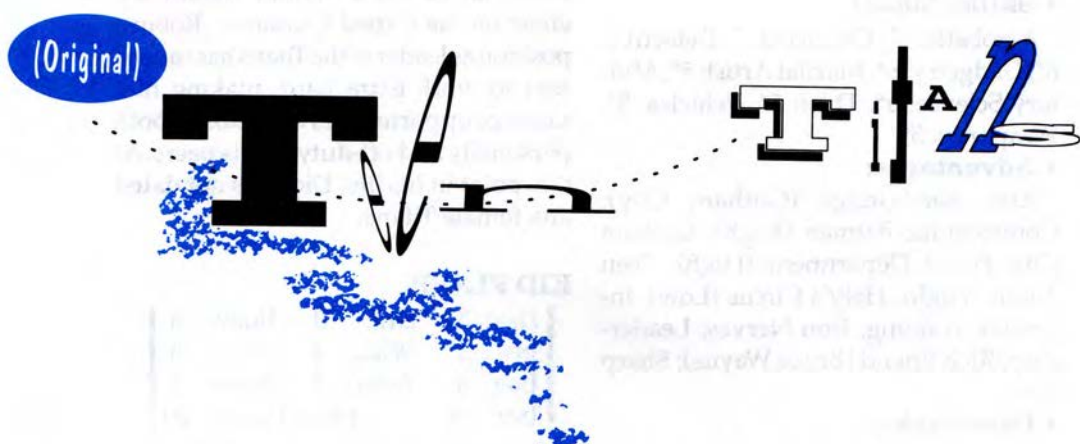
The T-Jet is used by the Titans for long-distance travel. In addition to its 10 passengers and crew, the T-Jet is capable of carrying 48 tons (11 APs) of cargo. The jet has VTOL (Vertical Take Off and Landing) capability, making it accessible to everything from the landing pad on

the roof of Titans' Tower to an open field halfway around the world. The T-Jet was once knocked into the East River by the Hybrid.

T-SUBMARINE

[STR: 8, BODY: 8, Sealed Systems: 19, Swimming: 5, Radar Sense: 15, Sonar: 15, Hardened Defenses, R#: 2]

The T-Submarine is used by the Titans for exploration of the ocean's depths. It is also used to allow the Titans to slip ashore near villains' hideouts when air travel is inadvisable.



This version of the Teen Titans was founded by Robin, Kid Flash, Aqualad, Wonder Girl and Speedy. The young heroes had to stop a possessed Justice League of America's crime spree. They eventually succeeded in rescuing the adults and freeing them from the evil influence of the Antithesis, after which they decided to form their own group, which lasted for about three years.

Heroes such as Hawk, Dove and Lilith worked with the Teen Titans during the latter part of the group's first incarnation, but since their abilities did not change much, their statistics are included with Titans West only. Mal Duncan also adventured with the Original Teen Titans, but he mainly participated with the Titans' second incarnation. His statistics can be found on p. 52.

ROBIN THE BOY WONDER

DEX: 5	STR: 3	BODY: 4
INT: 6	WILL: 6	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 6
INIT: 19	HERO POINTS: 40	

- **Skills:** **linked*

Acrobatics: 7, Charisma: 7, Detective: 6*, Gadgetry: 6*, Martial Artist: 5*, Military Science: 6*, Thief: 5*, Vehicles: 5*, Weaponry: 5*

- **Advantages:**

Area Knowledge (Gotham City); Connections: Batman (High), Gotham City Police Department (High), Teen Titans (High), Haly's Circus (Low); Intensive Training; Iron Nerves; Leadership; Rich Friend (Bruce Wayne); Sharp Eye

- **Drawbacks:**

Age; Secret Identity

- **Equipment:**

COSTUME [BODY: 5]

Batarang [BODY: 7, Gliding: 2]

Batline [STR: 8, BODY: 1]

The Batline is 4 APs long.

Radio [BODY: 1, Telepathy: 18]

Limitation: Telepathy APs represent the Radio's range.

ROBIN CYCLE [STR: 5, BODY: 3, Flash: 5, Running: 7, R#: 2]

- **Alter Ego:** Dick Grayson

- **Motivation:** Seeking Justice

- **Occupation:** Student

- **Wealth:** 9

- **Background:**

See p. 18.

- **Role-Playing:**

At this stage in his life, the thirteen-year-old Robin wears a costume of a design similar to the one he wore during his time with Haly's Circus. The Boy Wonder is excitable and prone to make dreadful puns. He uses "hip" language when around the other Teen Titans and sometimes lapses into exclamations like "Holy (fill-in-the-blank)!" For example, Robin may exclaim "Holy Motor-Cross!" if he were involved in a motorcycle chase.

Despite these somewhat childish characteristics, Robin already has a reputation for being the brains of the group. He is acknowledged as leader of the Teen

Titans and is one of the most serious members of the group at this time.

Batman is the Boy Wonder's idol and ideal. Although Robin's definition of justice never quite equals Batman's, he feels that he has a definite mellowing effect on the Caped Crusader. Robin's position as leader of the Titans has caused him to work extra hard, making him sacrifice opportunities to be closer (both personally and off-duty) to his peers. At this point in his life, Dick has not dated any female Titans.

KID FLASH

DEX: 5	STR: 3	BODY: 3
INT: 3	WILL: 4	MIND: 5
INFL: 3	AURA: 3	SPIRIT: 3
INIT: 36	HERO POINTS: 20	

- **Powers:**

Air Control: 6, Dimension Travel: 8, Dispersal: 12, Superspeed: 23

- **Skills:**

Scientist: 2, Vehicles: 5

- **Advantages:**

Connections: The Flash (High), Teen Titans (High); Lightning Reflexes

- **Drawbacks:**

Age; Secret Identity

- **Equipment:**

COSTUME [BODY: 6]

Storage Ring [BODY: 1, Shrinking: 10]

Limitation: Shrinking only works on costume.

- **Alter Ego:** Wally West

- **Motivation:** Thrill of Adventure

- **Occupation:** Student

- **Wealth:** 4

- **Background:**

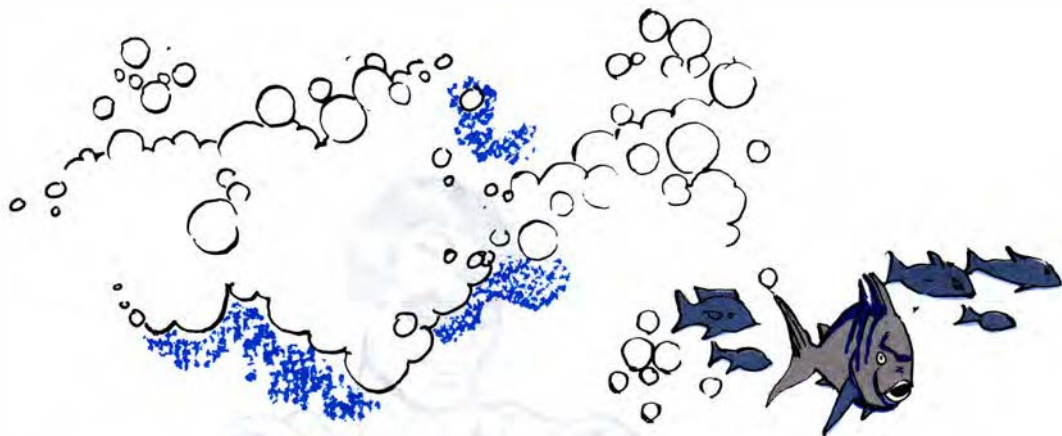
See p. 22.

- **Role-Playing:**

Wally's conservative midwestern background does not keep him from being a wisecracking teenager who experiences the usual symptoms of girl-craziness, hip-talking, and friendly rivalry with male friends.

Wally initially wears a costume designed by the Flash, but he changes to a yellow and red costume before joining the Teen Titans. He is not as solemn as Robin nor as flashy as Speedy, but strikes





a decent medium. He sometimes flirts with Wonder Girl but not to any great extent. Kid Flash is perhaps the most "square" of the Titans, although his goofiness quotient is still high.

AQUALAD

DEX: 5	STR: 7	BODY: 9
INT: 7	WILL: 6	MIND: 9
INFL: 3	AURA: 4	SPIRIT: 3
INIT: 15 [17] HERO POINTS: 20		

• Powers:

Animal Control: 6, Speak With Animals: 6, Summon Animals: 6, Water Freedom: 7

• Skills:

Vehicles: 4

• Limitations:

Animal Powers only work on marine life.

• Advantages:

Connections: Aquaman (High), Atlantis (High), Teen Titans (High)

• Drawbacks:

Fatal Vulnerability: Aqualad must immerse himself in water every hour or he begins to die as per the Fatal Vulnerability rules.

• Alter Ego: Garth

• Motivation: Upholding the Good

• Background:

Garth came from a society of Atlanteans known as the Idyllists, a pacifistic race that disliked dwelling in the underwater domed cities of the now-sunken Atlantis. His parents were King Thar and Queen Berra, who ruled the Idyllists until Thar went mad and began making preparations for war. Thar's peace-loving people revolted, killing

their once-beloved king and banishing his pregnant queen.

Queen Berra soon gave birth to Garth, who "suffered" a mutation unique to Atlanteans: he was born with purple eyes. This was considered a sign of inferiority, and Garth was exiled from Atlantis. He was found by Aquaman, who became friend, family and teacher to Garth. Taking the name Aqualad, Garth worked closely with Aquaman for several years, learning (among other things) how to overcome his fear of marine life.

When the teenagers of Hatton Corners needed help dealing with the adults in their town, Aqualad joined Robin and Kid Flash in an effort to mediate between the two groups. Soon after, Aqualad's exile from Atlantis was lifted when Aquaman married Mera and became the King of Atlantis. Garth lived with his adoptive parents until the first formation of the Teen Titans.

Eventually, Aqualad dropped out of the Teen Titans in order to help Aquaman find his wife, Mera. He was replaced by Speedy, who upgraded his occasional Teen Titan involvement to full-time status. About halfway through the first version of the Titans, Aqualad began his relationship with Tula, who became known as Aquagirl.

Aqualad rejoined the Teen Titans only to find himself at odds with his teammates for idealistic reasons. Even when he did participate in adventures with the Titans, he was plagued with an undiagnosed sickness, which was actually a psychological uncertainty relating to what he considered to be a useless-



ness to the team. He resigned from the Teen Titans immediately before the team disbanded for the second time.

Aqualad currently lives in Atlantis and occasionally helps the New Titans with water-related cases. When Aquagirl was killed during the *Crisis*, Garth was traumatized. It is not known whether he has gotten over her death.

• **Role-Playing:**

Aqualad shares the same telepathic abilities as all Atlanteans, but like his mentor, Aquaman, he can also telepathically control and communicate with marine life. It is speculated that whatever conditions were responsible for his purple eyes also gave him these powers. Being raised under the sea has strengthened Aqualad's muscles, making him stronger than a comparably aged surface-dweller.

Thanks to Garth's education at shore-based schools, he is "hip" to the teen scene. Aqualad dresses in a red-and-blue suit similar to that of Aquaman and talks like the other Titans, but often makes interjections using names of sea creatures (e.g. "Mumblin' Mantas!"). During this incarnation of the Titans, Aqualad and Tula live in Atlantis and are romantically involved.

Despite his powers, Aqualad anguishes over the fact that he needs to be close to water in order for his powers to remain intact. Garth regrets that this drawback sometimes interferes with his participating in the Teen Titans' adventures. Aqualad also comes to philosophical odds with the Teen Titans during their self-imposed non-powered stage.

SPEEDY

DEX: 5	STR: 3	BODY: 4
INT: 4	WILL: 3	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 4
INIT: 17	HERO POINTS:	40

• **Skills:**

Acrobatics: 3, Detective: 4, Gadgetry: 3, Martial Artist: 4, Weaponry: 5

• **Advantages:**

Connections: Green Arrow (High), Teen Titans (High); Lightning Reflexes

• **Drawbacks:**

Age; Secret Identity

• **Equipment:**

Bow [STR: 7, BODY: 4]

ORDINARY ARROWS (x5)

[BODY: 1, EV: 3]

ACID ARROW

[BODY: 1, Acid: 8, R#: 2]

BOLA ARROWS (x2)

[STR: 8, BODY: 10, R#: 2]

BOXING GLOVE ARROW

[BODY: 1, EV: 8, R#: 2]

CRYONIC ARROW

[BODY: 1, Ice Production: 8, R#: 2]

EXPLOSIVE ARROW

[BODY: 1, Bomb: 8, R#: 2]

GRAPPLING HOOK ARROWS (x2)

[STR: 8, BODY: 1, R#: 2]

HANDCUFF ARROW

[STR: 8, BODY: 1, R#: 2]

NET ARROWS (x2)

[STR: 8, BODY: 8, R#: 2]

SMOKESCREEN ARROW

[BODY: 1, Fog: 8, R#: 2]

SONIC ARROW

[BODY: 1, Sonic Beam: 8, R#: 2]

6 AP AC OMNI-ARROWS (x2)

• **Alter Ego:** Roy Harper Jr.

- **Motivation:** Seeking Justice
- **Occupation:** Student
- **Wealth:** 9
- **Background:**
See p. 32.
- **Role-Playing:**

Although a charter member of the Titans, Speedy prefers to limit his appearances at first, concentrating more on working with his mentor, Oliver Queen. It is apparent that his first loyalties are to Green Arrow, for whom he has an enormous amount of respect and admiration.

Eventually, Speedy becomes a full-time member of the Titans, replacing Aqualad. This move helps him spend more time with Wonder Girl, whom he dates until this version of the Titans breaks up. This dating relationship does not stop Speedy from making passes at just about any eligible, cute female he meets.

Speedy can be a real wiseguy and considers himself a ladies' man. Probably as a result of his skill as an archer, he does things with flair. Speedy wears a red-and-yellow costume and uses trick arrows similar to those used by Green Arrow in combat.

WONDER GIRL

DEX: 7	STR: 10	BODY: 7
INT: 5	WILL: 4	MIND: 5
INFL: 5	AURA: 3	SPIRIT: 3
INIT: 21	HERO POINTS: 45	

- **Powers:**
Gliding: 9, Jumping: 6
- **Skills:**
Charisma: 5, Martial Artist: 8, Vehicles: 4, Weaponry: 7
- **Advantages:**
Attractive; Connections: Teen Titans (High); Lightning Reflexes; Scholar (history, mythology)
- **Drawbacks:**
Age; Secret Identity; Miscellaneous: Wonder Girl has implanted memories of a false past.
- **Equipment:**
BRACELETS [BODY: 10]
LASSO [BODY: 11] The lasso is 2 APs long.
- **Note:**
Wonder Girl often uses the Lasso to make Grappling Attacks.
- **Alter Ego:** Donna Troy
- **Motivation:** Upholding the Good
- **Occupation:** Student
- **Wealth:** 3
- **Background:**
See p. 23.

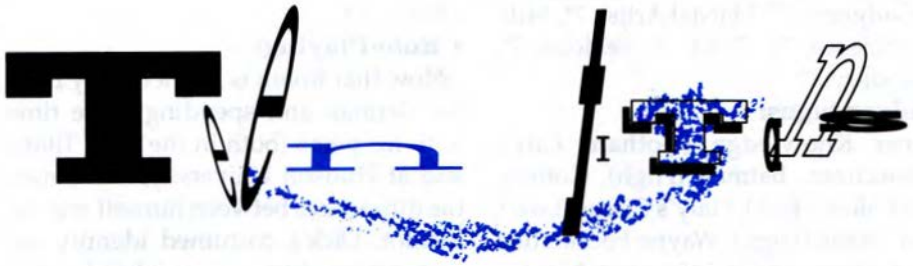
• Role-Playing:

Initially, Wonder Girl acts somewhat like of a bubble-headed teenybopper, perhaps as a result of her unfamiliarity with American culture. Once Speedy joins the Titans as a full-time member and begins dating Donna, she becomes a bit more serious. Donna's relationship with Wally West does not, however, stop her from swooning over any handsome male that the Titans encounter, especially rock stars.

Dressed in a red-white-and-blue costume somewhat similar to Wonder Woman's, Donna spices up her language with odd exclamations from Greek mythology (e.g. "Suffering Sappho," "Great Zeus," "Merciful Minerva"). As time passes, Wonder Girl refrains from using such phrases and is recognized as one of the most powerful members of the Teen Titans.

Once Wonder Girl got an apartment in Greenwich Village with Sharon Tracy, she became Donna Troy and altered her costume to an all-red suit, which she for quite a while.





The second version of the Teen Titans came into being after the young heroes defeated Dr. Light, who had summoned them all to Titans' Lair in his attempt to get revenge on the JLA by attacking their young companions. All of the original Titan members eventually returned, plus new recruits such as the Bumblebee, the Harlequin and the Herald. Many other young heroes crossed paths with the Titans. After a while, the Titans realized that they had their own lives to lead, and the group disbanded after about a year.

ROBIN THE TEEN WONDER

DEX: 7	STR: 3	BODY: 5
INT: 7	WILL: 6	MIND: 6
INFL: 7	AURA: 6	SPIRIT: 6
INIT: 25	HERO POINTS: 75	

• Skills: **linked*

Acrobatics: 8, Charisma: 8, Detective: 7*, Gadgetry: 7*, Martial Artist: 7*, Military Science: 7*, Thief: 7*, Vehicles: 7*, Weaponry: 7*

• Advantages:

Area Knowledge (Gotham City); Connections: Batman (High), Gotham City Police (High), Haly's Circus (Low), Teen Titans (High), Wayne Foundation (High); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Rich Friend (Bruce Wayne); Sharp Eye

• Drawbacks:

Secret Identity

• Equipment:

COSTUME [BODY: 6]

Batarang [BODY: 7, Gliding: 2]

Batline [STR: 12, BODY: 1]

The Batline is 4 APs long.

Radio [BODY: 1, Telepathy: 18]

Limitation: Telepathy APs represent

the radio's range.

ROBIN CYCLE [STR: 5, BODY: 3, Flash: 5, Running: 7, R#: 2]

• **Alter Ego:** Dick Grayson

• **Motivation:** Seeking Justice

• **Occupation:** College Student

• **Wealth:** 9

• **Background:**

Seep. 18.

• **Role-Playing:**

Now that Robin is further away from the Batman and spending more time with his peers (both in the Teen Titans and at Hudson University), he can see the differences between himself and his mentor. Dick's costumed identity becomes even more serious when he realizes that he wishes to right injustice rather than simply see that justice is done. Robin's role as leader of the Teen Titans still keeps him somewhat distant from his fellow adventurers.

At this point, Robin's puns and thrill of adventure have disappeared. Donna Troy is the one Titan to whom Robin is close, although this is a platonic relationship. Dick dates, but these are casual relationships made at college. For a



while, Robin has a crush on Barbara "Batgirl" Gordon when they work together on some cases, but for now, this is as close as Robin gets to falling for a superheroine.

KID FLASH

DEX: 6	STR: 4	BODY: 4
INT: 4	WILL: 4	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 3
INIT: 39	HERO POINTS: 30	

• Powers:

Air Control: 7, Dimension Travel: 8, Dispersal: 12, Superspeed: 24

• Skills:

Scientist: 2, Vehicles: 7

• Advantages:

Connections: The Flash (High), Teen Titans (High); Lightning Reflexes

• Drawbacks:

Secret Identity

• Equipment:

COSTUME [BODY: 6]

Storage Ring

[BODY: 1, Shrinking: 10]

Limitation: Shrinking only works on costume.

• Alter Ego: Wally West

West

• Motivation: Unwanted

Power

• Occupation: Student

• Wealth: 4

• Background:

See p. 22.

• Role-Playing:

Once Kid Flash gains more experience in adventuring with the Teen Titans, he becomes even more stable as a Titan. During this period, Wally greatly dislikes the Soviet superhero code-named Red Star due to the latter's attitude toward Americans. Wally is also wary of the Harlequin, who initially wore facial make-up similar to the Joker's.



WONDER GIRL

DEX: 8	STR: 11	BODY: 7
INT: 6	WILL: 5	MIND: 5
INFL: 5	AURA: 5	SPIRIT: 5
INIT: 23	HERO POINTS: 55	

- **Powers:**

Gliding: 9, Jumping: 6

- **Skills:**

Charisma: 5, Martial Artist: 8, Vehicles: 5, Weaponry: 8

- **Advantages:**

Attractive, Connections: Teen Titans (High); Lightning Reflexes; Scholar (history, mythology)

- **Drawbacks:**

- **Secret Identity:** Miscellaneous: Wonder Girl has implanted memories of a false past.

- **Equipment:**

BRACELETS [BODY: 10]

Lasso [BODY: 11]

The lasso is 2 APs long.

- **Note:**

Wonder Girl often uses the Lasso to make Grappling Attacks.

- **Alter Ego:** Donna Troy

- **Motivation:** Upholding the Good

- **Occupation:** Student

- **Wealth:** 3

- **Background:**

See p. 23.

- **Role-Playing:**

During this incarnation of the Teen Titans, Wonder Girl feels close to Speedy but knows that the relationship is basically at an end. She rebuffs any advance made by Kid Flash and becomes closer friends with Robin, whom she supports as a friend and teammate.

THE HERALD

DEX: 6	STR: 5	BODY: 5
INT: 4	WILL: 6	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 5
INIT: 18	HERO POINTS: 45	

- **Skills:**

Artist (Musician): 6; Martial Artist: 7; Vehicles: 5

- **Advantages:**

Area Knowledge (New York City); Connections: Teen Titans (High), S.I.A.R. Labs (Low); Iron Nerves; Lightning Reflexes

- **Drawbacks:**

Minor Irrational Fear of feeling unworthy; Secret Identity

- **Equipment:**

Gabriel Horn [BODY: 3 Warp: 10]

- **Alter Ego:** Mal Duncan

- **Motivation:** Upholding the Good

- **Occupation:** Musician

- **Wealth:** 4

- **Background:**

Malcolm (Mal) Arnold Duncan met the Teen Titans on the streets of Harlem. The Titans were in New York in their civilian identities pending the resolution of the Dr. Swenson incident, when they saw Mal take on the Hell's Hawks, a racist gang that was hassling Mal's kid sister, Cindy. Seeing that he was outnumbered, the Titans helped out, and Mal began associating with them on a regular basis.

The Titans and the street-wise Mal slowly became friends. They exchanged secret identities with him and inducted him into the group. Once the Titans resumed their superpowered exploits, Mal felt out of place. On one occasion, while the Titans were off on an overseas case, Mal fiddled with the Titans' new computer and accidentally released the Gargoyle, an old foe of the Titans, from Limbo. Although Mal drove him back into Limbo, the Gargoyle had already put a computer program into the Titans' mainframe that would give Mal the knowledge to construct the Gabriel Horn. Unfortunately, the program was also designed to open a rift from Limbo to Earth each time Mal, as the Herald, used the horn. Soon after this incident, the Titans disbanded.

Between Titan groups, Mal met Karen Beecher, a librarian in New York. Together they developed the Gabriel Horn and fell in love. Mal also volunteered to keep the equipment running at Titans' Lair. Mal rejoined the second version of the Teen Titans as the Herald, and remained a member until the group's dissolution.

When the second version of the Titans broke up, Mal and Karen married and moved to the West Coast, where Mal became a novelist as well as the owner of a West Coast version of Gabriel's Horn, a nightclub where he sometimes played trumpet. This new place was located on

Lombardi Street in San Francisco. The Farmingdale version of Gabriel's Horn was closed, and there is an unsubstantiated rumor that it is now a New Age crystal shop.

By the time the third version of the Titans was formed, the Herald had retired from superheroics and put on some weight.

• **Role-Playing:**

Mal begins his association with the Teen Titans as a streetwise Harlem kid with a good heart, who feels self-assured during the group's powerless adventures. His feelings lean toward inadequacy when the team resumes using their powers.

As the Herald, Mal wears a silver costume with a blue cape and hood, and fully supports the Titans. He has a tremendous amount of self-confidence, but is not too sure about the stability of his Gabriel Horn.

SPEEDY

DEX: 6	STR: 3	BODY: 5
INT: 4	WILL: 4	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 4
INIT: 18	HERO POINTS:	50

• **Skills:**

Acrobatics: 4, Artist (Musician): 3, Detective: 5, Gadgetry: 3, Martial Artist: 4, Weaponry: 5

• **Advantages:**

Connections: Green Arrow (Low), Teen Titans (High); Lightning Reflexes

• **Drawbacks:**

Secret Identity

• **Equipment:**

Bow [STR: 7, BODY: 4]

ORDINARY ARROWS (x5)

[BODY: 1, EV: 3]

ACID ARROW

[BODY: 1, Acid: 8, R#: 2]

BOLA ARROWS (x2)

[STR: 8, BODY: 10, R#: 2]

BOXING GLOVE ARROW

[BODY: 1, EV: 8, R#: 2]

CRYONIC ARROW

[BODY: 1, Ice Production: 8, R#: 2]

EXPLOSIVE ARROW

[BODY: 1, Bomb: 8, R#: 2]

GRAPPLING HOOK ARROWS (x2)

[STR: 8, BODY: 1, R#: 2]

HANDCUFF ARROW

[STR: 8, BODY: 1, R#: 2]

NET ARROWS (x2)

[STR: 8, BODY: 8, R#: 2]

SMOKESCREEN ARROW

[BODY: 1, Fog: 8, R#: 2]

SONIC ARROW

[BODY: 1, Sonic Beam: 8, R#: 2]

6 AP ACOMNI-ARROWS (x2)

• **Alter Ego:** Roy Harper Jr.

• **Motivation:** Seeking Justice

• **Occupation:** Musician/Counselor

• **Wealth:** 4

• **Background:**

See p. 32.

• **Role-Playing:**

In the second version of the Teen Titans, Speedy returns with a new costume similar to the Green Arrow's. Since his bout with and recovery from heroin addiction, Roy has become more assertive, amplifying his already colorful personality. He subconsciously acts like his mentor, Green Arrow, with whom he has severed relations. Speedy argues with the male Titan members, especially Robin, and makes unsubtle passes at the females. His relationship with Wonder Girl is now obviously over, making Speedy think he is even more of a ladies' man than before.

AQUALAD

DEX: 6	STR: 7	BODY: 9
INT: 8	WILL: 7	MIND: 10
INFL: 3	AURA: 4	SPIRIT: 3
INIT: 17 [18]	HERO POINTS:	30

• **Powers:**

Animal Control: 7, Speak With Animals: 7, Summon Animals: 7, Water Freedom: 7

• **Skills:**

Vehicles: 5

• **Limitations:**

Animal Powers only work on marine life.

• **Advantages:**

Connections: Aquaman (High), Atlantis (High), Justice League of America (High), Teen Titans (High)

- **Drawbacks:**

Fatal Vulnerability: Aqualad must immerse himself in water every hour or he begins to die as per the Fatal Vulnerability rules; Uncertainty

- **Alter Ego:** Garth

- **Motivation:** Upholding the Good

- **Background:**

See p. 46.

- **Role-Playing:**

During most of this incarnation of the Teen Titans, Garth is suffering from a psychosomatic illness brought about by his association with the Titans. While on the outside Garth is happy (especially when he's with his girlfriend Tula) and normal, Aqualad actually feels that he is unworthy of being a Titan because of his inability to remain on land for longer than one hour. Garth's crisis of confidence makes him so ill that he must leave the group in order to deal with it.



THE HARLEQUIN

DEX: 5	STR: 3	BODY: 3
INT: 7	WILL: 6	MIND: 5
INFL: 4	AURA: 4	SPIRIT: 4
INIT: 16	HERO POINTS:	25

- **Skills:** *linked

Artist (Actor): 4*, Charisma: 4, Detective: 7*, Gadgetry: 5, Thief: 5*

- **Advantages:**

Connection: Teen Titans (High); Gift of Gab; Sharp Eye

- **Drawbacks:**

Secret Identity; Strange Appearance

- **Equipment:**

4 AP AC Omni-Gadgets (x6)

- **Alter Ego:** Duela Dent

- **Motivation:** Thrill of Adventure

- **Occupation:** College Student

- **Wealth:** Unknown

- **Background:**

Your basic wild-card, costumed heroine, the Harlequin is shrouded in mystery. She first gained notoriety by calling herself the Joker's Daughter and also used the alias Duela Dent, but her true identity is unknown.

While a classmate of Dick Grayson's at Hudson University, she led Robin on a merry chase while posing as the criminal offspring of the Joker, Catwoman, Scarecrow, the Riddler and even the Penguin.

Robin eventually thought he had figured out who she was, but unfortunately, she found out his identity at the same time. Duela "revealed" herself as Two-Face's daughter and wished to join the Teen Titans as a way to make amends for her alleged father's crimes. Robin sponsored her membership in the second version of the Titans, with her new name being the Harlequin. She single-handedly defeated Mr. Esper and remained with the Teen Titans until the group's second dissolution.

Harlequin's past is still a mystery. She is clearly neither the Joker's nor Two-Face's daughter. As Dick Grayson eventually figured out around the time of Donna Troy's wedding, she is too old to be either of these criminal's daughter.

By the time the third version of the

Titans formed, Duela had put on 50 pounds and had sworn off adventuring forever. It would be like her, however, to throw a wrench in the works and resurface, mysterious as ever and still bothering Dick Grayson.

- **Role-Playing:**

Personality-wise, Duela is mysterious about her past. She acts flippant, but not arrogantly so. She is mischievous and treats everything like a game.

The Harlequin's facial makeup is similar to the Joker's, and her green, purple, and black-and white checkered costume makes her look like a clown. She uses gimmick-weapons based on novelty items. Anyone who role plays this Character should have a fun time coming up with novelty-related Omni-Gadgets (e.g. sleeping-gas whoopee cushions, joy buzzers, etc.). Two of Harlequin's favorite gadgets are a pipe which emits bubbles that produce glue when they burst, and a boxing-glove-in-the-box attached to her belt. The Harlequin does not like Speedy, who continuously voices suspicion of her.

THE BUMBLEBEE

DEX: 5	STR: 4	BODY: 4
INT: 6	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 6
INIT: 17	HERO POINTS:	35

- **Skills:**

Artist (Writer): 4, Gadgetry: 5, Martial Artist: 4, Scientist: 5, Vehicles: 3

- **Advantages:**

Connections: S.T.A.R. Labs (High), Teen Titans (High)

- **Drawbacks:**

Secret Identity

- **Equipment:**

BUMBLEBEE SUIT [DEX: 7, STR: 8, BODY: 7, Flight: 6, Lightning: 7, Skin Armor: 6, Solar Sustenance: 7, Sonic Beam: 4]

Bonus: Sonic Beam Power is a low buzzing which causes those within ear-shot to fall asleep.

HONEY GUNS (x2) [BODY: 3, Glue: 5]

Dart [BODY: 3, EV: 3, Ammo: 6]



- **Alter Ego:** Karen Beecher
- **Motivation:** Upholding the Good
- **Occupation:** Freelance Writer
- **Wealth:** 4
- **Background:**

Karen Beecher met Mal Duncan during the later days of the Teen Titans' first incarnation. She saw that Mal struggled with feelings of unworthiness of being in this young superpowered group, and agreed to help him. They worked together on developing the Gabriel Horn, and it was during this project that they fell in love.

When the Teen Titans reformed, Mal joined as the horn-blowing Herald. Still, Karen felt that the Titans did not appreciate Mal, so she went back to the drawing board and came up with the uniform and equipment of the Bumblebee.

Assuming this new heroic identity, she broke into Titans' Lair: a move which led the Titans to believe that she was an enemy. This was a natural assumption, since she also "attacked" the Herald. Her plan was meant to give Mal a chance to flex his powers and look good in front of his teammates, but Mal's teammates rallied to his defense, and a brief but intense battle ensued, which ended when the Bumblebee escaped, her identity still intact. Karen learned a valuable lesson when she saw how much Mal's friends respected and cared for him.

Later on, Karen revealed her identity to Mal and the Titans and apologized for her actions. Eventually, the Bumblebee joined the Teen Titans, where she served until the group's break-up.

For a time, Karen worked as a librarian in New York City and took night classes in physics, computer technology and political science.

When the Titans split up yet again, Karen retired from superheroing and married Mal. She eventually received an offer to work at the San Francisco branch of S.T.A.R. Labs as a research technician, and she and Mal moved there, where she took up freelance writing, specializing in science fiction and fantasy.

Karen will briefly resume her costumed role in the future, teaming up with the New Titans.

- **Role-Playing:**

Karen is a no-nonsense, intelligent young woman who is fiercely devoted to Mal. She is willing to go to great lengths to see that he is happy and accepted by his peers.

As demonstrated by her invasion of Titans' Lair and attack on Mal, the Bumblebee is not above doing unconventional things in order to get her point across. Her costume and her equipment make her nearly synonymous to her superhero identity.



Titans West was officially formed by Lilith during the second version of the Original Teen Titans. Mr. Esper, a mysterious foe, used his Mental Helmet to tap into Lilith's mind and then caused disasters on both the East and West Coasts. He later used her powers to create his second identity, that of Captain Calamity. Lilith realized that she was the cause of all these "calamities" and formed Titans West after successfully dealing with Mr. Esper's plan to separate Long Island from the U.S. in order to form his own nation.

Titans West consisted of Hawk, Dove, Lilith, Golden Eagle, Flamebird and Beast Boy. The group did not have a headquarters, nor much of any official structure. After being rebuffed by Robin, Hawk decided that he himself would lead Titans West. The group folded soon afterward, due to Hawk's inability as leader.



HAWK

DEX: 7	STR: 4(3)	BODY: 5(3)
INT: 3	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 4
INIT: 17	HERO POINTS:	65

- **Skills:**

Martial Artist: 6, Military Science: 4

- **Advantages:**

Connections: Teen Titans (Low), Titans West (High); Insta-Change; Iron Nerves; Lightning Reflexes

- **Drawbacks:**

Loss Vulnerability: All Skills drop to 0 APs, and STR and BODY each drop to 3 APs when no injustice is present; Minor Irrational Fear of heights; Secret Identity; Serious Rage

- **Alter Ego:** Hank Hall

- **Motivation:** Seeking Justice

- **Occupation:** Sailor

- **Wealth:** 4

DOVE I deceased

DEX: 8	STR: 4(2)	BODY: 5(3)
INT: 5	WILL: 5	MIND: 5
INFL: 4	AURA: 4	SPIRIT: 4
INIT: 21	HERO POINTS:	45

- **Skills:**

Acrobatics: 4, Charisma: 4, Martial Artist: 4, Vehicles: 3

- **Advantages:**

Connections: Teen Titans (Low), Titans West (High); Insta-Change; Lightning Reflexes

- **Drawbacks:**

Loss Vulnerability: all Skills are reduced to 0 APs, and STR and BODY each drop to 3 APs when no injustice is present; Secret Identity; Uncertainty

- **Alter Ego:** Don Hall

- **Motivation:** Responsibility of Power

- **Occupation:** College Student

- **Wealth:** 4

- **Backgrounds:**

Hank and Don Hall were born a year apart. The brothers lived in Elmond, a mid-eastern town where Don later attended the local university. They lived with their father, Irwin Hall, the town judge who encouraged his boys to debate their differences, and their mother, who was the family's calming influence.

A local mobster named Boss Dargo tried to kill Judge Hall by bombing his chambers. The blast injured Judge Hall, and the incident was witnessed by his two sons. Hank convinced Don to accompany him in tailing the would-be assassin back to his hideout in an abandoned warehouse.

The boys overheard the gangsters' plan to finish off the judge, but a jammed door prohibited them from leaving the building. In desperation, Don wished that they had superpowers of some sort. A mysterious Voice granted them the powers, tailoring them to the individuals. Ironically, after the Judge was rescued, he made known his dislike of such costumed vigilantes.

This situation was set up by Terataya, a Lord of Order, and Tcharr, a Lord of Chaos. The two Lords fought each other endlessly on another world until they declared a truce. They decided upon an experiment that would require two vessels—one for Chaos and one for Order. Hank and Don became the vessels and guinea pigs when this Voice granted them powers which magnified Hank's and Don's natural abilities.

Hawk and Dove first crossed paths with the Original Teen Titans when the brothers and the Fab Foursome were pursuing the same smuggling spy. All the Titans except for Wonder Girl found Hawk much too abrasive; a jealous Speedy wanted to wring Hank's neck for flirting with Wonder Girl, even after Hawk saved his life.

Hawk and Dove took part in several adventures with the Original Teen Titans, including the incident with Dr. Swenson. Like the rest of the Titans, they remained in plain clothes until the true murderer was discovered.

After the Teen Titans' first dissolution, Hank enlisted in the U.S. Navy and served on an aircraft carrier called the U.S.S. Tippecanoe; Don transferred to a college on the West Coast. When Mr. Esper raised the U.S.S. Tippecanoe into the air, it brought the West Coast teenage heroes out of the woodwork and laid the foundation for Titans West,

which both Hawk and Dove joined at its inception. When Robin turned a blind eye to the West Coast members, Hawk jumped at the chance to lead them. Unfortunately, Hank's temperament did not fit this role, and the group disbanded not long after.

During his time with Titans West, Don's personality began to emulate Hank's violent behavior. The two Lords of Chaos and Order realized that Don was too close to Hank to be his anti-pole, so they planned to "terminate" the Dove part of

their experiment. Hawk and Dove remained with Titans West until the group disbanded, and Don died during the *Crisis* while trying to save a child from being crushed by a crumbling wall, the two Lords revoking his powers in order to cause his death.

• **Role-Playing:**

Henry and Don Hall are opposites in many ways: Hank is athletic, while Don is scholarly. Hank is a militant who believes in physical force; Don is a pacifist who would rather talk than fight.

Hawk is a brawler who charges into battle, fists flailing. He believes that physical action is needed for problem solving, especially in the context of superhero affairs. Hawk is aggressive, and if leadership is weak in a team situation, he will try and take control. He is definitely not a team player.

Dove sees violence as a terrible last resort. He prefers to outthink his opponents rather than beat them to a pulp. This causes Dove's ineffectiveness as a superhero, since a superhero often must use violence to restore order. Don is gentle and eloquent, but indecisive, and

is dating Lilith during his time with Titans West.

It seems that neither Hawk nor Dove have ever heard of moderation, since neither believes there is a time for fighting and a time for talking. In some ways, the brothers represent the positions of aggression and passivity at their worst.

Hawk and Dove's powers cannot be used for personal gain and only manifest themselves when injustice is present. This means that Hawk and Dove will never be in costume when there is no danger or injustice; they each must utter their heroic name in order for the costume change and the increase in their abilities to take place.

LILITH

DEX: 4	STR: 3	BODY: 4
INT: 6	WILL: 7	MIND: 7
INFL: 8	AURA: 8	SPIRIT: 8
INT: 20	HERO POINTS: 30	

• **Powers:** *linked

Danger Sense: 4, Life Sense: 7*, Precognition: 7*, Telepathy: 6*

• **Skills:**

Charisma: 4, Martial Artist: 4

• **Advantages:**

Attractive; Connections: Teen Titans (High), Titans West (High); Scholar (dancing)

• **Drawbacks:**

Unknown Past

• **Alter Ego:** Lilith Clay

• **Motivation:** Unwanted Power

• **Occupation:** Varies

• **Wealth:** 2

• **Background:**

An orphaned child adopted by Mr. and Mrs. Will Clay, Lilith was told that she was left by her mother due to difficulties with her father. She later found out that her nurse was the one that dropped her off at the Kentucky orphanage, although the reason why still remains a mystery.

At age thirteen, Lilith's mental powers manifested themselves. She began by reading her foster parents' minds and discovering that she was adopted. By the time Lilith was sixteen, she had left



home in search of her true parents. Rather than success, she found suspicion and ostracism due to her supernatural abilities. Lilith was often accused of being a witch.

Her travels eventually led her to New York, where she took a job as a go-go dancer at the Canary Cottage Disco. On one occasion, when the Titans were relaxing at the disco in their civilian guises, Lilith approached them and asked to join the Teen Titans, using her precognitive knowledge of the Dr. Swenson incident as incentive. Although they were initially mistrustful, the Titans made her part of the first team. Lilith left the group before it broke up in order to sort out her personal life.

Eventually, the villainous Mr. Esper used Lilith's psychic powers to cause disasters on both coasts. Lilith, now on the West Coast, brought together the heroic group known as Titans West after foiling Mr. Esper's plan to make Long Island his own kingdom.

When Titans West disbanded, Lilith drifted around, joined the Peace Corps, and eventually adventured with the New Teen Titans for a short time.

- **Role-Playing:**

Lilith is a mysterious young woman who, while able to have fun and enjoy life, carries with her the burden of her unwanted powers and unknown past. She sometimes speaks in a rather obscure or melodramatic way. Lilith is currently dating Don "Dove" Hall, and during her time with the Original Teen Titans, she briefly has romantic feelings towards Robin.

BEAST BOY

DEX: 5	STR: 3	BODY: 6
INT: 4	WILL: 5	MIND: 4
INFL: 5	AURA: 5	SPIRIT: 4
INIT: 14	HERO POINTS: 30	

- **Powers:**

Shape Change: 8

- **Skills:**

Charisma: 6

- **Limitations:**

Miscellaneous: Beast Boy Shape

Changes into a normal looking animal with a green human face.

- **Advantages:**

Connections: Dayton Industries (High), Doom Patrol (High), Teen Titans (High), Television Industry (Low), Titans West (High); Rich Family (Steve Dayton)

- **Drawbacks:**

Public Identity

- **Alter Ego:** Gar Logan

- **Motivation:** Thrill of Adventure

- **Occupation:** TV Actor

- **Wealth:** 18

- **Background:**

See p. 26.

- **Role-Playing:**

Beast Boy is a brash, girl-crazy teenager who never seems to stop making wisecracks and awful puns, somewhat like Robin the Boy Wonder. Gar especially enjoys hurling insults at villains that he is entangled with in combat.

Gar carries around a lot of hurt but covers it with his humor and cockiness. During his time with Titans West, Gar has a girlfriend, Jillian Jackson, who is very supportive of and loyal to him.

FLAMEBIRD

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

- **Skills:**

Acrobatics: 5, Charisma: 6, Martial Artist: 6

- **Advantages:**

Attractive; Connections: Teen Titans (Low), Titans West (High); Scholar (swimming)

- **Drawbacks:**

Minor Irrational Attraction to Robin; Secret Identity

- **Equipment:**

Utility Belt, containing:

Gas Bombs (x6)

[BODY: 1, Fog: 5, EV: 5, R#: 2]

Misc. Drawback: Bombs are usable only in Bashing Combat.

Gas Mask

[BODY: 2, Sealed Systems: 6, R#: 2]

Grappling Hook [STR: 5, BODY: 5]
Attached to the Hook is a 4 AP line.

Handcuffs [STR: 8, BODY: 8]

Throwing Disks (x5)

[BODY: 5, Gliding: 4]

Radio [BODY: 1, Telepathy: 17]

Limitation: APs of Telepathy represent the Radio's Range.

• **Alter Ego:** Bette Kane

• **Motivation:** Thrill of Adventure

• **Occupation:**

Tennis Pro/Aerobics Instructor

• **Wealth:** 8

• **Background:**

The blonde, blue-eyed and gorgeous Mary Elizabeth (Bette) Kane had been used to public admiration all her young life. A champion tennis player, a beauty pageant winner since age five, and an Olympic gymnast and swimmer, she lived long in the limelight. So long, in fact, that she grew bored of it. Anything that Bette wanted, she got. She definitely needed some new challenges.

Robin the Boy Wonder was dashing, handsome, and self-assured: a natural companion for Bette, right? Well, at least she thought so. Ever since she was a child, Bette had a crush on Robin. She wrote fan letters but received no response, which only made her try harder.

When Bette turned sixteen, she vowed to meet Robin on his own terms. She put together a red, gold and green costume, adopted the avian name Flamebird, and began a life of heroics—but there was still no word from Robin.

Bette returned to high school in frustration, and, after graduation, she kept looking for more challenges, but nothing came close to crimefighting. Bette resumed her Flamebird identity and helped found Titans West.

At long last she met Robin, who, in a remarkable display of obtuseness, did not even recognize this stunning blonde's interest in him. Apparently, the burden of leadership temporarily blinded the Boy Wonder.

After Titans West broke up, Bette returned to her life as a tennis pro. Although she has not been seen since, further forays as Flamebird should not

be ruled out.

• **Role-Playing:**

Bette's demeanor can best be described as California "valley girl," and while she is looking for thrills, she really does care about doing the right thing. Much of the time, Bette's desire to gain or possess something (or someone) tends to motivate her in her pursuits. Still, behind her flaky personality lies a tough, brave heroine.

Bette's language is sprinkled with val-speak (e.g. "Fer shur," "Totally," "To the max"). She has an undeniable crush on Robin, who seems amazingly dense about her feelings. In an effort to snub Robin, Bette apparently has been engaged in a superficial relationship with Charley "Golden Eagle" Parker.

GOLDEN EAGLE

DEX: 6	STR: 4	BODY: 5
INT: 3	WILL: 3	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 4
INIT: 14	HERO POINTS: 25	

• **Skills:** *linked

Martial Artist: 6*, Vehicles: 5

• **Advantages:**

Area Knowledge (Malibu); Connections: Hawkman (Low), Teen Titans (Low), Titans West (High)

• **Drawbacks:**

Secret Identity; Unluck

• **Equipment:**

GLOVES [BODY: 3, Claws: 7]

HELMET [BODY: 3, Telescopic Vision: 12, Ultra Vision: 9]

WINGS [STR: 5, BODY: 10, Flight: 8]

• **Alter Ego:** Charley Parker

• **Motivation:** Thrill of Adventure

• **Occupation:** Restaurant Worker

• **Wealth:** 2

• **Background:**

As a teenager, the orphaned Charles Edmond Parker idolized Hawkman. Charley claims that he accidentally gained the same powers as Hawkman from the Mentachem Rod, prime weapon of the Matter Master, Hawkman's arch-enemy. Apparently, Matter Master was unaware that Hawkman was off-planet at the time, and the wand attempted to

grant the villain his wish for revenge by supplying him with a new "Hawkman."

In return for his help in the JLA case that resulted, Hawkman supposedly gave Charley a set of wings and a helmet. Apparently, Charley had some modifications made later on; this story has not been verified.

Charley made his heroic debut in the skies of Northern California where he rescued a family of campers from a forest fire. He received much praise, but his attitude was akin to "no applause, just throw cash." Charley handed out Golden Eagle business cards, a move which further deflated his image in the eyes of the townspeople.

Golden Eagle's involvement with the Teen Titans started when Mr. Esper at-

tacked California. This soon caused Charley to join Titans West, where he served with some distinction until its dissolution.

With the exception of his superheroing with Titans West, Charley seemed unable to hold a steady job. Unable to make money from superheroing, he launched himself into a series of challenging jobs, such as pumping gas or sweeping up. None of these jobs lasted very long.

When Titans West disbanded, Charley gave up his career as Golden Eagle. He currently works at Chicken Little's Fried Chicken franchise in Malibu and was last seen at the wedding of Donna Troy and Terry Long.

• **Role-Playing:**

Charley is the type of guy who would prefer to make a living by hanging out at the beach and catching some rays. He dyes his hair blond and is not a native of California.

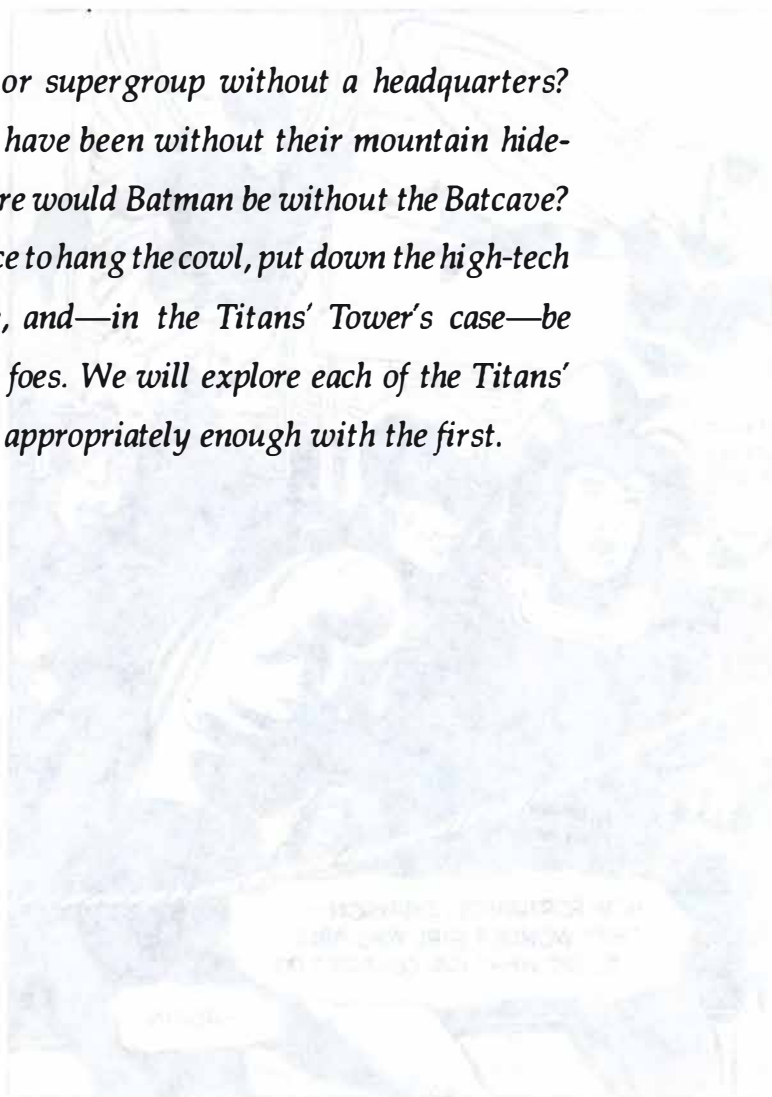
Just a laid-back guy at heart, Charley is always a bit short of brains and cash, which prompts some of his hair-brained ideas of instant wealth. He talks like a beach bum, with plenty of "like's," "y'know's," "excellent's," and "party on, dude's!" thrown in.

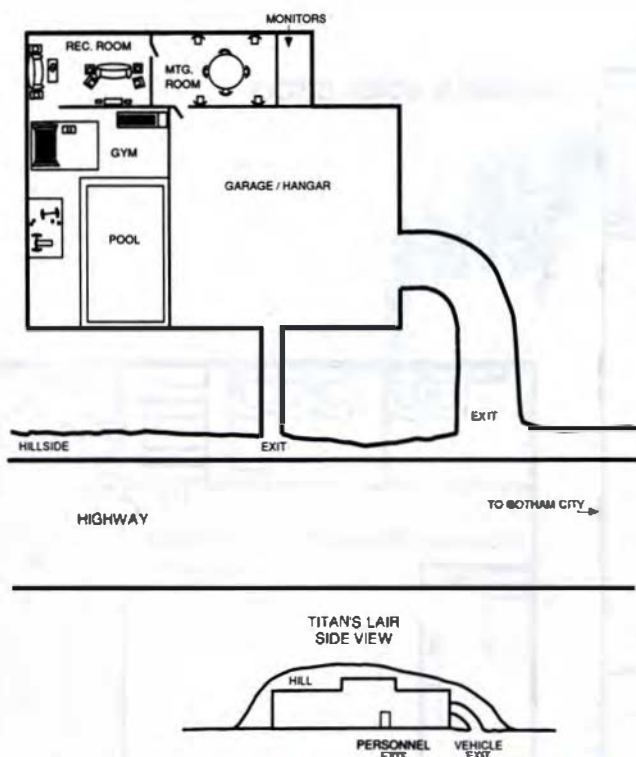
As Golden Eagle, Charley is only looking to make a buck. Then there is the matter of where he actually *did* get his wings. It seems unlikely that a beach bum who cannot hold a job for more than a month could design or pay for such magnificent equipment. He is a good combatant and an unquestionably brave young man (when the situation requires it). Golden Eagle engages in small talk during an emergency, which can be distracting to his teammates.



headquarters

What's a superhero or supergroup without a headquarters? Where would the JLA have been without their mountain hide-away or satellite? Where would Batman be without the Batcave? Superheroes need a place to hang the cowl, put down the high-tech gear, plan, recuperate, and—in the Titans' Tower's case—be attacked repeatedly by foes. We will explore each of the Titans' headquarters, starting appropriately enough with the first.





Titans' Lair

Titans' Lair is a one-level, modified cavern on the outskirts of Gotham City. Bruce Wayne is believed to have provided the funds for its construction. The only electronic equipment available to the members was a short-wave radio and a television receiver. The Titans received mail from teenagers needing help, and they sponsored air-time on a special television channel called the Hot Closed Circuit, so anyone could deliver a five minute appeal to the Teen Titans. Wonder Girl usually picked up the mail, most of it coming from teens with questions or kids in trouble.

The Titans' Helicopter emerges from behind a billboard advertising a television show. It is presumed that there is a river, possibly the Gotham River, close by, since Aqualad has access to the Lair from the North Atlantic Ocean.

HANGAR

This vast room holds the Titans' Copter and any private ground vehicles, such as the Robin Cycle. An 8 AP Repair Kit is stored here for helicopter and vehicle maintenance. The hangar is also the means of entry and exit to and from the Lair. There is a ceiling entrance for the helicopter, a vehicle-sized driveway, and a person-sized secret entrance.

MEETING ROOM

This is the Titans' control center. There is a meeting table, seats, radio communications equipment [BODY: 3, Telepathy: 18] and television screens, which include the Hot Closed Circuit channel. A bulletin board with personal memos rounds out the contents of the room.

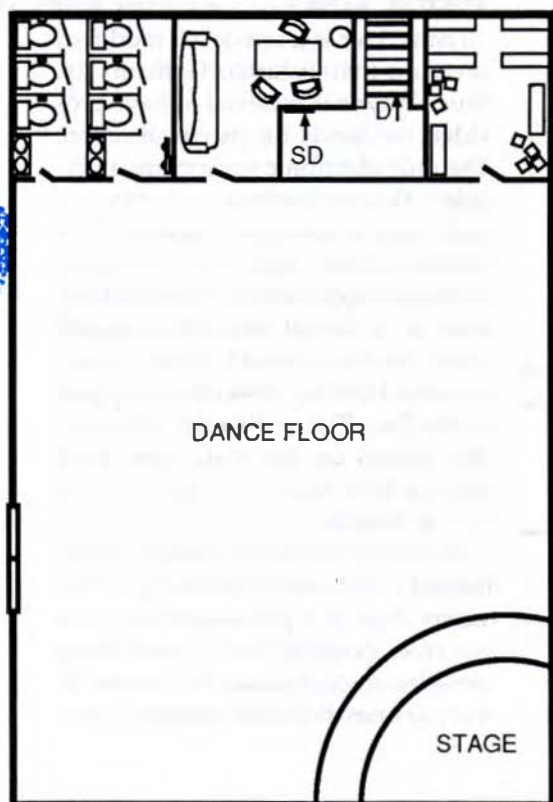
RECREATION ROOM

This room is used for rest and relaxation. It contains a stereo system, records, books and comfortable furniture, plus all of the Titans' albums.

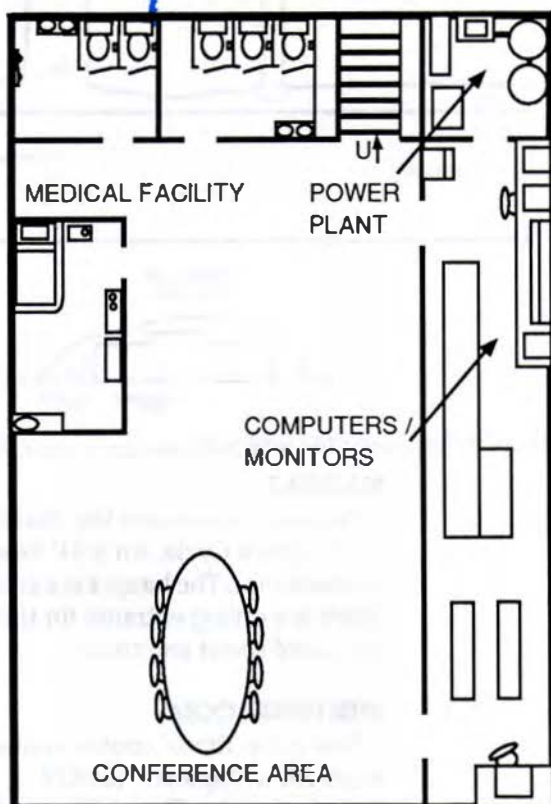
GYMNASIUM

The Titans' superpowers require super workouts, and the gymnasium is made with this in mind. It features an Olympic-sized swimming pool specially installed for Aqualad, an atomic treadmill designed with Kid Flash in mind, titanic weights for Wonder Girl, and gymnastic equipment such as stationary rings, parallel bars and a balance beam, all used most often by Robin.

In the latter days of the first incarnation of the Teen Titans, the Lair was upgraded. A paging system was installed for quick and easy contact with all Titan members, and a computer was added [BODY: 2, INT: 4, Recall: 15, Split: 2, R# 3]. When the Titans disbanded, Mal volunteered to stay and maintain the computer system. He held this job for two years, until Dr. Light discovered the location of the Lair and tried to kill the Titans after summoning them there with a false signal.



GABRIEL'S HORN DISCO



TITAN'S H.Q.

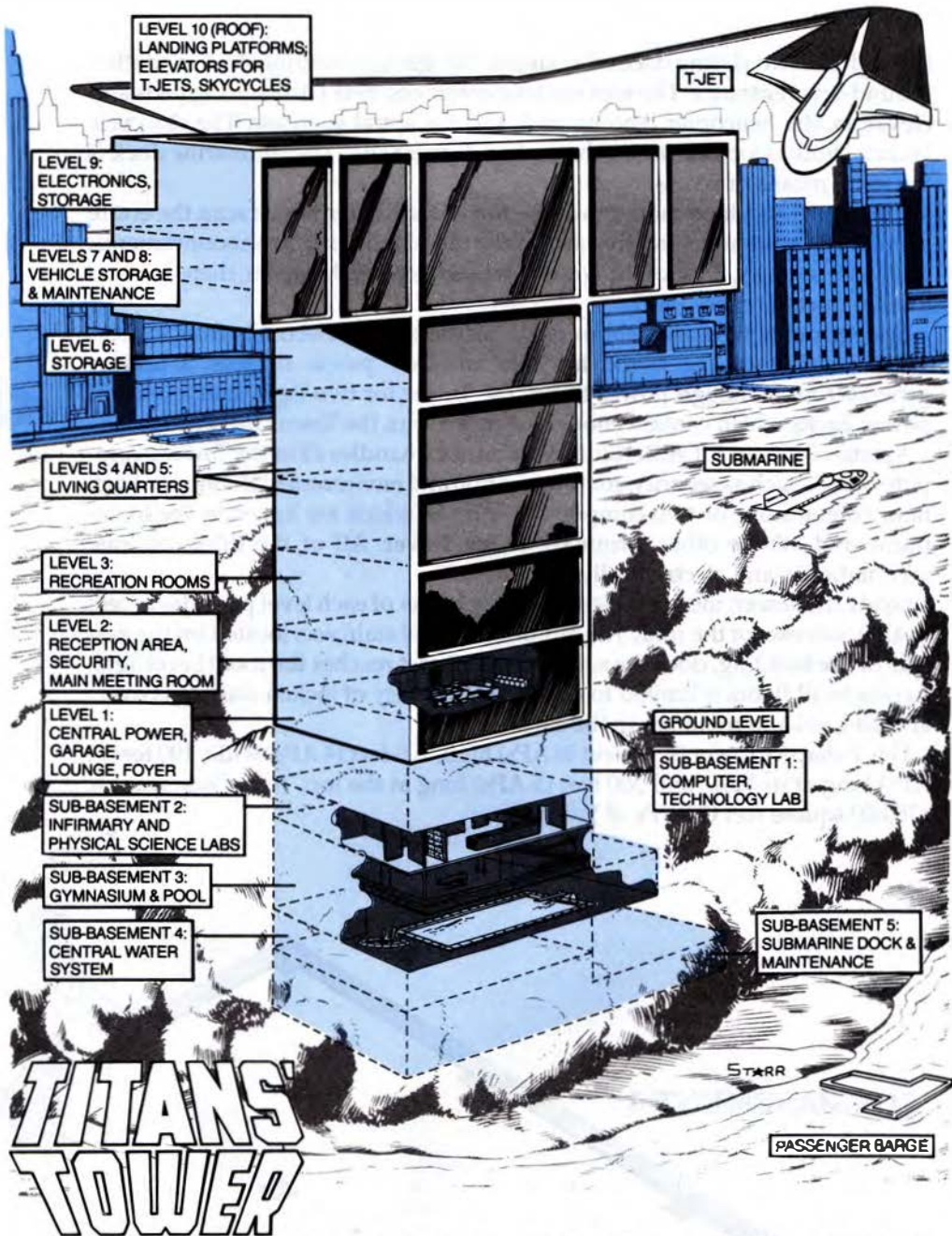
Titans' Headquarters

This headquarters became a necessity after Dr. Light discovered the location of Titans' Lair. The Teen Titans banded together for their second incarnation and soon helped Mal Duncan and Karen Beecher buy Gabriel's Horn, a discotheque in Farmingdale, Long Island. The headquarters was located one level down and was one simple, large room. The group remained at this location until they disbanded.

A bank of video monitors, radio equipment [BODY: 4, Telepathy: 21], and the Titans' Computer [BODY: 2, INT: 6, WILL: 2, Recall: 18, Split: 5, R#: 2] lined the walls. The Titans' paging system was also located here.

Besides the electronic equipment, there was a large table for discussion and strategy sessions. Some minor medical equipment completed the inventory.

When the Titans broke up again, Mal and Karen kept Gabriel's Horn going for a while, then sold it. The basement was presumably cleared of all incriminating equipment, although no one knows the equipment's final fate.



Titans' Tower was originally built for the New Teen Titans by Dr. Silas Stone, after his son Victor became a member. Located on an island in New York's East River, the Tower was designed with comfort and utility in mind, resulting in a place where the Titans could meet, play, relax and even live. The island is a woodland park of about 40 acres (8 APs x 8 APs) and is 1/4 mile from Long Island (8 APs).

When the original Titans' Tower was destroyed by Trigon the Terrible during the Titans' final battle with him, the heroes commissioned one of New York's top architectural engineering firms to rebuild it. The new Tower is almost exactly like the original, with only a few minor technological advancements.

Access to the Tower and island is via air or water. The T-barges, both cargo and passenger types, are the most often used means of transport. Users require a Titan ID card in order to operate any craft, but angry mobs of protesters have been known to invade the island by using small boats.

The Tower's primary entrances are at its base through a revolving door and

through the two sliding doors flanking it. The garage/loading dock is another ground-level entrance. The roof has four entrances: two T-Jet landing pads and elevators, the helicopter landing pad, and the spiral staircase. The sky cycle launch chute is located under the eastern T overhang. The submarine dock is the tenth means of access.

There are four video monitors at the top of the Tower which scan the entire island. A PA system ensures that anyone on the island can hear announcements. To ensure security, none of the Tower's windows open; however, there are ventilation ducts at every level.

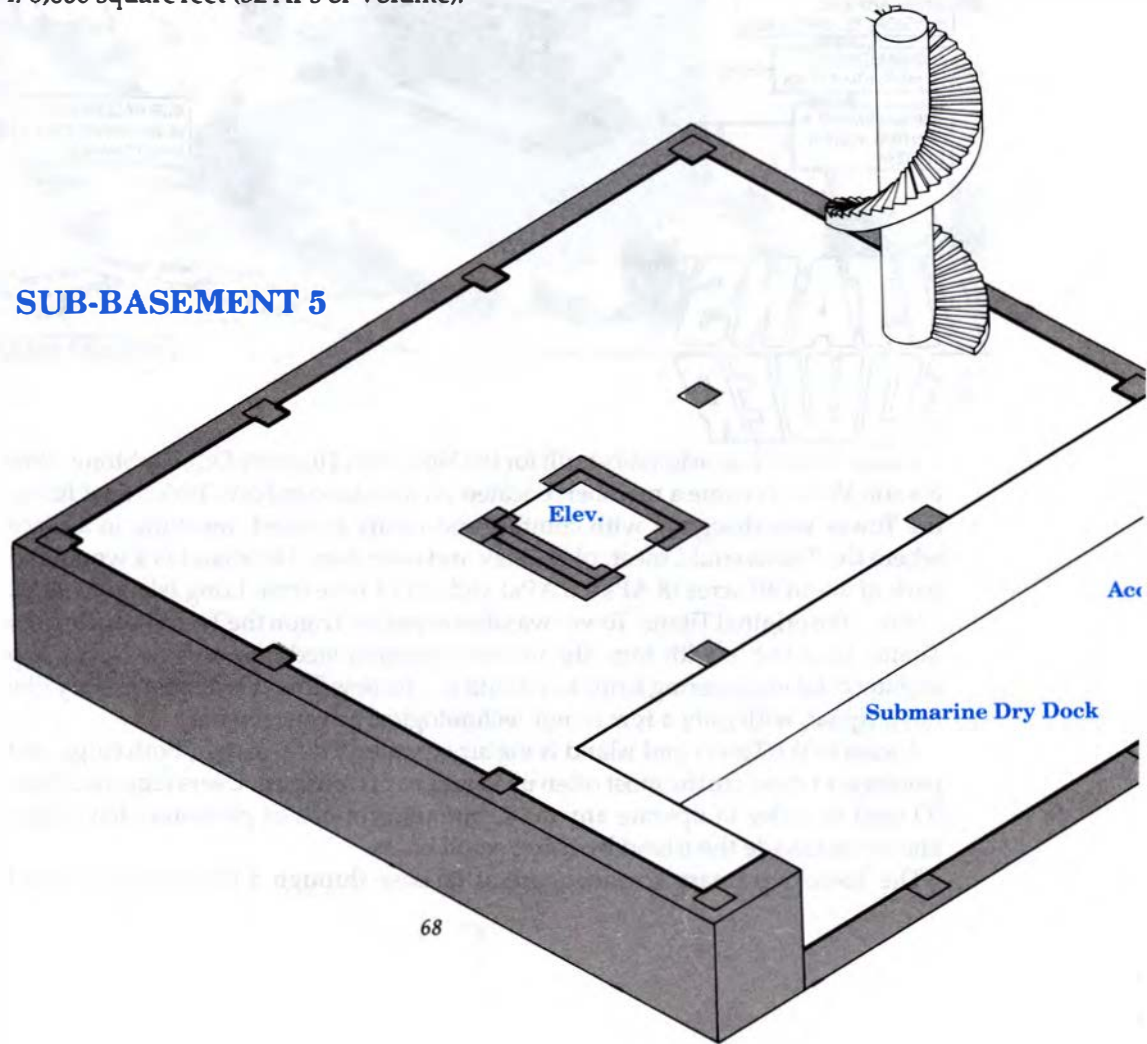
Underground pipes and cables carry all of the island's electricity from sources on the mainland. The island has two auxiliary power sources: a backup generator with enough power to run the Tower for two days, and a bank of power packs which contain enough energy to run the Tower for one day.

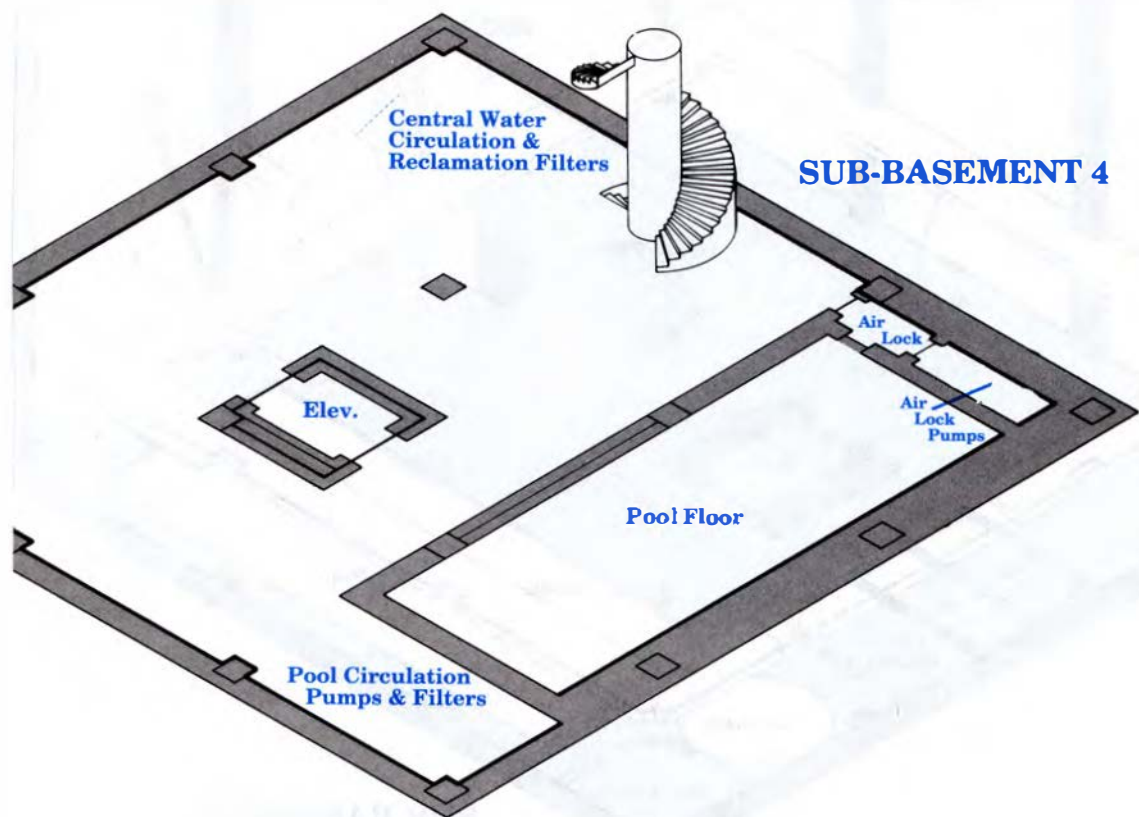
A state-of-the-art S.T.A.R. Kilotrax mainframe handles all of the Tower's computer needs such as security, communication and environmental controls. Each floor contains one or two computer terminals, which are linked to the mainframe and all the other terminals in the Tower. All of the doors operate automatically and electronically.

Inside the Tower, the main elevator in the center of each level provides access to all floors except the roof. The building's spiral staircase, located on the east side of the building, does the same, except that it reaches the roof (Level Ten). Access to all floors is limited to the Titans, courtesy of locked stairwell covers at each level and monitors in the elevator.

The T-shaped Tower is 315 feet (6 APs) high, 100 feet (4 APs) wide, 100 feet (4 APs) long at its base, and 300 feet (5 APs) long at the top. Total floor space is 170,000 square feet (32 APs of Volume).

SUB-BASEMENT 5





SUB-BASEMENT 4

The Tower's foundations are planted in solid bedrock for stability and in compliance with local building codes. The Tower has fifteen levels in all, five underground and ten above, and measures 475 feet (6 APs) from Sub-Basement Five to Level Ten.

Titans' Tower is constructed of matrix glass and reinforced plasteel. Each 10' x 10' section has a BODY of 13 APs, and the Tower as a whole has a BODY of 20 APs. All of the interior doors, floors and ceilings are constructed of the same material and also have a BODY of 13 APs per 10' x 10' section.

The following is a level by level description of the Tower, working from bottom to top. Refer to the corresponding maps on p. 68-82.

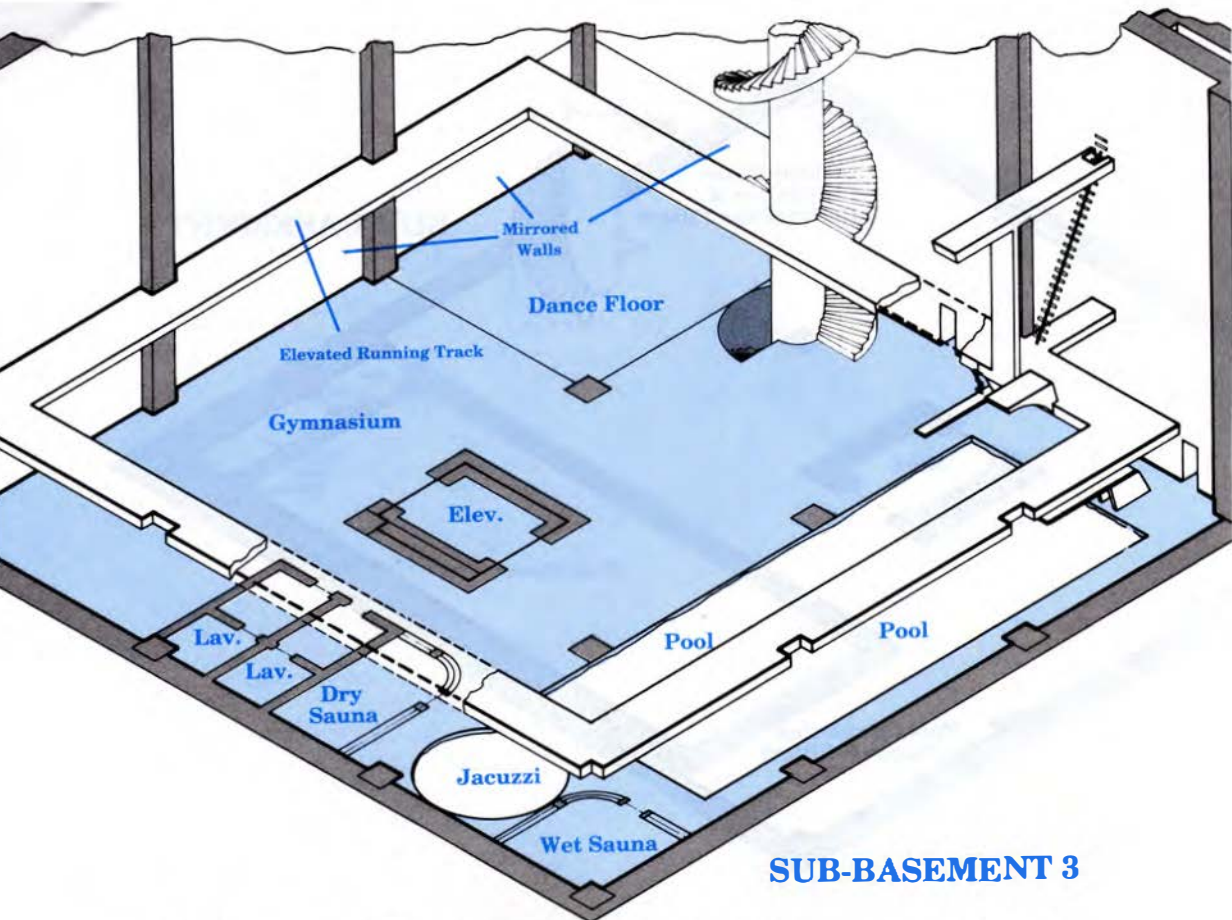
SUB-BASEMENT FIVE

The lowest level of Titans' Tower houses the T-Sub dock, maintenance facilities, and a Laboratory rated at 8 APs. The controls, pumps and generator for the elevator are also located on this level.

The dry-dock on the south side of the Tower is 14 feet (0 APs) deep and connects with the submarine sea-lock, which opens into the East River. Two access doors, one between the sea-lock and the river and one between the dry dock and the sea-lock, are both regularly monitored from the security level and require specially encoded electronic signals for entry.

SUB-BASEMENT FOUR

This level holds the Tower's central water circulation and reclamation filters and pumps, which also serve the swimming pool. Despite the fact that main-



SUB-BASEMENT 3

tenance and operations are performed by the S.T.A.R. Kilotrax, the Titans still monitor this area by checking the gauges every day.

SUB-BASEMENT THREE

The 45-foot (3 AP) high ceiling and integrated design of this level meets the Titans' needs for recreation space. This level is extensively equipped with a great variety of equipment for fun, training, fitness and relaxation.

A gymnasium, with retractable basketball nets, balance beams, soccer goals and volleyball nets, takes up much of this level's floor space. The northeast corner of the gym is a hardwood dance floor with mirrored walls. An elevated running track circles the room's perimeter.

Two racquetball courts can be converted into a full-sized tennis court by retracting the center dividing wall. This facility is located in an annex on the southeast side.

The Titans' Olympic-sized (4 AP long) swimming pool runs along the south wall. The pool is 21 feet (2 APs) deep at the diving end; the pool floor extends down to Sub-Basement Four. Three diving boards are set up at the east end: one meter, three meters, and five meters high.

Along the southwest wall are the steam room, Jacuzzi, saunas, lavatories and dressing rooms. Free weights, universal weight machines (which can be altered to give Troia or Cyborg a sweat), a trampoline, a balance beam, parallel bars and still rings are all located by the northwest wall.

The atmosphere of Sub-Basement Three is environmentally regulated to simulate a sunny day. Four large ventilation ducts, one in each wall, keep the air fresh and dry. Lights recessed into the ceiling and under the running track give daylight-like illumination.

SUB-BASEMENT TWO

This level houses the Tower's infirmary and physical science facilities. Nightwing, being the most actively scientific-minded Titan, spends the most time here, although Cyborg uses the chemistry lab to study cybernetics. These labs are rated at 12 APs.

The chemistry lab fills the southern half of the floor. The protective foyer at the lab's main entrance insures a sterile environment. This is needed due to the presence of many rare, dangerous chemical substances, some of which Nightwing brought with him after he left Wayne Manor.

There are two chemical testing facilities and a large walk-in storage closet in this area. Each of the testing facilities is equipped with various basic scientific equipment such as Bunsen burners, microscopes, test tubes and chemical storage files. Closets contain sterile jackets and gloves, gas masks, first aid kits and emergency showers. Nightwing uses these areas for chemical testing and analysis, and also to develop exploding pellets and small bombs.

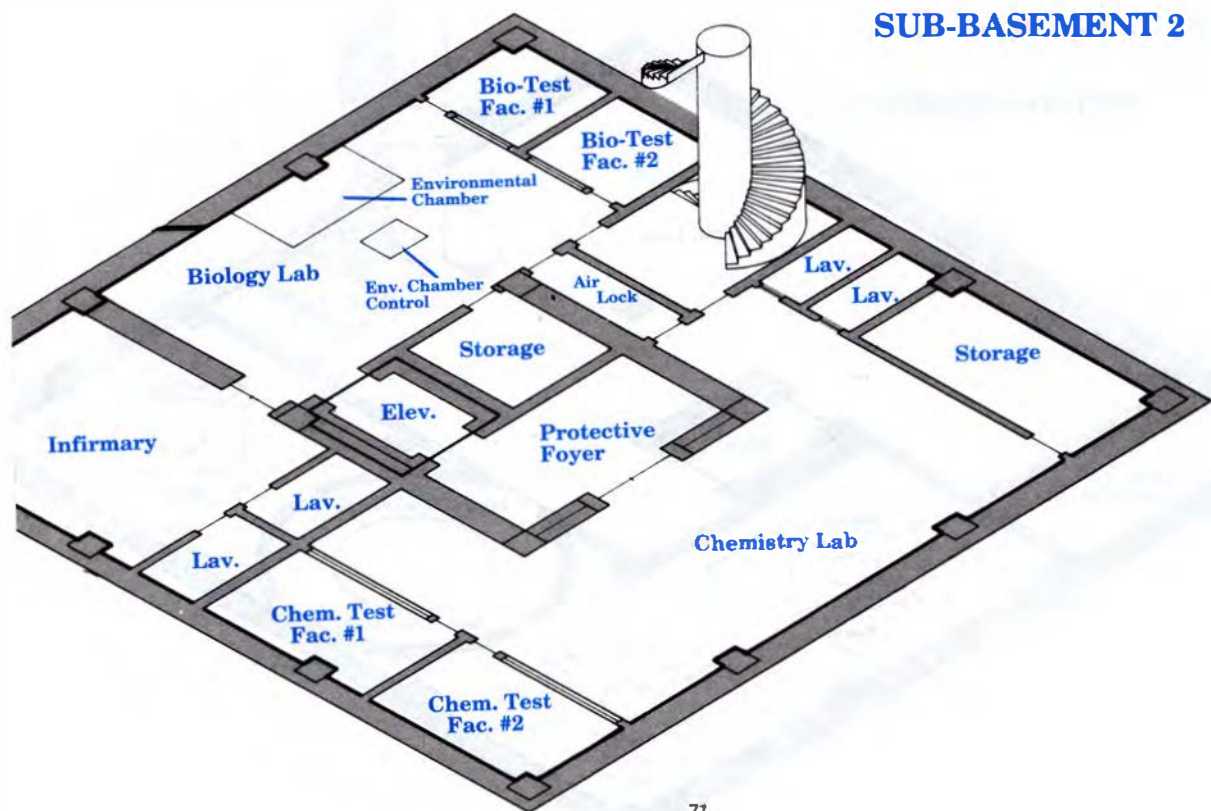
The biology lab occupies the northern half of the floor. All of Nightwing's zoology and botany work is done here, either in one of the two biological testing facilities or in the environmental chamber.

An infirmary at the northwest corner of the floor is registered with the State Board of Health as an emergency care and convalescent facility. While the S.T.A.R. Kilotrax has some skill in medicine, it can do little more than monitor vital signs. This facility gives a Character +2 Column Shifts when using the Medicine Skill.

The infirmary is soundproof and atmospherically regulated to maximize the



SUB-BASEMENT 2



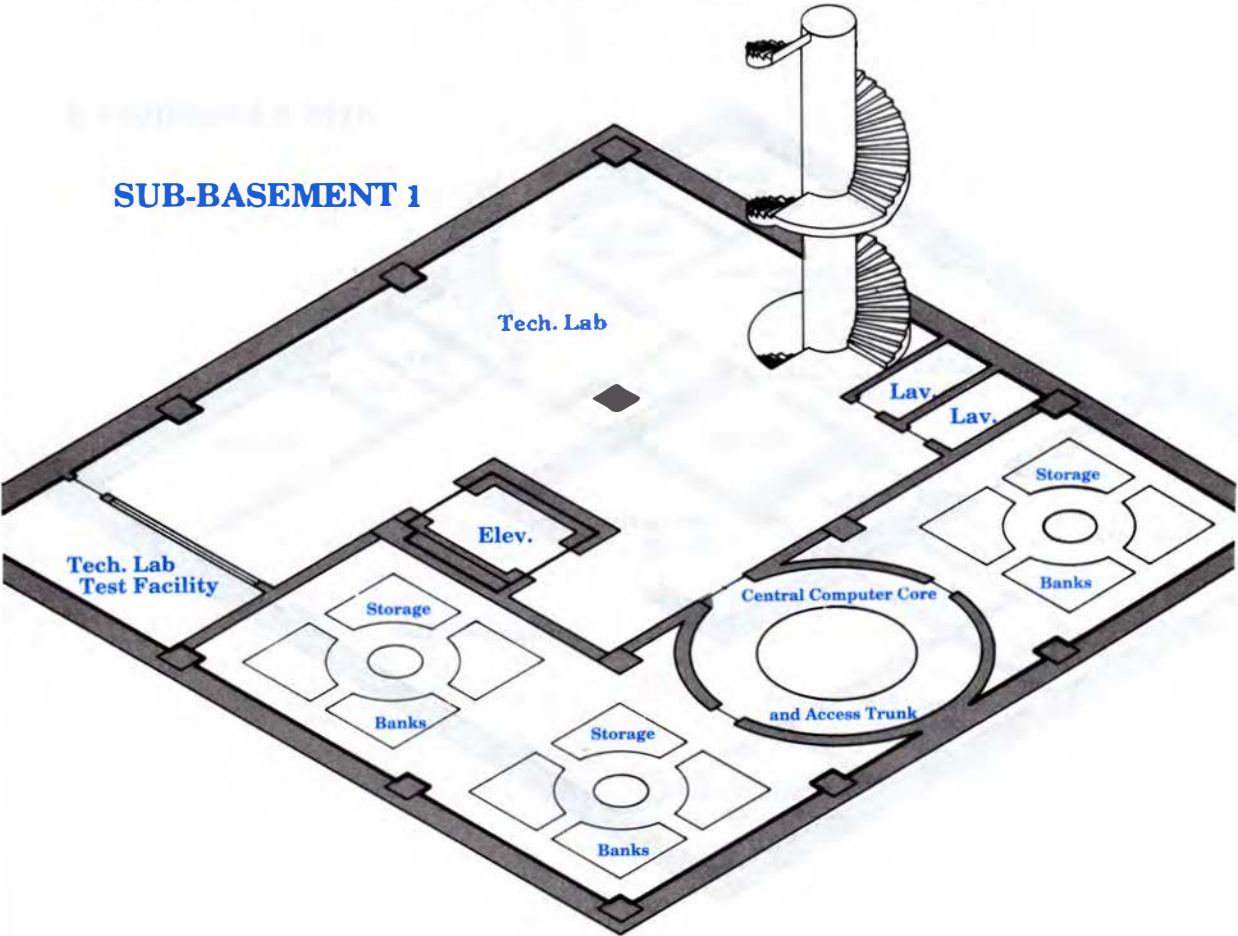
healing process. There are three comfortable beds within reach of the computer console, which gives the patients access to communication and entertainment systems via a large video monitor at the west end of the room. The room's vent ducts are equipped with emergency filters and recirculation pumps in case the room has to be sealed for quarantine.

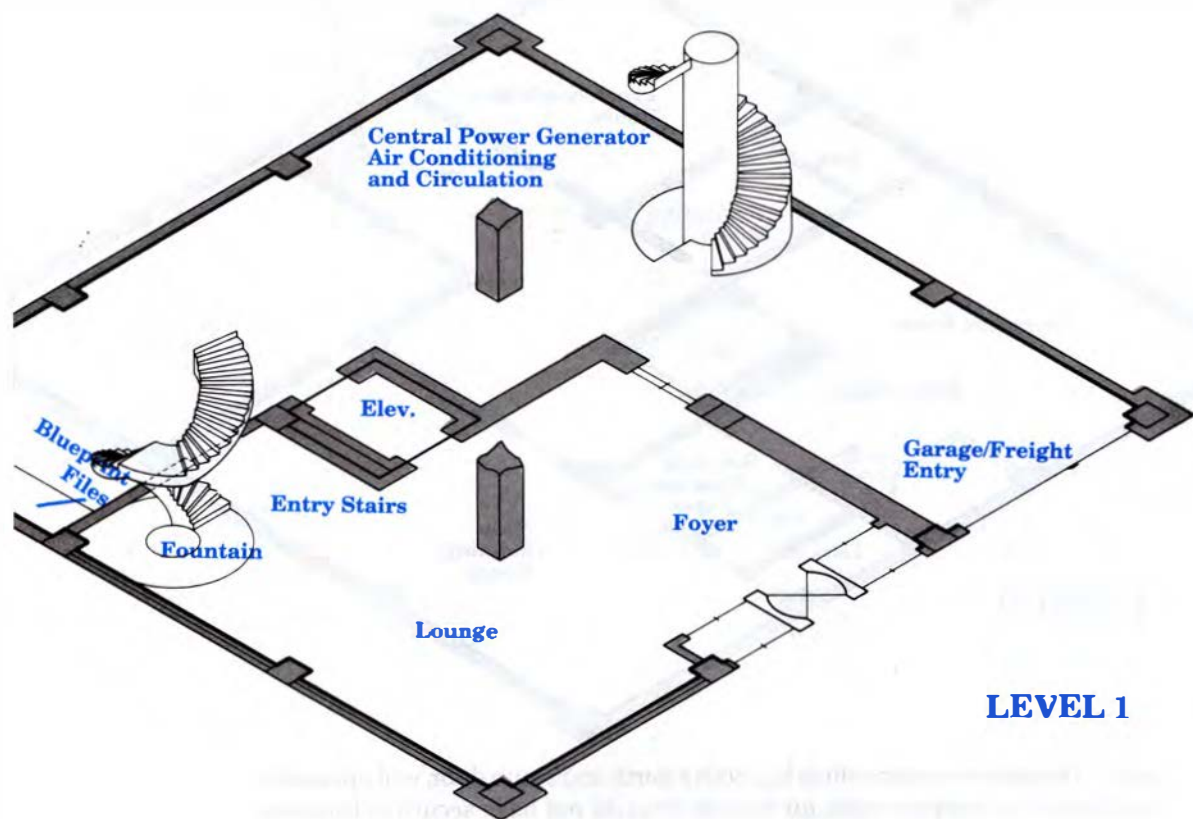
Although the Teen Titans operate on a policy of mutual trust, the doors to the labs, test facilities and storage areas are kept sealed and locked while not in use. Each area is under constant computer surveillance in order to avoid accidents. If a medical accident does occur, the computer automatically locks all access to the contaminated area in four seconds—including the vent ducts—to prevent the contamination from spreading to the rest of the Tower. There is a computer-accessed override within the science facility to prevent anyone from being needlessly trapped in the sealed-off area.

SUB-BASEMENT ONE

This level houses the Titans' S.T.A.R. Kilotrax mainframe computer, and the technology lab and its testing facility. Cyborg and Nightwing are the main users of the tech lab, which handles all of the Gadget building, electronics analysis, experiments and computer programming. File drawers filled with printed and integrated circuits line the room. Nearby closets hold goggles, lab coats and lint-free gloves, and any other equipment needed for repairs or testing can also be found here.

The Kilotrax is the heart of the Tower's computer intelligence system and is located on the south side of the room. A terminal is centrally located on each floor beside the elevator, as well as mini-terminals in other convenient areas. The Titans can also access the computer from remote distances by phone line or





radio frequency. Unfortunately, the caller must be uninterrupted and the signal is not secure.

The most frequently used terminals are in the library, the laboratories, and in the Titans' rooms. The terminal at the base of the central computer lab in Sub-Basement One is the only one that can override or modify any other program or function.

LEVEL ONE

The ground floor of Titans' Tower sits on a 16-foot (1 AP) thick floor and contains the building's main entrance. On the south side of the Tower, a revolving door is flanked by two sliding doors, all automatic, which open into a comfortable lounge/waiting area and foyer. A spiral staircase with a decorative stone fountain at its base leads up to the Level Two reception area.

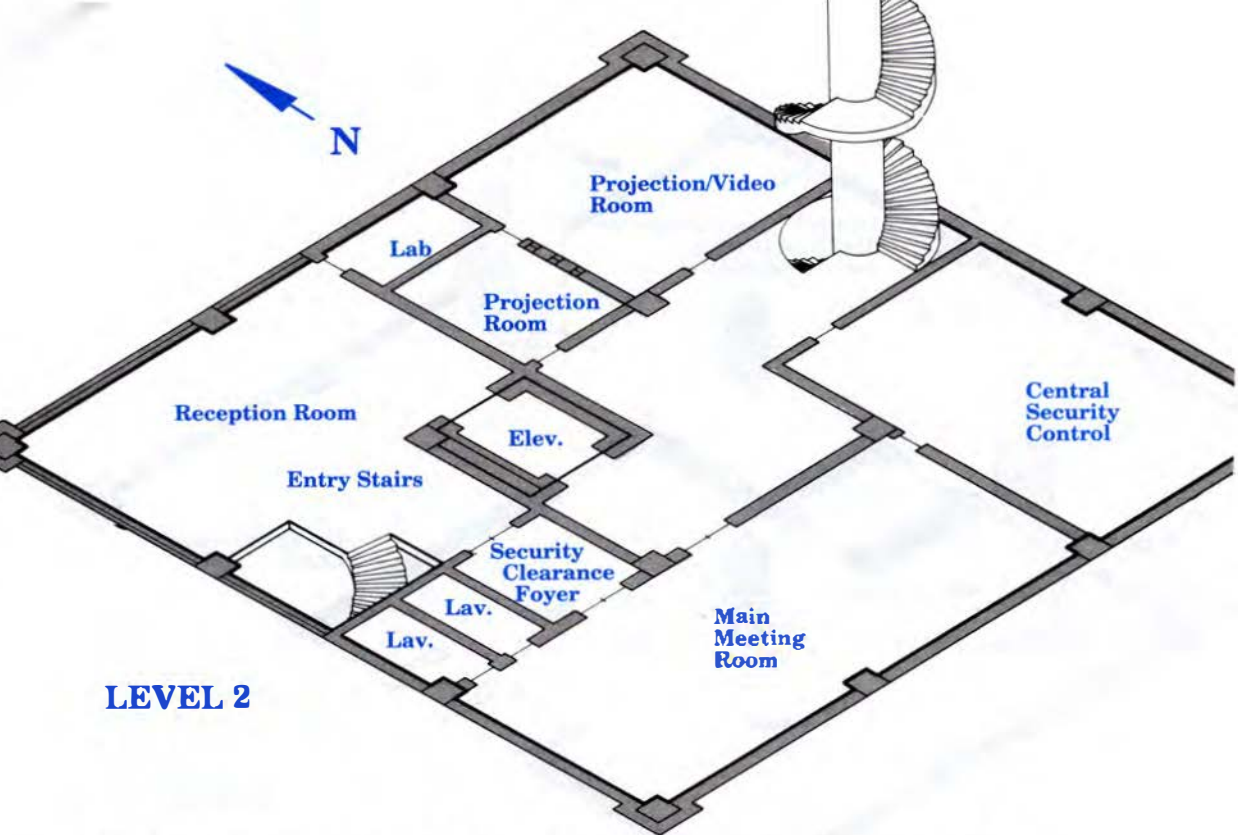
The garage/loading dock entrance on the southeast corner of the building opens to the south. These doors are automatic, but are constantly monitored and require a series of secret access codes.

The Tower's central power generators, central air conditioning unit and air circulation pumps occupy the northern half of the level. They are operated by the computer system. The generators are capable of producing 15 APs of energy.

The northwest corner of this level houses the Tower's master building files, which includes blueprints and technical specifications. This room and all its file banks can only be accessed by the Titans through a series of secret codes.

LEVEL TWO

The spiral stairs from the Level One waiting room end at this level's reception



room. The main elevator, which has both a north and south door, will open only north into the reception area for visitors who do not have security clearance. Like its counterpart downstairs, this room is comfortably furnished with sofas, tables, chairs and reading materials.

Welcome visitors may proceed through the security clearance foyer into the meeting room at the southwest end of this level. A large oval table and chairs fill the center of this room, which is equipped with a computer terminal, audio-visual equipment and a high-resolution video screen for short-term viewing. Conversations held in this room are automatically recorded by the computer and stored in its confidential files; all the Titans and their invited guests are informed of this routine procedure.

The main projection room is located in the northeast corner of this level and is set up as a theatre, complete with a small stage and a large screen.

The central security station is located at the southeast corner of Level Two. This room is equipped with a large computer console which allows instant audio-visual communication with any part of the Tower or its environs. Whenever possible, a Titan sits at the console, monitoring the video reports from the cameras spread throughout the Tower and island. There are also controls here that allow the Titan on monitor duty to override manual control of the T-Jet or T-Helicopter, ensuring the aircraft a safe landing.

An authorized ID is required for entry onto the island and to the Tower. Access to all other areas is limited to the Titans, whom the computer is programmed to automatically recognize with palm and retina sensors. Doors and stairwell covers that do not require special codes slide open at the approach of a person.

The computer sets up the access codes, assigns them to the Titans, then immediately begins a program designed to break the codes. Once it does so, it assigns new codes. Each code lasts only as long as it takes the computer to break it.

The computer, due to its sophistication, can spot environmental changes and is programmed to automatically record and report any sudden deviations of

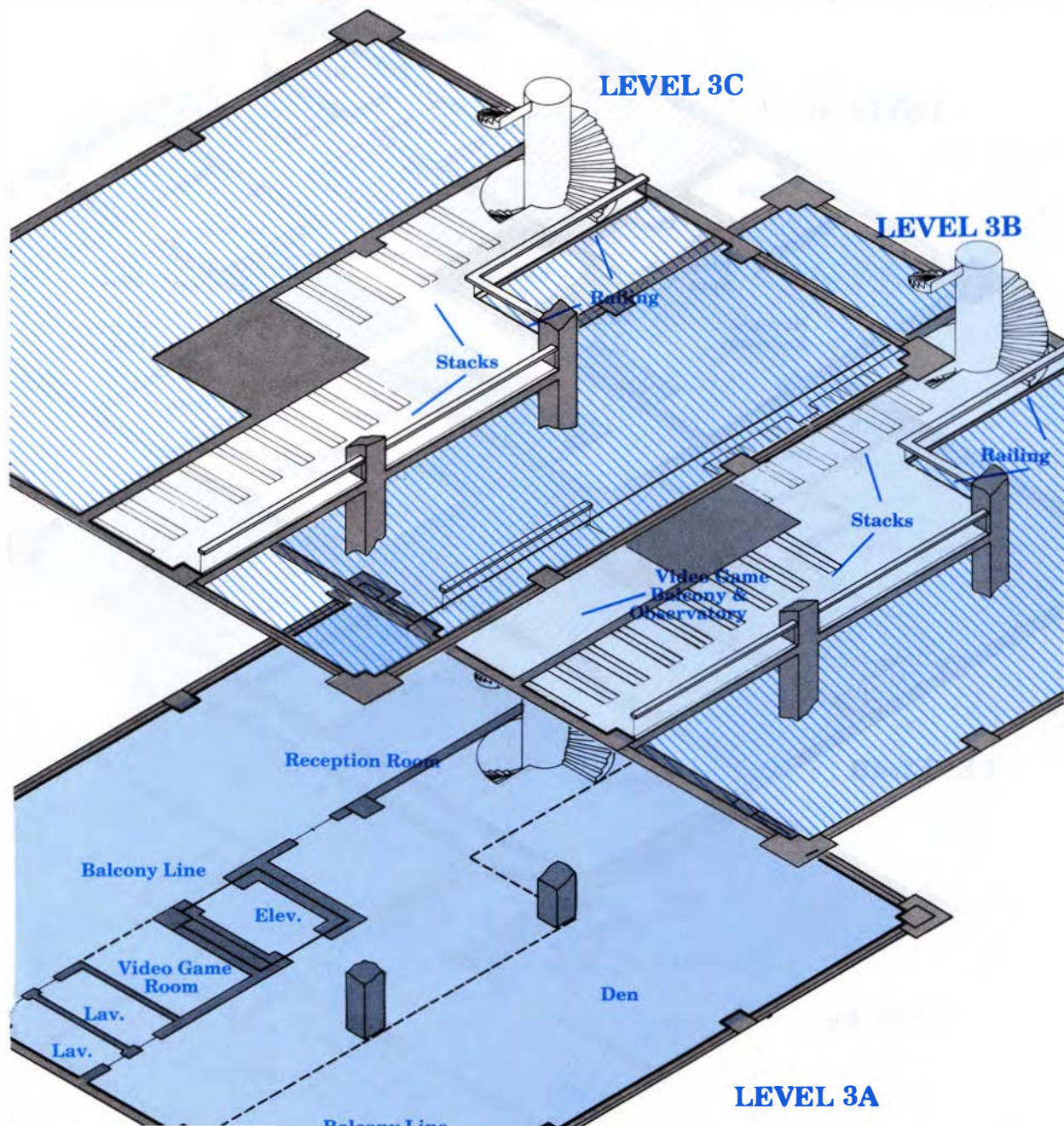
temperatures, structural pressure and air flow.

The Titans have a two step alert system. Step one, Yellow Alert, is activated when the computer senses anyone attempting unauthorized access to the island, Tower or Tower rooms. The Titan on watch is alerted. If the alert is not answered within one minute (4 APs), the computer moves to step two: Red Alert. During Red Alert, a general alarm is sounded over the PA system, within and outside the Tower. The computer will also lock all doors, elevators and stairwell covers in the disturbed areas until the Titan on duty can check the security breach. Red Alert is also activated by the sudden appearance of unauthorized persons within the Tower, as well as physical attacks on the Tower and island.

LEVEL THREE

Level Three is the Titans' common area, with its recreational and instructional reference functions. The ceiling is 36 feet (3 APs) high, and there are two balconies running east-west.

The northern half of Level Three's main floor (3A), is a recreation room, fur-

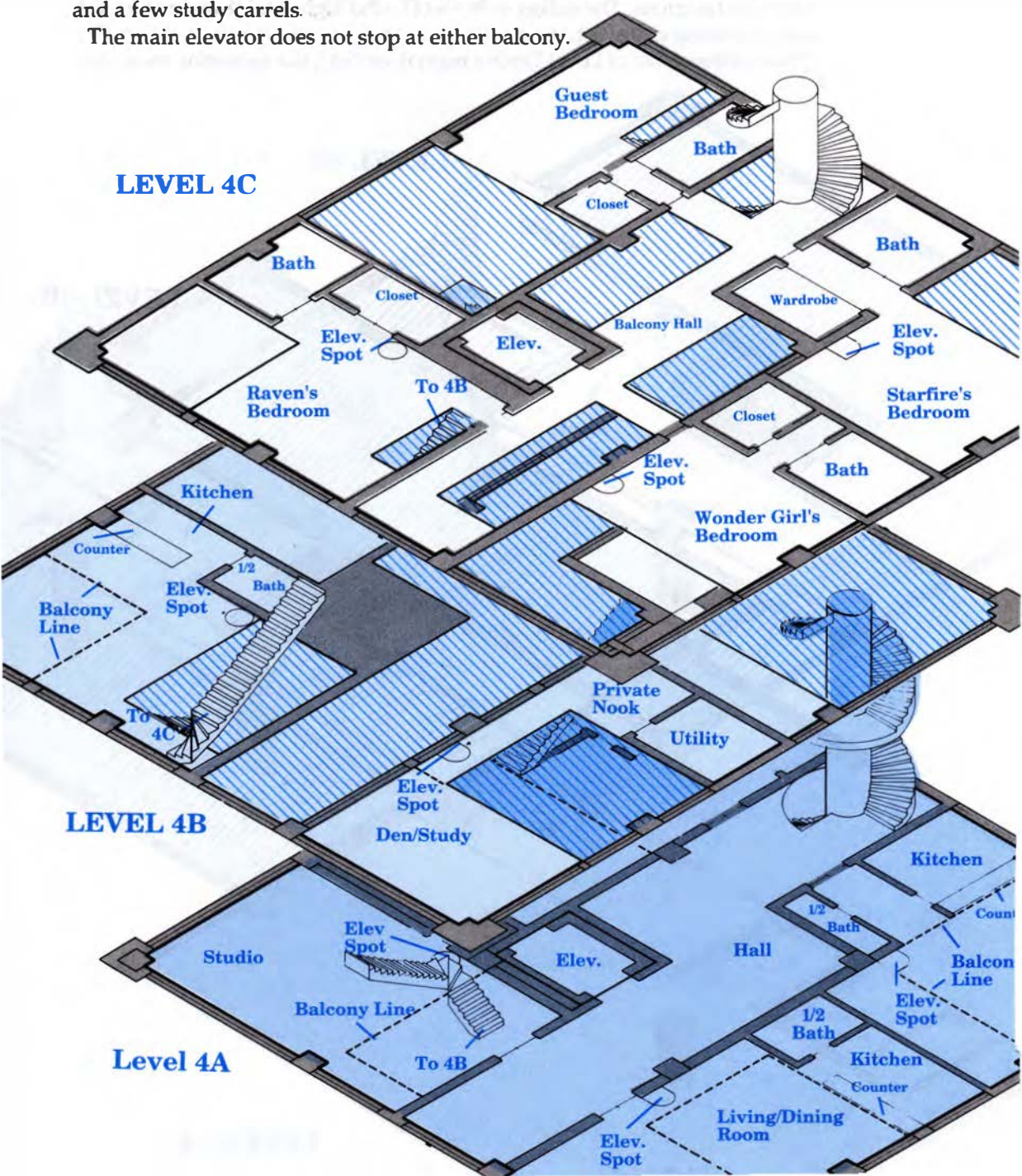


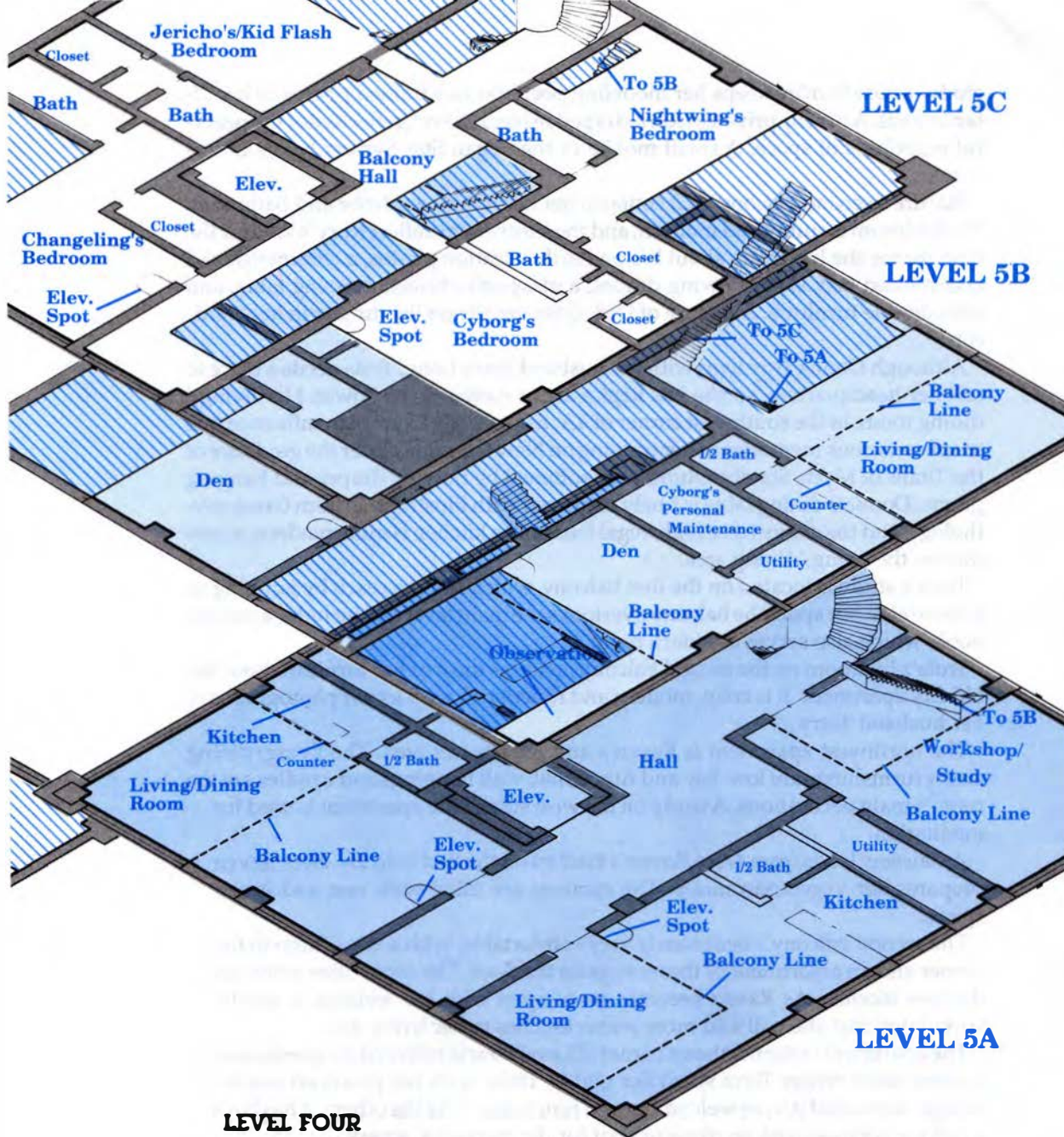
nished with tables, chairs and large comfortable sofas. A large-screen television sits in the east end of the room, while a piano, pool table and Ping-Pong table are located on the west end. A recessed video game nook holds several video games (some of which have been custom-designed by the Titans themselves) and a computer terminal. The room has been designed to act as sort of an acoustic sponge; sounds from the other areas will not disturb those watching TV.

The southern half of Level 3A is a den designed for study and quiet conversation. Bookshelves filled with an extensive collection of periodicals and comic books line the walls.

Special elevator spots (single-person elevating platforms) or the spiral staircase take the Teen Titans to the first balcony (3B), where the library stacks holding the fiction and reference materials are located. There is also a video game balcony and observatory, which contains more video games and overlooks the rec room. The second balcony, Level 3C, holds the non-fiction stacks and a few study carrels.

The main elevator does not stop at either balcony.





LEVEL FOUR

The Titans' split-level, personal living quarters are homes away from home. Raven, Cyborg and Starfire each initially spent most of their time in the Tower, but now live in the city. Level Four belongs to the female Titans. It has two balconies that are only accessible by private staircases and elevator spots.

Starfire's apartment is at the southeast corner of this level. The main floor (4A) is a large, fresh and airy living/dining area, with wall-to-wall plants, sweet-smelling flowers, and small trees, all of which remind Starfire of her native Tamaran. A stone fountain bubbles in the middle of the room, and tiny holographic songbirds flit among the branches of the trees. The furniture is simple and comfortable: moss-green floor pillows and short wooden tables.

The lighting and ventilation systems have been specially designed to simulate a bright breezy day—an effect accentuated by wind chimes.

Starfire may reach the first balcony (4B), which overlooks the foliage below, either by private elevator spot or by flying. The first balcony contains a small

study, where Starfire keeps her modeling portfolio and framed photos of her Titan friends. A nearby private nook is draped in black velvet, reflective of the peaceful emptiness of space. A small mobile of the Vegan Star System hangs in one corner.

Starfire's second balcony (4C) contains her bedroom, wardrobe and bathroom. The bedroom is sunny and modern, and the furnishings reflect Kory's love for the discoveries she has made about life on Earth: vacation photos, a chrome-framed queen-sized bed, sheer flowing drapes, a glass-and-chrome dressing table, and comfortable furniture. A picture of Dick Grayson sits on the dresser in her wardrobe.

Although Donna Troy lives with her husband Terry Long, Troia needs a place to call her headquarters, so she has kept a set of rooms at the Tower. Her living/dining room, in the southwest corner of 4A, has a strong Olympian influence due to subconscious memories of her training on New Chronus under the guidance of the Titans of Myth. Stately columns are softened by flowing drapes and hanging plants. Donna's dining table is finely engraved with illustrations from Greek mythology, and the chairs have high, regal backs. The kitchen is quite modern, a contrast to the living/dining area.

Troia's study is located on the first balcony, which she can reach by jumping or private elevator spot. The balcony overlooks the main level and includes a private nook, which also serves as a dark room.

Troia's bedroom on the second balcony contains most of her furniture from her old city apartment. It is crisp, modern and functional, with lots of photographs of her husband Terry.

The northwest apartment is Raven's and reflects her well. The living/dining area's furnishings are low-key and functional; wall hangings and candles are the room's main decorations. A study on the west side of the apartment is used for meditation.

A stairway leads from 4A to Raven's kitchen on the first balcony. Here Raven prepares her vegetarian meals. The cabinets are filled with rare and exotic spices.

The second balcony's bedroom is very comfortable, with a large futon in the corner and an assortment of throw rugs on the floor. The room often smells of delicate incense. As Raven becomes more open with her feelings, it can be speculated that she will add more warm touches to her living area.

The apartment in the northeast corner of Level Four is reserved for guests, and is most likely where Terra spent her nights. Troia, with her practiced eye for design, decorated it to be welcoming and functional. Like the others, it has both a private stairway and an elevator spot for the balconies' access.

Neither the main spiral stairway nor the main elevator have access to Level 4B.

LEVEL FIVE

Changeling, Jericho, Nightwing and Cyborg share this level. Like Level Four, each unit is a split level, with a main floor and two open balconies.

Nightwing's apartment occupies the southeast corner of Level Five. The main floor (5A) is his workshop/study, and is very similar to Dick Grayson's room in Wayne Manor. Two of the walls are lined with his books, microfilm and slide files, computer printouts and journals. A large mahogany desk and computer work station face east overlooking the East River. Photographs of Kory, Dick and Batman, the first Titans, and the group photo of Titans East and Titans West hang in this room. The thick, leather-bound book which details the first cases of the Titans is also located here.

The utility room is connected to the study and contains file cabinets, a computer terminal and a small chemistry lab.

A stairway leads to Nightwing's kitchen, living room and dining room on the first balcony (5B). The living room is a modern, expansive bachelor's arrangement with deep modular seating and a sophisticated stereo system. In typical bachelor fashion, the kitchen and dining facilities are not used much yet always seem to be untidy.

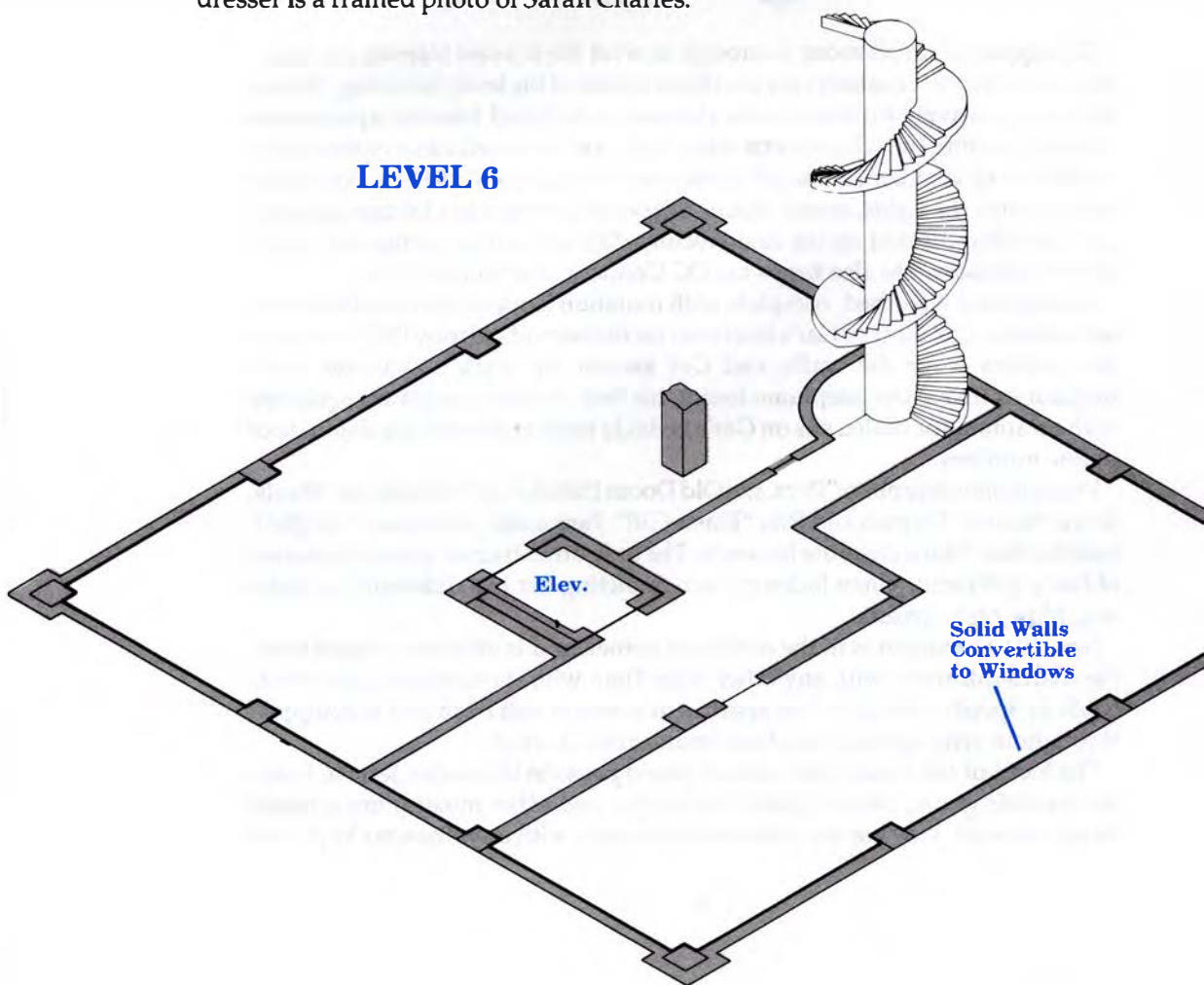
Nightwing's bedroom on the second balcony (5C), overlooks the floors below. It is wood paneled and has a small reading desk in the corner and a tidy double bed in the room's center. Dick's bedside table is covered with books, which are arranged so as not to cover the framed photo of Kory that also sits on the table.

Cyborg lives in the apartment at the southwest corner of the level. The living/dining areas have just enough furniture to allow it to be called "livable," reflecting Cyborg's sensitivity and self-consciousness about inviting friends to visit him in his rooms.

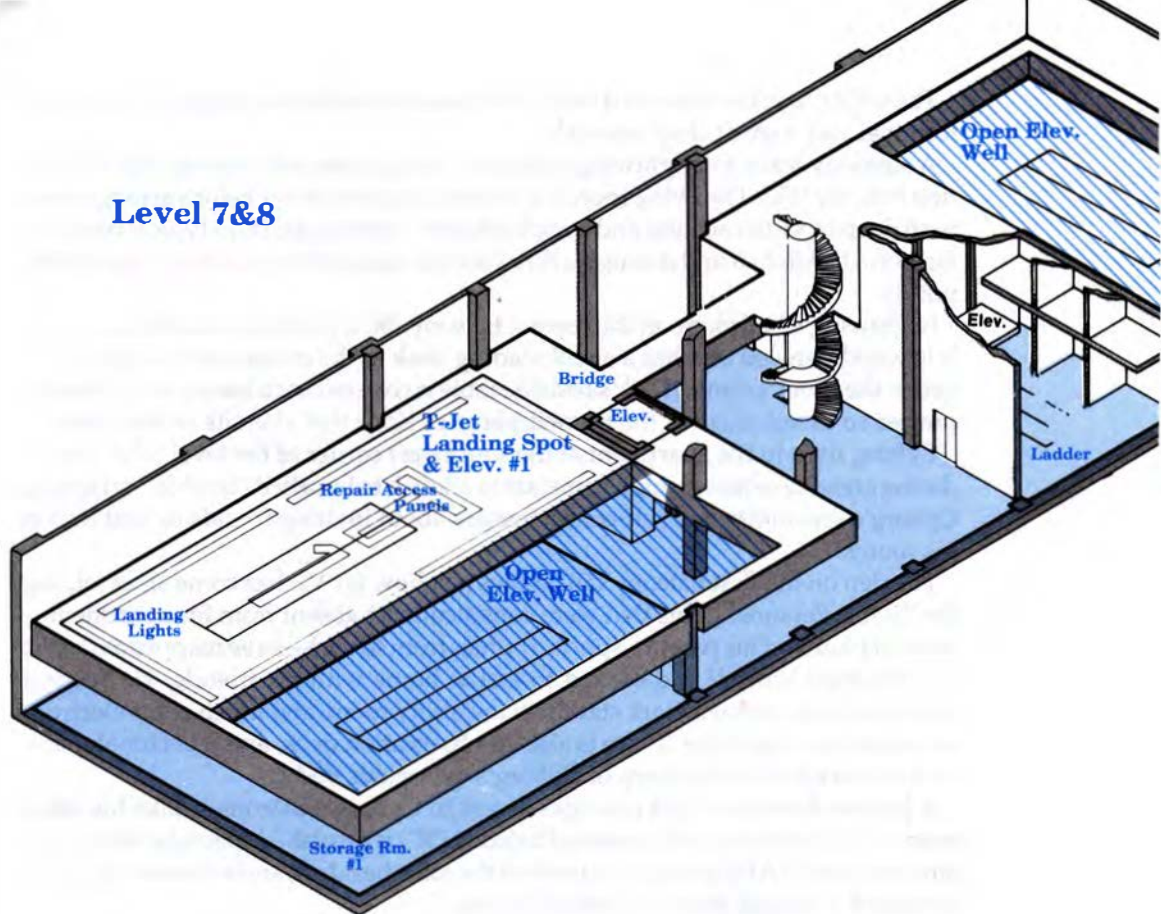
The den on the first balcony (5B) shows just how far Vic has come since joining the Titans. Personal items that were conspicuously absent from his apartment—framed photos of his parents, sports trophies from school—have reappeared as Vic has accepted himself and started to feel at home with his friends. Vic keeps a computer terminal at a work station in the utility room, and much of his electronics research occurs here. There is also an observation deck, and a personal maintenance room for the upkeep of Cyborg's cybernetic body.

A personal elevator spot provides access to Cyborg's balconies. Like his other rooms, Vic's bedroom on the second balcony (5C) is furnished sparsely, with a bed, small tool kit (5 AP's) and power pack on the table beside it, and a dresser. Atop the dresser is a framed photo of Sarah Charles.

LEVEL 6



Level 7&8



Changeling's garish room is enough to send the bravest interior decorator into convulsions. Located in the northeast corner of the level, his living/dining area is expensively furnished with chrome-framed and fake-fur upholstered modular seating (which converts into a bed), an oversized stereo system, and a plethora of lava lamps and silkscreen wall hangings. A console beside the sofa controls the lights, music, doors, drapes and even some kitchen gadgets. Gar has filled his den on the first balcony (5B) with video games and a big-screen television. He also keeps his DC Comics collection up here.

A king-sized waterbed, complete with imitation leopard skin comforter and satin sheets, fills most of Gar's bedroom on the second balcony (5C). Provocative posters cover the walls, and Gar keeps a big stack of low-key girlie magazines under the telephone beside his bed. A mini-computer, equipped with an automatic dialer, sits on Gar's bedside table and stores his database of phone numbers.

Framed photographs of Terra, the Old Doom Patrol, Cliff "Robotman" Steele, Steve "Mento" Dayton and Rita "Elasti-Girl" Farr, a still from *Space Trek 2022*, and the Teen Titans decorate his walls. The only other framed photographs are of Gar's girlfriend, Jillian Jackson, each depicting her in a different hair color (e.g. blue, pink, green).

Jericho's apartment is in the northeast corner, and is an oasis of good taste. He shares this room with any other male Titan who stays around for a while (such as Speedy or Flash). The apartment is bright and fresh and is equipped throughout with special visual communication devices.

The focus of the room is the concert grand piano in the center. Jericho keeps his acoustic guitar, electric guitar and amps, and other musical instruments along one wall. Joey has set up his stereo system with a synthesizer keyboard

and headphones, so that he can compose or practice without disturbing anyone else.

Jericho paints in the den on the first balcony. The utility room is well-stocked with canvases, easels, paints, brushes and special lighting.

Joey's second balcony bedroom is simply and tastefully furnished, with two double beds and bright prints on the walls. Framed photographs of his mother Adeline Kane, Kole, and a family portrait which includes Slade and Grant Wilson, hang in the bedroom.

LEVEL SIX

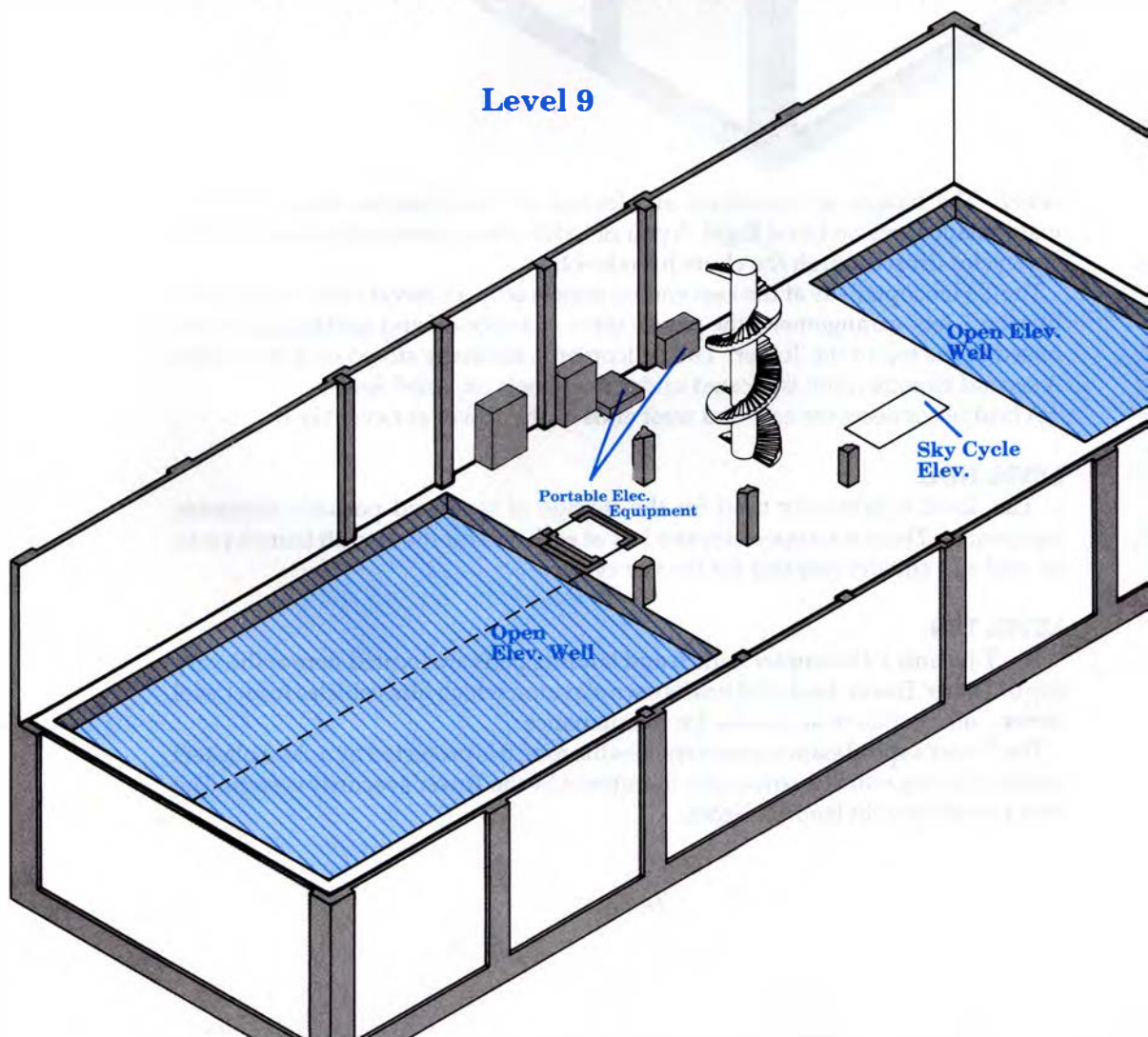
Level Six is primarily reserved for storage, although two more living quarters have been built here, one which was formerly occupied by Danny Chase.

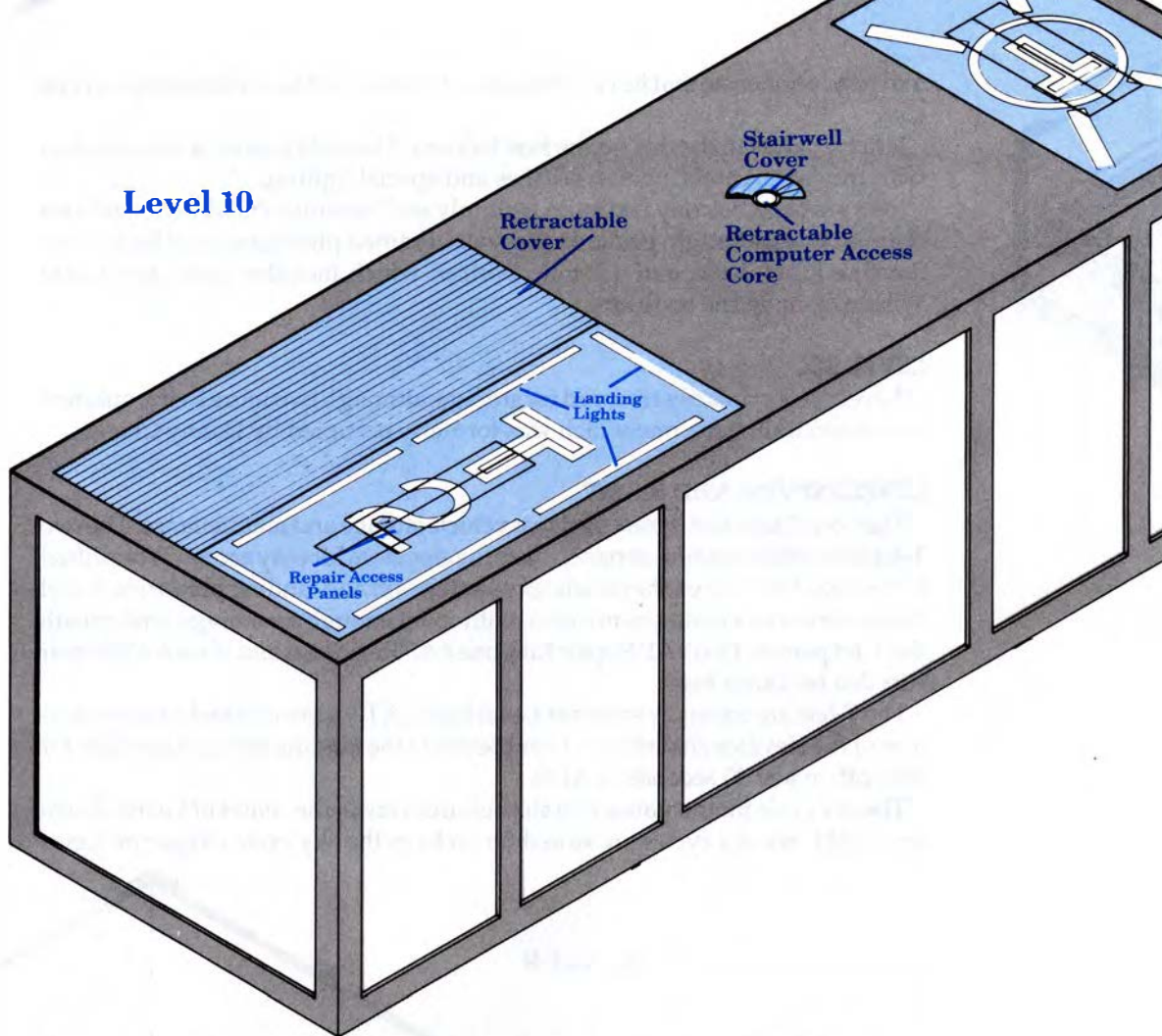
LEVELS SEVEN AND EIGHT

The Teen Titans use these Levels for vehicle storage and maintenance. The two T-Jets sit at the west end on panels atop the elevators for easy access. When lifted to the top of the Tower, the panels serve as take-off and landing platforms. Level Seven serves as a maintenance area, with room enough for storage underneath the T-Jet panels. Two 9 AP Repair Kits, one 8 AP Repair Kit and three 6 AP Repair Kits can be found here.

The T-Jets are normally stored at Level Eight. A T-Jet can be lifted from the bottom of the elevator chamber on Level Seven to the landing pad on Level Ten for take off, in just 30 seconds (3 APs).

The sky cycle maintenance and storage areas are in the center of Levels Seven and Eight. Six sky cycles are stored on racks in the sky cycle hangar on Level





Level 10

Seven. The hangar also contains an elevator to transport the sky cycles to a maintenance area on Level Eight. A pair of hatch doors opens in the floor, and the sky cycles drop through the chute for take-off.

The T-Helicopter sits at the east end on panels atop an elevator for easy access; like the T-Jets' arrangement, the panels serve as a take-off and landing pad when raised to the top of the Tower. The helicopter is normally stored on Level Eight. A second storage room is located under the panels on Level Seven.

A bridge connects the east and west ends of the Tower at Level Eight.

LEVEL NINE

This level is primarily used for the storage of tools and portable electronic equipment. There is an open elevator bay at each end for the aircraft launch pads, as well as a smaller elevator for the sky cycles.

LEVEL TEN

The T-Jet and T-Helicopter launch and landing pads are located here at the very top of Titans' Tower. Each pad has its own elevator, which lifts vehicles from Level Seven, making them accessible for maintenance.

The Tower's spiral staircase also reaches the roof; it is protected by a clear plasteel stairwell cover, which is constantly monitored by the Tower's security system. The roof is well-lit with landing lights.

Friend

Everybody needs friends, right? Who else are you going to turn to, yell at, love, alienate, hang out with, and otherwise get to know? The following individuals are people whose lives have intertwined with the Titans' over the years.

ADELINE KANE WILSON

DEX: 6	STR: 4	BODY: 4
INT: 7	WILL: 7	MIND: 5
INFL: 6	AURA: 4	SPIRIT: 4
INIT: 23	HERO POINTS: 30	

• Skills:

Detective: 6, Martial Artist: 6, Military Science: 7, Thief: 4, Vehicles: 4, Weaponry: 5

• Advantages:

Connections: New Titans (High), Intelligence Community (Low); Iron Nerves; Lightning Reflexes; Sharp Eye

• Drawbacks:

Dark Secret

• Motivation: Responsibility of Power

• Occupation: Head of Searchers, Inc.

• Wealth: 6

• Background:

Adeline Kane grew up the daughter of wealthy parents. Her father taught her everything he had learned while working as a liaison for communist guerrilla fighters during World War II. In turn, Adeline served in the U.S. Army prior to the Viet Nam era as an instructor in a special training program at Camp Washington. It was here that she met and immediately fell in love with Slade

Wilson. After she trained him in military tactics and then bested him in a contest, he fell in love with her.

Adeline had two sons by Slade. Grant, the late Ravager, was born the day Slade left for Viet Nam. Joseph, now known as Jericho, was born after Slade had been a medical test subject in the army. When Joseph was a toddler, he was kidnapped by a terrorist known as the Jackal. It was at this point that Adeline learned of Slade's dual identity as Deathstroke, the Terminator. She went with the Terminator to rescue her son, but Joseph's vocal cords were cut because of Slade's pride. Adeline was so enraged that she attempted to kill Slade, but he dodged the bullet and lost his right eye. Unable to bring herself to take a second shot, she divorced him.

Adeline founded Searchers, Inc., a worldwide information network that passes itself off as a detective agency. The company does not always operate in ways that her son Joseph approves of. When the Terminator captured the Titans in fulfillment of the contract the Ravager had accepted from the H.I.V.E., it was Adeline who brought Dick Grayson and Joseph together and revealed the Terminator's origins. Nightwing and Jericho made their heroic debuts at the same time, and rescued the other Titans from the H.I.V.E., Terra and the Terminator.

• Role-Playing:

Adeline is an excellent hand-to-hand combatant and detective, having been trained by the best army officers available. Adeline is a tough woman, who genuinely loves and cares for her son, Jericho; it is entirely possible that she still loves Slade Wilson. Adeline has great respect and admiration for the Titans, and is confident that her son is in good company.



AQUAGIRL deceased

DEX: 6	STR: 7	BODY: 7
INT: 5	WILL: 7	MIND: 9
INFL: 3	AURA: 4	SPIRIT: 4
INIT: 16	HERO POINTS: 35	

• **Powers:**

Water Freedom: 7, Telepathy: 8

• **Skills:**

Martial Artist: 8

• **Limitations:**

Telepathy only works with Atlanteans.

• **Advantages:**

Area Knowledge (Atlantis); Connections: Aqualad (High), Aquaman (Low), New Titans (High)

• **Drawbacks:**

Fatal Vulnerability: Tula must immerse herself in water every hour or she begins to die as per the Fatal Vulnerability rules.

• **Alter Ego:** Tula

• **Motivation:** Upholding the Good

• **Occupation:** None

• **Background:**

Tula was raised by the royal family of Atlantis, since her real parents died soon after her birth. She was schooled in Atlantean ways and secluded in the royal home, where she met Aqualad and fell in love with him.

Adopting the code-name Aquagirl, she ventured onto dry land and accompanied Garth on a few Teen Titans missions, most importantly, the defeat of the H.I.V.E. and the destruction of their undersea base near Atlantis. All in all, Tula's life was normal and quiet.

This changed when Aquaman, then King of Atlantis, forsook the throne to search for his wife Mera. During his absence, Atlantis was ruled by Narkran, who turned into a dictator. His regime fell when Tula led a rebellion in which she almost died.

Tula's luck ran out during the *Crisis*, where she died in a body of water poisoned by Chemo.

• **Role-Playing:**

Like all Atlanteans, Tula could breathe underwater and communicate telepathically. She developed strong muscles as a result of her continued exposure to ocean pressures.

Tula was a very upbeat sort of person who seemed to enjoy mischief and life. Because she was raised in a city that knew much war, she learned the martial arts and how to take care of herself, despite Garth's overly concerned man-

ner. She seemed to be happiest when she was with Garth.

ARELLA

DEX: 3	STR: 2	BODY: 2
INT: 3	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 4
INIT: 9	HERO POINTS: 15	

• **Skills:**

Occultist: 4

• **Advantages:**

Area Knowledge, (Azarath); Connections: New Titans (Low)

• **Drawbacks:**

Dark Secret

• **Alter Ego:** Unknown

• **Motivation:** Upholding the Good

• **Occupation:** Unknown

• **Wealth:** 3

• **Background:**

The woman known as Arella was a member of a cult trying to bring the devil to Earth. Instead, the cult brought Trigon in the guise of a handsome man with gold-flecked eyes. Arella was whisked away to his dimension, became his wife and carried Trigon's seed, which was to be Raven. After the conception, Trigon showed her his true form and cast her back to Earth.

This despairing, weak-willed woman was about to commit suicide when she was stopped by a messenger who brought her to Azarath, where she began a new life. It was here that she was given the name Arella, which means "The Messenger Angel."

Through the birth of Raven, Trigon's evil came to Azarath. Azar, the teacher and guide of the Azarathians, took Raven under her tutelage, while Arella was re-assigned to temple duties. When Azar died, Arella resumed raising Raven and was alarmed at her daughter's distant manner. When Raven turned eighteen, she sensed Trigon's power returning and fled to Earth.

Arella remained on Azarath, and during the Titans' first encounter with Trigon, she eventually rescued Raven from him. After the Titans combined their powers and banished Trigon into



the Nether-Verse, Arella assumed the duties of guarding the doorway against any attempt by Trigon to return.

Trigon did indeed return when his influence over Raven reached a powerful level. In the ensuing battle, Arella and the Titans were pitted against Trigon and a possessed Raven. When Trigon was destroyed and Raven's body disappeared, Arella embarked on a quest to find her daughter. Arella found Raven, as did the forces of Brother Blood, who captured both mother and daughter. The two were rescued by Robotman, Azrael and the New Teen Titans after Raven shattered Brother Blood's

mind. Arella was injured in the battle, but recovered. Her present location is unknown.

• Role-Playing:

From the start of Arella's association with Trigon, she has grown from a weak-willed woman into a tough-spirited woman who loves her daughter without reservation. Arella tends not to get involved in combat, but when she does, she tries to protect Raven at all costs.

AZRAEL

DEX: 7	STR: 7	BODY: 6
INT: 4	WILL: 3	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INIT: 14	HERO POINTS: 25	

• Powers:

Flight: 7

• Drawbacks:

Innocent; Serious Irrational Attraction to Lilith

• **Alter Ego:** The Winged Man

• **Motivation:** Unknown

• **Background:**

The Winged Man was found frozen in suspended animation inside an Alaskan glacier by a S.T.A.R. Labs research team. He was revived and soon met the New Teen Titans and Lilith, falling hopelessly in love with her. Lilith reciprocated those feelings only somewhat. This incident occurred after Terra's betrayal, but before the ultimate defeat of Trigon.

The Winged Man was tricked by the Church of Blood into thinking that he was Azrael, the angel of Death. It was he who dropped the broken-spirited Brother Blood off at a monastery when the villain's mind was broken by Raven. His current whereabouts are unknown.

• Role-Playing:

The Winged Man does not know who he is, from where he comes, or what his purpose is in life. All he knows is that he loves Lilith. When he is separated from her, he has an amazing talent for spewing forth the most inane, love-smitten monologues that can drive even the most tolerant Titan crazy.

Azrael is obviously a very confused young alien. He is naive and very single-minded. He is not much of a fighter, and thus far his only known ability is flight, achieved by a pair of angel-like wings on his back.

DOVE II

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

• Powers:

Danger Sense: 5

• Skills:

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

• Advantages:

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

• Drawbacks:

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

• **Alter Ego:** Dawn Grainger

• **Motivation:** Responsibility of Power

• **Occupation:** College Student

- **Wealth:** 3
- **Background:**

During the *Crisis*, Dawn Grainger was approached by the Lord of Order who had created the original Dove. Dawn was given powers similar to Don Hall's, making her the new and improved "law half" of Hawk and Dove. This improvement is due to the fact that Dawn is not a blood relation of Hank "Hawk" Hall as was Don.

Dawn transferred to the university that Hank was attending in Washington D.C. There, she confronted Hank while he was in his Hawk identity. At first, Hank refused to accept this new Dove, but he has finally accepted her.

Dawn only recently met the Titans. She gave Troia her name and address and told Donna to call her if the Titans ever need help.

There is evidence that Dawn was visited by the ghost of Don Hall, who made known his approval of her role as the new Dove. Whether this was a delusion brought about by a cold or if it really happened, no one knows.

- **Role-Playing:**

Dove is an intelligent young woman and a natural athlete. She is certainly not the wimpy, uncertain Dove that Don was; rather, her Dove is a reserve of quiet strength who uses her head in a crisis but acts when needed. Dawn gets along well with the Titans.

When role-playing Dove, it should be kept in mind that she only appears in costume when danger is present and she utters the word "Dove." It is important to remember that Dawn serves as a tempering effect on Hawk.

FRANCES KANE

DEX: 3	STR: 2	BODY: 3
INT: 4	WILL: 5	MIND: 5
INFL: 3	AURA: 2	SPIRIT: 3
INIT: 10	HERO POINTS: 15	

- **Powers:**

Magnetic Control: 10

- **Skills:**

Charisma: 4, Vehicles (Air, Land): 4

- **Advantages:**

Area Knowledge (Blue Valley); Connections: New Titans (Low), Wally West (High)

- **Drawbacks:**

Uncertainty

- **Alter Ego:** Magenta

- **Motivation:** Unwanted Power

- **Occupation:** College Student

- **Wealth:** 3

- **Background:**

Frances grew up in Blue Valley and has known Wally West since he was seven. They both attended the local college when Wally left the first version of the Titans to pursue his schooling.

A teenage Frances was the only survivor of a car crash that killed her brother and father. This crash also brought about the first manifestation of her magnetic powers, when she inexplicably floated to safety.

Frances began going into trances which triggered her uncontrolled powers. Her mother claimed that Frances was possessed by the devil. In reality, Frances was being controlled by Dr. Polaris, a criminal exiled to another dimension by the Green Lantern. Polaris was using Frances' powers in an attempt to get back to Earth. Wally and the Titans came to Frances' aid, and a device was rigged up by S.T.A.R. Labs and Cyborg to end her powers' threat.

In the meantime, Frances found out that Wally was Kid Flash and began to fall in love with him again. When her powers returned yet again, Frances went to Wally for help, and ended up helping the Teen Titans on a couple of cases. During Wally's time with the Titans, Frances often insisted that he give up being a superhero.

When Wally gave up being a hero because of his disease, Frances was happy and encouraged him to stick to his decision; she had never liked her own powers or felt comfortable with the Titans.

After Wally was cured and became the Flash, he and Frances briefly lived together. Frances, however, did not feel ready for such a move and eventually changed her mind and moved home.

• **Role-Playing:**

Frances is an average person who just wants to avoid superheroics of any sort. She is over-protective of Wally and tries to shield him from the Titans. Frances cares very much for Wally, but she is a very cautious girl.

Frances has the power to magnetically move objects with her mental will. Despite this, she is a reluctant heroine at best. At one time, when Frances was trying to convince Wally to leave the group, she even called the Titans "freaks." She seems to dislike Raven, who had previously made Wally fall in love with her in order to get him to join the New Teen Titans.

RED STAR

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

• **Powers:**

Running: 6, Reflection/Deflection: 9

• **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:**

A young Leonid Kovar accompanied his father in an investigation of the historical 1908 Siberian meteor crash site, located near the Yenesei River in their native Soviet Union. The two discovered the wreckage of an alien spacecraft, and, with typical boyish curiosity, Leonid entered the craft and began fiddling around with a control panel. A power surge shot through the boy, irradiating him with mysterious energy.

As Leonid grew, he discovered that the accident had increased his natural

abilities to a superhuman level. A citizen filled with love and devotion to the Rodina (Motherland), Leonid offered his services to the Soviet government and became their first superhero, code-named Starfire.

Starfire's first contact with Western heroes took place in Sweden, where he helped the Original Teen Titans defeat a jewel thief known as Andre Le Blanc.

Several years later, Leonid became engaged to a Soviet clerk named Maladi Malanova. Unfortunately, a bitter and insane Soviet bureaucrat infected Maladi with a radiation plague and sent her to the U.S. to spread the disease. When Leonid learned that Maladi's death was inevitable, he volunteered to go to America and end her suffering mercifully. He also brought an antidote for the people Maladi had infected.

Due to a conflict of what both sides considered duty, Starfire wound up fighting his old friends the Teen Titans. Eventually, the plague was halted when Maladi was allowed to die.

After his return, the government renamed him "Red Star," which has a more patriotic ring to it. Red Star fought well during the *Crisis* and continued serving his government loyally.

A recent mission was a Glasnost-inspired exchange of American and Soviet heroes for study by the two nations. Red Star, not too crazy about the idea, went to S.T.A.R. Labs and submitted to their tests. During his absence, he was framed by an anti-Gorbachev faction of the government. This same faction sent Hammer and Sickle of the People's Heroes to kill Red Star, but the Titans intervened. Hammer and Sickle failed and went back to the Soviet Union in disgrace. Leonid, however, has been denied reentry to his country due to the irreparable damage done to his name.

• **Role-Playing:**

Leonid is a serious young man who loves Russia. He is not bubbling over with joy about his relocation to the U.S., for he misses his friends and family in Russia. Leonid feels that his duty comes before everything, including personal

feelings. He does not get along with Kid Flash, but he respects the Titans and considers them his friends.

Red Star has increased stamina, strength and agility. He can outrun most any hero and is an excellent hand-to-hand combatant. Lately, Red Star has discovered that his powers are still developing. His most recently manifested power is the ability to absorb an energy attack and reflect it back at his opponent.

ROBIN III

DEX: 6	STR: 2	BODY: 4
INT: 7	WILL: 5	MIND: 5
INFL: 7	AURA: 5	SPIRIT: 6
INIT: 22	HERO POINTS: 20	

• Skills:

Acrobatics: 5, Charisma (Persuasion): 5, Detective: 5, Martial Artist: 5, Thief: 4

• Advantages:

Connections: Batman (High), Nightwing (High); Intensive Training; Scholar (art); Sharp Eye

• Drawbacks:

Age; Secret Identity

• Equipment:

COSTUME [BODY: 5]

Batarang w/Rope [BODY: 7, Gliding: 2] The rope is 4 APs long.

Radio [BODY: 1]

• Alter Ego: Timothy Drake

• Motivation: Responsibility of Power

• Occupation: Student

• Wealth: 5

• Background:

Young Timothy Drake and his parents went to Haly's Circus on the day that Dick Grayson's parents were killed. Tim got his picture taken with the Flying Graysons and was anxious to see their act—especially Dick's part in it. The young boy witnessed the Graysons' fatal plunge and saw the Batman comforting Dick afterward.

For years, Tim was plagued by nightmares about the Graysons' accident, until one day, the nine-year-old Tim saw a news broadcast in which a security camera filmed Batman and Robin battling the Penguin. Robin executed a

quadruple somersault, and Tim knew it could only be Dick Grayson doing it. Tim took his findings to their inevitable conclusion: Bruce Wayne was Batman.

Tim followed the Dynamic Duo's careers closely. He knew when Dick became Nightwing and when Bruce Wayne adopted Jason Todd. Once again, Tim deduced that the new Robin was Jason. Tim then read of Jason's death, which meant that Robin was dead, and noticed with alarm that Batman seemed to be going off the deep end. He photographed Batman's sloppiness in order to prove to Dick that Batman needs a Robin.

When Dick left the Titans for a short time in order to find himself, Tim broke into Dick's apartment and deduced that Dick must have went to Haly's Circus. Tim followed Dick to the scene of his parents' death, and, after Dick wrapped up a murder mystery, convinced Dick that Batman was in trouble.

When Dick caught up with Batman, the Caped Crusader admitted that he could use some help, but Two-Face soon trapped both Nightwing and Batman. Tim, dressed as Robin and accompanied by Alfred, came to their rescue. Once Two-Face was defeated, Batman accepted Tim as the new Robin, but only on a trial basis.

Alfred trained Tim for several months, showing the boy how things are done by Batman and himself. Batman then trained Tim just as hard as he had Dick and Jason Todd, after which he sent Tim to Dick Grayson; only a former Robin could show Tim how to become Batman's partner.

Tim rarely sees his parents; they travel a lot on business. Tim is now an A-student at a boarding school outside Gotham City.

• Role-Playing:

Tim is an intelligent, resourceful boy who is not motivated by vengeance like Jason Todd was. Tim truly cares for Batman and Nightwing, and for the legacy of the Batman and Robin team. He is brave and follows Batman's orders. Tim is also familiar with works of art due to time spent with his parents.



STEVE DAYTON

DEX: 4	STR: 3	BODY: 3
INT: 7	WILL: 5	MIND: 3
INFL: 6	AURA: 4	SPIRIT: 3
INFT: 17	HERO POINTS: 60	

• Skills:

Gadgetry: 9, Scientist: 9

• Advantages:

Connections: Changeling (High), Dayton Industries (High), Original Doom Patrol (High), New Titans (Low)

• Drawbacks:

Serious Psychological Instability; Catastrophic Physical Restriction: Cancer

• Equipment:

Original Mento Helmet [Body: 5, Illusion: 13, Mental Blast: 8, Mind Blast: 8, Telekinesis: 9, R#: 2]

IMPROVED MENTO HELMET [BODY: 6, Control: 15, Force Manipulation: 25, Illusion: 18, Mental Blast: 13, Mind Blast: 13, Telekinesis: 20, Telepathy: 20, R#: 2]

Limitations: The improved helmet slowly destabilizes the wearer's sanity (GM's discretion).

• **Alter Ego:** Steve Dayton

• **Motivation:** Upholding the Good/Psychopath

• **Occupation:** Scientist/Businessman

• **Wealth:** 21

• **Background:**

The world's fifth richest man, Steve Dayton had everything he could ever want, except for the hand of Rita "Elasti-Girl" Farr of the Doom Patrol. A scientist, business whiz and professor of psychology, Steve failed to impress her. He had one strategy left: enter her world

of superheroics.

Dayton found a way to artificially increase his brain's latent psychokinetic powers by means of a helmet. He donned a costume and dubbed himself "Mento." Although never an official Doom Patrol member, Mento had honorary status.

His strategy worked. Dayton and Farr married, and after an enormous legal battle against Nicholas Galtry, Gar Logan's guardian, the couple adopted Gar, who also helped the Doom Patrol occasionally as Beast Boy.

Dayton continued to perfect his helmet and helped out the Doom Patrol, until their deaths at the hands of Madame Rouge and General Zuhl. Dayton vowed vengeance and spent much time and money in search of his wife's killers only to be captured by them.

Several months after Dayton's disappearance, Gar Logan, now Changeling, asked Robotman to help him find Mento. The two old friends, plus Gar's new friends, the Teen Titans, rescued Mento from General Zuhl and Madame Rouge; both villains died in the ensuing battle.

Dayton returned to New York and his company, which was working on "Promethium," a self-renewing energy source. As time passed, Dayton discovered that he had terminal cancer. In desperation, Dayton tried to use his helmet to cure himself; however, he did not know that the helmet was also damaging his brain. Steve also turned to alcohol during this trying time.

As Mento, Dayton briefly fought beside the new Doom Patrol during the *Crisis*. After this, his mind becoming more and more unstable, Mento joined a group of occultists who had been brought together by John Constantine to fight a group called the Brujeria. The Brujeria, a cult of male witches who dwelled in South America, wanted to take advantage of the *Crisis*-generated chaos in order to gain control over Heaven and Earth. The evil witches were beaten, but only after the deaths of Sargon the Sorcerer and Zatara the Magician. Mento went completely insane.

In this state, Mento began imagining

himself to be the chief of a new Doom Patrol. Dayton confined himself to a wheelchair and began using a combination of his mental powers and Promethium to create this new Patrol, which he called the Hybrid. The demented Dayton blamed Gar for the original Patrol's deaths, and used the Hybrid to attack Gar and the Titans.

After a series of battles, Raven cured Dayton of his dementia and his cancer. Steve and Gar have resumed their father and son relationship, but Steve has forbidden Gar from participating in any more of the Titans' adventures until his grades improve. Steve will, however, make exceptions when the New Titans are in dire need.

• **Role-Playing:**

When Steve first comes into the Doom Patrol's lives, he is an insufferable, rich guy who relentlessly chases Rita Farr. After the couple marries, he settles down a bit. When the Doom Patrol is killed, Steve becomes absorbed in grief, blaming himself for their deaths.

As Mento, Dayton is a lunatic. He is a violent, manipulative, unbalanced megalomaniac. Mento blames Gar for the death of the Doom Patrol and enjoys making Changeling suffer. Once Raven cures him, Dayton becomes a caring but strict father.



Wonder Girl, and he showed a remarkable ability to deal with her adventurous and sometimes dangerous life. Eventually they were married on the Dayton Estate.

Due to severe writer's block, Terry could not publish a paper on the Greek gods; a paper which was required in order for Terry to keep his job and receive tenure from the university. Terry lost his job, but has been planning on writing a book on mythology. In the meantime, Terry works at a bookstore and is basically supported by Donna.

Terry has a daughter, Jennifer, by his first wife, Marcia.

• **Role-Playing:**

Terry is a nice guy, although a bit older than Donna. According to his ex-wife, Terry lacks motivation, a flaw which led to their divorce. Apparently, Terry needs a kick in the pants to get him going. It remains to be seen if Donna will follow Marcia's advice.

TERRY LONG

DEX: 2	STR: 2	BODY: 2
INT: 3	WILL: 3	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 2
INIT: 8	HERO POINTS: 5	

• **Advantages:**

Connections: New Titans (High), Manhattan University (Low); Scholar (history)

- **Motivation:** Upholding the Good
- **Occupation:** Bookstore Worker
- **Wealth:** 5
- **Background:**

Terry Long, a divorced professor of history and sociology at Manhattan University, met and fell in love with free-lance photographer Donna Troy. Terry later discovered that Donna was

THUNDER

DEX: 4	STR: 8	BODY: 6
INT: 3	WILL: 4	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 4
INIT: 12	HERO POINTS: 45	

• Powers:

Sonic Beam: 12; Telepathy: 4

• Skills:

Martial Artist: 4

• Limitations:

The Sonic Beam manifests itself as rumbles of thunder; Telepathy only allows Gan to communicate with Tavis.

• Advantages:

Connections: S.T.A.R. Labs (High), NewTitans(Low); Miscellaneous: When the brothers are together, storm clouds gather above them.

• Alter Ego: Gan Williams

• Motivation: Unwanted Power

• Occupation: S.T.A.R. Labs Security

• Wealth: 3

LIGHTNING

DEX: 5	STR: 4	BODY: 4
INT: 4	WILL: 4	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 4
INIT: 17	HERO POINTS: 45	

• Powers:

Flight: 12, Lightning: 12; Telepathy: 4

• Skills:

Martial Artist: 4

• Limitation:

Telepathy only allows Tavis to communicate with Gan.

• Advantages:

Connections: New Titans (Low), S.T.A.R. Labs(High); Lightning Reflexes; Miscellaneous: When the brothers are together, storm clouds gather above them; Flight enables Tavis to carry Gan with him on a lightning bolt.

• Alter Ego: Tavis Williams

• Motivation: Unwanted Power

• Occupation: S.T.A.R. Labs Security

• Wealth: 3

• Background:

When an alien spaceship crashed in Cambodia six hundred years ago, a single survivor emerged, took a human form, and wandered the Earth. In the guise of a soldier, the alien joined the

U.S. Army during the Viet Nam War, in the hopes of finding his ship again. He forgot about the ship's automatic defense mechanisms and barely escaped the explosion which destroyed his ship.

Still in the form of an American soldier, the alien met and fell in love with a Vietnamese woman. It wasn't until after the alien had left the country that the woman discovered she was pregnant. After being ostracized from her village, she fled to the land of Hsuan in the North China Sea, where she gave birth to Gan and Tavis, Siamese twins.

A Hsuan wise man named Chan Ti separated the twins with magic, and later discovered that the twins had powers of thunder and lightning. The brothers were slowly dying from the uncontrolled use of these powers, and when the illness' pains struck, they released their pent-up energies. Chan Ti sent the twins to the U.S. to find their father, for only a transfusion of his blood could save them.

The twins' quest brought them into conflict with the Teen Titans, who helped them after their true situation came to light. The Titans discovered that their father had been captured and was being controlled by the sinister group known as the H.I.V.E. Gan and Tavis, now adopting the code-names Thunder and Lightning respectively, were forced to kill their alien father in order to save him from killing the Titans. Using his blood for a transfusion, Gan and Tavis were cured of their illness and their powers were brought under control. They returned to Hsuan to live.

The twins fought well during the Crisis and currently work as superpowered security guards for S.T.A.R. Labs, where Jenet Klyburn is running more tests on their half-human, half-alien physiology.

• Role-Playing:

Lightning appears to be the more eloquent of the twins, and therefore acts as spokesman. Each brother truly cares for the other and will rush immediately to the other's defense. In combat, Thunder and Lightning Team Attack their opponents whenever possible.

Classic Bits

There are certain themes and situations that pop up in Titans' stories with regular consistency. Some of them are variations of things found in other comic titles, but some are uniquely "Titan-ic." GMs who wish to truly capture the spirit of the Titans in its different versions should include these Classic Bits at one time or another.

"Yo, Salad Head!"

Hang around with any bunch of young people long enough, and they inevitably start giving each other nicknames. The Titans are no exception. Bear in mind that not all of our young heroes used nicknames, and some only used them for certain fellow members. The format presented features the nicknamed hero, the nicknames themselves, and who used the nickname, if applicable. Any Player who refers to another Player Character by an appropriate nickname consistently throughout a gaming session should get a 5 Hero Point bonus.

FIRST VERSION OF THE TITANS

Robin I is called "Short Pants," "Bird Boy" and "Robin-O" by Speedy, Aqualad and Kid Flash.

Kid Flash is called "Twinkle Toes" and "Flasheroo" by Speedy, Aqualad and Robin.

Aqualad is called "Gill-Head" by everyone.

Wonder Girl is called "Wonder Chick," "W.G." and "Wondy" by the boys.

Speedy is called "Shafty."

SECOND VERSION OF THE TITANS

Robin I is called "Birdbrain" by Speedy and "Legs" by the Harlequin.

Aqualad is called "Fishface" by Speedy.

Wonder Girl is referred to as "W.G."

The Harlequin is called "Joksie" by Wonder Girl.

THIRD VERSION OF THE TITANS

Robin/Nightwing is called "Bat Boy" by Cyborg, "Short Pants" by Cyborg and Changeling, "Legs" by Terra, and "Dickster" by Danny Chase.

Changeling is called "Salad Head," "Guacamole Brain" and "Green Genes" by Cyborg, "Moldy" by Terra, and "Guacamole Breath" by Danny Chase.

Raven is referred to as "Witch" by Cyborg (this is not meant to be an insult).

Starfire is called "Bubble Bod" and "Balloon Bod" by Terra, and "Goldie" by Cyborg and Changeling.

Terra is called "Mudhead" by Cyborg.

Cyborg is called "Rusthead," "Rustpot" and "Tinhead" by Changeling, and "Rusty" by Terra.

Wonder Girl is generally called "Wondy."

Kid Flash is referred to as "Fleet Feet" by Speedy and Terra.

It should also be mentioned that Troia, Jericho, Nightwing and Raven *never* call their teammates by nicknames. As such, Players portraying these Characters in this manner would also receive the 5 Hero Point bonus.

"Why Must I Be A Teen Titan In Love?"

Put a group of healthy teenagers in tight costumes together, and the inevitable happens—the hormones kick in. Starting with Speedy and Wonder Girl way back in the first version of the group, up to the current Starfire/Nightwing relationship, the Titans have had their share of interteam romances.

Split an extra half a Standard Award between two Titan Players who run through a Romance Subplot. This bonus should be applied only to the first such Subplot involving each teammate. Oh, and lest they be forgotten: Titan triangles have popped up on occasion, too. Who can forget Speedy/Wonder Girl/Kid Flash, or Raven/Kid Flash/Frances Kane? If there is a third party, increase the Award to a full Standard Award, divided equally among the three.

Super-Scapegoats

On at least three different occasions in their colorful history the Teen Titans have been framed, set-up, or just plain smeared in public. One of the more recent examples was the Church of Blood incident, in which Bethany Snow, WUBS reporter and Brother Blood cult member, demonstrated and got away with the most biased bit of reporting ever to hit the comic airwaves. Naturally the public swallowed it hook, line and sinker.

In another example, even when the Titans defeated Trigon's attempt to take over the Earth Dimension, there were some soreheads rationalizing that the Titans had precipitated the crisis in the first place!

So, if the GM throws this "Frame-up" Subplot at the heroes, each Character must operate with the Mistrust Drawback until the heroes can clear their names. (The GM must, of course, give the Player an inkling as to why everyone suddenly hates his Character.)

Should a Character a) bend over backwards to show a clean image, b) restrain himself from beating some miserable ingrates into a messy pulp during a public confrontation, and /or c) do some true heroics, like saving some of the very people

who reviled them, that Character should get a 10 Hero Point bonus. The Characters should split a 50 Hero Point bonus when they manage to clear themselves.

Titans in a Plain Brown Wrapper

Every once in awhile, something happens (frequently in relationship to the preceding Super-Scapegoats) that makes the Titans suddenly decide not to wear their costumes and to forswear the use of their powers for awhile. When Dr. Swenson was shot, the Original Teen Titans made a vow to remain out of costume until their names were cleared. Furthermore, Lilith, Danny Chase and Frances Kane *always* adventured with the Titans in civilian garb, although Frances had a costume that she often clutched in frustration as she agonized over whether she should wear it or not.

Players who agree to have their Characters go costumeless must outline their reasons to the GM, by stating what conditions will bring them back into their usual fighting togs or new ones. Those who follow through should each be awarded half a Standard Award. Should any Character violate the agreement, he loses any possible Hero Point bonus.

The Angst Factor

In order to make heroes seem like real people, certain comic creators decided that heroes should have troubles, too. While this is a good idea in small doses, it has sometimes resulted in mass outbreaks of superpowered wailing and gnashing of teeth, groups of heroes sobbing on one another's shoulders, and enough personal crises to make the average reader depressed for a week. This over-emoting is known as "angst," and the Titans have had their share of it.

In order for a Character to role-play an Angst Subplot, a catalyst must be brought forth. The following is a handy list of catalysts that have appeared in the pages of the *Titans* comic books over the years:

"I'm not a real person . . . I'm a freak!"

"My girlfriend wants me to quit being a superhero."

"I'm dying of an incurable disease."

"My girlfriend wants me to quit being a superhero because I am dying of an incurable disease."

"I do not have an identity of my own . . . I have to find out who I am."

"I have no confidence in myself anymore."

"Someone has (kidnapped/injured/blown away) my (boyfriend/girlfriend/ family member)."

"You people make me sick! How can you call yourselves heroes when you just (fill-in-the-blank-using-some-heinous-deed)."

"My (boyfriend/girlfriend/family member) has gone bonkers, gained super-powers, and is now after my butt."

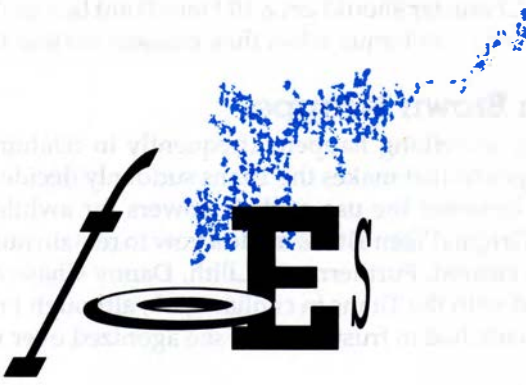
"I am not a useful member of the team."

"I cannot serve on this team because I am inherently evil."

"I accidentally killed someone . . . I must go away because I am too dangerous."

Once the catalyst has been decided, the Player must decide how this affects the Character, subject to the GM's approval. Choices can range from giving the Character a Power Restriction Limitation, or inflicting a Drawback such as Guilt, Irrational Attraction, Irrational Fear, Rage, Traumatic Flashbacks or Uncertainty.

Players who go through such a Subplot deserve a full Standard Award. It is recommended that any one particular Character should not go through more than one Angst session per year, for the sake of all involved.



Where there are superheroes there must be supervillains. Every hero needs someone to give him a harder workout than the average, garden-variety mugger can. What follows is a list of Teen Titans' villains in chronological order. It is by no means exhaustive, and many one-shot wonders were overlooked. Nevertheless, there should be plenty of foes to keep the most tireless Titan busy.

Foes of the Original Teen Titans

With the notable exception of the Antithesis and the Gargoyle, most of the other nemeses of the Original Teen Titans were rather vacuous. Imaginative Gamemasters are encouraged to dream up their own "hip" villains—as long as the foes have a youth-oriented theme, you can't miss.

MR. TWISTER

DEX: 3	STR: 2	BODY: 3
INT: 6	WILL: 4	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 3
INIT: 12	HERO POINTS: 20	

• Equipment:

Mystical Staff [BODY: 6, Weather Control: 8]

• Advantages:

Scholar (computers, history)

• Drawbacks: Age

• Alter Ego: Bromwell Stikk

• Motivation: Psychopathic

• Occupation: Demon

• Wealth: 3

THE GARGOYLE

DEX: 8	STR: 14	BODY: 8
INT: 4	WILL: 6	MIND: 8
INFL: 5	AURA: 5	SPIRIT: 8
INIT: 19	HERO POINTS: 50	

• Powers:

Claws: 8, Cling: 9, Flight: 8, Hypnotism: 10

• Equipment:

RING [BODY: 2, Flame Project: 5, Hypnotism: 8, Dimension Travel: 12]

• Advantages:

Lightning Reflexes

• Drawbacks:

Strange Appearance

• Alter Ego: Bromwell Stikk

• Motivation: Psychopathic

• Occupation: Demon

• Background:

When an early American settler named Jacob Stikk gave his land to his fellow settlers, thereby founding the town of

Hatton Corners, he jokingly asked for a rent equal to one passenger pigeon feather per year, or the town would have to give him one of their youngsters for a year. At the time, passenger pigeons were abundant.

Over two centuries later, Jacob's eccentric descendant Bromwell Stikk, clad in Revolutionary War attire and a cloak of pigeon feathers, demanded payment of the rent he felt his family was due. In addition to researching his ancestor's history, Bromwell also did some JLA computer hacking and accidentally released the Antithesis, who gave him the Mystical Staff. Since the carrier pigeon became extinct in 1913, Stikk took the town's teenagers captive, until the Teen Titans intervened.

Soon after his defeat, Stikk was pulled into Limbo by the Antithesis and transformed into the Gargoyle. In this new form, Stikk was used as the Antithesis' tool of revenge against the Teen Titans, especially Robin, whose consciousness he attacked. The Gargoyle battled the Titans twice, and is now in Limbo with his master. Recently, the Gargoyle attacked Dick Grayson through his dreams, trying to condemn Dick's actions in the current and past versions of the Titans. The Gargoyle was unsuccessful in breaking Dick's spirit.

• Role-Playing:

As Mr. Twister, Bromwell Stikk is a diabolical criminal who truly believes the youths of Hatton Corners belong to him. Each time he causes a disaster and Robin, Aqualad or Kid Flash stop it, Mr. Twister talks to himself, planning his next weather-related mishap.

As the Gargoyle, Stikk is ruthless in his quest to eliminate the Teen Titans. He can often be heard proclaiming his own name and using Shakespearean language. The Gargoyle laughs when the Fab Foursome is down but not out.

THE ANTITHESIS

DEX: 1	STR: 0	BODY: 20
INT: 15	WILL: 18	MIND: 18
INFL: 16	AURA: 12	SPIRIT: 20
INIT: 32	HERO POINTS: 35	

• Powers:

Hypnotism: 20, Mind Probe: 10, Phobia: 12, Telepathy: 15, Spiritual Drain: 15

• Bonus:

Spiritual Drain has Range.

• Drawbacks:

Strange Appearance

• Alter Ego: None

• Motivation: Psychopathic

• Occupation: Malevolent Entity

• Wealth: 0

• Background:

The entity known as the Antithesis is very much a mystery. It was somehow imprisoned in the JLA's computer mainframe and then released when computer-hacker Bromwell Stikk broke into the computer. The creature gave Stikk a staff that could control the weather. Stikk, as Mr. Twister, used this device on the people of Hatton Corners.

Immediately following the defeat of Mr. Twister, the Antithesis used its powers to cause the JLA to go on a crime spree, the extra-dimensional creature gaining power from the negative emotions of the controlled JLA. The adult heroes were defeated by Robin, Kid Flash, Speedy, Aqualad and Wonder Girl, which gave way to the teens officially being grouped together as the Teen Titans. The creature was expelled into Limbo and vowed vengeance on the Titans, especially on Robin, as leader.

A while later, the Antithesis pulled Bromwell Stikk into Limbo and turned him into the Gargoyle. Recently, the Antithesis used the Gargoyle and his own powers to attack Nightwing through his dreams. The plan was foiled, and both the Antithesis and the Gargoyle remain in Limbo.

• Role-Playing:

The Antithesis is an enormous purple entity with three mouths and an abundance of eyes. He is not a fighter but an intelligent supervisor of the evil he

causes. The Antithesis tends to talk too much in combat, proclaiming his omnipotence before he has achieved it.

If the Characters are to battle adult heroes such as the JLA while they are under the Antithesis' control, all Action Checks made by the adult heroes are resolved with a +2 Column Shift Modifier to the OV/RV. This reflects the JLA's deep-down opposition to what has happened to them.

THE MAD MOD

DEX: 5	STR: 2	BODY: 3
INT: 6	WILL: 4	MIND: 3
INFL: 6	AURA: 4	SPIRIT: 3
INIT: 17	HERO POINTS: 45	

• Skills:

Artist (Fashion Designer): 4, Charisma: 4, Gadgetry: 4

• Advantages:

Area Knowledge (London); Connections: Fashion Industry (High); Connoisseur; Gift of Gab; Popularity; Scholar (chemistry)

• Alter Ego: Unknown

• Motivation: Mercenary

• Occupation: Fashion Designer

• Wealth: 6

• Background:

The Mad Mod was a fashion designer who lived on Carnaby Street in London, where Mod clothes are designed and made. He was a smuggler who concealed contraband items in the clothes he made.

After traveling to London as a sort of opening act for teen idol/rock star Holley Hip, the Teen Titans discovered that the Mad Mod was using the clothes he designed specifically for Holley Hip to transport various valuables between the U.S. and Europe. Robin resolved the case, the Mad Mod went to prison, and Wonder Girl was glad that "dreamy" Holley Hip wasn't behind the crimes.

The Mad Mod soon returned to steal the Queen of England's royal sceptre. The Teen Titans were on hand, and after some merry chases across the countryside, Aqualad captured the thief. The young heroes returned the sceptre to the

Queen and received a royal thank-you. The Mad Mod's current whereabouts are unknown.

• **Role-Playing:**

The Mad Mod wears outrageous clothing, even when skydiving or scuba diving.

ing. He speaks with a cross between a Cockney accent and hip-speak. Despite his silly manner, he is quite deadly. He is accompanied by a gang of toughs that do most of the physical work and also speak with a Cockney accent.

Foes of the Teen Titans

During the second version of the Titans, the level of opposition was a bit tougher, but the group did not stay together long enough to run into many different enemies.

DOCTOR LIGHT *deceased*

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

• **Skills:**

Charisma: 5, Gadgetry: 7, Scientist: 6, Weaponry: 5

• **Advantages:**

Connections: Suicide Squad (High),

Underworld (Low); Genius; Scholar (optics, quantum physics)

• **Drawbacks:**

Serious Irrational Fear of the Dark; Unluck

• **Equipment:**

COSTUME [BODY: 6, Energy Blast: 7, Flash: 9, Flight: 8, Force Field: 8, Force Manipulation: 8, Illusion: 8]

Bonus: Dr. Light can combine his Force Manipulation and Illusion Powers to create solid light images of himself or others: the images usually explode on contact as Bomb: 7.

Limitation: Force Manipulation is limited to generating simple objects.

• **Alter Ego:** Arthur Light

• **Motivation:** Power Lust

• **Occupation:** Former Scientist

• **Wealth:** 3

• **Background:**

Doctors Arthur Light and Jacob Finlay worked for S.T.A.R. Labs in the Light Technology Department. Together they discovered the secrets of solid light, force fields, teleportation and other things.

Finlay was an idealist who idolized the newly formed original Justice League of America. He secretly wanted to become Doctor Light, the superhero, but Arthur Light had other plans.

Arthur Light was responsible for stolen technology and information leaks from S.T.A.R. Labs. Arthur sold this information to a mysterious figure known only as Mister B. One night while pilfering more technology, Arthur was caught in the act by a new hero, Doctor Light, who was Jacob in costume. Jacob recognized Arthur



and let him go, but not before letting Arthur know that his identity was known.

Arthur misinterpreted this and toyed with the idea of doing away with Jacob. A faulty light control panel made the point moot, and Jacob died in an industrial accident.

Jacob returned as a ghost, but Arthur found the "Dr. Light" suit and discovered that its powers could even affect spirits. After ridding himself of Jacob's haunting apparition, Dr. Light began his criminal career.

First, Light took on the entire Justice League of America and almost defeated them. Because he could not defeat the whole League at once, he decided to go after its members individually, but to no avail. Dr. Light was defeated by the Atom, Green Lantern, the Flash, Aquaman and Batman.

Dr. Light's first match against the Teen Titans was a result of Light's former failure; the villain decided to get back at the adult heroes by attacking their young counterparts. The Teen Titans had disbanded, but this was a small obstacle. Light sent a false emergency signal to each member and surprised them at Titans' Lair. Dr. Light was beaten once again, and reunited the Teen Titans for their second incarnation.

Later, Light put together a supervillain group called the Fearsome Five. This group attacked the third version of the Titans. Eventually, Psimon usurped Light as leader.

Dr. Light pulled out of the Five, went solo, and was beaten by Frances Kane and a sick Wally West. Although claiming that he was now planning on retiring, he went back to crime and was defeated by none other than Little Boy Blue and the Blue Boys. This last disgraceful incident showed that Dr. Light was now considered only a bit more dangerous than four-week-old meatloaf.

While serving his term at Belle Reve Prison, Light offered the Suicide Squad his services. Eventually he was inducted into the group, but he began exhibiting an irrational fear of children. Dr. Light

became a full-time member of the Squad and, with some hard work and perseverance, won the undying contempt and disgust of his teammates.

Light became part of a rescue team assembled by Bronze Tiger to retrieve several Suicide Squad members who were taken to Apokolips by Lashina. The ghost of his partner, Jacob Finlay, appeared to Light and told him that if he volunteered for the rescue mission, he would finally get respect. Light liked the idea and decided to become Dr. Light, a hero! When the Squad reached Apokolips, Light rose majestically into the air and gave forth a massive burst of light to herald his debut as a hero. He was promptly shot down by Darkseid's troops.

• **Role-Playing:**

Light was a power-hungry villain who was wracked with insecurities and bad luck. He hated hearing of other villains doing well, and this spurred him on in his futile career. His costume had effective powers, but Dr. Light lacked the competence to use them effectively.

MR. ESPER

DEX: 4	STR: 3	BODY: 6
INT: 12	WILL: 14	MIND: 15
INFL: 10	AURA: 10	SPIRIT: 10
INTT: 26	HERO POINTS: 55	

• **Skills:**

Gadgetry: 8, Vehicles: 6, Weaponry: 8

• **Equipment:**

Mental Helmet [BODY: 4, Telepathy: 20, Hypnotism: 15; Mental Blast: 5, Telekinesis: 20, Illusion: 15, Power Drain: 20]

Limitation: Aside from Telepathy, all Powers are only accessible when the wearer taps a psychic's mind.

• **Note:**

The Helmet's "sonic whisper" has been modified so that it taps into a psychic's mind and enables Esper to use that power: make a Mental Attack using the Telepathy Power as the AV/EV, with positive RAPs indicating success.

• **Alter Ego:** Captain Calamity

• **Motivation:** Mercenary/Nihilist

• **Occupation:** Would-Be Conqueror

• **Wealth:** 4

• **Background:**

Mr. Esper first came into contact with the Teen Titans when he used his helmet's "sonic whisper" to tap into Lilith's mind. He adopted the dual identity of Captain Calamity in order to wreak havoc on both the East and West Coasts. In a way, Esper was responsible for bringing Titans West into being.

In his guise as Captain Calamity, Mr. Esper made small "calamities" happen to the Teen Titans that fought him. Esper created larger calamities in order to pull off robberies.

Initially, Captain Calamity was just an illusion created by the helmet. As his encounters with the two Teen Titans groups progressed, Esper assumed his Calamity identity and made Mr. Esper the illusion.

Esper's current whereabouts are unknown.

• **Role-Playing:**

Mr. Esper is a diabolical criminal whose ultimate scheme is to gain control over the entire world. In combat, Esper tends to use the Titans against one another and his Mental Helmet to disrupt the heroes' powers.

Foes of the New (Teen) Titans

The variety and intensity of the New Teen Titans' villains is greater than the two older versions put together. At this point in their careers, the Titans are going up against some truly "big guns." Of course, there is always time for the Titans to deal with old reliables like Dr. Light, who, for a while, seemed to keep coming back for more humiliation.

THE RAVAGER *deceased*

DEX: 8	STR: 8	BODY: 6
INT: 5	WILL: 7	MIND: 6
INFL: 5	AURA: 2	SPIRIT: 4
INIT: 22	HERO POINTS: 25	

• **Skills:**

Martial Artist: 9, Military Science: 8, Thief: 5, Weaponry: 9

• **Advantages:**

Connections: The H.I.V.E. (High), The Terminator (High); Lightning Reflexes; Rich Family (Slade Wilson)

• **Drawbacks:**

Secret Identity; Miscellaneous Fatal Vulnerability: Each time the Ravager uses his full DEX and/or STR in an attack, he incurs 1 AP of Killing Combat Damage to his Current BODY Condition: when it reaches 0, he loses 1 AP of

Current BODY Condition per phase until he dies.

• **Equipment:**

Sword [BODY: 8, EV: 5]

Pistol [BODY: 4, EV: 6, Ammo: 5, R#: 2]

GAS JET [BODY: 3, EV: 5, AV: 4, R#: 2]

The wrist-mounted Gas Jet is used to knock opponents unconscious.

• **Alter Ego:** Grant Wilson

• **Motivation:** Mercenary

• **Occupation:** Assassin

• **Wealth:** 3

• **Background:**

Grant Wilson was the eldest son of Slade "The Terminator" and Adeline Wilson. His younger brother is Joseph "Jericho" Wilson. Grant was born on the evening that Slade Wilson landed in Viet Nam. Grant quickly became an aggressive child after being taught how to fight by his father.

When Grant became a young man, he moved to New York's East Village, where he fell in with the H.I.V.E. It was Grant's apartment that Princess Koriand'r crashed into when she was escaping her Gordanian captors. His apartment was thrown into further disarray when the Gordanians and the New Teen Titans arrived on the scene. Grant harshly demanded compensation for the dam-

ageand was told curtly that he would be compensated. In his arrogance, Grant felt that he was being talked down to, and his rage against the Titans festered.

Things became worse when Grant went to his ex-girlfriend Carol's apartment and tried to get her back. When he began getting rough, Wonder Girl and Starfire, who were helping Carol set up this new apartment, intervened and chased Grant away.

The H.I.V.E. offered to amplify Grant's natural abilities artificially and sent him after the Titans, a job that the Terminator initially refused because they would not accept his terms. Grant received powers and a costume reminiscent of his father's, and named himself the Ravager. Whereas his father's abilities were amplified so that 90% of his brain capacity was being used, the H.I.V.E. offered to increase Grant's mental faculties to 100%. Unfortunately for Grant, the powers were unstable, a fact which the H.I.V.E. knew well in advance. The H.I.V.E. planned Grant's death in order to make the Terminator take the contract upon himself, which he did and almost fulfilled with the aid of the traitorous Terra.

• **Role-Playing:**

Grant was only nineteen when hedied. He was arrogant and opportunistic—everything that his brother Joseph is not. Even with his heightened abilities, the Ravager was all push and no finesse. Hesimply did not think before acting. In combat, the Ravager used his powers so haphazardly that he did not notice the effect it had on his body.

DEATHSTROKE *THE* **TERMINATOR**

DEX: 8(10)	STR: 4(9)	BODY: 7(8)
INT: 8	WILL: 9	MIND: 8
INFL: 6	AURA: 3	SPIRIT: 7
INIT: 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; Serious Physical Restriction: blind in right eye

• **Note:**

At the start of the third version of the Titans, statistics in parentheses are used, and there is no Age Drawback; Now that the Terminator has aged, his stats decrease to the non-parentheses figures.

• **Equipment:**

ARMOR

[BODY: 9, Telescopic Vision: 4]

Power Staff

[BODY: 6, Energy Blast: 11, R#: 2]

Sword [BODY: 8, EV: 5]

Grenades [BODY: 6, Bomb: 8]

Pistol [BODY: 4, EV: 6, Ammo: 5, R#: 2]

• **Alter Ego:** Slade Wilson

• **Motivation:** Mercenary

• **Occupation:** Assassin

• **Wealth:** 13

• **Background:**

A 16-year-old Slade Wilson lied about his age and joined the U.S. Army, fighting with distinction in the Korean War. Afterwards, he was sent to a special training camp, where he was trained by Adeline Kane; the two were married six months after Slade finished his training. Slade left for Viet Nam, while Adeline stayed behind to give birth to and take care of their first son, Grant.

Later, Slade volunteered for an army medical experiment in which adrenocorticotrophic hormones were injected into him in order to increase his adrenalin. Slade immediately went into shock and was crippled by the drug, but as his condition stabilized, Slade discovered that he had gained superstrength and heightened reflexes. Slade was turned down from returning to active duty, a decision that angered him. His youngest son Joseph was born at this time, and the injected hormones affected the boy, giving him mutant powers that eventually made him the New Teen Titan known as Jericho.

Slade learned that an old army buddy, a British officer named Major Wintergreen, had been captured by the Viet

Cong. The loyal Slade stole a plane and rescued his old friend.

Needing a challenge, Slade first became a big-game hunter, then Deathstroke the Terminator, a professional mercenary/assassin. His son Joseph was captured by a terrorist called the Jackal and held for information that Terminator had. Slade rescued him but not before the boy's throat was cut, making Joseph a mute. In anger, Adeline shot Slade but only succeeded in blinding him in his right eye. Adeline and Slade were divorced not long after.

Slade refused a H.I.V.E. contract on the

New Teen Titans. It was taken by his son Grant (whose abilities were augmented by the H.I.V.E.), and he became the Ravager. Grant died due to his unstable powers while trying to fulfill the contract. Slade vowed to destroy the Titans and complete the contract, unaware that the H.I.V.E. had planned his son's death.

The Terminator worked with Tara Markov after the direct approach failed, attacking but escaping the young heroes. Tara infiltrated the Titans and gave their secrets to the Terminator, who used the information to capture most of the Titans and deliver them to the H.I.V.E. Ironically, it was Slade's son Joseph, during his first adventure as Jericho,

who helped Nightwing rescue the Titans and put an end to the whole matter. Slade was captured and went to trial, but the case was thrown out due to a lack of solid evidence.

Grief-stricken over Terra's death, a heart-broken and confused Changingling challenged the Terminator to a fight to the death. Slade showed up in his public identity, which diffused Gar's blood lust. The two talked out their problems and parted without malice. Slade went to Africa to retire, but the Terminator has recently returned, hunting down people infected with a werewolf plague. Since Slade hunted these diseased people while they were in their human form, there was a conflict with the New Titans.

• Role-Playing:

Despite his profession, Slade is a man of strict morals and honor. There are certain contracts that he will refuse on principal or due to his warped sense of patriotism. The Terminator went after the Titans because of Grant's death, but he has a lot of respect for the Titans and acknowledges their prowess.



The Terminator is a fierce combatant, but hesitant when Jericho is present.

THE FEARSOME FIVE

The Fearsome Five was a group put together by Doctor Light when he placed an ad in the Underworld Star, a criminal underground paper. The charter members were: Dr. Light, Gizmo, Shimmer, Mammoth and Psimon, the latter taking over leadership from Dr. Light during their first encounter with the Titans. Jinx was later initiated into the group. Aside from the death of Psimon during the Crisis, the current status of the Fearsome Five is unknown.

GIZMO

DEX: 6	STR: 2	BODY: 3
INT: 7	WILL: 5	MIND: 4
INFL: 5	AURA: 5	SPIRIT: 4
INIT: 18	HERO POINTS: 80	

• Skills:

Gadgets: 13, Military Science: 9, Thief: 6

• Advantages:

Connections: Fearsome Five (High); Genius; Scholar (electronics)

• Drawbacks:

Minor Irrational Attraction to Gadgets; Minor Physical Restriction: dwarf

• Equipment:

SUIT [BODY: 4, Flight: 5]

Tools & Spare Parts [BODY: 1]

Bonus: Tools function as a 7 AP lab: Gizmo need not buy parts for Gadgets when he has access to his tool kit.

9 AP ABCD Omni-Gadgets (x3)

• Alter Ego: Mikron O'Jeneus

• Motivation: Thrill Seeker

• Occupation: Weapons Maker

• Wealth: 5

• Background:

Gizmo joined the Fearsome Five at its inception and remained a member for quite awhile. One day, he teamed up with Trident and Disruptor to help Wildebeest kidnap Mother Mayhem, who was pregnant with the former Brother Blood's child. During this clash with the Titans, Gizmo had a change of heart and sided with the heroes, citing a desire to

go straight. Only time will tell whether this change of heart lasts.

• Role-Playing:

In his dealings with the Titans, Gizmo is a wise-guy. He is the one responsible for most of the one-liners and insults from the Five. Gizmo loves Gadgets and is always working on something.

MAMMOTH

DEX: 6	STR: 15	BODY: 11
INT: 2	WILL: 4	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 6
INIT: 11	HERO POINTS: 40	

• Advantages:

Connections: Fearsome Five (High)

• Drawbacks:

Catastrophic Irrational Attraction to protecting his sister Shimmer; Innocent

• Alter Ego: Baran

• Motivation: Mercenary

• Occupation: Criminal

• Wealth: 4

SHIMMER

DEX: 3	STR: 2	BODY: 3
INT: 5	WILL: 4	MIND: 4
INFL: 6	AURA: 5	SPIRIT: 4
INIT: 14	HERO POINTS: 40	

• Powers:

Transmutation: 10

• Skills:

Charisma: 6, Thief: 4

• Limitations:

Range of Transmutation is 3 feet; Transmuted objects return to normal after 7 APs of time.

• Advantages:

Connections: Fearsome Five (High); Iron Nerves

• Alter Ego: Selinda

• Motivation: Mercenary

• Occupation: Criminal

• Wealth: 4

• Background:

Baran and Selinda were born in Australia, where they were treated harshly by other children since they never quite fit into normal society. The pair was born with unusual abilities: Baran possesses superstrength and bullet-proof skin, and Shimmer has the ability to temporarily transmute targets.

Their parents brought them to Dr. Helga Jace, who worked with the children for an unknown period of time. Jace hoped that the children would use their powers for good. The next time Baran and Selinda were heard from, they had answered Dr. Light's ad and helped form the Fearsome Five.

• **Role-Playing:**

Mammoth is an overly large guy who seems virtually incapable of an original thought. He is slavishly devoted to his sister; anyone who hurts Shimmer becomes Mammoth's immediate target in Killing Combat.

Shimmer is the brains of the two. She is aware of her brother's unquestioning loyalty but does not abuse it, for she truly loves him. All ideas and future plans come from Selinda. She detests the Titans but only wants to be a thief, not a battler of superheroes.

PSIMON deceased

DEX: 4	STR: 2	BODY: 4
INT: 13	WILL: 14	MIND: 15
INFL: 8	AURA: 8	SPIRIT: 5
INIT: 25	HERO POINTS: 50	

• **Powers:**

Comprehend Languages: 8, Life Sense: 5, Matter Manipulation: 10, Mental Blast: 10, Mind Blast: 14, Mind Field: 7, Mind Probe: 5, Mind Shield: 12, Radar Sense: 7, Telekinesis: 12, Telepathy: 10

• **Skills:**

Scientist: 10

• **Advantages:**

Connections: Fearsome Five (High), Trigon the Terrible (Low); Leadership; Scholar (physics)

• **Drawbacks:**

Strange Appearance

- **Alter Ego:** Simon Jones
- **Motivation:** Power Lust
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**

Dr. Simon Jones was working on inter-dimensional experiments when he met Trigon the Terrible, Raven's demonic father. The demon changed Jones into the villain known as Psimon and gave

the transformed scientist a mission: destroy the world. When Psimon read the classified ad in the *Underworld Star*, he saw the perfect chance to form a team and fulfill this mission.

Biding his time, Psimon tolerated the buffoonish Dr. Light's leadership, then finally seized power, taking over the reins as head of the Fearsome Five.

Psimon eventually became part of the Monitor's advance team during the *Crisis*. Psimon was betrayed and murdered by his villainous cohorts at this time.

• **Role-Playing:**

Psimon was arrogant, power-hungry and smug in his powers. He was an excellent tactician who spoke with grandiose verbiage. He did not always kill his victims, preferring to instill his opponents with fear of himself and his mental powers.

JINX

DEX: 5	STR: 3	BODY: 3
INT: 7	WILL: 4	MIND: 4
INFL: 4	AURA: 6	SPIRIT: 7
INIT: 16	HERO POINTS: 35	

• **Powers:**

Animate Objects: 8, Earth Animation: 7, Magic Blast: 10, Sorcery: 12, Transmutation: 10

• **Bonus:**

If Jinx wishes, her Transmutation effects can be temporary.

• **Limitation:**

Power Restriction: Jinx must be in contact with the floor or ground in order for her Powers to work.

• **Advantages:**

Connections: Fearsome Five (High)

- **Alter Ego:** Unrevealed
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 3
- **Background:**

Jinx came from somewhere in eastern India, where she was captured by the authorities and sent to the U.S., which had facilities adequate enough to hold superpowered villains.

Jinx was turned over to S.T.A.R. Labs in New York, where the Fearsome Five

"rescued" and recruited her. She served as a member during the group's later adventures.

TRIGON *THE TERRIBLE* deceased

DEX: 9	STR: 30	BODY: 35
INT: 11	WILL: 25	MIND: 20
INFL: 16	AURA: 25	SPIRIT: 25
INTI: 36	HERO POINTS: 300	

- **Powers:** **Mystic Linked*

Control: 50, Mystic Link: Illusion: 25*, Matter Manipulation: 25*, Mental Blast: 25, Mind Blast: 25*, Sorcery: 40*, Teleportation: 60

- **Advantages:**

Area Knowledge: Azarath

- **Alter Ego:** None

- **Motivation:** Nihilist

- **Occupation:** Would-Be Conqueror

- **Background:**

Trigon was an other-dimensional demon, the result of the mating of a female member of a mystic sect and their god. Dark energies that floated through the dimensions were the expunged evil natures of Azarath. Trigon became the personification of these dreadfully evil energies.

At birth, Trigon slew all around him, and, at age six, he destroyed his entire planet. When he

reached thirty, Trigon had established himself as absolute ruler of the millions of worlds within his dimension. Trigon's hunger for power was still not sated, so he turned his four eyes to other dimensions.

Trigon first came to Earth with the intention of fathering a child. He appeared to a cult member named Arella in the guise of a handsome man, and sired a child named Raven. The child was raised in Azarath.

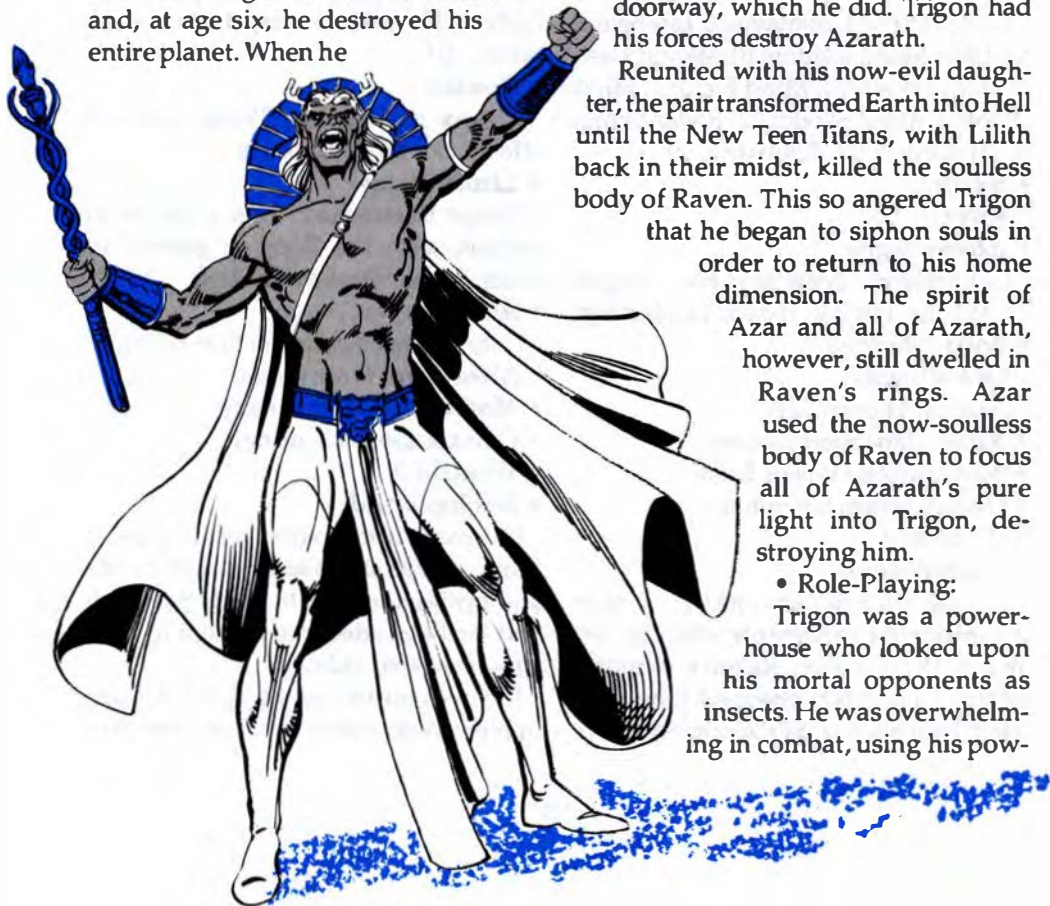
Trigon wanted his daughter to rule by his side, and after he managed to breach the dimensional barriers, Raven agreed to this as long as he permanently returned to his home dimension. When Raven arrived, she realized that Trigon had no intention of keeping his word. Arella and the Teen Titans fought the demon and banished him to the Nether-Verse. His "wife" Arella agreed to serve as guardian of the dimensional gate so that Trigon could not return.

Despite Trigon's banishment, Raven began to physically change as Trigon's evil worked within her. Trigon absorbed the life-forces of the billions of souls in his dimension in order to breach the doorway, which he did. Trigon had his forces destroy Azarath.

Reunited with his now-evil daughter, the pair transformed Earth into Hell until the New Teen Titans, with Lilith back in their midst, killed the soulless body of Raven. This so angered Trigon that he began to siphon souls in order to return to his home dimension. The spirit of Azar and all of Azarath, however, still dwelled in Raven's rings. Azar used the now-soulless body of Raven to focus all of Azarath's pure light into Trigon, destroying him.

- **Role-Playing:**

Trigon was a powerhouse who looked upon his mortal opponents as insects. He was overwhelming in combat, using his pow-



ers to rid himself of any opposition and proclaiming his superiority or glory. Trigon frequently acted through agents such as Psimon of the Fearsome Five or the transformed Raven.

Trigon was a ruthless tyrant who had nothing but contempt for life. He sought to conquer all, including his daughter Raven, whom he felt belonged to him.

MADAME ROUGE *deceased*

DEX: 7	STR: 5	BODY: 5
INT: 7	WILL: 6	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 6
INIT: 24	HERO POINTS: 70	

- **Powers:**

Chameleon: 10, Stretching: 5

- **Skills:**

Artist (Actor): 8, Charisma: 7, Martial Artist: 7, Scientist: 4, Thief: 6

- **Advantages:**

Connections: Brotherhood of Evil (High); Lightning Reflexes

- **Alter Ego:** Laura De Mille

- **Motivation:** Power Lust

- **Occupation:** Would-Be Conqueror

- **Wealth:** 10

- **Background:**

As a stage actress, Laura De Mille was infamous for her ability to assume almost any persona, using her skill with makeup. Unfortunately, Laura received a blow to her head in an auto accident, which caused her to develop a split personality, thereby ending her acting career.

The Brain offered to have Mallah perform some curative surgery on Laura. It was a success; instead of being half-good/half-evil, Laura was now completely evil—a result the Brain had engineered in advance. Her disguise ability gave her high position in the Brotherhood of Evil. Later, the Brain gave Laura powers of true disguise, which included the ability to mold her features and stretch her body.

Madame Rouge eventually began to exhibit signs of her old personality disorder, only this time she started acting out her nobler instincts. On several oc-

casions, she acted covertly against the Brotherhood to foil schemes that would have destroyed the Doom Patrol. She began to realize that she was falling in love with Niles "Chief" Caulder.

Eventually, the Chief was able to devise a means of reversing the Brain's influence over her. Madame Rouge was apparently cured of her evil tendencies after a battle between the two parts of her personality. She opted to remain with the Chief and the Doom Patrol.

The Brain was unsuccessful in his attempts to bring Rouge back into the fold of the Brotherhood. Where he failed, however, the evil guru Yaramishi Rama Yogi succeeded. While attempting to control the Doom Patrol through psychological means, Yaramishi undid the Chief's rehabilitative efforts. Now resentful of both the Chief, for his attempts at subverting what she once again believed was the preferred way of life, and the Brotherhood of Evil, for its attempts to kill her after her defection, Madame Rouge went into hiding to plot the destruction of both groups.

Madame Rouge allied herself with Captain Zahl to accomplish her vengeance. She first attacked the Brotherhood, and from all appearances, destroyed her former allies. She then forced the Doom Patrol to retreat to its secret island base that she and Zahl destroyed, apparently killing the Doom Patrol.

Rouge and Zahl continued their alliance years after the supposed death of the Doom Patrol, until Robotman and the New Teen Titan strangled them down. The two villains were made to pay for their crimes; Madame Rouge died at the hands of Changeling.

- **Role-Playing:**

Personality-wise, Rouge seemed to swing from being a cold-hearted butcher to someone who only wanted to lead a normal life again. She spoke with a French accent. In combat, she used her Stretching Power to throw off her opponents. Her good side came out in the end, because the Chief's name was on her lips when she died.

GENERAL ZAHL *deceased*

DEX: 3	STR: 4	BODY: 5
INT: 7	WILL: 5	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 3
INIT: 16	HERO POINTS: 65	

• Skills:

Charisma: 5, Martial Artist: 5, Military Science: 7, Thief: 6, Vehicles: 7, Weaponry: 7

• Advantages:

Connections: Brotherhood of Evil (High); Scholar (espionage)

• Drawbacks:

Serious Physical Restriction: Zahl only has one arm.

• Motivation: Power Lust

• Occupation: Ex-Nazi

• Wealth: 10

• Background:

As commander of a Nazi U-boat during World War II, Captain Zahl proved himself a cold-blooded, ruthless killer, achieving the highest number of kills of any commander in the German fleet.

Zahl escaped capture by the Allies after the fall of the Third Reich and fled to Argentina. There he established himself as a mercenary and was soon hiring out his

services to the highest bidder in armed conflicts around the world. Zahl first met Niles Caulder during the course of one such operation, and in the conflict that followed, Zahl was defeated and soon forced into retirement.

When Zahl returned, he stayed clear of Niles "Chief" Caulder and his Doom Patrol until he was sought out by Madame Rouge as an ally to help destroy Zahl's old foe.

Zahl joined with Rouge, and the two were able to force the Doom Patrol to its remote island base, where the heroes were trapped and finally destroyed.

Rouge and Zahl, who had now assigned himself the rank of General, continued their criminal partnership and were still together years later when Robotman and the New Teen Titans came searching for them. General Zahl died in this final battle when bullets he shot at Robotman were deflected back upon himself.

"...AND SOMETIMES I WISH IT'D BEEN THE END. I MEAN, I COULD'A LIVED WITHOUT THE LIKES A THE BROTHERHOOD OF EVIL--"

"THE BRAIN... MONSIEUR MALLAH, A GENIUS GORILLA, FER CRYIN' OUT LOUD... AND MADAME ROUGE."



The New Brotherhood of Evil

The original Brotherhood of Evil first appeared in France many years ago. The membership consisted of the Brain, Monsieur Mallah and Madame Rouge. Eventually, Rouge and her sometime ally, former Nazi U-Boat Captain Zahl, tried to kill her comrades. The Brotherhood survived and resurfaced much later when the New Teen Titans were searching for Steve "Mento" Dayton, who was pursuing Rouge and Zahl. Rouge and Zahl also killed the old Doom Patrol, although some of the heroes believed to be deceased turned up alive.

The Brain and Mallah eventually formed the New Brotherhood of Evil, featuring Hounigan, Plasma, Phobia and Warp. There has been much animosity between the Brotherhood of Evil and Brother Blood over control of Zandia, a Mediterranean island country.

THE BRAIN

DEX: 2	STR: 1	BODY: 12
INT: 13	WILL: 10	MIND: 10
INFL: 9	AURA: 7	SPIRIT: 8
INIT: 24	HERO POINTS: 75	

• Powers:

Iron Will: 8, Mental Blast: 8

• Skills:

Charisma: 10, Detective: 8, Medicine: 12, Gadgetry: 12, Scientist: 10

• Advantages:

Connections: 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 suit.

• Alter Ego: Unknown

• Motivation: Power Lust

• Occupation:

Leader of Brotherhood of Evil

• Wealth: 13

• Background:

Little is known about the origins of this mysterious, disembodied human brain that is kept alive in a tank of special nutrient fluids. In researching this bizarre criminal mastermind, a myriad of myths and tales concerning his background were unearthed. These range from his being the brain of Adolph Hitler preserved by Dr. Josef Mengele after the fall of Berlin, to supernatural origins with roots (depending on the source of the story), in Atlantis, ancient Gaul, the American Plains Indians or a coven of witches in Winston-Salem, among others. However, none of these stories can be verified.

What is known about the Brain is that he began his criminal career in Paris in the early 1970s. He appeared suddenly on the underworld scene and within a year had established himself as the undisputed ruler of the largest crime syndicate in French history.

The Brain established the headquarters for his Brotherhood of Evil beneath an exclusive Paris girls' school. A surprisingly large part of his following consisted of members of French nobility. As his organization grew, he added several lieutenants to help him oversee his vast criminal empire, including Monsieur Mallah and Madame Rouge.

The Brain led the Brotherhood of Evil in no less than a dozen major attacks against the Doom Patrol, who stood in the way of the expansion of his criminal empire to the U.S. Eventually, the Brain's obsession with the destruction of the Doom Patrol and Niles "Chief" Caulder led to the neglect and disintegration of the vast French criminal organization.

Eventually, the Brotherhood was destroyed when Madame Rouge, having been cured of her evil tendencies and returned to a life of crime, sought out the Brain and Mallah and apparently killed them. With her new ally, Captain Zahl, she then turned her murderous rage on

the Doom Patrol and succeeded in seeing to their destruction as well.

The Brain and Mallah survived Rouge's assassination attempt, however, and returned to reform the Brotherhood with new members. The New Brotherhood of Evil went on to become long-time opponents of the New Teen Titans, and the Brain is now believed dead.

• **Role-Playing:**

The Brain acts as a cold, calculating being who only gets personally involved in schemes when pressed. He is the ruler and tactician of the Brotherhood of Evil and prefers to have Mallah defend him. He speaks with an accent that seems to vacillate between French and German.

MONSIEUR MALLAH

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

• **Skills:**

Acrobatics: 8, Gadgetry: 5, Martial Artist: 8, Medicine: 8, Scientist: 6, Weaponry: 6

• **Advantages:**

Connections: 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:** Bodyguard

• **Wealth:** 5

• **Background:**

Another being with a legend-en-shrouded past, Monsieur Mallah is a gorilla given the intelligence of a human genius by a surgical procedure performed by the Brain.

Originally, Mallah acted as muscle for the Brain while the latter formed the criminal empire that was to become the Brotherhood of Evil. As time went on, Mallah's intelligence increased, eventually reaching its current level. By then, the mere threat of encountering the

monstrous "Mr. Gorilla" served to keep the French criminal element in line, and the Brain saw he was wasting his brilliant simian henchman's talents. Mallah became the Brain's chief lieutenant and has stayed faithfully at the Brain's side throughout the following years.

Along with his master, Mallah survived an attempt by their former comrade, Madame Rouge, to destroy them and returned from the ashes of defeat to help form the New Brotherhood of Evil. He is also currently believed dead.

• **Role-Playing:**

Mallah is slavishly devoted to the Brain, partially because the leader helped him ascend above his simian brethren. If someone in any way aids Mallah, however, he will reciprocate with a good deed. Unfortunately, he still has a base gorilla ferocity and is a formidable opponent, intimidating by his size alone. He speaks with a French accent.

HOUNGAN

DEX: 5	STR: 3	BODY: 4
INT: 6	WILL: 5	MIND: 4
INFL: 5	AURA: 6	SPIRIT: 7
INIT: 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 Droo

• **Motivation:** Psychopath

• **Occupation:** Computer Scientist/Witch Doctor

• **Wealth:** 5

• **Background:**

Little is known about Jean-Louis Droo. He is a native of Haiti, where he gained his knowledge of voodoo. Right before the Titans and the New Brotherhood of Evil banded together to defeat Madame Rouge and General Zahl, Houngan used his voodoo to quiet Changeling, thereby giving the Brain

enough time to explain the situation and suggest the team-up.

• **Role-Playing:**

Houngan excels at blending science and magic. All he needs is a small sample of skin or hair from his victims, and he is able to hook it into his computerized fetish doll to work his terrible voodoo. Houngan is not much of a physical combatant.

Houngan is a proud man who loyally follows the Brain because he respects the Brain's leadership abilities. He speaks with a French-tinged Haitian accent and is currently at large.

PHOBIA

DEX: 6	STR: 3	BODY: 4
INT: 5	WILL: 5	MIND: 6
INFL: 5	AURA: 7	SPIRIT: 6
INIT: 18	HERO POINTS: 50	

• **Powers:**

Phobia: 13

• **Skills:**

Martial Artist: 5

• **Advantages:**

Connections: Brotherhood of Evil (High), British Aristocracy (High)

• **AlterEgo:** Angela Hawkins III

• **Motivation:** Thrill Seeker

• **Occupation:** Aristocrat

• **Wealth:** 8

• **Background:**

Born a member of the British aristocracy with the power to make people experience their worst fears, Angela Hawkins was a "bad seed" who rejected any help from her family. She joined the New Brotherhood of Evil in the hopes of covering her own fears by unleashing those

of others. Sometimes, man-hating tendencies rose up in her. Angela suffers from the fear of being alone.

Recent evidence indicates that Phobia reformed after an encounter with her father, Lord Hawkins, and Raven.

• **Role-Playing:**

Phobia's aristocratic upbringing may have something to do with her sometime snobbish attitude. Phobia is not as devoted to the Brotherhood as others. She speaks correct Queen's English with an obligatory British accent.

PLASMUS

DEX: 6	STR: 7	BODY: 7
INT: 4	WILL: 5	MIND: 5
INFL: 5	AURA: 2	SPIRIT: 5
INIT: 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:**

Connections: Brotherhood of Evil (High)

• **Drawbacks:**

Strange Appearance

• **Alter Ego:** Otto Von Furth

• **Motivation:** Psychopath

• **Occupation:** Criminal

• **Wealth:** 4

• **Background:**

An experiment of General Zahl's gone awry, Otto Von Furth became Plasmus and joined the New Brotherhood in order to get revenge against the ex-Nazi.

• **Role-Playing:**

Due to his anger at existing in a blob-like state, Plasmus is cruel and ruthless; his attacks should always be considered Killing Combat. Plasmus secretes acids that break down organic and inorganic matter. To defend himself, Plasmus can make his cells lose cohesion so that bullets pass through him and punches are ineffectual. One of his more gruesome attacks involves dissolving the flesh of his victims.

Plasmus enjoys fighting and regrets not being the one who destroyed General Zahl. Plasmus speaks with a German accent and is currently at large.

WARP

DEX: 6	STR: 3	BODY: 6
INT: 6	WILL: 5	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 5
INIT: 16	HERO POINTS: 45	

• **Powers:**

Flight: 6, Warp: 13

• **Skill:**

Thief: 6

• **Limitations:**

Warp can only create one warp at a time: each use inflicts 1 RAP of Bashing Combat damage to his Current MIND Condition.

• **Advantages:**

Connections: Brotherhood of Evil (High)

• **Alter Ego:** Emil LaSalle

• **Motivation:** Mercenary

• **Occupation:** Assassin

• **Wealth:** 7

• **Background:**

Emil LaSalle's origin is unknown. The French nationalist joined the New Brotherhood in order to get back at Madame Rouge, who had somehow offended him in the past. Warp is currently at large.

• **Role-Playing:**

Warp is one of the most unstable members of the Brotherhood. He enjoys leading the romantic life of an international criminal and considers himself his own man. He works with the Brotherhood, not just for them. Warp feels some sort of loyalty toward the other new members of the Brotherhood, for he will not leave them in the lurch. Warp speaks with a heavy French accent.

Every use of the Warp Power causes strain on Warp himself. He must rest when his Current BODY Condition is reduced to 1 AP, per normal Recovery rules. He can only create one warp at a time and must wait until the old one has faded before creating a new one. The average duration of a warp is 2 APs.

The H.I.V.E.

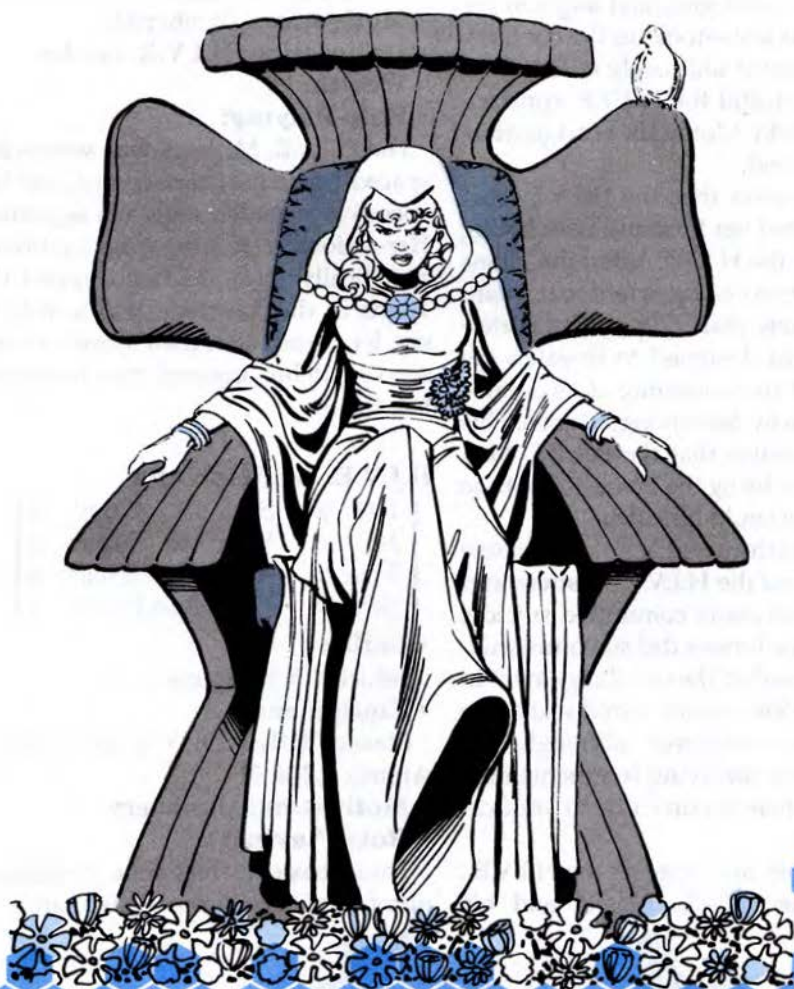
H.I.V.E. is an acronym for Hierarchy of International Vengeance and Extermination. The group was first established when a criminal scientist brought seven other criminal scientists together, all of whom had been defeated by superheroes. The head scientist, who took the identity of the "H.I.V.E. Master," believed that unity would produce better results.

Their first attempt at world domination was by political terrorism. The H.I.V.E. wished to push Al Diamond, a minor politician, into a position of power in Congress. Their plans were foiled by

Daily Planet reporters Lois Lane and Jimmy Olsen.

Next, while in Asia, the H.I.V.E. Master happened upon an alien being with amazing technological knowledge. He captured the alien and used its knowledge to make the H.I.V.E. a significant threat to the entire world. This alien was later discovered to be the father of Thunder and Lightning, who teamed up with the Titans to rescue him. Thunder and Lightning had to kill their father to prevent him from committing murder.

As time passed and the H.I.V.E. ran



into various levels of opposition, several of the charter member scientists died or were captured. Their ranks were soon filled by new recruits. The H.I.V.E. constructed many bases, including one on the ocean floor near Atlantis and one near the Colorado Rocky Mountains.

The H.I.V.E. turned its attention to scientific terrorism, including attempts to eliminate superheroes before they were discovered or got too good with their powers. They recruited Grant Wilson, eldest son of Slade "The Terminator" Wilson, and gave the young man powers and a new name: the Ravager.

The H.I.V.E. bargained with the newly made villain so that he would kill the New Teen Titans before they became a threat to the H.I.V.E. The Ravager died trying to fulfill the contract, and his father—filled with grief and anger at the death of his son—took up the contract. The Terminator ultimately failed in his attempt to fulfill the H.I.V.E. contract, and the Rocky Mountain headquarters was destroyed.

Not long after this, the H.I.V.E. Mistress replaced her husband after killing him. Later, the H.I.V.E. lured the Titans to its undersea headquarters near Atlantis. Their new plan, "Operation Waterworks," was designed to threaten the world with the poisoning of its oceans. They began by destroying Atlantis. This was the catalyst that the H.I.V.E. Mistress used to bring the Titans to her base so that they could be killed.

The Titans thwarted her plan, the base blew up, and the H.I.V.E. Mistress and her seven advisors committed suicide. Actually, the former did so voluntarily; the latter needed the encouragement in the form of electrically wired seats! The organization collapsed, although it is thought that surviving fragments may regroup. There is currently no verification of this.

The people in charge of the H.I.V.E., namely the H.I.V.E. Master and his

Council of Seven, do not actually get involved in direct physical fighting. They are the behind-the-scenes manipulators who use their lackeys or hire supermercenaries to do their bidding.

The H.I.V.E. masters do not accept failure from their subordinates; such people who let their masters down are killed as an example for future hirelings.

H.I.V.E. MISTRESS *deceased*

DEX: 3	STR: 2	BODY: 3
INT: 4	WILL: 4	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 2
INIT: 10	HERO POINTS: 25	

- **Skills:**

Charisma: 6, Scientist: 5, Thief: 6

- **Advantages:**

Connoisseur

- **Alter Ego:** Unknown

- **Motivation:** Psychopath

- **Occupation:** H.I.V.E. Leader

- **Wealth:** 12

- **Role-Playing:**

The H.I.V.E. Mistress was somewhat spaced-out in her mannerisms, and her speech was loaded with non sequiturs. Her actions were somewhat irrational; specifically, once she had trapped the Titans in the downed T-Sub's airlock, she let them catch their breath before sending in her armored men to annihilate them.

H.I.V.E. MERCENARY

DEX: 2	STR: 3	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 6	HERO POINTS: 5	

- **Skills:**

Vehicles: 3, Weapons: 3

- **Equipment:**

Plasma Rifle [BODY: 5, AV: 2, EV: 7, Ammo: 5, R#: 3]

- **Motivation:** Mercenary

- **Role-Playing:**

These basic mercenaries perform a number of tasks, from assassination to

being fist-fodder for young superheroes. They rarely know more than the nature of their present assignment.

H.I.V.E. SECURITY GUARDS

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

- **Skills:**

Martial Artist: 3, Vehicles: 4, Weaponry: 4

- **Equipment:**

Plasma Rifle [BODY: 5, AV: 2, EV: 7, Ammo: 5, R#: 3]

- **Motivation:** Mercenary

- **Role-Playing:**

These men were the H.I.V.E.'s elite corps. They were competent and followed the H.I.V.E. code of conduct, which included shooting offenders on sight. These guards knew the location of their respective base's brig and who, if anyone, was incarcerated there.

Common H.I.V.E. Equipment

H.I.V.E. SUBMARINE [STR: 10, BODY: 10, Sealed Systems: 19, Swimming: 5, Radar Sense: 15, Sonar: 15, Energy Blast: 12, R#: 3]

H.I.V.E. JET [STR: 9, BODY: 7, AV: 5, EV: 8, Flight: 11, Energy Blast: 10, R#: 2]

The H.I.V.E. submarines are used for committing piracy on the high seas, as well as transporting cargo and personnel to the undersea base. The submarines carry 120 H.I.V.E. Mercenaries armed with plasma rifles, which can only fire at targets 10 APs in length or larger. Each submarine carries three small jet aircraft.

AUTOMATED ION CANNON [BODY: 5, AV: 5, EV: 10, R#: 4]

The H.I.V.E. uses these cannons as automated security devices in particularly sensitive areas. The Cannon is usually computer-controlled and fires a supercharged set of atomic particles at its

targets.

ELECTRIC WHIPS [STR: 8, BODY: 4, AV: 4, EV: 10, R#: 4]

The H.I.V.E. has electrified whips concealed in strategic locations throughout its complexes which act as an anti-intruder defense. The whips strike out at their targets like giant snakes, attempting to entangle and shock their victims. Gamemasters should use the Grappling Attack to resolve this combat. Any Character successfully hit is considered Grappled.

BROTHER BLOOD

DEX: 6	STR: 5 (9)	BODY: 6 (8)
INT: 9	WILL: 16	MIND: 12
INFL: 13	AURA: 15	SPIRIT: 11
INIT: 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 Zandian church 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 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:**

The cult of Brother Blood is over 700 years old. It began when a Christian

priest named Brother Sebastian came upon what may be the prayer shawl of Christ. Whatever it was, it gave him invulnerability and drastically slowed his aging process. In order to gain the shawl, Sebastian had to slay the priest that led the Crusade's armies to invade Zandia. With his dying breath, the rebel priest cursed Sebastian, saying that the son must slay the father before the father's 100th birthday. Ignoring the curse, Sebastian donned the mantle and declared himself Brother Blood. It was this Brother Blood who began the practice of bathing in blood.

There were seven Brother Bloods before the current one, who was born in 1941. The 20th Century Blood had the

benefit of an Oxford education and extensive travels. He eventually returned to Zandia, slew his father, and became the new Brother Blood. Under his guidance, the Church of Blood grew to become a world-wide organization, with some members coming from prominent national governments. Brother Blood's desire and alleged destiny has always been to rule the world.

Blood ran afoul of the Titans when Cyborg's ex-girlfriend, Marcy Reynolds, tried to escape the local branch of the Church of Blood. There were several clashes with the Titans, including a campaign of false information, set-ups and dirty tricks, engineered with the help of church member Bethany Snow.



Snow used her job as a news reporter to offer horrendously slanted reports about the Titans, and to turn the tide of public opinion against them.

Brother Blood even managed to capture Dick Grayson and brainwash him, the result causing severe personality flaws in Dick for a long period of time. Raven was also captured by Blood and used to help in his phony "resurrection." The as-yet-unnamed winged man was recruited as well, and told that he was in fact Azrael, the angel that separated life and death. He, too, was used as a prop in Blood's "resurrection."

Eventually, Blood's reach exceeded his grasp. He added the recently revived Raven's powers to his own, but was defeated by the Titans, his mind destroyed in the battle. Azrael brought the shattered Blood to a monastery, where the would-be conqueror now lives an inoffensive life, seemingly unaware of his past actions.

Blood's mate, Mother Mayhem, pregnant with his heir, was captured by Wildebeest. The Titans rescued her, and the baby turned out to be a girl, implying that Brother Sebastian's curse has finally ended.

• **Role-Playing:**

In his glory, Blood is a formidable opponent who is backed by a massive number of fanatical followers. He is an expert manipulator who feeds off of the faith of his members. Blood can act gentle and merciful, or be filled with righteous indignation. He loves to gloat over his helpless captives, and even if he is beaten, he manages to turn events to his own advantage.

It should be noted that Brother Blood is immune to Raven's soul-self due to his shawl's powers.

MOTHER MAYHEM

DEX: 3	STR: 2	BODY: 2
INT: 3	WILL: 7	MIND: 9
INFL: 4	AURA: 3	SPIRIT: 4
INIT: 10	HERO POINTS: 20	

• **Power:**

Control: 4

• **Skills:**

Charisma: 6, Vehicles: 4, Weaponry: 4

• **Advantages:**

Connections: Brother Blood (High); Leadership; Scholar: (Brother Blood's history)

• **Alter Ego:** May Bennett

• **Motivation:** Power Lust



- **Occupation:** Blood's Consort
- **Wealth:** 10
- **Background:**

May Bennett was one of the worshippers of the Church of Blood and was chosen personally by the most recent Brother Blood to be his consort. Blood dubbed her "MotherMayhem" and used her as his right-hand woman.

Mother Mayhem often went on missions for Blood, such as capturing Raven after Trigon's defeat. She carried Blood's child, and after Blood's church fell, May gave birth to a girl, Jessica.

May is currently on good terms with the Titans, especially after they rescued her from Wildebeest.

- **Role-Playing:**

MotherMayhem initially believes that Brother Blood is omnipotent. She is a hostile, cunning villainess, and is the only person besides Brother Blood who is aware of the Church of Blood's plans and schemes. May softened in the end, due to becoming a mother.

BLOOD'S TROOPS

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 8	HERO POINTS: 5	

- **Skills:**

Martial Artist: 4, Vehicles: 4, Weaponry: 4

- **Equipment:**

Laser Pistol [BODY: 4, AV: 3, EV: 4, Ammo: 10, R#: 2]

- **Motivation:** Mercenary
- **Occupation:** Security

BLACKFIRE

DEX: 7	STR: 6	BODY: 6
INT: 7	WILL: 8	MIND: 6
INFL: 5	AURA: 6	SPIRIT: 5
INIT: 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); Connections: Vegan Worlds (High); Leadership

- **Drawbacks:**

Authority Figure

- **Alter Ego:** Komand'r

- **Motivation:** Power Lust

- **Occupation:** Ruler of Tamaran

- **Wealth:** 15

- **Background:**

Blackfire is the older sister of Koriand'r, now known as Starfire. Komand'r was born sickly and judged unfit to rule Tamaran. It was Koriand'r who got the honor of the title "Princess." Komand'r hated her sister from the very beginning, resenting the fact that she herself could not fly.

When their brother Ryand'r was born, the sisters went to Okaara for warrior training. During their graduation exercise, Koriand'r humiliated Komand'r in combat, or at least that was how Komand'r chose to see it. Komand'r left Okaara, swearing vengeance on all.

Komand'r fled to the Citadel and told them all about Tamaran's defenses. After many bloody raids by the Citadel, a truce was called—a truce that required giving up Princess Koriand'r to Gordanian slavers. This idea was formulated by the traitorous Komand'r.

Komand'r subjected Kory to many horrors, until one day the Citadel's bitter enemies, the Psions, attacked their ship, capturing both sisters and subjecting them to tests involving solar energy. The results gave both sisters the power to discharge powerful starbolts.

Eventually, Blackfire resumed working for the Citadel. She made one attempt to capture Starfire from Earth and was eventually defeated by a team-up between the New Teen Titans and the Omega Men.



Komand'r's second meeting with her sister was after Koriand'r returned to Tamaran to marry Karras. Convinced that her parents were weak-willed rulers who lost Tamaran's glory, Komand'r led a coup immediately after Kory's wedding. Although Kory led a counter-attack, Komand'r succeeded in taking over as Tamaran's leader. She now rules Tamaran, but has had to compromise by having her parents as her advisors.

• **Role-Playing:**

When the Titans first encounter Blackfire, she is a twisted, power-hungry villainess obsessed with destroying her sister. Once Komand'r begins ruling Tamaran, she discovers that the planet is actually benefiting from her rule. She begins to care for her planet and its inhabitants. She now wants what is best for Tamaran.

Like Starfire, Blackfire can fire starbolts, but hers are of blue-blackish light, supposedly a reflection of her soul. She is arrogant and ruthless in combat. Although Komand'r now feels responsible

for her people on Tamaran, she still dislikes her sister with a passion.

TERRA deceased

DEX: 5	STR: 2	BODY: 4
INT: 4	WILL: 8	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 3
INIT: 14	HERO POINTS: 35	

• **Powers:**

Earth Control: 15, Earth Animation: 12

• **Skills:**

Thief: 5

• **Advantages:** Connections: Geo-Force (High), New Teen Titans (High), The Terminator (High)

• **Drawbacks:**

Age; Dark Secret (traitor); Minor Rage; Secret Identity

• **Alter Ego:** Tara Markov

• **Motivation:** Psychopath

• **Occupation:** Traitor

• **Wealth:** 3

• **Background:**

Tara Markov was the illegitimate daughter of the King of Markovia, who sent her to the United States in order to

avoid a scandal. Tara's royal blood gave her the ability to gain earth-moving powers, which she did, with the help of Dr. Helga Jace, who used the same process to make Prince Brion, Tara's half-brother, into the hero known as Geo-Force.

Tara eventually hooked up with the Terminator, who used her to fulfill his contract with the H.I.V.E. regarding the destruction of the New Teen Titans. Tara adopted the name "Terra" and fabricated a story of being held hostage by terrorists, although the story itself had many holes and inconsistencies.

Changeling, who met Terra when she was attempting to destroy the Statue of Liberty, invited her to join the Titans. Gar quickly developed a crush on her, and Terra performed well with the group in order to perpetuate the lie. Terra was reunited, albeit briefly, with Geo-Force when the Titans teamed up with the Outsiders against the Fearsome Five.

Terra fought a partially rigged battle against the Terminator, which served to win over the Titans. Despite Raven's suspicions, Terra was inducted into the group and made privy to their secrets. Once she had all the information she needed, the traitorous Terra gave it to the Terminator, who used the knowledge to kidnap the Titans and take them to the H.I.V.E. base near the Colorado Rocky Mountains.

During a pitched battle in the H.I.V.E. complex, Jericho possessed his father's body, thereby freeing the Titans, and began fighting Terra. Feeling betrayed and thinking that the Terminator was turning against her, Terra went crazy and brought the complex down on herself. Despite this fact, she was buried with a Titan's funeral.

Terra's betrayal was never made public, and the superhero community believed she died a hero. Batman later disclosed Terra's crimes to her half-brother Geo-Force. Brion became so

distraught that he changed his costume from the tan and brown arrangement which resembled Terra's to the current green and yellow Geo-Force suit.

• Role-Playing:

Terra was, in the Terminator's words, "a little psychopath." She hated everyone and used people to her own ends. Changeling and she had a constant dialogue of put-downs, although Changeling was, in his own way, being affectionate; Terra was being nasty and crass.

During Terra's various adventures with the New Teen Titans, she often became scared and reluctant—almost childlike—not realizing that superheroing could be so dangerous. Occasionally, her words would show a glimpse of the girl Terra could have been (had her life not turned out the way it did), but her actions rarely reflected anything but an unbalanced young girl.

Terra had control over the Earth and often flew on a chunk of rock to reach her destination. Terra could transform the consistency of earth and rock, cause earthquakes, tap into lava flows, and create shapes out of solid rock. If Terra was greatly insulted or bested in combat, she resorted to Killing Combat.

TRIDENT

DEX: 5	STR: 4	BODY: 4
INT: 4	WILL: 4	MIND: 5
INFL: 3	AURA: 3	SPIRIT: 4
INIT: 12 (16)	HERO POINTS: 40	

• Note:

Trident is actually three different people who organize their crimes in a manner that leads others to believe that Trident is one criminal.

• Skills:

(Prof) Gadgetry: 8, (Black Trident) Martial Artist: 7, (All Tridents) Vehicles: 4, Weaponry: 5

• Advantages:

(All) Connections: The H.I.V.E. (High); (Prof) Scholar (Weaponry); (Black Tri-

dent) Lightning Reflexes

- **Equipment:**

Trident [BODY: 8, Flame Project: 9, Ice Production: 9, Invisibility: 6, Energy Blast: 10, Illusion: 6]

Limitation: Illusion Power only creates an image of Trident 1 AP away from the real one; Invisibility only works when Illusion is engaged.

- **Alter Egos:**

Sammy Jaye, "Prof," Unknown

- **Motivation:** Mercenary

- **Occupation:** Freelance Crooks

- **Wealth:** 3

- **Backgrounds:**

At one time, the three alter egos of Trident were operatives of the H.I.V.E., with Prof being a weapons design specialist. Eventually they decided to team up and strike out on their own. Each adopted the costume and code-name of Trident, and each was armed with a powerful trident. The weapon had three times: the right shot fire, the left shot ice, and the middle released a blast of devastating force.

Trident operated in New York City, each criminal taking turns at committing several large robberies. It was believed that Trident was only one person. Eventually, the Sammy Jaye Trident tried to cheat his two partners out of their share of loot. The other two killed Sammy, and his costumed body was discovered by the New Teen Titans. It was Starfire who eventually figured out that there was more than one Trident.

Some time after the two surviving Tridents were imprisoned, Wildebeest sprang the Black Trident from jail, as well as Gizmo, the Puppeteer and the Disruptor. These villains were eventually recaptured by the Titans.

- **Role-Playing:**

Sammy Jaye was an average thug who seemed uneducated. Prof is intelligent, and his language reflects this. The black Trident is an ex-Golden Gloves boxer.

Trident could project an illusionary Trident that appeared several feet away from the true Trident's position. While the hologram was engaged, the real Trident was invisible.

CHESHIRE

DEX: 9	STR: 5	BODY: 5
INT: 6	WILL: 5	MIND: 3
INFL: 5	AURA: 4	SPIRIT: 3
INIT: 24	HERO POINTS: 65	

- **Skills:**

Acrobatics: 11, Martial Artist: 11, Thief: 8, Weapons: 6

- **Advantages:**

Connections: Underworld (High), Mercenaries (Low), The Monitor (Low); Iron Nerves; Lightning Reflexes; Scholar (poisons)

- **Equipment:**

POISONED CLAWS [BODY: 4, Claws: 5, Poison Touch: 8]

Miscellaneous: Cheshire's claws can be coated with many different types of poison; effects range from sleep to death.

- **Alter Ego:** Jade

- **Motivation:** Mercenary

- **Occupation:** Assassin

- **Wealth:** 6

- **Background:**

Jade was born of a French father and Vietnamese mother, but was separated from her parents at the age of ten. The young girl wandered the Far East for years, until she was captured and sold into slavery in the Middle East.

Somehow, Jade escaped her owner and killed him. She was found by a WW II Chinese guerrilla named Wen Ch'ang. Jade learned every tactic that Wen could teach her, and the pair roamed Asia working as mercenaries for several years.

Jade married a famous African assassin, Kruen Musenda, who was also known as the Spitting Cobra for the way he killed his targets with exotic poisons. It is speculated that Musenda was the source of Jade's knowledge of poisons.

Musenda and Jade were married for two years, until his untimely death. The now eighteen-year-old Jade returned to Wen Ch'ang.

As time passed, Jade adopted the name Cheshire and began working alone, using the Monitor as her agent. Cheshire was merely one of the Monitor's dozen hired swords.

Cheshire met and seduced Speedy during his work for the U.S. Drug Enforcement Agency. Roy left Jade before discovering that she was pregnant, but now knows that he fathered a daughter, Lian, whose name means "graceful willow." Cheshire and the Titans have clashed on several occasions.

Cheshire is currently at large, living in Hong Kong with Lian and Ch'ang.

• **Role-Playing:**

Cheshire is a woman with her own code of ethics. She does what she is paid to do, but if her employers repulse her, Cheshire may find a way to get back at them. The only person who can cause Jade's personal feelings to interfere with her work is Roy Harper, the father of her child. Wen Ch'ang, however, has the privilege of being the only person allowed to call Cheshire "Jade" while she is in her villainous persona, reflecting the closeness these two have fostered over the years.

Cheshire sometimes engages in banter during her battles with the Titans, always assuming a demeanor of superiority. She is triple-jointed and quick, possessing formidable combat skills. Of bigger concern are her artificial fingernails, which she dips in several varieties of poisons.

The Hybrid

Created by the deranged Steve "Mento" Dayton, the Hybrid was meant to be his version of the Doom Patrol. But, whereas the Doom Patrol was made up of people who received their "condi-

tions" accidentally, the Hybrid members got their powers from Dayton's experiments with Promethium, a substance which Dayton Industries perfected during the time that Mento was searching for Madame Rouge and General Zuhl. Most members of the Hybrid were also involved in accidents, but it is speculated that Mento mentally engineered these accidents with his helmet.

The Hybrid never wanted to fight the New Teen Titans, only doing so while under Mento's influence. When Mento was cured, the Titans allowed the Hybrid members to go their own ways. The Hybrid's current whereabouts are unknown. They are presented here in order of creation. Note that the Hybrid members are only enemies of the Titans during the time that Mento was insane. Mento himself is listed as a friend of the Titans, since he began as and remains Garfield Logan's good-guy adoptive father.

GORGON the TERRIBLE

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

• **Powers:**

Mystic Freeze: 7

• **Skills:**

Scientist: 5

• **Bonus:**

Mystic Freeze turns victims into stone for APs of time equal to the RAPs of the attack.

• **Advantages:**

Scholar (archaeology)

• **Drawbacks:**

Married; Catastrophic Physical Restriction: blind; Strange Appearance; Uncertainty

• **Alter Ego:** Andonis Bal

• **Motivation:** Unwanted Power

• **Occupation:** Reluctant Villain

HORRIBLE HARPI

DEX: 6	STR: 7	BODY: 6
INT: 5	WILL: 4	MIND: 4
INFL: 4	AURA: 5	SPIRIT: 5
INIT: 17	HERO POINTS: 35	

- **Powers:**

Claws: 7, Heat Vision: 9, Flight: 8

- **Skills:**

Scientist: 5

- **Advantages:**

Lightning Reflexes; Scholar (archaeology)

- **Drawbacks:**

Married; Uncertainty

- **Alter Ego:** Angelika Bal

- **Motivation:** Unwanted Power

- **Occupation:** Reluctant Villain

- **Background:**

While on a Dayton Industries-sponsored archaeological dig at Mount Olympus, archaeologists Andonis and Angelika Bal found the Temple of Medusa. When Andonis Bal removed a massive ruby from the forehead of a Medusa statue, the snake heads fired beams that petrified a nearby worker and gravely wounded the Bals.

The couple was rushed to Dayton laboratories, infused with Promethium by Mento, and soon became the horrors known as Gorgon and Harpi. Angelika did not respond well to the Promethium treatment, and her body was constantly wracked with pain. Neither wished to fight the Titans, but Angelika and Andonis realized that if they did not follow Mento's orders, they would be destroyed. After Mento was cured, Raven absorbed Harpi's pain by using her empathic powers.

- **Role-Playing:**

Both Gorgon and Horrible Harpi are reluctant villains, only combatting heroes because they have no other choice.

PTERADON

DEX: 7	STR: 7	BODY: 7
INT: 4	WILL: 6	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 5
INIT: 16	HERO POINTS: 35	

- **Powers:**

Claws: 8, Flight: 11

- **Skills:**

Martial Artist: 8, Military Science: 7, Weaponry: 8

- **Advantages:**

Iron Nerves

- **Drawbacks:**

Strange Appearance; Uncertainty

- **Alter Ego:** Israel Harel

- **Motivation:** Unwanted Power

- **Occupation:** Reluctant Villain

- **Background:**

Israeli commando Captain Israel Harel led a commando rescue raid against Arab extremists who had hijacked a jumbo jet and forced it to land at Qurac Airport. Captain Harel, brave to a fault, was shot in the back by a supposedly dead terrorist. Captain Harel fell into the sea and was fished out by Dayton's people. One Promethium infusion later, the Pteradon was born. He joined the Hybrid and is currently at large.

- **Role-Playing:**

Pteradon does not want to work for Mento, who keeps him in line by using his helmet's powers. He has no quarrel with the Titans. In combat, Pteradon is quiet, and uses his tactical knowledge to his advantage.

BEHEMOTH

DEX: 7	STR: 13	BODY: 11
INT: 3	WILL: 6	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 4
INIT: 15	HERO POINTS: 30	

- **Powers:**

Skin Armor: 10

- **Advantages:**

Lightning Reflexes

- **Alter Ego:** Taro Raiden

- **Motivation:** Loyalty to Mento
- **Occupation:** Reluctant Villain
- **Background:**

Taro Raiden was a Sumo wrestler who was born a mutant; he was always bigger and taller than his peers. The 9-foot tall villain served Steve "Mento" Dayton and voluntarily underwent the Promethium conversion.

- **Role-Playing:**

Behemoth's skin is denser than a normal human's. He possesses super-strength and is deceptively fast.

SCIROCCO

DEX: 6	STR: 3	BODY: 4
INT: 5	WILL: 4	MIND: 5
INFL: 3	AURA: 3	SPIRIT: 4
INIT: 14	HERO POINTS: 30	

- **Powers:**

Air Control: 9

- **Skills:**

Scientist: 3

- **Bonus:**

Scirocco can generate sandblasts that, when combined with Air Control, increase Air Control's EV to 15.

- **Advantages:**

Scholar (geology)

- **Alter Ego:** Cassandra Sharp

- **Motivation:** Unwanted Power

- **Occupation:** Reluctant Villain

- **Background:**

While in the heart of Death Valley, amateur geologist Cassandra Sharp was smothered in the heart of a sandstorm. She was recovered by Dayton Industries, infused with Promethium, and changed into Scirocco, Mistress of the Desert Winds.

- **Role-Playing:**

Scirocco does not wish to fight the Titans. Like her teammates, she is under the deranged Mento's control. Her powers give her the ability to generate near-hurricane-force winds. Scirocco can also generate sand blasts, which, when

combined with her winds, cause enormous damage.

TOUCH-N-GO

DEX: 7	STR: 3	BODY: 4
INT: 4	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 4
INIT: 16	HERO POINTS: 25	

- **Powers:**

Power Drain: 12

- **Skills:**

Acrobatics: 6, Thief: 8

- **Bonus:**

Power Drain can be used to temporarily absorb a victim's STR, DEX, BODY and Skills: only one Skill may be absorbed at a time.

- **Limitations:**

Power Drain's Range is Touch and cannot absorb Powers.

- **Advantages:**

Area Knowledge, (Chicago); Connections: Chicago Underworld (Low); Lightning Reflexes

- **Alter Ego:** Amelinda Lopez

- **Motivation:** Mercenary

- **Occupation:** Street Thief

- **Background:**

Amelinda Lopez was a young thief in Chicago when she was hit by a truck while committing a robbery. Amelinda was infused with Promethium after Dayton Industries kidnapped her from the hospital. Touch-N-Go was born.

- **Role-Playing:**

Amelinda is one of the few Hybrids who serves Dayton willingly. She is lightning quick, street-smart, and engages in snappy talk during battle. Amelinda is able to "steal" the kinetic energy of her victims, rendering them immobile.

PROMETHEUS

DEX: 6	STR: 15	BODY: 12
INT: 6	WILL: 5	MIND: 5
INFL: 4	AURA: 4	SPIRIT: 3
INIT: 16	HERO POINTS: 35	

- **Powers:**

Flame Being: 20, Invulnerability: 15, Skin Armor: 15

- **Skills:**

Scientist: 6

- **Limitations:**

Flame Being only produces tremendous heat.

- **Advantages:**

Scholar (metallurgy)

- **Drawbacks:**

Strange Appearance

- **Alter Ego:** Curt Calhoun

- **Motivation:** Unwanted Power

- **Occupation:** Reluctant Villain

- **Background:**

Texan Curt Calhoun was working as the foreman of the metallurgy lab at Kord Omniversal Research and Development, Inc., when he was covered in a molten titanium/vanadium alloy laced with Promethium. This occurred when he pushed his employer, Ted "Blue Beetle" Kord out of the path of the spilling metal.

En route to the hospital, Curt's ambulance was intercepted by Dayton's agents. Dayton used his Mento helmet to transform the molten metal into a permanent shell around Curt.

- **Role-Playing:**

Curt is an easy-going sort who does not want to fight the Titans. He is almost invulnerable to all harm. Prometheus is extremely strong and can raise the temperature of his armor to several hundred degrees Centigrade.

AVERAGE WILDEBEEST

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

- **Skills:**

Acrobatics: 5, Martial Artist: 6, Medicine: 8, Scientist: 7, Thief: 6, Weaponry: 6

- **Advantages:**

Genius; Iron Nerves; Lightning Re-

flexes; Sharp Eye

- **Drawbacks:**

Strange Appearance

- **Equipment:**

EXOSUIT [DEX: 10, STR: 11, BODY: 9, Cling: 8, Jumping: 7, Ultra Vision: 7]

- **Alter Ego:** Unknown

- **Motivation:** Unknown

- **Occupation:** Varies

- **Wealth:** Varies (5-12)

- **Background:**

Wildebeest is shrouded in mystery and is arguably one of the most original and formidable foes that the Titans have encountered. His true identity is unknown, but it is speculated that he is seeking revenge on the Titans.

The first time Wildebeest encountered the Titans, he attempted to set up Starfire for murder. Wildebeest used robot likenesses of himself to antagonize Starfire, then switched one robot for a suit with a dead man inside it. Nightwing found the evidence required to clear Starfire.

Wildebeest's second attempt to destroy the Titans involved capturing the pregnant Mother Mayhem in hopes of controlling her child. The infant supposedly would become the new Brother Blood. Wildebeest set up an elaborate red herring, grouping second-string villains (Gizmo, the Puppeteer, Trident and the Disruptor) into what people would think was a new supervillain group. Wildebeest was thwarted, Mother Mayhem gave birth to a girl, and the case was closed. Wildebeest got away and did not seem upset at his defeat.

Wildebeest's third attempt gave him control of Cyborg, which would seem to indicate that Wildebeest has connections at S.T.A.R. Labs. (S.T.A.R. does all the maintenance on Vic Stone's cybernetic body.) Wildebeest was defeated and unmasked, but his brain shut down. There is ample evidence that another Wildebeest is at large.

- **Role-Playing:**

Wildebeest wears a hairy exosuit that

boosts his strength and agility to amazing levels. He is an excellent strategist and tactician who has studied the Titans very carefully. It is possible that he now knows many of their secrets.

In order to throw his opponents off-balance, Wildebeest never implements the same idea twice. He is a deliberate, cold-blooded planner.

If the Titans run into robot Wildebeests, their statistics are equal to the Average Wildebeest's Physical Attributes and the Bomb Power rated at 8 APs. These robots are controlled by the real Wildebeest's electronically linked remote control, thereby duplicating his exact movements.

GODIVA

DEX: 7	STR: 4	BODY: 4
INT: 6	WILL: 5	MIND: 4
INFL: 6	AURA: 4	SPIRIT: 5
INIT: 21	HERO POINTS: 45	

• Power:

Control: 12

• Skills:

Charisma: 6, Gadgetry: 4, Martial Art: 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 mysterious and relatively new foe of the Titans. A vain beauty who claims to be the offspring of a Chinese prince and an African princess, Godiva is a mercenary who works on espionage, assassination and theft missions

for whomever can pay her fee. Her base of operations is in the Swiss Alps.

The New Teen Titans first encountered Godiva in France after she kidnapped John and Cherie Chase, Danny Chase's parents. The Chases had information on a spy satellite that Godiva planned to steal and sell to the highest bidder. Danny eventually saved the Titans, but Godiva escaped. As a result of Danny's actions and his powers, he was allowed to stay with the Titans. It can be said that Godiva was responsible for bringing Danny and the Titans together.

Godiva clashed with the Titans a second time, assassinating a British spy who was taking refuge at a secret agent retirement home. Godiva got away yet again by distracting the Titans with an explosion that appeared to kill Nightwing—and by dropping the British agent to his death.

In addition to her Control Power, Godiva has in the past been backed up by attack copters and henchmen, all sporting a stylized "G."

• Role-Playing:

Godiva is rather psychotic. She is unreliable and unstable, almost child-like in manner. Godiva is very self-absorbed; a video cameraman follows her everywhere, at her orders. Godiva stares into mirrors constantly, obsessed with her beauty.

Sometimes Godiva treats her encounters with the Titans as a game, even stealing kisses from Cyborg, which he cannot stand. She has an almost pathological need to be the center of attention. Despite her frivolous behavior, Godiva does have a knack for getting the job done and escaping unscathed.

Godiva is a health nut in every sense of the word. She has been known to shoot or "fire" (as in, throw a firebomb at) her employees for smoking or eating red meat. Her macabre sense of humor almost rivals the Joker in this respect.

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How To Use This Book

This book is a supplement for use with the DC HEROES Role-Playing Game, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the DC HEROES Role-Playing Game. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. GMs who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero(es), or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as GM.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and GMing for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as GM.

Anthology: Anthologies are collections of shorter adventures, each featuring a different hero or heroes, and each written by a different author.

Changes From Previously

Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in First Edition DC HEROES Role-Playing Game modules, the *Background/Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe and new developments which have occurred in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules were modified from the First Edition of the DC HEROES Role-Playing Game and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions.

A Gadget whose name is in all capitals (BATTLE SUIT, AUTOMOBILE) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (Pistol, Radio) can be taken away in combat. A Gadget with italicized Attributes (*STR*, *BODY*) can substitute its APs of the Attribute for the user's APs of the Attribute in all situations, while non-italicized Attributes (*STR*, *BODY*) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical

Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represents its Reliability Number. Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized type* is meant to be read directly to the Players.

GM's Introduction: This section provides the GM with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occasionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the DC HEROES Role-Playing Game, Second Edition, boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup*, *Players' Information*, *GM's Information*, and *Troubleshooting*. Brief descriptions, including maps, game mechanics, etc., are often included in the Encounters.

Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned, so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	Attribute Point(s)
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
CS	Column Shift(s)
DEX	Dexterity Attribute
D10	Ten-Sided Die
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
N/A	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(a)	(Result AP(s))
RV	Resistance Value
R#	Reliability Number
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute
2D10	Two Ten-Sided Dice

A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term, and should be read as "he or she," "his or her," or "him or her" in all instance where it is used to imply a person of either gender. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

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The Teen Titans™ was originally formed by the teenage sidekicks of the legendary Justice League of America™. Together, Robin™, Aqualad™, Kid Flash™, Speedy™, and Wonder Girl™ fought evil and injustice. Their heroic crime fighting exploits soon rivaled those of their legendary mentors.

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