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SUPERMAN

THE MAN OF STEEL

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by Roger Stern

JURGENS & BREEDING

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THE MAN OF STEEL™

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SUPERMAN—THE MAN OF STEEL SOURCEBOOK

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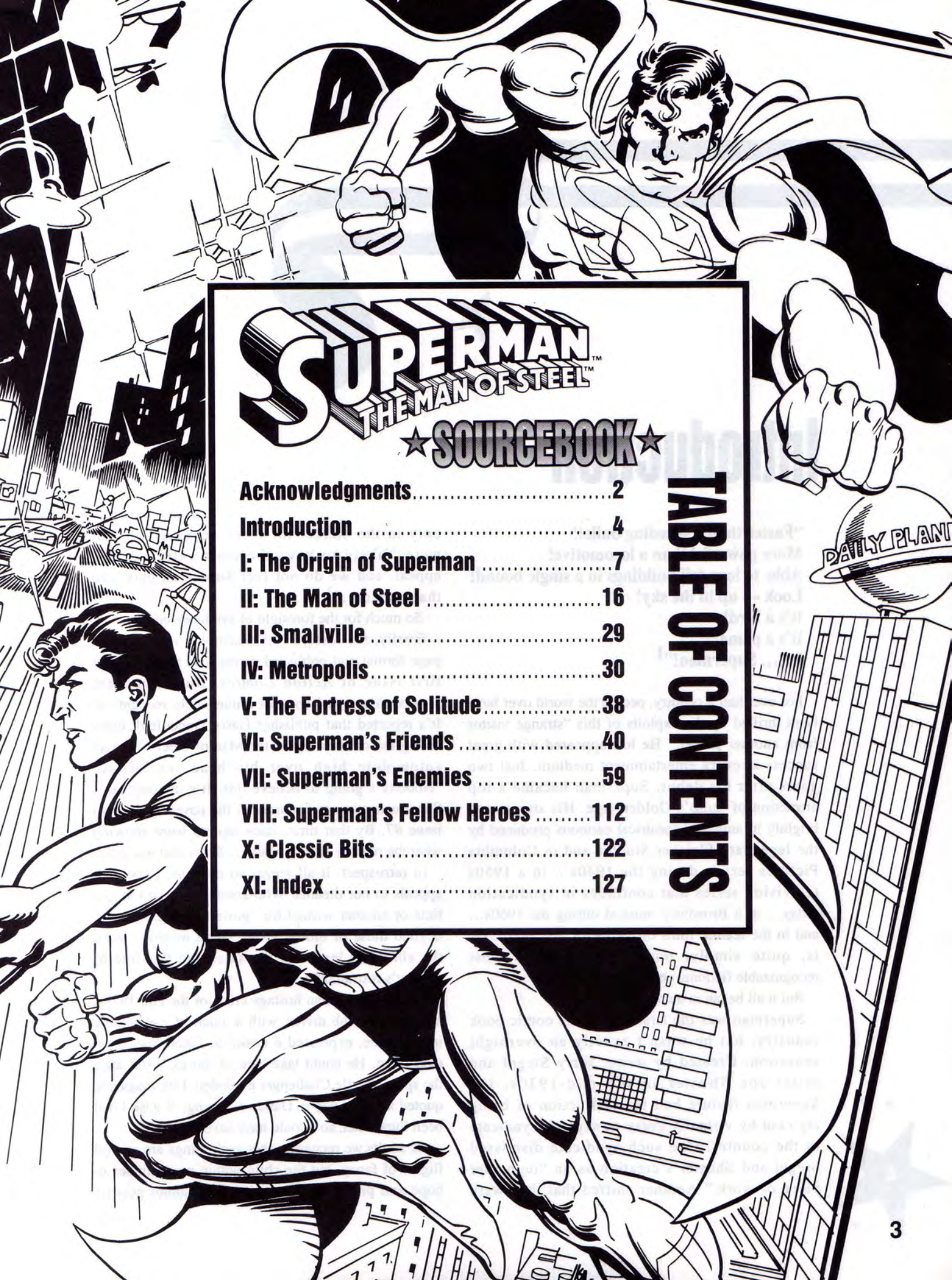
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SUPERMAN™ **THE MAN OF STEEL™**

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Introduction

**“Faster than a speeding bullet!
More powerful than a locomotive!
Able to leap tall buildings in a single bound!
Look — up in the sky!
It’s a bird!
It’s a plane!
It’s... Superman!”¹**

For over half a century, people the world over have been thrilled by the exploits of this “strange visitor from another planet.” He has appeared with great success in every entertainment medium. Just two years after his debut, Superman became a top attraction of radio’s Golden Age. His star shined brightly in animated theatrical cartoons produced by the legendary Fleisher Studios and in Columbia Pictures serials during the 1940s... in a 1950s television series that continues in syndication today... in a Broadway musical during the 1960s... and in the feature films of the 1970s and 1980s. He is, quite simply, one of our world’s most recognizable fictional characters.

But it all began in a comic book.

Superman was the first star of the comic book industry, but he wasn’t exactly an overnight sensation. Created by writer Jerry Siegel and artist Joe Shuster in the mid-1930s, the Superman feature had the distinction of being rejected by virtually every newspaper syndicate in the country. One such syndicate dismissed Siegel and Shuster’s creation as an “immature piece of work.” Another sniffed that they were

only in the market for those comic strips that were “likely to have the most extraordinary appeal, and we do not feel Superman gets into that category.”²

So much for the foresight of syndicate editors.

Finally, the feature was assembled into a comic page format and published as the lead feature in the first issue of *Action Comics*. But even then, Superman’s appeal was not immediately recognized. It’s reported that publisher Harry Donenfeld, upon seeing the cover scene of the Man of Steel lifting an automobile high over his head, exclaimed: “Nobody’s going to believe this. It’s impossible.”³ Superman was not featured on the cover again until issue #7. By that time, sales reports were showing what the readers already knew... Superman was a hit.

In retrospect, it all seems so obvious. Superman appeals to our dreams. Who among us hasn’t at one time or another wished for “powers and abilities far beyond those of mortal men?” Who wouldn’t want the ability to leap into the skies and fly, free of gravity’s restraints?

During the Iranian hostage crisis of the late 1970s, a New York cab driver, with a touch of melancholy in his voice, expressed a desire to “send Superman over there. He could take care of things.” And after the space shuttle Challenger exploded, *Life* magazine quoted a young boy in Dallas as saying, “I wish I had been Superman, so I could have saved them.”⁴

As adults, we recognize that such things are wistful flights of fancy, but the child within us continues to hope and pray that if we ourselves cannot possess

such powers, there might arise a Superman who would use his amazing abilities to battle for truth and justice.

Everyone knows about Superman... or at least thinks he does. The fact of the matter is that the printed history of Superman is not a seamless whole. There have been many varied interpretations of the Man of Steel over the past half-century, and more than a few contradictions have slipped into the mix.

When Superman first saw the light of day in Action Comics, he could "leap one-eighth of a mile; hurdle a twenty-story building... raise tremendous weights... run faster than an express train... and... nothing less than a bursting shell could penetrate his skin!"⁵

By the 1960s, he could exceed the speed of light, leap across time and space, move planets out of orbit, and fly through stars unscathed. Impressive, yes, but just a wee bit cosmic for a guy who would — often in the same issue — turn around and pull some schoolboy prank on Lois Lane to teach her a lesson for being so nosy. Comics in the '60s were not always as enlightened as we might like to remember.

As the years went by, Superman developed a continuity that was often self-contradictory and sometimes downright silly. No longer was he the sole survivor of the doomed planet Krypton. Fellow survivors included a cousin, a dog, a monkey, a city in a bottle, and an extra-dimensional Phantom Zone full of Kryptonian criminals. One story even maintained that his natural parents, Jor-El and Lara, were still alive in a kind of suspended animation. So many tons of radioactive kryptonite fell on Earth that one wonders how our poor little world was able to bear up under the added mass.

Then there was the cornucopia of parallel worlds and realities, patched together to explain, among other things, how Superman, Lois, and company existed during the Second World War. While the parallel worlds idea was clever and engaging when it was introduced, by the 1980s it had become a puzzle that even many long-time readers had difficulty sorting out.

In 1985, DC Comics published a 12-issue series entitled *Crisis on Infinite Earths*, which merged all of the myriad continuities into one. On the heels of this major realignment, DC decided to restart the Superman titles, establishing a new and hopefully more coherent continuity for the granddaddy of all superheroes.

The six-issue *Man of Steel* series was published in the summer of 1986, showcasing the "new" Superman, produced by writer/artist John Byrne. But this Superman wasn't really all that new. As a matter of fact, he was a more straightforward Superman than had been seen in several decades. What the new version presented was basically the original Siegel-and-Shuster creation, combined with the feel of the best parts of the Fleisher cartoons, the George Reeves television adventures, and the Christopher Reeve motion pictures. Bullets still bounced from his chest and he could still bend steel in his bare hands, but now there was a new joy as he soared over the streets of Metropolis.

From the groundwork laid in *Man of Steel*, Byrne, Jerry Ordway, and Marv Wolfman expanded the image in the revamped *Superman*, *The Adventures of Superman*, and *Action Comics* titles. Somewhere along the line, editor Michael Carlin joined the team, along with Dan Jurgens, George Pérez, Kerry Gammill, Bob McLeod, Dennis Janke, Brett Breeding, and a host of others, including yours truly. We've even worked occasionally with artist Curt Swan, who kept the visual style of Superman strong for more than a generation. Most recently, Louise Simonson and Jon Bogdanove have signed on to produce a fourth monthly title, *Superman: The Man of Steel*.

And so, as Superman completes his 53rd year of publication, he will appear in four monthly titles, with a new issue hitting the newsstands virtually every week. True, he's been through some changes. And the biggest change of all — marriage — is waiting in the wings. But he's still Superman! He still fights that never-ending battle for truth, justice, and the American way.

And I still want to be just like him when I grow up.

—Roger Stern
Ithaca, New York

FOR MORE INFORMATION...

The following comic books feature the new adventures of Superman:

Man of Steel #1-6

Superman (second series) #1-on*

Superman Annual (second series) #1-on*

The Adventures of Superman #424-on

The Adventures of Superman Annual #1-on

Action Comics #484-600, #643-on

Action Comics Weekly #601-642

Action Comics Annual #1-on

Superman: The Man of Steel #1-on

The World of Krypton #1-4

The World of Smallville #1-4

The World of Metropolis #1-4

*World's Finest (second series) #1-3**

Superman: The Earth Stealers

Superman For Earth

*This sourcebook does not deal with the first series of Superman and World's Finest, and so from this point on we will refer to the second series as simply Superman and World's Finest.

ENDNOTES

1. Opening of the Superman radio program (Mutual Broadcasting System), author unknown.
2. *The Steranko History of Comics*, Volume One (Reading, PA, Supergraphics, 1970), p. 39.
3. *The Mad World of William M. Gaines*, Frank Jacobs (Secaucus, NJ, Lyle Stuart, Inc.) p. 58.
4. "Voices: Aftershocks," *Life*, Volume 10, Number 1 (January, 1987), p. 87.
5. *Action Comics #1*, January 1938.



SUPERMAN

I: The Origin of Superman

THE AMAZING WORLD OF KRYPTON

About 50 light-years from Earth the remains of the late, great world of Krypton orbits the red dwarf star Rao. The planetary mass closest to its sun, Krypton shares a star system with seven other planets, five of which are gas giants.

Krypton was once a modest-sized planet, roughly the mass and volume of Earth. Krypton, however, had a much greater land mass than our world, most of it consisting of a single, gigantic continent. Unlike Earth, Krypton never had a moon.

Over the eons, plant and animal life evolved on Krypton, and a race of sentient humanoids virtually indistinguishable from terrestrial humans became the dominant life form. It is only at the sub-cellular and molecular levels that the real differences between the people of Earth and native Kryptonians could be determined. Evolving under the intense radiation of their red dwarf sun, Kryptonians developed a unique genetic structure that enabled them to absorb energy from their sun. Although they derived most of their nourishment from the consumption of animal and vegetable matter, solar energy supplemented their diets. They were, in effect, living solar batteries.

GROWTH OF A WORLD SOCIETY

Kryptonians achieved dominion of their world long before homo sapiens appeared on Earth. The earliest known settlements on Krypton date back approximately 500,000 Earth years.¹ Although their technology often outpaced their mastery of social order, for most of their history Kryptonians enjoyed a peaceful, highly advanced planetary culture,

avoiding major wars and conflicts. Kryptonian scholars divided the history of their people into seven ages or epochs of varying length. Earthlings know little about the first four ages of Krypton, but we do know that a world government emerged before the end of the Fourth Age, uniting all the people of Krypton.

By the beginning of Krypton's Fifth Age, more than 200,000 years ago, Kryptonian science had perfected a system of life extension through cloning. Under this system, cell samples were taken from all Kryptonians at birth and were grown into clones in vast, underground holding chambers. Every man, woman, and child had three clones at various stages of development.²

Maintained at the peak of physical condition, the clones supplied replacement parts whenever their originals suffered from injury, disease, or aging. The clones, kept in a mindless state, were considered non-human beings, having no civil rights.

During the Fifth Age, the L family rose to prominence in the global society of Krypton. They were a family of great artists and commentators, of scientists and leaders. Tracing their ancestry to a legendary priest-king of the Third Age, they took the "L" sound (pronounced roughly as we pronounce the 'l' in the words laughter or long) as their surname. This eventually evolved into the proper name that we now translate as El. It bears mentioning that only male members of the family used the L — and later, the El — surname. Through a tradition of unknown origins, Kryptonian women are given single names, usually of two syllables, and do not use surnames.

DISSENT, REBELLION, AND WAR

At the dawning of the Fifth Age, an alien Cleric came to Krypton as a missionary and began preaching against the people's cloning practices. As the Cleric acquired more and more followers, government leaders began to look on his teachings with alarm. Krypton's leaders considered the Cleric a fanatic and insurrectionist, bent on undermining their world's scientific progress. They called on Kem-L of their Science Council to devise a means to eliminate such alien influences. To that end, Kem-L created a device that he claimed embodied all the glorious ideals of Krypton, a device called the Eradicator. Kem-L designed the Eradicator to destroy those of non-Kryptonian genotype, but it was more than a mere weapon. Kem-L theorized that the Eradicator's energies would ultimately bind Kryptonians to their planet by altering his race's genetic makeup and making it impossible for them to leave their world and live.³ When a government soldier attempted to use the Eradicator against the Cleric, he failed to adjust its controls properly, causing a release of energies that leveled everything for several square miles. All within that zone were killed except the Cleric, who had miraculously survived. In hopes of preventing further destruction, the Cleric took possession of the Eradicator, gathered 100,000 of his followers into his starship, and left Krypton. Tragically, the Eradicator's energy had already worked on the Kryptonian genotype, and all who accompanied the Cleric died in agony after leaving their home world.⁴

The Cleric's followers who remained behind founded a growing clone-rights movement, agitating for change within their society. So persistent were they that by the latter part of the Fifth Age, a sizable segment of the population had begun to look on their society's cloning system with distaste. The government, however, refused to change its policies. Terrorist groups began to proliferate, culminating in the formation of the extremist cell, Black Zero. Members of Black Zero dedicated themselves to the destruction of Krypton, believing that destroying their planet was the only way to atone for what they perceived as the murder of billions of Kryptonian clones. When a thermonuclear device was detonated in the heart of the city of Kandor, Black Zero claimed responsibility. After the destruction of Kandor and the death of its 40 million citizens, Krypton was swept by its first — and last — true world war. Thus

THE CLERIC — deceased

DEN: 3	STR: 2	BODY: 2
INT: 6	WILL: 5	MIND: 5
INFL: 4	ACRA: 7	SPIRIT: 4
INITIATIVE: 11	HERO POINTS: 50	

•Powers:

Telepathy: 16, Mind Probe: 12
Remote Sensing: 13

•Skills:

Charisma: 9, Detective: 5, Occultist: 8
Vehicles (Space): 3

•Advantages:

Connections: Krypton (Fifth Age/High),
Superman (High), Warworld (Low);
Scholar (Religion, Kryptonian History)

•Drawbacks:

Age (old); Voluntary Exile (The Commune);
Guilt; Traumatic Flashbacks

•Equipment:

The Eradicator [Body: 20, Int: 8, Will: 9,
Mind: 8, Matter Manipulation: 15,
Energy Blast: 15, Omni-Power: 20]

Miscellaneous Drawbacks: The Eradicator can only be wielded by a descendant of the El family of Krypton; the Eradicator is programmed to perpetuate the heritage of Krypton at all costs.

•Alter Ego: Unknown

•Motivation:

Upholding the Good, later Unwanted Power

•Occupation: Cleric

•Wealth: Not Applicable

•Height: 6' 5"

•Weight: 250 lbs.

•Eyes: Red

•Hair: White

•Quote: "Kal-El, I have been caretaker to your inheritance for countless years ... hoping, somehow knowing, that someday you would arrive to claim it." (*The Adventures of Superman* #455)

began the Sixth Age, the shortest and most awful period in Krypton's history. Nearly all traces of the high culture of the Fifth Age were wiped out in a thousand terrible years of warfare. Kryptonian soldiers roamed the ruined planet in massive warsuits, seeking out and exterminating rebel groups. And yet, horrible as the Sixth Age was, enough Kryptonians managed to survive, sowing the seeds of their world's Seventh Age.⁵

THE FINAL AGE

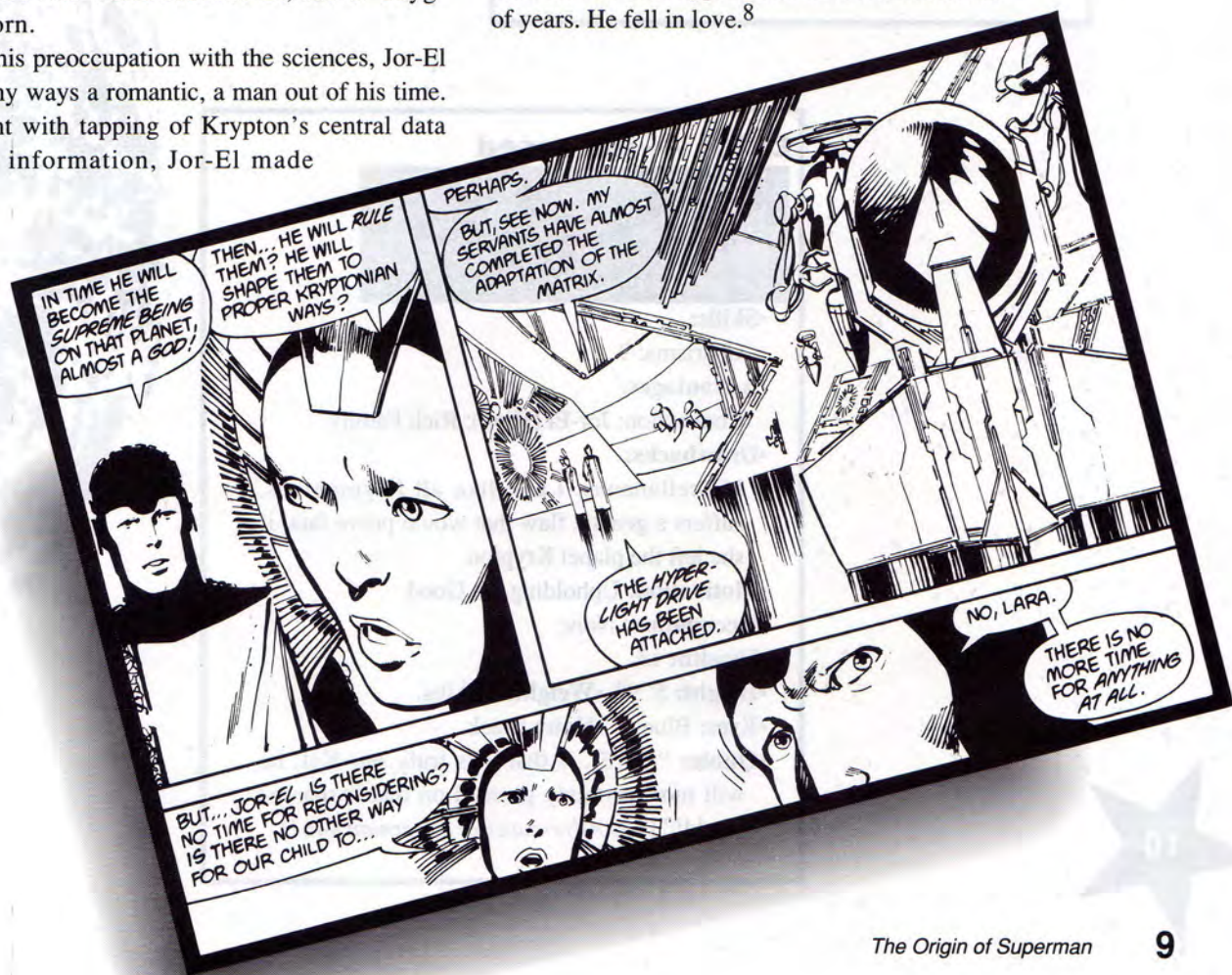
The Seventh Age of Krypton lasted nearly 100,000 years, and although it was a peaceful age, its peace was one of sterility. The survivors of the savage Sixth Age dedicated themselves to creating a world free of discontent. The war had destroyed the Clone Banks, and Krypton's remaining scientists looked in new directions for ways to sustain life. From the warsuit technology of the Sixth Age, they developed the biostimulator sheath, a skin-tight black garment that preserved Kryptonians and extended their lives centuries past their normal span. Sheathed in this protective garb from birth, the people of Krypton became solitary beings, living apart in their great towers, attended only by robots. Physical contact became less and less acceptable to the Kryptonian mind, and reproduction was relegated to in vitro fertilization and gestation. The naming of children became so routine that names had little more significance than numbers. As new births were allowed only to replenish the population, the names of male and female children were allotted on a rotational basis.⁶

It was into this world that Jor-El, son of Seyg-El, was born.

Despite his preoccupation with the sciences, Jor-El was in many ways a romantic, a man out of his time. Not content with tapping of Krypton's central data banks for information, Jor-El made

frequent field trips across the planet, often unescorted by his robotic servitors. His fascination with the workings of the cosmos was so compelling that he began a thorough examination of planets both within and outside the system of Krypton's sun. Jor-El actually went so far as to design a prototype star-drive, even though he knew from his studies that for a Kryptonian to leave his world was to court death.⁷

Before Jor-El had undergone his Rite of Passage and achieved full adult status, the rare and untimely death of another Kryptonian created an opening in the world's Register of Citizens. By the strength of his genetic structure, Jor-El was chosen to father the new Kryptonian who would one day fill that opening. To this end, Seyg-El and the lady Nara, matriarch of another high family of Krypton, arranged a union between Jor-El and Nara's granddaughter Lara, a librarian and historian of high rank. Although there was no need for Jor-El and Lara to ever meet, Jor-El asked for and received permission to see an image of the woman who was to be his mate. Jor-El then did what no one on Krypton had done for thousands of years. He fell in love.⁸



JOR-EL — deceased

DEX: 4 STR: 3 BODY: 4
INT: 14 WILL: 10 MIND: 12
INFL: 6 AURA: 5 SPIRIT: 6
INITIATIVE: 24 HERO POINTS: 110

•Skills:

Gadgetry: 20, Scientist: 20

•Advantages:

Area Knowledge (Krypton); Connections: Kryptonian Ruling Council (Low); Rich Family; Scholar (Kryptonian History)

•Drawbacks:

Dark Secret (imminent destruction of Krypton); Married; Miscellaneous: Jor-El, like all Kryptonians, suffers a genetic flaw that would prove fatal if he left the planet Krypton.

•Motivation: Upholding the Good

•Occupation: Scientist, Historian

•Wealth: 13

•Height: 6' 2" •Weight: 190 lbs.

•Eyes: Blue •Hair: Black

•Quote: "Your mother and I shall face death together in prayer ... remember us." (*Action Comics Annual #2*)



LARA — deceased

DEX: 3 STR: 2 BODY: 2
INT: 10 WILL: 9 MIND: 8
INFL: 6 AURA: 5 SPIRIT: 6
INITIATIVE: 19 HERO POINTS: 50

•Skills:

Charisma: 9

•Advantages:

Connection: Jor-El (High); Rich Family

•Drawbacks:

Miscellaneous: Lara, like all Kryptonians, suffers a genetic flaw that would prove fatal if she left the planet Krypton.

•Motivation: Upholding the Good

•Occupation: None

•Wealth: 13

•Height: 5' 9" •Weight: 130 lbs.

•Eyes: Blue •Hair: Black

•Quote: "Jor-El, if that was truly our Kal, he will most certainly go mad on that barbarous world!" (*The Adventures of Superman #461*)



Jor-El spent an increasing amount of his time observing Lara from afar. He began to dream about their intended child and began to hope for its future. To that end, Jor-El devised a series of treatments to eliminate the fatal flaw in his genetic code so his child would be free to leave Krypton. Sometime later, when both Lara and Jor-El were judged to be at the peak of health, robotic surgeons took cell samples from each of them. From these samples were extracted genetic matter that was then injected into a birthing matrix deep in the Kryptonians' gestation chamber. Even before the matrix was prepared, it was determined that the child would be a boy.⁹

Meanwhile, all was not well with Krypton. A doomsday device, set into motion by Black Zero nearly 100,000 years before, was producing a chain reaction deep in the planet's core, creating a new super-actinide element, which Jor-El called kryptonium. Earthquakes shook the planet as Krypton's internal pressures built. Deadly radiation from the new element began seeping through the planet's crust, killing 20 million during that final year. Discovering the secret behind the forces that were dooming his world, Jor-El had the birthing matrix of his unborn son removed from the gestation chambers and brought to his lonely tower.

Learning of Jor-El's unorthodox actions, Lara became so distraught that she traveled to Jor-El's home, physically confronting him for the first time in their lives. Jor-El explained to Lara the doom that they and their planet faced and revealed his plan to send the protected matrix through hyperspace to the planet Earth, which he had recently been observing. Through his studies, Jor-El knew that their son would grow strong and powerful on Earth as his cells absorbed the solar radiation of Earth's sun. The matrix was affixed to Jor-El's prototype star-drive vehicle, and the unborn child was rocketed free of Krypton. In those final moments, as they watched the ship disappear into space, Jor-El at last was able to share his feelings with Lara and declare his love for her.¹⁰ Then, the world of Krypton exploded, transmuting the sum and substance of the dying world into kryptonite, the ore of kryptonium.

Today, the planet Krypton exists as a cloud of radioactive kryptonite dust and debris surrounding a core of molten kryptonium. It has been theorized that in another 50 million years, the matter that was once Krypton might condense again into solid mass and that in a billion years, if Rao continues to burn, life might return to the planet. Still, it could never be the same world of Krypton.¹¹

There is but one survivor of that doomed planet, the child of Jor-El and Lara who was sent across the void to be born on the planet Earth. Had he been born on Krypton, his name would have been Kal-El.¹² But instead, this last son of Krypton was born into the arms of a Kansas farm wife and grew up to become our world's greatest hero — Superman!

THE BIRTH OF A HERO

It began late one night, as Jonathan and Martha Kent were securing their Kansas farmhouse against the threat of an early winter storm. As they locked the last of the shutters into place, a brilliant light, as if from some sort of comet or meteor, shot across the sky. Intrigued by the chance of being able to find an actual meteorite, the Kents jumped into their truck and drove out to the back field, where the object had seemed to hit.

What they found was a shallow crater and an object that appeared to be a tiny spacecraft. Approaching the craft, Martha thought she saw something moving inside. When Jonathan gingerly reached out to touch the smooth, egg-like upper section of the craft, it seemed to melt away, revealing a newborn baby boy within. Thus was the last son of Krypton born upon the Great Plains of North America.

At the time, the Kents had no way of knowing that they were witnessing a birth. Jonathan suspected, quite correctly, that the baby might be from another planet. But the infant looked so completely human that Martha dismissed her husband's suspicions as fantasy. She concluded that the child was the victim of a foreign rocketry experiment and vowed that no one would experiment on him ever again. On the ride back to the house, the childless couple discussed what to do with the baby. Martha argued that they should keep him, and Jonathan was hard pressed to think of a reason why they shouldn't. By the time they got home, they had already decided to name him Clark, Martha's maiden name, and raise him as their own son.¹³

It was then that the storm hit, or rather, that the storms hit. A whole series of storm fronts, collectively recognized as the blizzard of the century, swept across the plains that winter, effectively isolating the Kents from friends and relatives in the surrounding area. It was five months before they visited the nearby town of Smallville again. Upon their return to Smallville, the Kents proudly

displayed Clark as their own natural child. Knowing that Martha had been through two miscarriages and a stillbirth, friends readily believed that she might have kept another attempted pregnancy a secret. Friends and relatives were thrilled that Martha and Jonathan at last had the family they had wanted.¹⁴

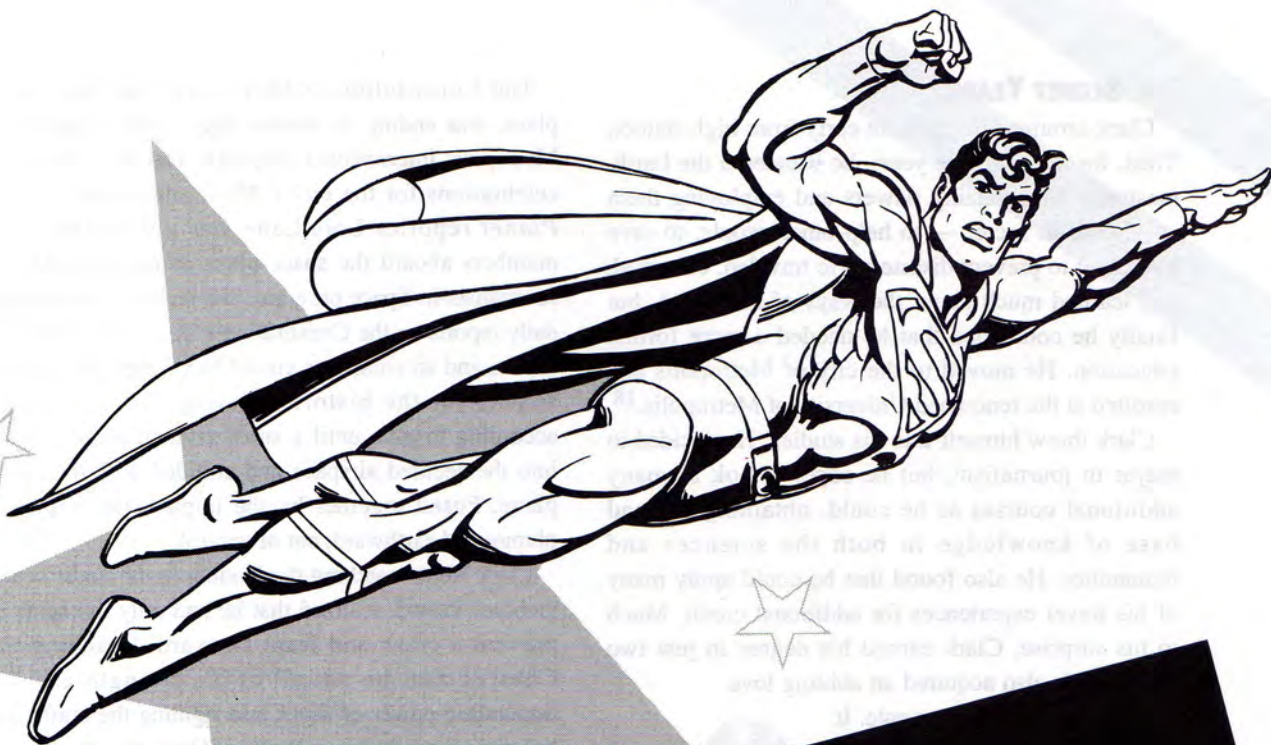
YOUNG CLARK KENT

As an infant and a young child, Clark Kent exhibited no extraordinary powers or abilities. When he turned 5, Clark was enrolled at Eisenhower Elementary School in Smallville, where he quickly made friends of classmates Lana Lang and Pete Ross.¹⁵ He picked up good values from his loving, hard-working parents, learning responsibility in helping with chores around the farm. He also acquired the Kents' love of reading and often derived as much pleasure from sitting under a tree with a book as he did from a fast game of softball. For all intents and purposes, Clark appeared to be just another normal, healthy American boy.

But he was not normal. Just as his genetic father, Jor-El, had calculated, Clark's Kryptonian cells began storing and processing the radiation of Earth's sun. As he grew older, Clark became increasingly stronger and more powerful. The first noticeable consequence of this power came when Clark was 8 years old. Taking a short cut across a pasture, he was trampled by an angry bull, but he sustained no injuries. A few months later, Martha Kent was astounded to see her son casually lift the back end of their pickup truck to retrieve a ball that had rolled out of reach.

As he entered his teens, Clark discovered that he could see farther and in increasingly greater detail than any of his friends and that he could see through solid objects if he concentrated. In the summer of his seventeenth year, Clark found that he could step off into space and fly. His joy at the discovery of this power was boundless, as was his parents' astonishment.

Throughout their son's adolescence, Martha and Jonathan kept his incredible abilities secret and always stressed the importance of this secrecy to Clark. The Kents feared that if knowledge of Clark's powers became public and the truth of his birth were known, he might be taken away from them. They suspected that some people would be afraid of him or consider him a monster and that unscrupulous people would try to exploit his powers. They knew that at

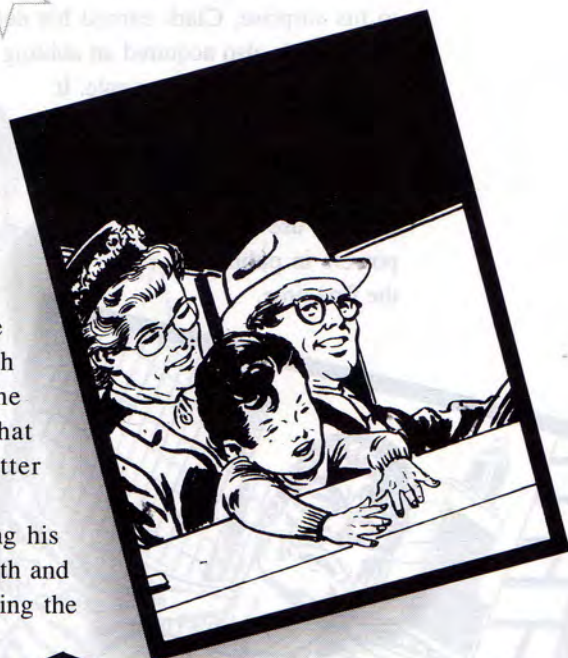


the very least, the inevitable publicity would disrupt their lives for all time.

Moreover, the Kents cautioned Clark that while his powers were a great gift, they didn't necessarily make him a better person. Martha and Jonathan impressed on the boy the responsibilities power entails. They also taught him that each individual should strive to leave the world a better place than he found it. As firm believers in the Golden Rule, they told Clark that he should never use his special powers to set himself up as better than anyone else or to make other people feel useless.

But youthful exuberance often overcomes the best intentions. During his senior year at Smallville High School, Clark began to utilize his strength and speed on the football field, becoming the star of the team. After winning the final game of the season almost single-handedly, Clark found his stern-faced father waiting on the sidelines. Jonathan took his son to the site where the spacecraft still lay hidden and revealed how they had found him. Jonathan admitted that he didn't know where Clark came from but told the boy that his great powers needed a nobler purpose than winning sporting events. Stunned by these revelations, Clark shamefacedly agreed with his father. He realized that the time had come to shoulder his responsibilities.¹⁶

That night, Clark called on Lana Lang, who had become his closest, most devoted friend. Clark displayed his superhuman powers for Lana, scooping her up and carrying her off through the heavens. He flew around the world with her that night, confiding his plans to leave Smallville the next day, to go out into the world and use his powers for the good of humanity. Taking Lana home, Clark gave her a last brotherly kiss and flew off into the night.¹⁷



THE SECRET YEARS

Clark arranged to graduate early from high school. Then, for the next five years, he wandered the Earth, mastering his amazing powers and employing them — always in secret — to help other people, to save lives, and to prevent disasters. He traveled, observed, and learned much about the ways of the world, but finally he concluded that he needed a more formal education. He moved to the city of Metropolis and enrolled at the renowned University of Metropolis.¹⁸

Clark threw himself into his studies. He decided to major in journalism, but he eagerly took as many additional courses as he could, obtaining a broad base of knowledge in both the sciences and humanities. He also found that he could apply many of his travel experiences for additional credit. Much to his surprise, Clark earned his degree in just two years.¹⁹ He also acquired an abiding love for Metropolis and its people. It was in that city, not long after graduation, that circumstances forced Clark to use his super-powers in public for the first time.

The Constitution, NASA's experimental space plane, was ending its maiden flight with a landing at Metropolis International Airport to cap off a month of celebrations for the city's 250th anniversary. *Daily Planet* reporter Lois Lane was one of the crew members aboard the space plane as part of NASA's Journalists-in-Space program. She had been submitting daily reports on the Constitution's flight to the nation's media, and an enormous crowd had congregated at the airport for the historic landing. All was going according to plan until a small civilian plane slipped into the secured airspace and collided with the space plane. Fused together by the impact, the airplanes plummeted earthward, out of control.

Clark Kent, watching the landing in the midst of the gathered crowd, realized that he had only moments to prevent a crash and leapt skyward. Grabbing the Constitution, he put all of his strength and his astounding power of flight into righting the crafts and bringing them in for a landing. Once the ships were safe on the ground, Lois immediately disembarked to question him. Their eyes met, and for a moment, neither of them could say a word.

Then the crowd surged past security barricades, surrounding the hero-of-the-day. Clark was mobbed by people clutching and pulling at him. They all wanted to touch him. Their voices rose in a roar of offers and demands. To Clark's mind, it was as if they all wanted a piece of him. Appalled by the crowd's reaction, Clark fled the scene before he could be identified, flying halfway around the world before he finally came to rest on a remote mountaintop in Tibet. Lois Lane, meanwhile, filed her story of the rescue, describing as best she could the unknown "Superman" who had saved the planes and the crews' lives.

Unsure what to do, Clark returned to Smallville, seeking guidance from his parents. Recalling the legendary mystery-men of the 1940s, Jonathan Kent suggested that Clark adopt a costumed secret identity, in which he could publicly use his powers for good. Clark and his parents thus devised his new identity as Superman, taking the name that the *Daily Planet* reporter had given her mysterious rescuer. Martha Kent created Superman's first uniform, employing Clark's suggestions. She remembered how the only items of clothing that had survived her son's developing powers were those that fit most snugly, so she designed the uniform to be skin-tight. Clark and Jonathan together designed the distinctive S emblem for the chest and cape of his uniform.



Working with his family, Clark devised subtle tricks of appearance — glasses, changes of voice, posture and body language — by which he could divert any attention from his resemblance to Superman. Clark reasoned that by appearing unmasked as Superman, he would distract most people from even considering that he might spend part of his time as someone else.²⁰

LOOK! UP IN THE SKY!

Returning to Metropolis, Superman quickly made his presence known. Nothing escaped his attention, from simple purse snatchings to three-alarm fires to attempted bank robberies. Exhilarated by the opportunity to operate openly, Superman seemed to be everywhere at once in the days that followed. Everyone wanted to know more about their city's new hero, especially Lois Lane. After a week of fruitless attempts to catch up with the hero, Lois finally managed to connect with Superman and obtain an interview. But she was not quick enough to beat out newly employed *Planet* reporter Clark Kent, who had gotten his job by submitting an in-depth article about Superman.²¹

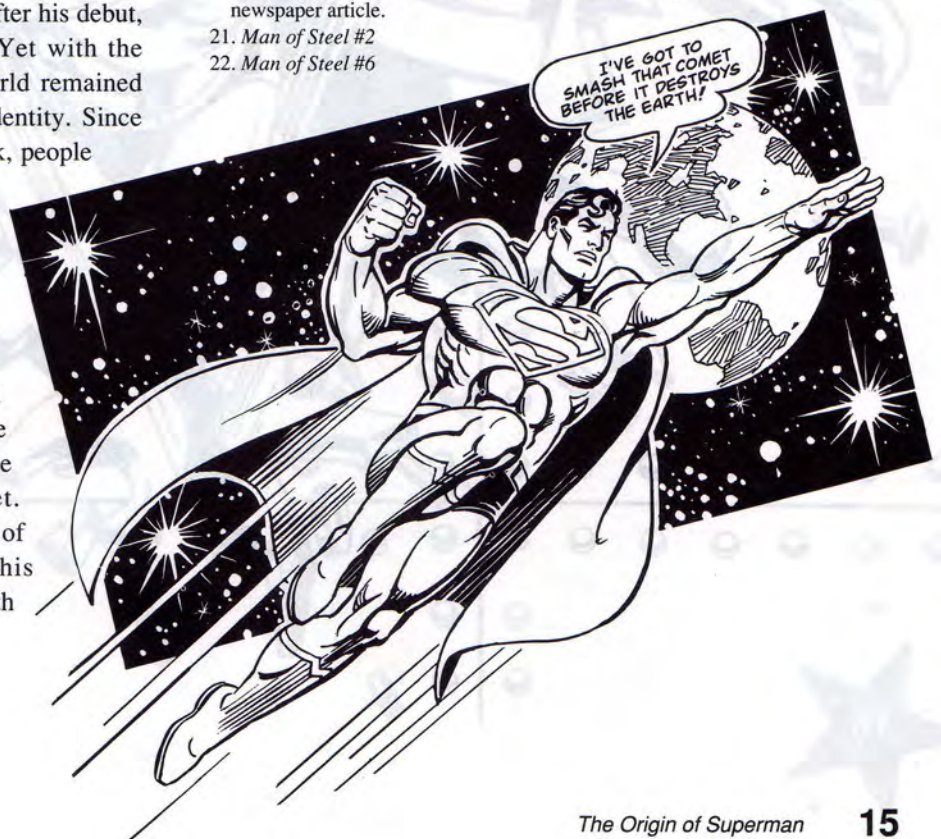
Over the next few years, Superman established himself as the greatest champion of justice in Metropolis and, indeed, the world. He is credited with inspiring a new generation of crime fighters and superheroes that sprang into existence after his debut, heroes from Aquaman to the Flash. Yet with the exception of a few confidants, the world remained unaware that Superman had another identity. Since he does not hide his face behind a mask, people assumed that, like Wonder Woman, he is simply Superman.

Roughly seven years after his public debut, Superman learned the details of his Kryptonian origins. From an electro-psionic recording completed during Krypton's final hours, Clark discovered that he was the genetic offspring of Jor-El and Lara, the sole survivor of that doomed planet. While this revelation answered many of his questions, it only strengthened his sense of responsibility toward the Earth and its people.²²

Though his heritage is that of a dead planet 50 light-years away, Superman remains very much the son of Jonathan and Martha Kent.

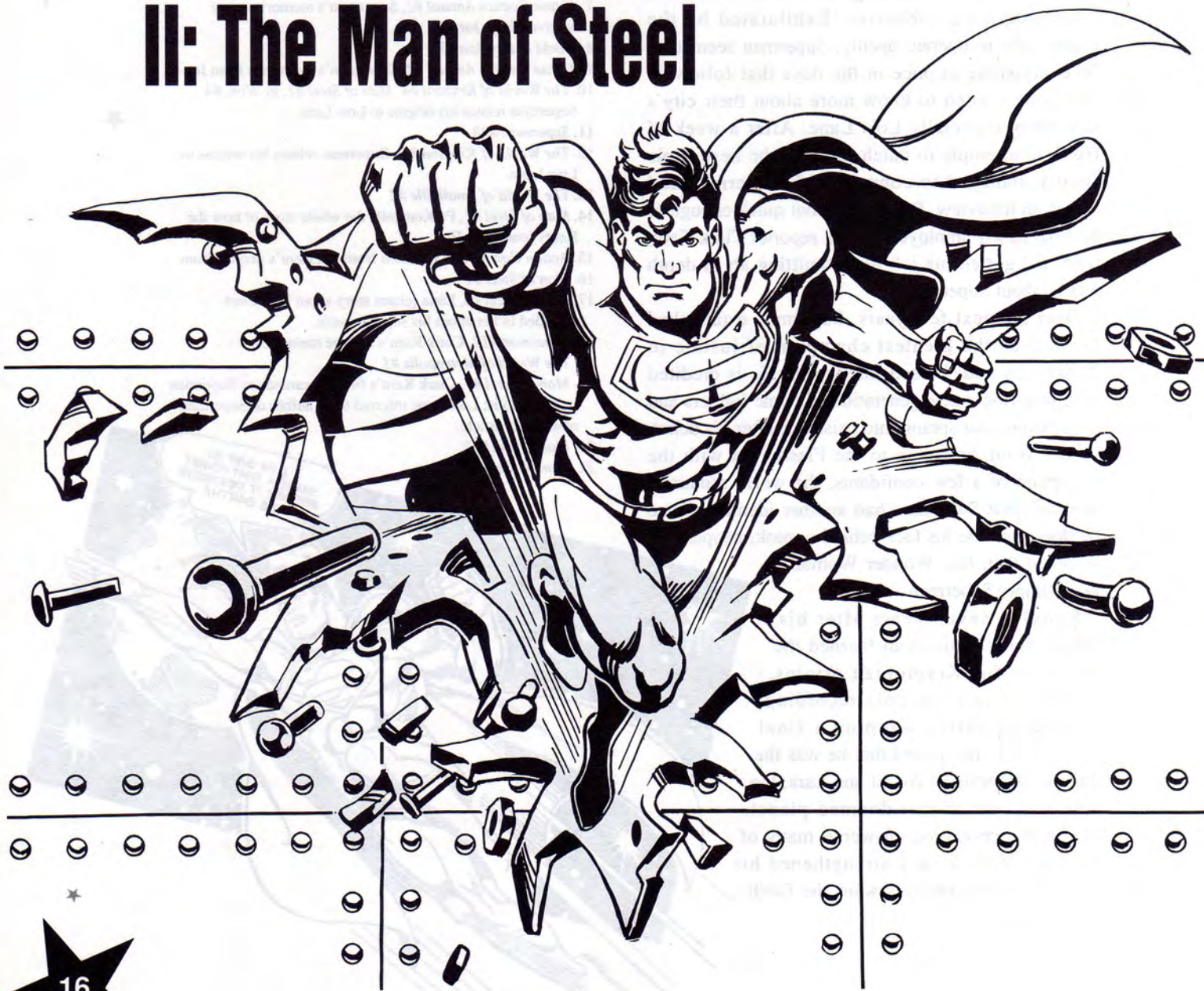
ENDNOTES

1. *Action Comics* #652, Superman relates Kryptonian history to Ma and Pa Kent.
2. *The World of Krypton* #1
3. *Adventures of Superman* #460
4. *Action Comics Annual* #2, the full history of the Cleric and the Eradicator is explained.
5. *The World of Krypton* #2-3, this issue describes the events involving Black Zero's bomb.
6. *The World of Krypton* #4, Superman relates his origins to Lois Lane.
7. *Action Comics Annual* #2, Superman's memories were received from Jor-El.
8. *World of Krypton* #3
9. *Action Comics Annual* #2, Superman's memories from Jor-El.
10. *The World of Krypton* #4, *Man of Steel* #1, in *WoK* #4 Superman relates his origins to Lois Lane.
11. *Superman* #18
12. *The World of Krypton* #4, Superman relates his origins to Lois Lane.
13. *The World of Smallville* #2
14. *Man of Steel* #1, Pa Kent tells the whole story of how the Kents found Kal-El.
15. *Action Comics* #655, photos from Ma Kent's photo album.
16. *Man of Steel* #1
17. *Man of Steel* #6, Lana relates story about how Clark confided in her about his super powers.
18. *Superman* #12, Clark Kent's college memories.
19. *The World of Metropolis* #3
20. *Man of Steel* #1, Clark Kent's first appearance as Superman in Metropolis; Lois Lane inferred to be author of Superman newspaper article.
21. *Man of Steel* #2
22. *Man of Steel* #6



SUPERMAN

II: The Man of Steel



SUPERMAN

DEX: 15 STR: 25 BODY: 18
 INT: 11 WILL: 20 MIND: 15
 INFL: 10 AURA: 10 SPIRIT: 10
 INITIATIVE: 50 HERO POINTS: 200

•Powers:

Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Invulnerability: 22, Heat Vision: 15, Microscopic Vision: 15, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 14, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13

•Skills:

Artist (Writer): 4, Charisma (Persuasion): 15, Scientist: 10

•Advantages:

Area Knowledge (Metropolis); Connections: Batman (High), *Daily Planet* (High), Metropolis Police Department (High), White House (High), Justice League International (Low); Expansive Headquarters (Fortress of Solitude); Free Access; Popularity

•Drawbacks:

Secret Identity; Fatal Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: magic, range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, range of 0 APs

All of Superman's Loss Vulnerabilities affect all of his Attributes and Powers.

•Alter Ego: Clark Kent, Kal-El

•Motivation: Upholding the Good

•Occupation: Reporter, Novelist, former Editor

•Wealth: 5

•Height: 6'3" •Weight: 225 lbs.

•Eyes: Blue •Hair: Black

•Quote: "I may have been conceived out there in the endless depths of space ... but I was born when the rocket opened, on Earth, in America." (*Man of Steel* #6)

developing powers. During the years after he left his parents' Kansas home, he took special care to use his powers in a covert manner. Only after he had compromised himself through the public rescue of the space-plane Constitution did he resort to the creation of separate identities that would allow him to use his powers for the good of humanity and still maintain his privacy.

When devising his Superman persona, Clark realized that he would also need to give his true identity a make-over. With the suggestions and assistance of Jonathan Kent, Clark devised a new, bespectacled style for himself that was simultaneously a logical outgrowth of his youthful appearance and a different look from Superman. This way he would not arouse the suspicions of his old hometown friends, and with the public unaware that Superman even had a second identity, his resemblance to the unmasked Superman would scarcely be noticed.¹

In his everyday identity, Clark Kent is a top investigative reporter for the *Daily Planet*. He has, in times past, written a column of opinion and commentary that was syndicated nationwide. In addition, Clark has written three novels, the first two of which were loosely based on his experiences as a journalist overseas. *The Golden Throne*, his second novel, dealt with the overthrow of the Shah of Qurac and was on the bestseller lists for 17 weeks. His most recent work, *The Janus Contract*, has fared less well.²

Clark has maintained a modest, one-bedroom apartment at 344 Clinton Street, just 15 blocks from the Daily Planet Building, for some years. Although he briefly took a position as editor of Newstime magazine,³ that job was short-lived, and he returned to writing for the *Planet*, at first on a free-lance basis. He has since resumed a staff position at the *Planet*.⁴ Clark has always taken advantage of his career as a journalist to stay on top of national and world events, the better to respond to emergencies as Superman.

In his identity as Superman, Clark has become world famous for his astounding exploits on behalf

BACKGROUND

Clark Kent spent his first 25 years leading as normal a life as possible for a being with his

of mankind. He has emerged as Earth's preeminent superhero, admired by the public and respected by his peers, if such a man can be said to have peers.

In recent years, Superman traveled to an extradimensional duplicate of our universe, where the Earth had been laid waste by three powerful superbeings. Seeing no other way to stop these monsters from spreading their terror to his own universe, Superman was forced to act as their judge, jury, and executioner.⁵ The guilt he experienced as a result of this act, combined with the psychic manipulation of his enemy Brainiac (see page 67-69), caused him to develop a split personality temporarily. During this period, he occasionally assumed the identity of Gangbuster without even realizing it. When Superman finally discovered what was happening to him, he feared that he might become a danger to the people of Earth. He temporarily exiled himself to outer space until he was able to come to terms with himself.⁶

Clark has had many loves in his life, from the high-school romance of Lana Lang to his tragic college love affair with Lori Lemaris.⁷ Over the years, he has come to realize that the one true love of his life is fellow reporter Lois Lane. In the past year, Lois has come to a similar realization. Recently, Clark proposed marriage to Lois, and to his delight, she accepted.⁸ Clark then spent a fretful week trying to decide how to break the news to his fiancée that her husband-to-be was also Superman. When he finally worked up the nerve to tell her his secret in private, Lois was initially stunned by the revelation. But in a way, she was also relieved to have her suspicions, which she had long denied, finally confirmed.⁹

At this writing, Lois and Clark are making plans for their married life together.

PERSONALITY

Superman is the world's greatest champion of truth, justice, and the good embodied in the American way of life. He lives by the traditional values instilled in him by his parents. Superman's high ideals are sometimes mistaken for naiveté, and his steadfast determination for unrealistic optimism, by those who do not understand him. When recent machinations temporarily rendered him as vulnerable as any mortal man, he did not hesitate to face his enemies, even though it placed his life in jeopardy.¹⁰

Superman is a warm, compassionate, courageous man with a wry sense of humor. He has actually

been worshiped by some of his many admirers,¹¹ but he is no god. Although slow to anger, he is not without his rages, and he does not suffer villainy gladly.

SUPERMAN AND BATMAN

In the months that followed Superman's first public appearance, several other costumed crime fighters sprang up across America. Most of these had attitudes toward justice similar to that of the Man of Steel, but one seemed too dangerous and too violent to remain on the loose. Superman decided to fly to Gotham City and bring in the costumed crimefighter known as the Batman.

Little did Superman suspect that the Darknight Detective would be waiting for him. Branded an outlaw by a corrupt city government, Batman had known it would only be a matter of time before he came into conflict with Superman. Like everyone else, Bruce Wayne had read reports of Superman's exploits. He knew that Superman would pose the biggest threat to Batman's career, and so he prepared for the meeting he considered inevitable.

When Batman finally met Superman amid the rooftops of Gotham City, he was ready. Evading Superman's grasp, the masked detective activated a simple electromagnetic field about his person, a field keyed to detect the denser molecular structure of someone such as Superman. Batman warned Superman that if he penetrated the field, a signal would automatically detonate a bomb somewhere in the city, killing an innocent person. Superman was shocked, which was just the reaction Batman wanted. As the Man of Steel listened, Batman explained how Gotham City differed from Metropolis, how it required a different approach to crime. He told Superman of one particular psychopath who was then on the loose in the city, a mentally imbalanced woman called Magpie. Working together, Superman and Batman tracked Magpie down and helped the police apprehend her. Superman reluctantly agreed that Batman's tactics did seem well-suited to the crime of Gotham. Batman then handed over the bomb, which had been secreted on his person all the time. The two men parted as wary allies.¹²

Over the next few years, Batman's activities gained a kind of unspoken legitimacy in the eyes of the crime-weary people of Gotham. Although he remained a mysterious figure, untrusted by many,

he was even invited to join the fabled Justice League of America. He continued to encounter Superman periodically.

At one point, Superman entrusted Batman with a mysterious scrapbook. The scrapbook contained newspaper clippings dealing with Superman's exploits, and it had been sent without explanation to Clark Kent. Not telling Batman how he had acquired the book,

Superman asked the great detective to check it out and learn all he could about it.¹³ Three days later, they met in private on a Gotham rooftop. Batman returned the scrapbook, saying that the only thing he could glean from it was the deduction that Superman was actually Clark Kent. The detective complimented Kent on the simplicity of his deception and promised to keep his identity a secret. Superman pledged to return the favor, revealing that he had known that Bruce Wayne's was the face behind Batman's cowl.¹⁴

As it turned out, the scrapbook had belonged to Clark's own mother.¹⁵ It had been stolen by operatives in the employ of Lex Luthor and had been turned over to Lexcorp data analyst Amanda McCoy. McCoy had compiled data that pointed to Kent's being Superman, but Luthor had dismissed her conclusions, refusing to believe that a being as powerful as Superman would live the life of an ordinary man.¹⁶ McCoy mailed the scrapbook to Kent as part of a scheme to vindicate her conclusions. Her scheme failed, but Amanda McCoy was later indirectly responsible for bringing Superman and Batman together on a case.

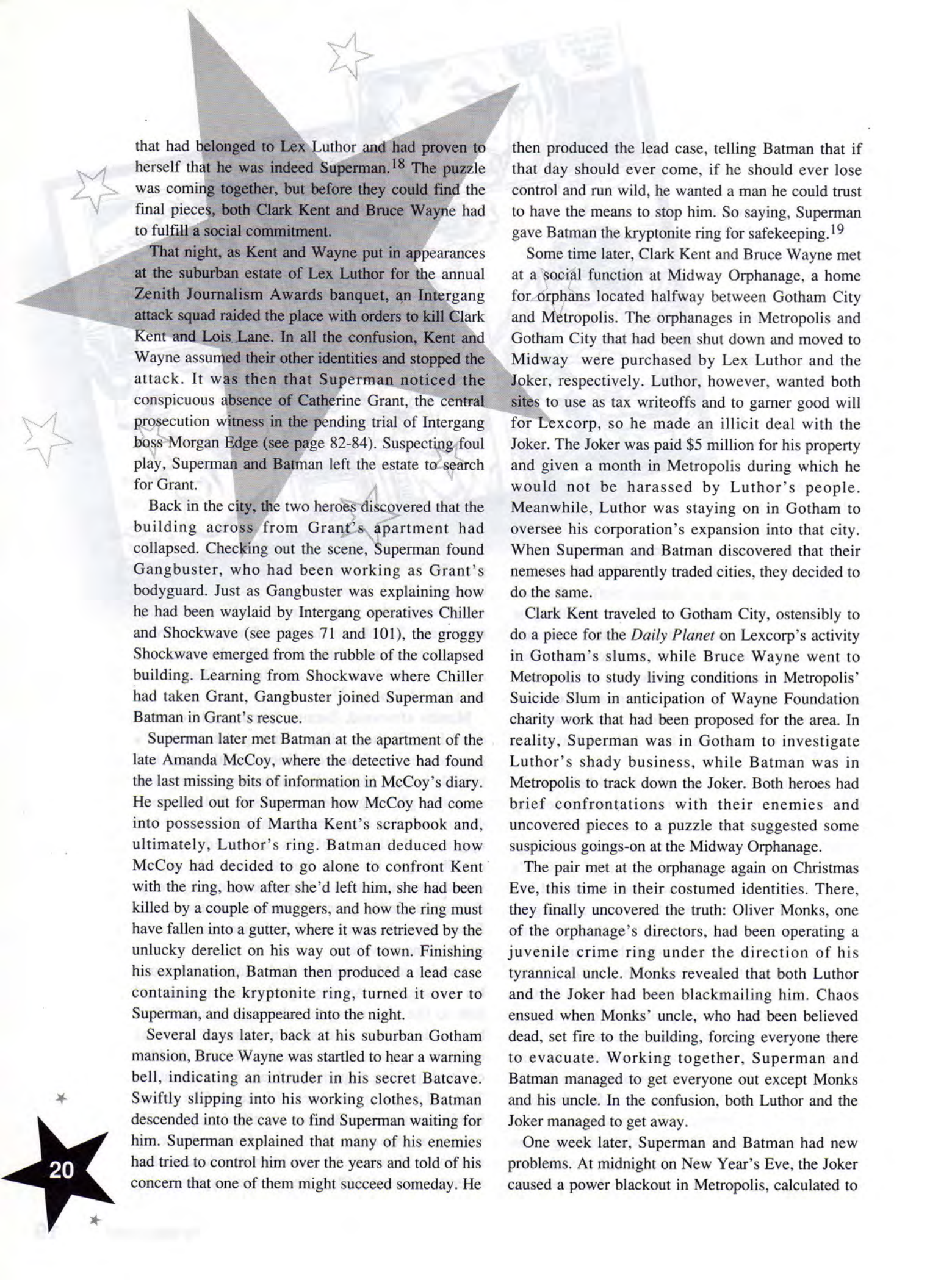
Some weeks after the rooftop meeting, Batman came across a strange book containing the family history of the Clan McDougal, including the story of the Silver Banshee's first encounter with Superman (see page 102-103), while closing in on an underworld fence who specialized in stolen art and rare books. Batman traveled to Metropolis to

give the book to Clark Kent, surprising the reporter in his apartment. Thanks to this bit of help, Superman learned the secret of the Silver Banshee and was able to rescue Lois Lane and Jimmy Olsen from the Clan McDougal.¹⁷

Months afterward, Batman found an old derelict dead in a Gotham alley. Among the derelict's possessions, he found evidence that the man had recently been in Metropolis, and he found a ring with an eerily glowing green gemstone. Batman soon discovered that the gem was radioactive and had aggravated the derelict's diseased system, contributing to his death. Puzzled as to why anyone would have made such a dangerous piece of jewelry, Batman decided to go to Metropolis, accepting one of Bruce Wayne's many social invitations as cover for any daytime activities.

Arriving in Metropolis at dusk, Batman continued his investigation. An intercepted police message led him to the city morgue, where an unidentified homicide victim had shown signs of unusual radiation exposure. From there, he met with the Man of Steel, picking Superman's brain for information. That and a subsequent check of Lexcorp files proved highly illuminating: Batman identified the homicide victim as Amanda McCoy, a former Lexcorp employee. Moreover, he now knew that Amanda had recently confronted Clark Kent with a kryptonite ring





that had belonged to Lex Luthor and had proven to herself that he was indeed Superman.¹⁸ The puzzle was coming together, but before they could find the final pieces, both Clark Kent and Bruce Wayne had to fulfill a social commitment.

That night, as Kent and Wayne put in appearances at the suburban estate of Lex Luthor for the annual Zenith Journalism Awards banquet, an Intergang attack squad raided the place with orders to kill Clark Kent and Lois Lane. In all the confusion, Kent and Wayne assumed their other identities and stopped the attack. It was then that Superman noticed the conspicuous absence of Catherine Grant, the central prosecution witness in the pending trial of Intergang boss Morgan Edge (see page 82-84). Suspecting foul play, Superman and Batman left the estate to search for Grant.

Back in the city, the two heroes discovered that the building across from Grant's apartment had collapsed. Checking out the scene, Superman found Gangbuster, who had been working as Grant's bodyguard. Just as Gangbuster was explaining how he had been waylaid by Intergang operatives Chiller and Shockwave (see pages 71 and 101), the groggy Shockwave emerged from the rubble of the collapsed building. Learning from Shockwave where Chiller had taken Grant, Gangbuster joined Superman and Batman in Grant's rescue.

Superman later met Batman at the apartment of the late Amanda McCoy, where the detective had found the last missing bits of information in McCoy's diary. He spelled out for Superman how McCoy had come into possession of Martha Kent's scrapbook and, ultimately, Luthor's ring. Batman deduced how McCoy had decided to go alone to confront Kent with the ring, how after she'd left him, she had been killed by a couple of muggers, and how the ring must have fallen into a gutter, where it was retrieved by the unlucky derelict on his way out of town. Finishing his explanation, Batman then produced a lead case containing the kryptonite ring, turned it over to Superman, and disappeared into the night.

Several days later, back at his suburban Gotham mansion, Bruce Wayne was startled to hear a warning bell, indicating an intruder in his secret Batcave. Swiftly slipping into his working clothes, Batman descended into the cave to find Superman waiting for him. Superman explained that many of his enemies had tried to control him over the years and told of his concern that one of them might succeed someday. He

then produced the lead case, telling Batman that if that day should ever come, if he should ever lose control and run wild, he wanted a man he could trust to have the means to stop him. So saying, Superman gave Batman the kryptonite ring for safekeeping.¹⁹

Some time later, Clark Kent and Bruce Wayne met at a social function at Midway Orphanage, a home for orphans located halfway between Gotham City and Metropolis. The orphanages in Metropolis and Gotham City that had been shut down and moved to Midway were purchased by Lex Luthor and the Joker, respectively. Luthor, however, wanted both sites to use as tax writeoffs and to garner good will for Lexcorp, so he made an illicit deal with the Joker. The Joker was paid \$5 million for his property and given a month in Metropolis during which he would not be harassed by Luthor's people. Meanwhile, Luthor was staying on in Gotham to oversee his corporation's expansion into that city. When Superman and Batman discovered that their nemeses had apparently traded cities, they decided to do the same.

Clark Kent traveled to Gotham City, ostensibly to do a piece for the *Daily Planet* on Lexcorp's activity in Gotham's slums, while Bruce Wayne went to Metropolis to study living conditions in Metropolis' Suicide Slum in anticipation of Wayne Foundation charity work that had been proposed for the area. In reality, Superman was in Gotham to investigate Luthor's shady business, while Batman was in Metropolis to track down the Joker. Both heroes had brief confrontations with their enemies and uncovered pieces to a puzzle that suggested some suspicious goings-on at the Midway Orphanage.

The pair met at the orphanage again on Christmas Eve, this time in their costumed identities. There, they finally uncovered the truth: Oliver Monks, one of the orphanage's directors, had been operating a juvenile crime ring under the direction of his tyrannical uncle. Monks revealed that both Luthor and the Joker had been blackmailing him. Chaos ensued when Monks' uncle, who had been believed dead, set fire to the building, forcing everyone there to evacuate. Working together, Superman and Batman managed to get everyone out except Monks and his uncle. In the confusion, both Luthor and the Joker managed to get away.

One week later, Superman and Batman had new problems. At midnight on New Year's Eve, the Joker caused a power blackout in Metropolis, calculated to

affect only holdings of Lexcorp, while Luthor's agents bombed a number of buildings in Gotham City believed to belong to the Joker. Believing the situation in Metropolis to be under control, Superman flew to Gotham City and helped Batman deal with the fires raging out of control there. Once Gotham was stabilized, the heroes returned to Metropolis, where they found out that one of Lexcorp's nuclear power plants was on the verge of meltdown. Superman managed to fly the plant's core into outer space just in time, while Batman captured the Joker's henchmen. These events upset the two villains so much that Luthor decided to halt his expansion into Gotham City, while the Joker decided that he had had enough of Metropolis. Superman and Batman parted knowing that things were, for the moment, back to normal.²⁰

Consult the *Batman Sourcebook* for more information on the Caped Crusader and his war against crime.

SUPERMAN AND THE JUSTICE LEAGUE

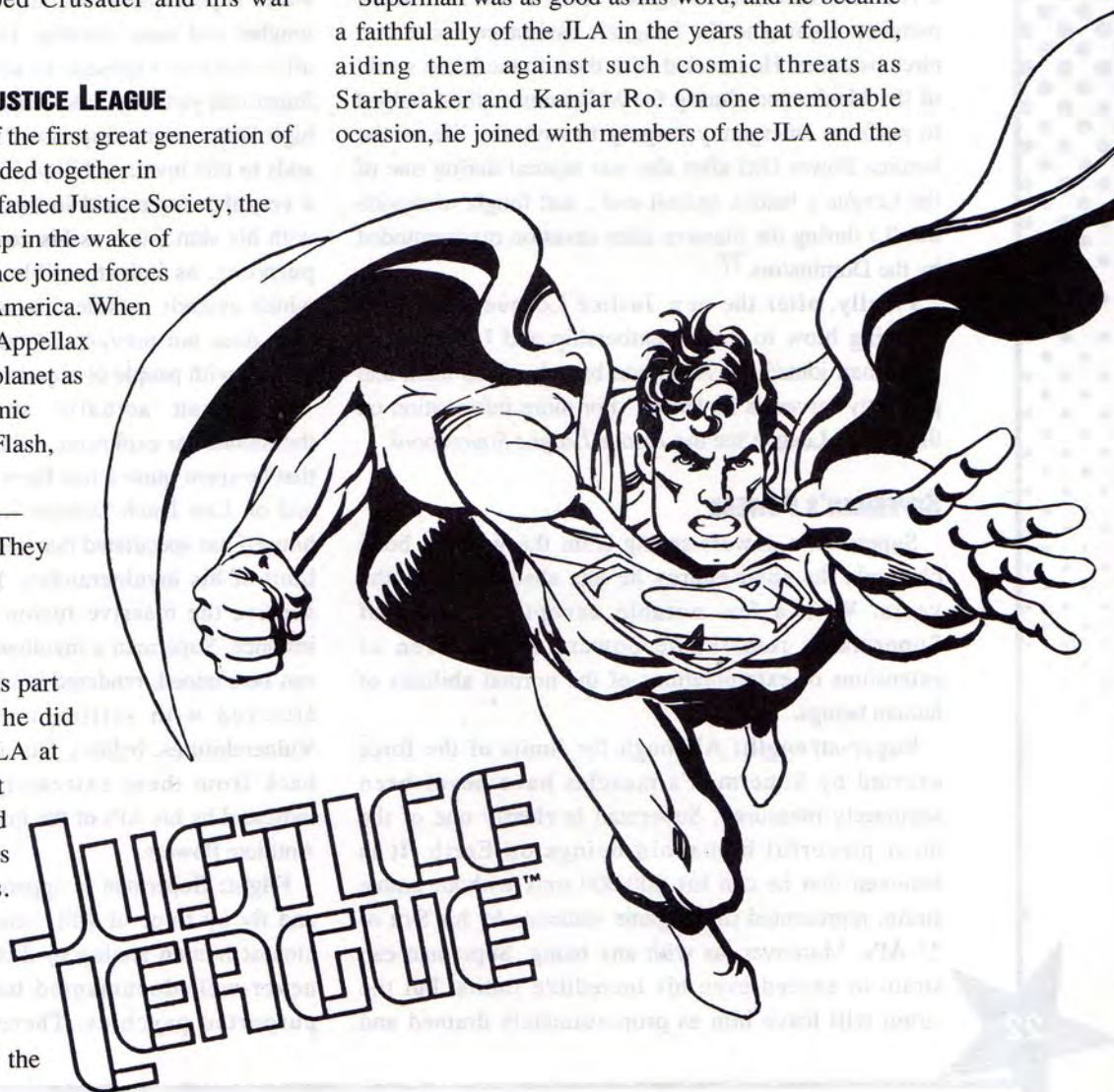
In the grand tradition of the first great generation of superheroes, who had banded together in organizations such as the fabled Justice Society, the new heroes who popped up in the wake of Superman's first appearance joined forces as the Justice League of America. When warlords from the planet Appellax came to Earth to use our planet as a battleground, five dynamic heroes — Aquaman, the Flash, Green Lantern, the Black Canary, and J'onn J'onzz— came to Earth's defense. They defeated the warlords and formed the charter membership.²¹

While Superman did his part to defeat the warlords, he did not meet the nascent JLA at that time.²² It was not until the JLA's third mission that he met this group of fellow heroes. The JLA was battling for its young life against the power of Xotar, a weapons master who claimed to be from the

far future. Xotar had mesmerized the League, setting its members against each other. They might have fallen on the field of battle that day had it not been for the timely intervention of Superman. Employing his remarkable heat vision, the Man of Steel destroyed Xotar's illusion-making weaponry and single-handedly wrecked his robotic war machine. As Xotar vanished back to his own era, an admiring League gathered around Superman, introducing themselves and shaking his hand.

With Xotar's threat ended, the JLA invited Superman back to their secret sanctuary, where the Flash nominated him for membership. The Man of Steel was suitably flattered but declined the nomination. Citing personal responsibilities that would make it impossible to devote sufficient time to League membership, Superman did promise to lend a hand in emergency situations.²³

Superman was as good as his word, and he became a faithful ally of the JLA in the years that followed, aiding them against such cosmic threats as Starbreaker and Kanjar Ro. On one memorable occasion, he joined with members of the JLA and the



revived Justice Society to battle the threat of Darkseid on distant Apokolips.²⁴

Over the years, the membership of the JLA grew and prospered. Green Arrow, the Atom, and many others swelled the ranks. Even Batman was offered membership. But time did not remain kind to the League, and the JLA was officially disbanded as the world was swept by a series of anti-hero riots instigated by Darkseid through the auspices of his agent, G. Gordon Godfrey. Still Earth's superheroes refused to succumb to Godfrey's manipulations. The mysterious Doctor Fate brought together Superman, Batman, the Blue Beetle, and many others, and together they ended Godfrey's reign of terror.²⁵

From the ashes of the old League, there arose a new organization, which eventually became known as Justice League International.²⁶ With a score of embassies around the globe, the JLI became a force for justice the world over. Although Superman declined to join them as a full-time member, he agreed to be a sort of reserve member, coming to the League's assistance under dire circumstances. He traveled with them to the home world of the Manhunters during the Millennium affair, helped to perform emergency surgery to save the life of the heroine Power Girl after she was injured during one of the League's battles against evil, and fought alongside the JLI during the massive alien invasion masterminded by the Dominators.²⁷

Finally, after the new Justice League suffered a crushing blow to their membership and UN support, Superman joined the American branch of the team and presently serves as its leader. For more information on the Justice League see the *Justice League Sourcebook*.

SUPERMAN'S POWERS

Superman's powers spring from the way his body channels the solar energy he has absorbed over the years. With a few notable exceptions; most of Superman's remarkable powers can be seen as extensions or extrapolations of the normal abilities of human beings.

Super-strength: Although the limits of the force exerted by Superman's muscles have never been accurately measured, Superman is clearly one of the most powerful humanoid beings on Earth. It is believed that he can lift 800,000 tons without undue strain, represented in his game statistics by his STR of 25 APs. Moreover, as with any being, Superman can strain to exceed even his incredible limits, but the strain will leave him as proportionately drained and

exhausted as a normal man who had pushed himself beyond his physical limits. Use the standard rules for Pushing Automatic Actions found in the Rules Manual for these situations.

Super-breath: The strength of Superman's body naturally extends to his skeletal structure and his internal organs. After hyper-inflating his lungs, Superman can expel their contents in a sudden release that is the equivalent of a gale-force wind, accounting for his 12 APs of the Super Breath Power.

Superman cannot live without breathing an oxygen atmosphere any more than can an ordinary human being. His superhuman lungs process the air he breathes with 100% efficiency, and he can survive for over an hour on a single breath, enabling him to dive to the ocean floor or fly to the moon and back, but eventually he must draw a breath. This ability acts as the Sealed Systems Power.

Invulnerability: Superman's Kryptonian body cells, while superficially similar to human cells, are much tougher and more durable. The structure of these cells after years of exposure to solar energy have rendered Superman virtually indestructible. This accounts for his high BODY score. Superman's natural bio-electric aura adds to this invulnerability. His aura acts somewhat like a very thin force-field in that anything in close contact with his skin (such as his costume) is, for all practical purposes, as indestructible as Superman. His cape, which extends outside this aura, is not protected. The aura does not prevent Superman from making bodily contact with people or objects.

Superman actually survived a 40-megaton thermonuclear explosion, but not easily. We can assume that he spent quite a few Hero Points to increase his RV and on Last Ditch Defense in this situation. Superman himself has speculated that this must be very close to the limit of his invulnerability. He would not be able to survive the massive fusion reactions of a star, for instance. Superman's invulnerability is not absolute; he can be stunned, rendered unconscious, or even killed if attacked with sufficient force or energies (see Vulnerabilities, below). His amazing ability to bounce back from these extremely adverse situations is indicated by his APs of the Invulnerability and Systemic Antidote Powers.

Flight: Superman is apparently able to defy gravity and fly by force of will, hence his Flight Power. The closest human analog to this power would be in the never-well-documented telekinetic levitation by purported psychics. There is obviously more to



Superman's flight capabilities than a simple power of levitation. Superman has been observed flying enormous objects, such as yachts and jumbo jets, through the air with little regard to the mass or structural integrity of those objects. He has noticed, once he leaves the ground, any object he is carrying seems to become lighter.²⁸ Superman does not have the Telekinesis Power, since he is not able to levitate objects that he is not carrying. His Flight and STR account for this phenomenon.

Super-speed: Superman can move and react at speeds far greater than a normal human being can. His top speed has never been accurately measured. It is known that he can fly to the moon (approximately a quarter of a million miles distant) in a matter of minutes, spend some time there, and return to Earth on a single breath of air. This assumes that Superman is Pushing his Flight Power when he flies in outer space. In the Earth's atmosphere, gravity, air pressure, and friction reduce his speed somewhat. His top running speed is considerably less than his flight speed, even given his considerable strength and stamina. In recent years, the Flash soundly defeated

Superman in an around-the-world foot race.²⁹ Superman's Superspeed Power represents his ground speed as well as his ability to perform normal actions (such as typing or cleaning his apartment) at an accelerated rate.

Super-hearing: Although limited by the speed of sound (roughly 1,088 feet per second at sea level), Superman's hearing is far more acute than a normal human's. Through his considerable powers of concentration, he can block out distracting noises to pick up and zero in on particular frequencies, and given time, he can locate a single distinctive voice in a city of millions.³⁰ In game terms, Superman's hearing abilities include the Directional Hearing Power, which lets him locate the direction of a specific sound; the Extended Hearing Power, which represents the extra distance at which he can pick up sounds; and the Super Hearing Power, which allows him to hear frequencies not audible to normal humans.

Super-vision: Superman is able to focus his eyes on objects far beyond the range of normal human sight. This ability is indicated by his APs of

Telescopic Vision. Superman also possesses Microscopic Vision, since he can observe objects in minute detail. Superman's eyes are sensitive to a much wider range of the electromagnetic spectrum than are those of average humans. His ability to see into the infrared enables him to perceive conditions around him while in total darkness. Under the proper conditions, he can also see lingering heat images of objects and people recently removed from an area. These abilities make up his Thermal Vision.

Superman's ability to sense the natural cosmic radiation that streams through the Earth is at the heart of his ability to concentrate and see through solid objects, his X-Ray Vision. Objects as dense or denser than lead can impede this ability. Contrary to some urban myths, lead objects are not invisible to Superman's X-Ray Vision; they simply appear opaque to him. Nor do his eyes actually emit X-rays.³¹

Heat vision: Superman can release excess solar energy through his eyes as coherent beams of radiant heat. The beams emitted by his Heat Vision are normally invisible, but they may sometimes be visible, depending on atmospheric conditions. While the temperatures produced by this power have never been measured, Superman is known to have used it to heat steel gun barrels red hot in a matter of moments.³² The strength of his heat beams gradually diminishes if he uses them continually or to excess.

SUPERMAN'S VULNERABILITIES

Magic: Superman is variably vulnerable to attack by supernatural and psionic forces. The effectiveness of such attacks depends on the relative strengths and weaknesses of the parties making them and on Superman's physical condition and his awareness of the attack. In general, all of Superman's Physical Attributes (and Powers, if applicable) should be considered 4 APs when he is under attack by magic or magic creatures. This does not affect his Current BODY Condition, which still begins at 15 APs. Superman also faces this Vulnerability when he tries to break or move an object that is magical in nature or that is somehow enchanted. For example, the Loss Vulnerability would apply if he were trying to break through a door that had been magically shielded. When resolving a magic attack against Superman that involves his Mystical Attributes, the GM should assess a penalty of at least -1 Column Shift to his OV/RV, perhaps more if the entity in question is

particularly potent. The GM should use discretion in determining the effects of magic on Superman. He does not crumple up and wither whenever magic comes up, but he is just as susceptible to its effects as any other mortal.

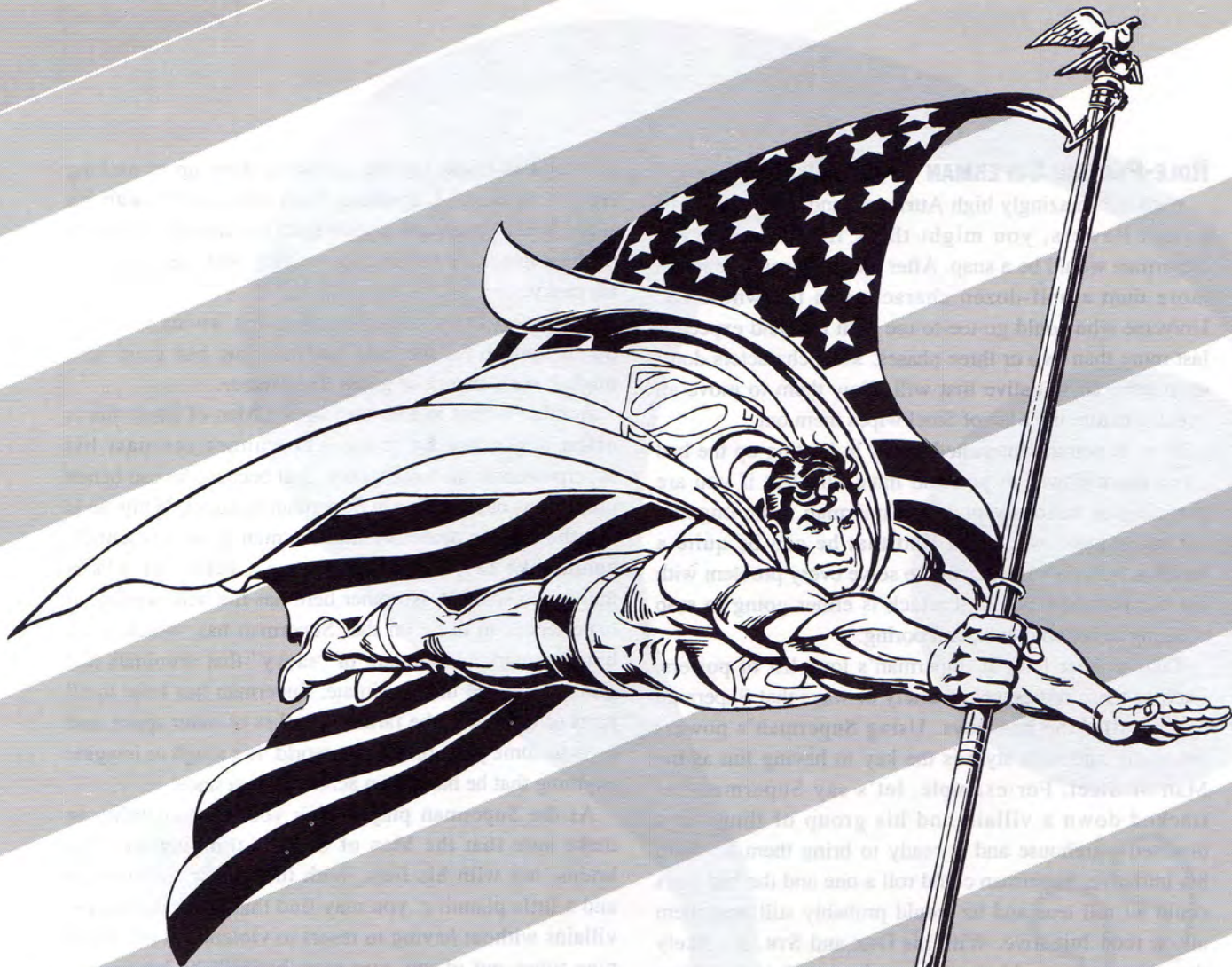
Solar Energy: During his exile in outer space, Superman learned that when he leaves Earth's solar system, away from the radiation of its yellow sun, his powers begin to fade. The rate at which they do so depends on how much energy he expends, but within a few weeks after his departure from Earth, his powers and strength had become severely depleted. In game terms, it is up to the GM to determine the rate at which Superman's Loss Vulnerability to a lack of yellow-sun radiation is exhausting his powers.

It is possible for Superman to "recharge" his lost powers more quickly than he loses them. While on the alien Warworld, the alien Cleric helped him focus concentrated solar energy into his body,³³ and after having his powers drained by the villainous Parasite, the superhero Starman used his stellar powers to restore Superman's abilities to full strength.³⁴ Again, it is up to the GM to determine the rate at which such recharging restores Superman's powers.

Kryptonite: Kryptonite is the common ore of the super-actinide kryptonium, an unusually stable transuranic element, whose atomic number is believed to be 126. Kryptonium's half-life is thought to be approximately 250,000 years.

Created from the fused elements of the planet Krypton, kryptonite is a substance that is unique in the known universe. No one has been able to duplicate the thermonuclear reaction that created kryptonite. Indeed, all attempts at synthesizing it have been unsuccessful.³⁵

The explosion of Krypton embedded a kryptonite fragment, approximately two pounds in weight, in the tail section of the star-drive vehicle that carried the prenatal Superman's birthing matrix through space. This fragment was the only true sample of kryptonite ever to reach Earth. This fragment came into the possession of Professor Emmett Vale, who used it as part of the power source for the cyborg called Metallo (see page 90-91).³⁶ The fragment was removed from Metallo by billionaire industrialist Lex Luthor,³⁷ who divided it into smaller pieces. Of those smaller pieces,³⁸ one wound up as a gemstone in a ring and is now in the possession of Batman. Another was cast into bullets used on Superman by the maniac who called himself Bloodsport.³⁹ Those bullets are



currently stored in a lead canister in Superman's Antarctic fortress.⁴⁰

Kryptonite radiation is dangerous to all life forms, but its effects are felt most immediately by the sole living Kryptonian, Superman. Kryptonite radiation apparently disrupts the normal functions of Superman's cells, causing him sudden excruciating pain, sapping his strength, and radically reducing his powers. The longer Superman is exposed to the k-radiation, the faster his powers are reduced. In the first 60 seconds of an exposure, Superman would experience nearly a 30% power loss in addition to experiencing incapacitating pain. In the next 30 seconds, he would suffer a further 30% power loss. After two minutes of exposure to kryptonite radiation at close range, Superman would be rendered practically powerless.

Fortunately, the effects of kryptonite on Superman are reversible. Once he is out of close proximity to the radiation source, his weakened cells compensate for the damage by absorbing solar energy at an accelerated rate. Studies conducted by Professor Emil Hamilton indicate that Superman would be able to return to full power no longer than five days after a two minute exposure to

kryptonite. However, it is speculated that a prolonged kryptonite exposure, on the order of two to three hours, might cause Superman permanent, irreparable harm or even death.

While kryptonite radiation works quickly on Superman, such is not the case for normal terrestrial life forms. The effects of kryptonite radiation are not immediately evident for normal human beings, but they are cumulative. The damage done to human tissue is irreversible and, if left untreated for too long, can cause death. The radiation poisoning from the k-stone ring that Lex Luthor wore for most of a year cost him his hand,⁴¹ and would have eventually killed him had a plane crash not ended his life.

The so-called red kryptonite created by Mr. Mxyzptlk that Lex Luthor used to strip Superman of his powers temporarily is not true kryptonite at all. It only superficially resembles real kryptonite and would have no effect on anyone, Terran or Kryptonian, were it not backed up by the imp's magic powers.⁴² It remains to be seen whether or not Mxyzptlk will use the red kryptonite again as part of his ongoing game with the Man of Steel.

ROLE-PLAYING SUPERMAN

With his amazingly high Attributes and wide variety of potent Powers, you might think that role-playing Superman would be a snap. After all, there can't be much more than a half-dozen characters in the whole DC Universe who could go toe-to-toe with him and expect to last more than two or three phases. Most characters don't even have an Initiative that will allow them to move an eyelash before the Man of Steel wipes them out.

Now, if you are interested solely in beating up the bad guys, more power to you and have fun. But if you are planning on seriously playing Superman in an ongoing campaign, you will soon find that he can be quite a handful. After a while, trying to solve every problem with the old DEX/STR physical attack is either going to stop working or become just plain boring.

Take another look at Superman's long list of powers. Each of these represents a variety of ways that Superman can go after the bad guys. Using Superman's powers creatively and with style is the key to having fun as the Man of Steel. For example, let's say Superman has tracked down a villain and his group of thugs to a deserted warehouse and is ready to bring them in. With his Initiative, Superman could roll a one and the bad guys could all roll tens and he would probably still beat them all on total Initiative. With his DEX and STR, it's likely that Superman could simply knock out all of the thugs with a straightforward Multi-Attack before they even know he's there. One roll and the whole combat is over. This might give you a feeling of smug satisfaction the first few times you do it, but pretty soon, this routine will become pretty tame. Why not try something with a little variety instead, like this?

On his first phase, Superman uses his heat vision to melt the firing pins on all of the thugs' guns. (He wouldn't want any stray bullets accidentally hitting any innocent bystanders.) At the same time, he might use one of his automatic actions to fly in through the warehouse skylight and another to announce his presence to any bad guys who somehow managed to not notice him flying in. The thugs will undoubtedly fail their Surprise rolls, and the GM will have a few moments to ad-lib some "suddenly terrified thugs" dialogue.

Superman might then spend the next phase hovering in place as the thugs try to fire their guns at him (you'd think they'd know better) and discover his heat vision sabotage.

- ★ The bad guys' next logical step is to make a break for it, so it will behoove the Man of Steel to spend the next few phases discovering new and interesting ways to halt them in their tracks and bundling them up into a neat package for the Metropolis police.

Possibilities might include wrapping them up in packing tape at superspeed, spinning them into a whirl with his super breath, wrapping a solid steel bar around them with his bare hands, or sending them flying with just a flick of his pinky.

Remember to try to keep it interesting, saving your best Sunday punch for the truly tough, strong bad guys, who might have a chance of going the distance.

Another aspect to role-playing the Man of Steel that is often neglected by those who cannot see past his superpowers is his intelligence. Just because he can bench press a bus does not mean Superman is stupid. While he is not the master detective that Batman is or a scientific genius like Lex Luthor, Superman's INT of 11 APs is nothing to scoff at. No other hero has the wide variety of experiences to draw on that Superman has, which gives him a remarkable amount of "savvy" that criminals and ordinary people underestimate. Superman has been to all parts of the Earth, the farthest reaches of outer space, and even to some parts of the afterworld. It's tough to imagine anything that he hasn't run across at least once.

As the Superman player, it is your responsibility to make sure that the Man of Steel is thinking with his brains, not with his fists. With the proper information and a little planning, you may find that you can stop the villains without having to resort to violence at all. Well, nine times out of ten, you probably will be beating up the bad guy, but that tenth adventure when you get to outsmart Luthor or trick Brainiac into falling into a trap will be much more memorable than simply slugging it out with Metallo or Mammoth.

For more advice on how to keep in character as Superman, be sure to read the **Classic Bits** chapter starting on page 122.

GAMEMASTERING SUPERMAN

Gamemastering an adventure in which Superman is a player's character can be very challenging, but it can also be very rewarding if you pull it off correctly. The first step to running a successful Superman adventure or campaign is to not be intimidated by Superman's AP scores. Yes, his abilities are extremely potent, but if comic book writers have been able to challenge him for more than 50 years, surely you can do it in a DC HEROES scenario. How can you challenge a character who can bend steel in his bare hands and change the course of mighty rivers? There are several ways a good GM can accomplish this.

Naturally, one way to challenge Superman is to throw adversaries at him who have a level of power that is roughly equal to his own (like Bizarro or Mongul), foes

who prey on one or more of his weaknesses (such as Metallo or Mister Z), or a horde of enemies who might have a chance against him by Team Attacking (perhaps Intergang Shock Troops). In adventures such as these, the Man of Steel will really get to flex his muscles and show what he's made of.

Another option is to present the player with adversaries who pose a tactical or strategic problem. Some of Superman's most persistent enemies have comparatively low Attributes but excel at these kinds of plots. It may take the player an entire game session just to figure out what Luthor is up to this time, or what the Prankster has done with his hostages, or how the Toyman plans to infiltrate the Pentagon and steal the defense plans.

The grand champion at causing tactical problems for Superman has to be Mr. Mxyzptlk. Every time he arrives on Earth, he concocts some game that really puts Superman's wits to the test. Before you begin a Mxyzptlk scenario, be sure to decide on the condition that he is going to choose for returning to the Fifth Dimension. Mxyzptlk adventures can be very fun, but be careful that you do not invent a condition that is utterly impossible. You should also give the Superman player a bit of latitude when it comes to his efforts to try to trick the imp into fulfilling his condition. If the player comes up with something truly clever, go with it.

Having Superman appear in a campaign as an NPC is another problem altogether. How many times, as a GM, have you looked at a newly created character's background and seen something to the effect of: "Hero X's best friend is Superman, and they team up all the time"? Or "Hero X knows that Superman is Clark Kent and frequently visits him at the *Daily Planet*"? Or even "Hero X has saved Superman's bacon so many times that he's lost count"? Of course, Hero X has high-level Connections to Superman, Lois Lane, the *Daily Planet* and probably Ma and Pa Kent, too.

It is only natural for a player who is creating a character for the DC HEROES Role-Playing Game to want to somehow link his hero to an existing DC Comics character. After all, we assume that you are playing DC HEROES instead of Bludgeons & Braggin' at least partially because of the appeal of role-playing in the DC Universe. It would pretty much defeat the purpose of the game to tell the player that Hero X just doesn't know Superman and that's that, try again. You will probably make your player happier by letting Hero X have some connection to Superman (although it's recommended that you

suggest replacing "Superman is Hero X's best friend" with "Hero X met Superman during the invasion" or something). So now what do you do with Superman in a campaign with player-generated heroes?

Lois Lane or Jimmy Olsen can attest to the fact that having Superman as a close personal friend can come in very handy when you're in a jam. But if a player-created hero is calling on Superman for aid all the time, it puts the players' characters in a secondary role in the adventure. Players should only be allowed to call Superman for help if their situation is truly desperate, and if they do so, Superman's role should be kept to a minimum. The GM should reduce the Standard Award for an adventure by half if the players unexpectedly call Superman in for assistance.

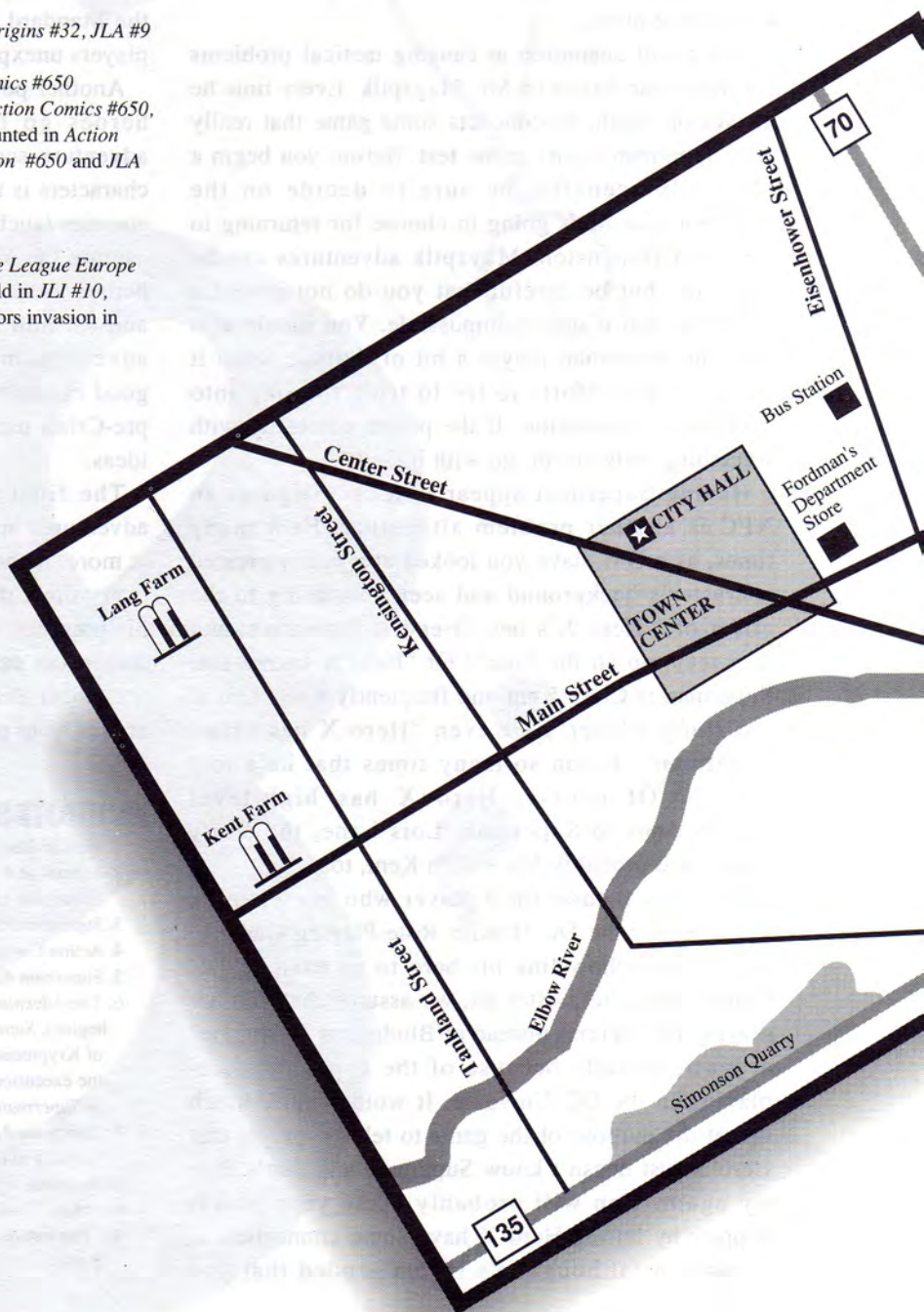
Another possibility along these lines is to have the heroes go to Superman's rescue. A possible adventure scenario for a group of player-generated characters is to discover that one of Superman's arch enemies (such as Brainiac or Luthor) has managed to capture the Man of Steel, and it is up to the players' heroes to track down where he's being held captive and set him free. Check out the New Teen Titans adventure module *The Doomsday Program* for a good example of this kind of scenario. It's set in the pre-Crisis universe, but it should give you plenty of ideas.

The final thing to remember when designing adventures in which Superman is an NPC is that less is more. If the Man of Steel shows up to save the day every time, the players will begin to expect him and his presence will become routine. An appearance by Superman can add some spice to a campaign, but remember that the adventures are meant to revolve around your players' heroes.

ENDNOTES

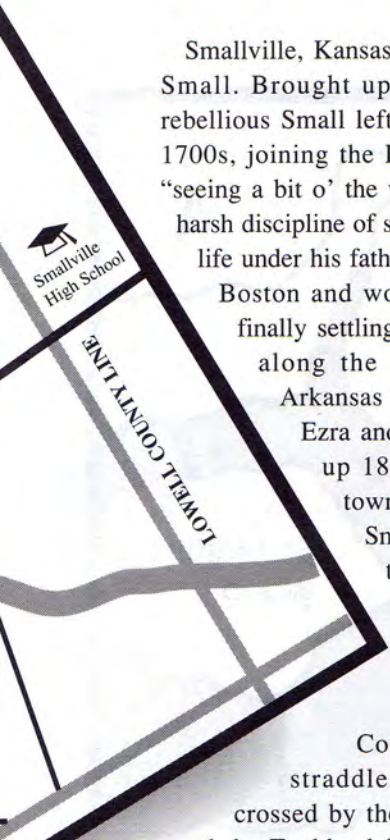
1. *Man of Steel* #1
2. *Superman* #49, Clark finds his novel, the Janus Contract, on a remainder table at Binder Books.
3. *Superman* #39
4. *Action Comics* #665
5. *Superman* #22
6. *The Adventures of Superman* #450 (story of self-imposed exile begins), *Superman* #33 (story concludes), flashbacks of the death of Kryptonians on the Cleric's ark, the Bloodsport murders, and the execution of the Phantom Zone criminals by Superman, are in *Superman* #33.
7. *Superman* #12, Superman relates the story of his love with Lori Lemaris to Ronal.
8. *Superman* #50
9. *Action Comics* #662, *Superman* #53
10. *The Adventures of Superman* #472, *Action Comics* #659, *Superman* #50.

11. *Action Comics Weekly* #606, 630, worshipers of Superman cult in the Superman storyline.
12. *Man of Steel* #3
13. *Action Comics* #594
14. *The Adventures of Superman* #440
15. *Man of Steel* #1
16. *Superman* #2
17. *Superman* #23
18. *Action Comics* #653
19. *Superman* #44, *The Adventures of Superman* #467, *Action Comics* #654, these three issues contain the "Dark Knight Over Metropolis" storyline telling of Superman's second adventure with the Batman, including the kryptonite ring, Intergang and Cat Grant.
20. *World's Finest* #1-3 narrate Superman and Batman's third adventure, discovering and ending the Joker and Luthor's schemes.
21. *Justice League of America* #9, *Secret Origins* #32, *JLA* #9
22. *Secret Origins* #32
23. *The Brave and the Bold* #29, *Action Comics* #650
24. *Justice League of America* #183-185, *Action Comics* #650, Sarbriker and Kanjor Ro incidents recounted in *Action* #650, Apokolips story found in both *Action* #650 and *JLA* #29 #183-185.
25. *Legends* #1-6
26. *Justice League International* #7
27. *Justice League International* #10, *Justice League Europe* #9, *Invasion!* #1-3, Manhunter home world in *JLI* #10, Power Girl's surgery in *JLE* #9, Dominators invasion in *Invasion* #1-3.
28. *Man of Steel* #4
29. *The Adventures of Superman* #463
30. *Action Comics Weekly* #601, Superman storyline.
31. *Superman* #9, *Action Comics* #664
32. *Man of Steel* #2
33. *Superman* #33
34. *Starman* #14, *Action Comics* #645, The Parasite steals parts of Superman's powers in *Starman* #14, and they are returned to normal by *Starman* in *Action* #645.
35. *Action Comics* #599
36. *Man of Steel* #1, *Superman* #1, in *MoS* #1 Clark feels the effects of the Kryptonite but does not discover it; in *Superman* #1, Metallo explains how Vale used the Kryptonite to create him.
37. *Superman* #238, *Action Comics* #654
39. *Superman* #4
40. *Superman* #41
41. *Superman* #19
42. *Superman* #49-50, *Action Comics* #659, *The Adventures of Superman* #463, 472, *Starman* #28



SUPERMAN

III: Smallville



Smallville, Kansas, was founded in 1826 by Ezra Small. Brought up in a Quaker household, the rebellious Small left his native England in the late 1700s, joining the Royal Navy with the intent of “seeing a bit o’ the world,” but soon found that the harsh discipline of shipboard life was far worse than life under his father’s roof. Ezra jumped ship near Boston and worked his way across country, finally settling on the American Great Plains, along the banks of a tributary of the Arkansas River. By the time he was 60, Ezra and his wife, Rachel, had brought up 18 children and established the town that bears their family name. Smallville has prospered since that time, but true to its name, it has remained a small Midwestern town.

Located in Small County and on the border of Lowell County,¹ present-day Smallville straddles the Elbow River, which is crossed by the Eisenhower, the Kensington, and the Tankland Street Bridges. The town’s two major thoroughfares are Main Street and Center Avenue, which intersect in the downtown retail district. Fordman’s Department Store is just one block from this intersection.² Aside from retail shops, the main business of the area is agriculture. A row of grain elevators along the railroad tracks loom over the southwestern part of town. Five miles south of town is the old Simonson Quarry, a long-abandoned limestone pit.³ Due to a quirk in districting, much of the

Smallville Consolidated School System lies within neighboring Lowell County.⁴

There is no passenger rail or commercial air service in Smallville. People who are without private transportation look to the city’s bus station as their portal to the outside world.⁵

The main sources of local news in the area are the Smallville Daily Ledger, and the weekly Small County Bulletin. A competing paper, the Smallville Post, also mentioned in *Action Comics* #655, went out of business four years ago.⁶ Downtown Smallville has been wired for cable television for some time, but most outlying areas must depend on large antennas or satellite dishes to pull in distant television signals.

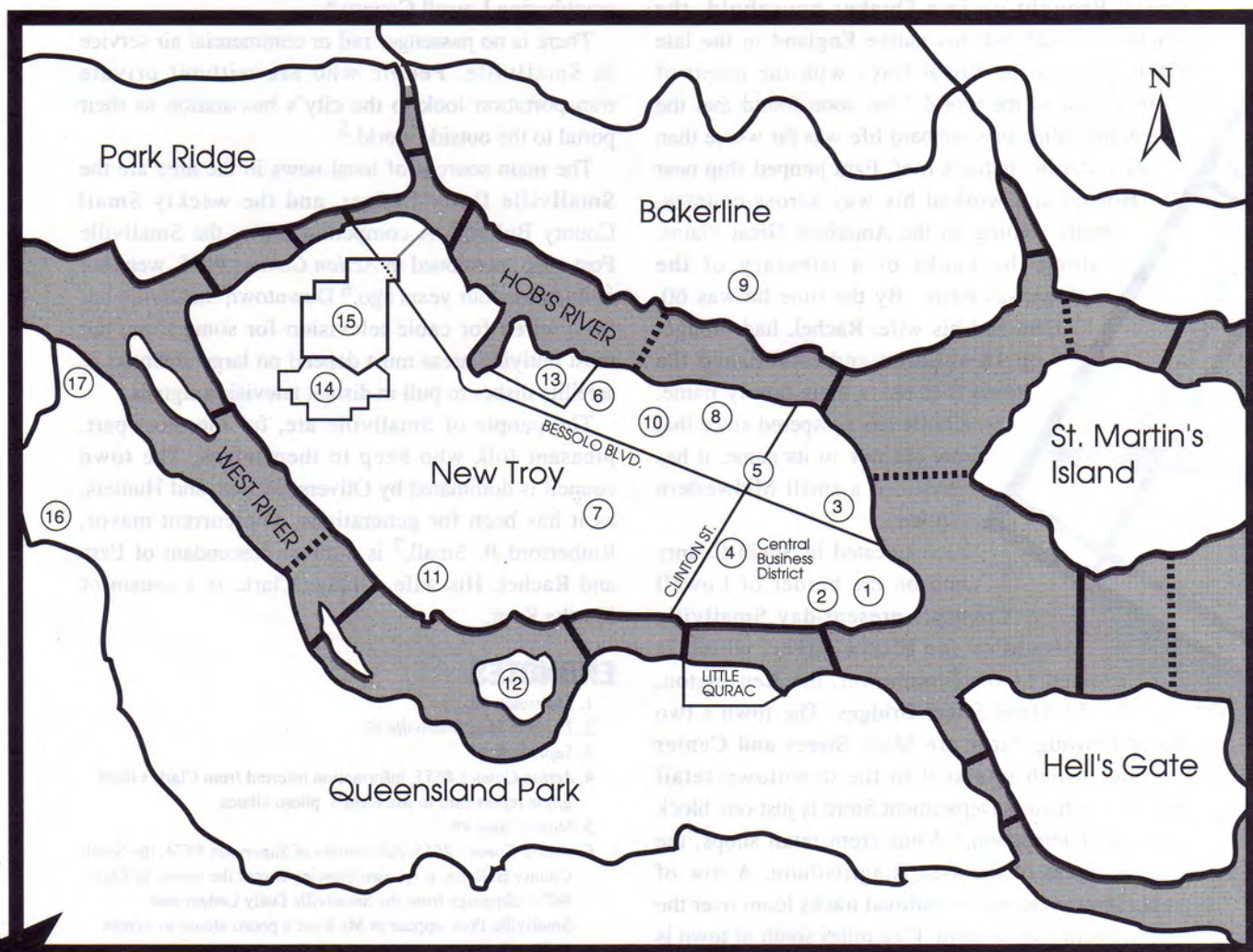
The people of Smallville are, for the most part, pleasant folk who keep to themselves. The town council is dominated by Olivers, Mopes, and Hunters, as it has been for generations. The current mayor, Rutherford B. Small,⁷ is a direct descendant of Ezra and Rachel. His wife, Gladys Clark, is a cousin of Martha Kent.

ENDNOTES

1. *Superman* #8.
2. *The World of Smallville* #2
3. *Superman* #8
4. *Action Comics* #655, information inferred from Clark’s third grade report card in Ma Kent’s photo album.
5. *Man of Steel* #6
6. *Action Comics* #655, *Adventures of Superman* #474, the Small County Bulletin is (shown blowing across the snow) in *TAoS* #474; clippings from the Smallville Daily Ledger and Smallville Post appear in Ma Kent’s photo album in *Action* #655.
7. *Action Comics* #596

SUPERMAN

IV: Metropolis



1. LexCorp Tower
2. Galaxy Communications Bldg.
3. S.T.A.R. Labs
4. Daily Planet Bldg.
5. Clark Kent's Apt.
6. Prof. Hamilton's Lab
7. Lois Lane's Apt.
8. Cat Grant's Apt.
9. Sarah Olsen's Home
10. Jimmy Olsen's Apt.
11. Perry & Alice White's Co-op
12. Stryker's Island
(Maximum Security Prison)
13. Suicide Slum
14. University of Metropolis Campus
15. Centennial Park
16. S.T.A.R. Labs Computing Center
17. Metropolis International Airport

BRIDGES _____
TUNNELS - - - - -

Metropolis, arguably the greatest American city of the 20th Century, traces its origins to a fort built by the Dutch in the early 1600s. Then called New Meppel, the thriving island outpost was turned over to the British in 1675. Under a new colonial government, the settlement on the island, renamed New Troy, grew and prospered, and in the 1700s the far-thinking city fathers incorporated the city as Metropolis.

The present city, under the mayorship of Frank Berkowitz, occupies three midstream islands as well as the banks of the Hob's and West Rivers. Metropolis is divided into six boroughs — Queensland Park, Bakerline, St. Martin's Island, New Troy, Hell's Gate, and Park Ridge — and as of the most recent census, boasts a resident population of 11 million, making it the most populous city in the United States.¹

Metropolis is a major center of the arts, sciences, and education, boasting over a score of colleges and trade schools, as well as the sprawling campus of the University of Metropolis, locally known as UMet,

located along the southern border of Centennial Park. Founded in 1817, UMet is ranked alongside such prestigious schools as Yale and Harvard and is known worldwide for its School of Journalism.

As with any large city, Metropolis is not immune to poverty and squalor. Multimillionaire financiers share the city's streets with homeless bag-people. At one point, no more than a single city block separates the classic brownstones of Bessolo Boulevard from the X-rated theaters and adult bookshops of Hob's Lane. The latter street forms the southern boundary of Metropolis' biggest embarrassment, the 10 square blocks of Suicide Slum.

Suicide Slum, officially listed in the city registers as Hob's Bay, was once a prosperous, middle-class neighborhood. It began a slide into crime and poverty during the Great Depression of the 1930s and never recovered. Despite numerous attempts at urban renewal, Suicide Slum has remained a hellhole². But despite its grime, crime, and poverty, the neighborhood has produced a Congressman, a Federal Court Judge, at least three baseball greats — including Hall of Famer Hank "The Hammer" Halloran — and Perry White, the city's most renowned and respected newspaperman.

Another neighborhood which has gained recognition in recent years is the "Little Qurac" section of Queensland Park. A once down-on-its heels waterfront area, the neighborhood began to change after refugees from the reign of the late Shah of Qurac settled there. Today, it has become a tidy, tightly-knit community of shops, apartments, and storefront mosques.

Not far upstream of Little Qurac is Stryker's Island. Isolated from the rest of the city by the treacherous currents of the West River, the tiny island is home to the Metropolis Maximum Security Prison.



THE DAILY PLANET

Unusual in this day of electronic media, Metropolis boasts four daily newspapers: the *Daily Planet*, the *Daily News*, the *Metropolis Star*, and the *Metro Eagle*; as well as a notorious weekly tabloid, the *Whisper*.³ The *Daily Planet* is the city's most prestigious newspaper.

Founded by publisher Joshua Meriwether in 1775, the *Daily Planet* began as the weekly periodical *Our Planet*. A marauding band of British loyalists burned down the original *Planet* offices on New Troy's old South End in January 1783. The paper resumed publication 10 years later in new offices at the corner of Fifth Street and Concord Lane. President George Washington wrote the first editorial for the new *Daily Planet*, the text of which later became the basis for his farewell address.⁴ In June 1938, the *Planet* offices moved to the building that now bears its name.

Managing editor Perry White has, during his tenure, enhanced the *Planet's* reputation for accuracy and in-depth coverage of the news. White has assembled a loyal staff of reporters, columnists, and feature writers who have won numerous Pulitzer Prizes. Under his tutelage, both Lois Lane and Clark Kent developed into nationally renowned journalists.

The *Planet* publishes both a morning and an evening edition, and a good number of Metropolitans while away their sleepy weekend mornings over the hefty Sunday edition. Management maintains several overseas bureaus in Europe and Asia, gathering news for both the domestic paper and the *International Daily Planet*, the most widely read English-language newspaper on the European continent.

The 37-story Daily Planet Building, with its distinctive rooftop globe, is one of the most recognizable landmarks on the Metropolis skyline. Originally owned by its builder, Jonas K. McAuley,⁵ the Planet Building and the paper itself are now owned by TransNational Enterprises. In addition to the *Planet*,

the building also houses many of Metropolis' older corporations. It was, in fact, in the Daily Planet Building where Lexcorp, the city's most famous corporation, had its first offices.

LEXCORP

From its humble beginnings as an aerospace engineering firm, Lexcorp International has grown to become one of the world's largest, most diversified corporations. Under the astute (some would say ruthless) management of its founder, Lex Luthor, Lexcorp grew and prospered, absorbing scores of smaller businesses.

While still in its original offices on the top floor of the Daily Planet Building, Lexcorp made its first acquisitions of two struggling airlines, InterContinental Airlines and Atlantic Coast Air Systems (since renamed LexAir). As Lexcorp subsidiaries, the airlines began to prosper. When fuel shortages threatened to retard rising profits, Lexcorp bought out Southwestern Petroleum, now known as LexOil.

For a brief period, the *Daily Planet* itself came under the ownership of Lexcorp, but Luthor quickly became convinced that newspapers were a relic of the past.⁶ Luthor moved Lexcorp's offices into a new high-rise building and began buying up downtown properties in preparation for the day when Lexcorp would construct its own corporate headquarters. Lexcorp soon bought out a Metropolis television station and acquired a satellite-transmission company, linking both under the corporation's new LexCom subsidiary as SuperStation WLEX. With a potentially worldwide electronic communications outlet under the Lexcorp umbrella, Luthor soon sold the *Planet*, Building and all, to TransNational Enterprises.

In time, Lexcorp gained controlling interest in no fewer than three banks, the Metropolis Mercantile Bank, Commerce Bank of Metropolis, and First

Metro Security, and moved into all the major financial markets, absorbing new holdings worldwide.

Today, Lexcorp dominates the commerce of the city and, indeed, of much of the world from the 96-story L-shaped building that towers above the Metropolis skyline from the southeastern tip of the borough of New Troy. It has been estimated that Lexcorp, either directly or indirectly, employs nearly two-thirds of the city's people. A majority of local businesses are wholly or partially owned subsidiaries of Lexcorp International. Among those many subsidiaries are such diverse businesses as Advanced Research Laboratories and the Koul-Brau Breweries, Secur-Corp Armored Car Service, North American Robotics, Hell's Gate Disposal Services, the Good Foods Group, owners of Ralli's Family Restaurants and Bun-N'-Run Fast Foods, and Koul-Brau Breweries.⁷

Lexcorp operates a security team known as Team Luthor, which uses high-tech Lexcorp equipment.⁸ Although the public believes that Team Luthor protects Metropolis during Superman's absences, the security service is really nothing more than a pawn for Luthor's obsession with humiliating Superman.

Lexcorp conducts much of its scientific and technological research in the Lexcorp skyscraper itself. The Lab Ratings of these facilities range from 10 to 20 APs. Even though Luthor is something of a technological genius himself, he prefers to have his underlings develop his ideas. See the box for statistics of typical Lexcorp scientists.

In addition to its many properties in the greater Metropolis area, Lexcorp has domestic holdings in Los Angeles, Denver, Houston, New Orleans, Chicago, Gotham City, and Boston. Lexcorp maintains financial institutions, research facilities, refineries, and/or manufacturing plants in a score of countries, including Australia, Venezuela, Argentina, Brazil, Germany, Switzerland, France, South Africa, Saudi Arabia, Japan, Singapore, and the free market of Hong Kong.

The value of Lexcorp stock dropped drastically on the world markets following the recent death of Lex Luthor. Severe cutbacks and layoffs within Lexcorp have had a domino effect on the entire city, and there are fears that the board of directors may never be able to regain their investors' confidence. There is an heir to Luthor's controlling interest in the corporation, but it remains to be seen what he will do to Lexcorp.

LEXCORP PERSONNEL:

TYPICAL LEXCORP SCIENTIST/TECHNICIAN

DEX: 2	STR: 2	BODY: 2
INT: 6	WILL: 6	MIND: 4
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 10 HERO POINTS: 20		

•**Skills:**

Gadgetry: 7-10, Scientist: 6-8

•**Advantages:**

Connection: Lexcorp (Low); Genius; Scholar (Scientific Specialty)

•**Motivation:** Mercenary/Unwanted Power

•**Occupation:** Lexcorp Employee

•**Wealth:** 5

•**Note:**

The scientists who work for Lexcorp use Luthor's Wealth Rating (see page 86) to purchase any parts needed for gadgetry attempts.

TYPICAL TEAM LUTHOR AGENT

DEX: 4	STR: 3	BODY: 4
INT: 4	WILL: 3	MIND: 2
INFL: 2	AURA: 3	SPIRIT: 2
INITIATIVE: 10/12 HERO POINTS: 10		

•**Skills:**

Military Science: 4, Weaponry: 4

•**Advantages:**

Connection: Lexcorp (High)

•**Drawbacks:**

Miscellaneous: All members of Team Luthor are employees of Lexcorp and may only act on the orders of a senior executive of the corporation, usually Luthor himself.

•**Equipment:**

BATTLESUIT [DEX: 6, STR: 11, BODY: 12, Energy Blast: 10, Flight: 7, Sealed Systems: 14, X-Ray Vision: 11, Telescopic Vision: 11, Hardened Defenses]

Miscellaneous Drawback: The suit must be recharged after 15 APs of use.

•**Motivation:** Mercenary

•**Occupation:** Lexcorp Employee

•**Wealth:** 4

LUTHOR'S BODYGUARDS

DEX: 5 STR: 3 BODY: 3
 INT: 2 WILL: 2 MIND: 2
 INFL: 2 AURA: 2 SPIRIT: 2
 INITIATIVE: 11 HERO POINTS: 5

•Skills:

Gadgetry: 2, Martial Artist: 4, Weaponry: 5

•Advantages:

Connection: Lexcorp (Low)

•Equipment:

BODY ARMOR [BODY: 12, Energy Absorption: 8]
 Laser Pistol [BODY: 4, AV: 5, EV: 5, Ammo: 10,
 Range: 6, R#: 3]

•Motivation: Mercenary

•Occupation: Lexcorp Employee

•Wealth: 3

MISCELLANEOUS EQUIPMENT:

PROTOTYPE BATTLESUIT [DEX: 7, STR: 13,
 BODY: 15, Energy Blast: 13, Flight: 7, Sealed
 Systems: 15, X-Ray Vision: 13, Telescopic Vision:
 13, Hardened Defenses]

Miscellaneous Drawbacks: The wearer's Int will
 be reduced to 1 AP permanently if the suit is
 worn for 10 APs or longer; the suit must be
 recharged after 20 APs of use.

LEXWING AIRCRAFT [STR: 8, BODY: 10, Flight:
 13, Radar Sense: 20, R#: 2]

KLAASH [DEX: 12, STR: 20, BODY: 13, Invisibility:
 12, Flight: 13]

POWER BROADCAST SATELLITE [Body: 7,
 Enchantment: 8]

Bonus: Enchantment may be used to target a
 specific Power or Attribute (controller's choice);
 the subject will not be able to "turn off" the
 Power or Attribute affected.

Limitation: Enchantment works only on
 Superman.

Note: The satellite channels solar power into
 Superman's cell structure, triggering an
 involuntary increase in his Powers and
 Attributes. Its effects are identical to the
 Enchantment Power, but the satellite is not
 magical in nature.

Klaash was a robotic unit supposedly
 designed and constructed by Lexcorp for the
 federal government as part of a top-secret
 experiment to test the feasibility of broadcast
 power. In actuality, it was used by Lex Luthor
 in a scheme to discredit Superman.

Klaash was powered and directed by a
 Lexcorp orbital satellite, which also bombarded
 half of the United States with certain
 wavelengths of solar energy.

This energy bombardment enabled Luthor to
 make Superman's powers run wild. He then
 directed Klaash against the Man of Steel. The
 robot was surrounded by a selective infrared
 warping field that rendered it visible only to
 Superman's eyes. Thus, as Superman battled
 Klaash within the heart of Metropolis, it
 appeared to observers that the city's champion
 had gone berserk. As a result the city's Special
 Crimes Unit assembled to take on Superman
 himself. Superman finally realized what was
 happening and incapacitated both the satellite
 and the robot. Unfortunately, as he had so
 many times in the past, Luthor managed to
 evade prosecution.

S.T.A.R. LABS

One high-tech corporation that has managed to
 remain independent of the Lexcorp empire is Scientific
 and Technological Advanced Research Laboratories,
 better known as S.T.A.R. Labs. With facilities
 throughout North America, as well as major laboratory
 centers in France and Japan, S.T.A.R. has grown to
 become the largest research corporation in the world.
 There were two S.T.A.R. facilities located in
 Metropolis, a laboratory and administrative building in
 the heart of the downtown area which was destroyed
 (Lab Rating: 16 APs) and a central computing
 complex on the outskirts of Queensland Park (Lab
 Rating: 12 APs).⁹ The super-villain Monarch
 destroyed the downtown facility of S.T.A.R. when he

attached a bomb to it to destroy Metropolis and all the
 heroes who had gathered there to fight him. Captain
 Atmon absorbed most of the blast, sending he and
 Monarch back in time, but S.T.A.R. was demolished
 by the shock. A new facility is being planned and will
 be constructed outside Metropolis.

Under the leadership of Chief Executive Officer
 Alton Stuart, S.T.A.R. resisted a hostile takeover bid
 by Lexcorp, but only after selling off a Colorado
 facility and incurring a considerable debt.¹⁰

S.T.A.R. contracts for research in both the public
 and private sectors as well as the military. While
 S.T.A.R. does not merchandise or mass produce the
 fruits of its labors, it does license its inventions to
 others to exploit their commercial potential.



THE CADMUS PROJECT

Unknown to the general public, there is another great scientific facility with a connection to Metropolis, the top-secret genetic research complex known as the Cadmus Project. The full story behind the Cadmus Project has yet to be told. What is known is that three renowned genetic scientists, Doctors Reginald Augustine, Dabney Donovan, and Thomas Tompkins, founded the Project some years ago to unlock and study the secrets of the genetic code.¹¹

In his youth, Tompkins had been a member of a band of street orphans known throughout Suicide Slum as the Newsboy Legion. As the Project began to take shape, Tompkins sought help from his boyhood friends, engineer Patrick MacGuire, businessman John Gabrielli, and the distinguished physicist Dr. Anthony Rodrigues. These four men, along with biochemist Dr. Walter Johnson, aided in the design of the Project's top-secret complex and eventually became department heads of the new facility.¹² While searching for a secure site to locate the Project's laboratories, MacGuire remembered an unused tunnel stretching from far beneath the streets of Metropolis to a distant mountain range.

Advance survey teams in a remote section of the tunnel found a previously unknown series of caverns. One team, code-named Probe Six, reported finding a strange subterranean jungle in one such cavern, just before they disappeared, never to be found.¹³ Despite this tragic loss, the tunnel system was judged an ideal location. Access to the caverns was sealed off and construction of the sprawling underground complex began under the supervision of MacGuire and Gabrielli.

As facilities were completed, Tompkins, Rodrigues, Augustine, and Johnson began devoting their time to research into cloning and genetic engineering. Under their guidance, Project technicians actually reproduced new human beings from single cells. Donovan, by all accounts a rather unstable genius, took things much further, producing a breed of beings who represented a whole new branch on the evolutionary tree. The first generation of these new beings was nicknamed the Hairies, due in part to their youthful dislike of haircuts. The Hairies displayed remarkable intellects and, as toddlers, developed new forms of technology so advanced that Project engineers were hard-pressed to understand them. While Project scientists studied the Hairies, Donovan forged ahead into new realms of

genetic engineering. His next successful experiment resulted in the creation of Dubbilex, the first of what Donovan saw as a series of new species that he eventually dubbed the DNAliens.¹⁴

Disturbed by Donovan's questionable ethics, the Project heads placed restrictions on his research. Donovan ignored those restrictions and began to work on speeding the maturation process of his creations. This led to the creation of the DNAlien known as Payback, who ran wild throughout the Project before literally burning itself out. When the department heads gathered to confront Donovan over this incident, they found him in his lab, dead. Dabney Donovan had apparently committed suicide.¹⁵ Unbeknownst to them, Dabney Donovan had planted a murdered clone of himself in his laboratory and secretly left the Project for the adjacent maze of caverns. There, he continues his strange experiments into the creation of new life forms.¹⁶

In time, the Hairies grew disenchanted with their lack of privacy at Cadmus. Pacifists by nature, they left the Project and used what they had learned of genetics to create Habitat, a new city literally grown from trees. Eventually, even the isolated Habitat seemed too limiting, and they constructed the Zoomway, a series of underground super-highways, and a mobile city which they jokingly call the Mountain of Judgment.

Working together, Rodrigues and Johnson eventually perfected Donovan's process of accelerating maturation. When retired policeman Jim Harper, then the Newsboys' legal guardian in his real life and the World War II era superhero known as the Guardian (see pg. 114-115) in his secret identity, began to feel the effects of injury and age, his "boys" offered him a chance for renewed youth and vigor. He accepted, and his mind was transferred into a new, youthful body cloned from one of his cells. As the Guardian, the renewed Harper became the head of Project security.

Sometime later, the five department heads fell under the mental domination of Sleez, a malevolent being from the planet Apokolips (see page 105). Sleez compelled them to use the Project's facilities to create youthful clones of themselves. These five clones, called the Alpha Subjects, were brought to full self-awareness by Dubbilex, who aided in their escape from the Project. Prowling the streets of Metropolis' notorious Suicide Slum, the Alphas came to the

attention of Superman, who finally joined forces with the Guardian, the Hairies, and this second Newsboy Legion to free their “fathers” and the Project from Sleez’s control.¹⁷

The scientists of the Cadmus Project continue to make great strides in the field of genetics under their new director Paul Westfield. When Jimmy Olsen was accidentally infected by an alien virus that caused his body to stretch out of control,¹⁸ Superman brought him to the Project for treatment.¹⁹ The Cadmus scientists were able to create an antidote for Olsen’s condition, although it may take some years for him to be cured completely.²⁰

DUBBILEX

DEX: 3 STR: 3 BODY: 3
INT: 9 WILL: 12 MIND: 10
INFL: 4 AURA: 3 SPIRIT: 4
INITIATIVE: 16 HERO POINTS: 35

•Powers:

Mind Probe: 9, Remote
Sensing: 10, Telekinesis: 9,
Telepathy: 13

•Skills:

Gadgets: 12, Scientist: 12

•Advantages:

Area Knowledge (The Cadmus
Project); Connections:
Superman (Low), Newsboy
Legion (Low), Cadmus Project
(High); Genius; Scholar
(Genetics)

•Drawbacks:

Strange Appearance

•Motivation: Responsibility of Power

•Occupation: Scientist

•Wealth: 9

•Height: 5'11" •Weight: 160 lbs.

•Eyes: Green •Hair: None

•Quote: “As odd as it may sound,
Mr. Gabrielli, a giant clone of
Jimmy Olsen just burst into
flames and escaped down that
corridor!” (*Superman* #55)

ANGRY CHARLIE

DEX: 5 STR: 9 BODY: 9
INT: 1 WILL: 1 MIND: 1
INFL: 2 AURA: 2 SPIRIT: 5
INITIATIVE: 10 HERO POINTS: 10

•Powers:

Ultra Vision: 5, Jumping: 6

•Skills:

Thief (Stealth): 10

•Advantages:

Connection: Newsboy
Legion/Gabby (Low); Lightning
Reflexes; Miscellaneous:
Everyone at the Cadmus Project
except Gabby thinks that Angry
Charlie is a figment of Gabby’s
imagination.

•Drawbacks:

Strange Appearance;
Miscellaneous: Angry Charlie
normally eats only furniture but
has been known to snack on
bubble gum.

•Motivation: Not Applicable

•Occupation: Not Applicable

•Wealth: Not Applicable

•Height: 6' •Weight: 300 lbs.

•Eyes: Yellow •Hair: none

•Quote: “Groik? Chomp! Chomp!
Chomp! Groik!! Groik!”
(*Secret Origins* #49)

TOMMY

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

•Skills:

Charisma: 6, Thief (Stealth): 7

•Advantages:

Connections: Cadmus Project
(High)

•Drawbacks:

Age (young)

•Alter Ego: Thomas Tompkins II

•Motivation: Thrill of Adventure

•Wealth: 1

•Height: 4'10" •Weight: 133 lbs.

•Eyes: Brown •Hair: Brown

•Quote: “Great, now we’re lost!
Who knows what else is down
here, and — yeeoww!” (*Secret
Origins* #49)

GABBY

DEX: 6 STR: 3 BODY: 4
INT: 5 WILL: 5 MIND: 5
INFL: 4 AURA: 3 SPIRIT: 6
INITIATIVE: 15 HERO POINTS: 35

•Skills:

Thief (Stealth): 7

•Advantages:

Connections: Cadmus Project
(High); Gift of Gab

•Drawbacks:

Age (young)

•Alter Ego: John Gabrielli II

•Motivation: Thrill of Adventure

•Wealth: 1

•Height: 4'6" •Weight: 124 lbs.

•Eyes: Blue •Hair: Black

•Quote: “Yeah, wow, geez... you
were really runnin’ off at the
mouth, talkin’ a mile a minute...
and they call me Gabby!”
(*Superman Annual* #2)

SCRAPPER

DEX: 6 STR: 3 BODY: 4
INT: 4 WILL: 6 MIND: 5
INFL: 6 AURA: 4 SPIRIT: 6
INITIATIVE: 18 HERO POINTS: 35

•Skills:

Charisma: 6, Martial Artist: 4,
Thief: 7

•Advantages:

Connections: Cadmus Project
(High)

•Drawbacks:

Age (young)

•Alter Ego: Patrick MacGuire II

•Motivation: Thrill of Adventure

•Wealth: 1

•Height: 4'7" •Weight: 131 lbs.

•Eyes: Brown •Hair: Red

•Quote: "Y'ask me, Gabby, Big Words' problem is he don't read enough comics... an' yers is y'read too many!"
(*Superman* #55)

FLIP

DEX: 6 STR: 3 BODY: 4
INT: 5 WILL: 5 MIND: 5
INFL: 4 AURA: 3 SPIRIT: 6
INITIATIVE: 15 HERO POINTS: 35

•Skills:

Thief (Stealth): 7

•Advantages:

Connections: Cadmus Project
(High)

•Drawbacks:

Age (young)

•Alter Ego: Walter Johnson II

•Motivation: Thrill of Adventure

•Wealth: 1

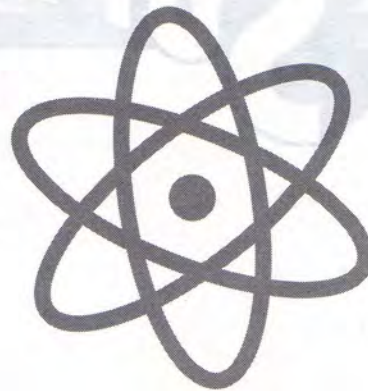
•Height: 4'9" •Weight: 124 lbs.

•Eyes: Brown •Hair: Black

Quote: "They outnumber us, they outweigh us, they got knives — and they're ugly!" (*Superman Annual* #2)

CADMUS EQUIPMENT:

WHIZ WAGON [STR: 6, BODY: 6,
AV: 8, EV: 8, Running: 6, Flight:
12, R#: 2]



BIG WORDS

DEX: 5 STR: 3 BODY: 4
INT: 6 WILL: 5 MIND: 5
INFL: 4 AURA: 3 SPIRIT: 6
INITIATIVE: 15 HERO POINTS: 35

•Skills:

Thief (Stealth): 7

•Advantages:

Connections: Cadmus Project
(High); Scholar (Polysyllabic
Words)

•Drawbacks:

Age (young)

•Alter Ego:

Anthony Rodrigues II

•Motivation: Responsibility of Power

•Wealth: 1

•Height: 4'11" •Weight: 144 lbs.

•Eyes: Brown •Hair: Brown

•Quote: "I suggest we conduct an unchaperoned tour of the facilities ... strictly for our educational enlightenment, of course." (*Secret Origins* #49)

ENDNOTES

1. *Action Comics Weekly* #601, Superman storyline.
2. *Action Comics* #592
3. *Action Comics* #667
4. *The World of Metropolis* #1, a young Lois Lane gives a Planet reporter a history lesson.
5. *Action Comics* #653
6. *The World of Metropolis* #1
7. *The Adventures of Superman* #446, *Superman* #9, 13, 30, Advanced Research Laboratories and Koul-Brau Breweries are mentioned in *TAoS* #446, Secur-Corp Armored Car Services in *Superman* #13, Ralli's Family Restaurant in *Superman* #9 ("Metropolis 900 mi" story) in *Superman* #30.
8. *Superman* #31
9. *Superman* #30, the downtown headquarters is viewed from Lexcorp conference room; the comic does not mention the location of S.T.A.R. Labs' central computing complex (part of "Hostile Takeover" storyline).
10. *The Adventures of Superman* #654, Pt. 3 of the "Hostile Takeover" storyline.
11. *Action Comics* #648, *Secret Origins* #49, *Superman Annual* #2, references to Augustine found in *Action* #648, Donovan in *SO* #49, and Tompkins in *Superman Annual* #2.
12. *Star-Spangled Comics* #7, this issue contains the first appearance of the Guardian and the Newsboy Legion.
13. *Superman Annual* #2, all the men listed were of the original Newsboy Legion.
14. *Secret Origins* #49, the story of Probe Six is told as a scary story by Gabby of the new Newsboy Legion.
15. *Superman Annual* #2, the Harries explain the Cadmus Project to Superman including origins of the Harries, and Dubbilex and the DNAliens.
16. *Secret Origins* #49, Newsboy Legion memory.
17. *Superman* #54-56
18. *Superman Annual* #2, Superman's adventure with Guardian and Newsboy Legion, Mountain of Judgment, and Sleez.
19. *The Adventures of Superman* #458
20. *Superman* #37

SUPERMAN

V: The Fortress of Solitude

During his self-imposed exile in space,¹ Superman encountered an alien holy man who had been a missionary to the planet Krypton 200 millennia ago. This aged Cleric was overjoyed to find Krypton's last survivor, and he begged Superman to take an artifact that he had guarded down through the ages.²

That artifact was the legendary Eradicator, created during Krypton's Fifth Age by Superman's ancestor Kem-L. Although originally intended solely as a weapon, the Eradicator had become much more over the eons, exceeding even the expectations of its inventor. It had, in fact, developed an artificial intelligence dedicated to the preservation of Krypton's heritage.

The Cleric saw that it was his destiny to give Superman the Eradicator. Once the Man of Steel accepted this legacy of his ancestors' world, the Cleric died peacefully, telling Superman to go forth and fulfill his own great destiny.³

The Eradicator's power proved to be little short of miraculous. Superman was able to tap its energies to re-create his costume, and to teleport him across thousands of light-years of interstellar space returning to Earth from his exile.⁴ Once on Earth, however, the Eradicator began to present a danger to Terran life, emitting periodic bursts of explosive energy,⁵ and triggering a life-threatening genetic mutation within Superman's young friend Jimmy Olsen.⁶ Deciding that the Eradicator was too dangerous to keep in any populated area, Superman sealed the device in a metal containment shell and deposited it in a deep Antarctic crevasse.⁷

The Eradicator remained active, however, melting out of its containment shell and erecting a huge base station from which it planned to transform Earth into a new Krypton.⁸ These machinations caused a series of earthquakes, tidal waves, and volcanic eruptions all over the planet. When Superman eventually determined the source of these disasters, he attempted to take control of the device and shut it down. In response, the Eradicator transformed the underground base into a subsurface fortress, with chambers that memorialized the seven historic eras of Krypton.

The Fortress' many levels held working models of Kryptonian war suits and robots, drawn to Earth across time and space through a transdimensional gateway, as well as holographic displays of Krypton's past. Although the Eradicator had been away from Krypton for 200 millennia, its hyperspatial sensors had been "aware" of the many changes on the planet. The centerpiece of the Fortress, was a gigantic globe of Krypton, held aloft by statues of Superman's genetic parents, Jor-El and Lara.⁹

After creating the Fortress, the Eradicator altered its plans. Although seemingly under Superman's control, it began to use its contact with him to manipulate the Man of Steel with the costume it had created. Over a series of many weeks, the Eradicator transformed him into its programmed image of the ideal Kryptonian.¹⁰

Martha and Jonathan Kent, worried by their son's apparent moodiness, traveled to Metropolis to try to

find out what was ailing him. But when they reached his apartment, they found a cold, emotionless being, who insisted on being called Kal-El, packing to leave. Kal-El took the Kents to the Fortress to show them that his Kryptonian ancestry had become more important than his life on Earth. When the Kents pointed out the contradictions in his arguments, the Eradicator retaliated, setting the Fortress' automated systems against them. Kal-El sprang to the Kents' defense, smashing much of the Fortress in the process. Superman then realized what the Eradicator had done to him and with Jonathan's help, he resisted the Eradicator's power. The subsequent collapse of the Kryptonian statuary smashed the device, and Superman threw it into the sun.¹¹ Self-repairing circuitry within much of the Fortress' computer control systems went back on line shortly thereafter, restoring the holographic displays shut down in the wake of the battle.

The Eradicator, however, was not completely destroyed by its plunge into the sun. Although its material shell disintegrated, its latent energies merged with those of the sun. Within a few months, the Eradicator was able to use the incredible power of the sun to create a new physical form ... a humanoid form. In this shape, the Eradicator returned to Earth, once again bent on furthering the heritage of Krypton. This time, the Eradicator's reign of terror finally ended deep within the Fortress that it had created.¹²

Superman has long since repaired the broken statues of Jor-El and Lara.¹³ As a reminder of his vow to uphold the cause of life, he has also added a rough-hewn representation of three superbeings whom he was forced to execute in the pocket universe. In the Fortress, he now stores the birthing matrix and star-drive vehicle that brought him to Earth, along with a few rare samples of Kryptonite.¹⁴ Contrary to some sources, Superman does not keep artifacts or souvenirs of his adventures in the Fortress. Superman sometimes uses the Fortress' Kryptonian computer systems to record a journal of his activities in Kryptonese.¹⁵ For the most part, however, the Fortress remains alone in its solitude, buried deep beneath the ice of Antarctica.

THE ERADICATOR (HUMANOID)

DEX: 12 STR: 25 BODY: 20
INT: 8 WILL: 9 MIND: 8
INFL: 9 AURA: 4 SPIRIT: 6
INITIATIVE: 39 HERO POINTS: 150

•Powers:

Matter Manipulation: 15, Energy Blast: 15, Dispersal: 15, Hypnotism: 10, Telepathy: 9, Telekinesis: 20, Directional Hearing: 8, Extended Hearing: 8, Sealed Systems: 25, Super Hearing: 8, Superspeed: 10, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13

•Skills:

Scientist: 13

•Bonuses:

Miscellaneous: The Eradicator receives a -2 Column Shift bonus whenever he makes any attack against a Kryptonian (i.e. Superman).

•Limitations:

Hypnotism has a range of Touch.

•Drawbacks:

Catastrophic Irrational Attraction to remaking Earth into a replica of Krypton.

•Alter Ego: N/A

•Motivation: Power Lust

•Wealth: N/A

ENDNOTES

1. *Superman* #32, Cleric relates his history on Krypton.
2. *The Adventures of Superman* #455
3. *Superman* #33
4. *The Adventures of Superman* #455-6, *Action Comics* 643, Superman returns to Earth, concluding his exile in *Superman* #643.
5. *Action* #643
6. *The Adventures of Superman* #458
7. *The Adventures of Superman* #459
8. *Action Comics* #646, *The Adventures of Superman* #460
9. *Superman* #38, *The Adventures of Superman* #461, Eradicator creates the fortress in Antarctica.
10. *Superman* #42
11. *Action Comics* #652
12. *Superman: Man of Steel* #1, *Superman* #57, *The Adventures of Superman* #480, *Action Comics* #667
13. *Superman* #44
14. *The Adventures of Superman* #468, *Superman* #41
15. *The Adventures of Superman* #468

SUPERMAN

VI: Superman's Friends

LOIS LANE

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

•Skills:

Artist (Writer): 5, Detective: 2, Martial Artist: 3, Weaponry: 2

•Advantages:

Area Knowledge (Metropolis); Connections: *Daily Planet* (High), Superman (High); Sharp Eye

•Drawbacks:

Miscellaneous: Lois has a strange knack for getting in trouble, which frequently results from her tendency to rush headlong into situations that might better be approached with more caution (treat as a Catastrophic Irrational Attraction if she tries to overcome her impulsiveness).

•Motivation: Upholding the Good

•Occupation: Reporter, Novelist

•Wealth: 7

•Height: 5'6" •Weight: 130 lbs.

•Eyes: Blue •Hair: Brown

•Quote: "From what I've picked up, you can fly — you're very, very fast — you can see through anything — and you have some kind of heat-ray zap in your eyes... which are blue." (*Man of Steel* #2)

BACKGROUND

Lois Lane took her first breath in a United States Army Hospital outside Wiesbaden, West Germany, and grew up as an Army brat on military bases around the world.¹ The older of two children born to Sam and Ellen Lane, Lois often came into conflict with her father. A career military man and strict disciplinarian, Sam Lane never disguised the fact that he was disappointed to find himself the father of two daughters and no sons. When he learned that any further attempts to have children would endanger his wife's health, Sam became determined to raise his daughters to be as tough as the sons he desired.² Sam drilled Lois and her sister, Lucy, in hand-to-hand combat and even extensive survival training. However, as the first-born, it was Lois who bore the brunt of Sam's rigid standards and unending criticism.

Around the time Lois was to enter elementary school, Sam Lane returned to stateside duty at Fort Bridwell, on the outskirts of Metropolis. While on a field trip to the offices of the *Daily Planet*, Lois witnessed a heated exchange between then-reporter Perry White and his editor.³ This made a marked impression on the young girl. She was impressed by the way White stood up to his boss, and though her family moved several times throughout her school years, Lois never forgot her trip to the *Planet*.

The Lanes returned to the Metropolis area when Lois was in her mid-teens. On a trip into the city with her

sister, Lois lied about her age in an attempt to get a job at the *Planet*, but Perry White, then the paper's managing editor, saw through her deception and told the girl to come back when she was older. Lois, however, was not so easily dissuaded. Learning of White's desire to get the inside story on a Lexcorp takeover move, Lois snuck into Lex Luthor's corporate offices in hopes of obtaining information. She was discovered and searched before being judged of little consequence and released by Luthor and his security staff. Unbeknownst to Luthor, Lois still managed to smuggle out an important document. Impressed by the girl's ingenuity, White offered her part-time employment.⁴

Immediately after graduating from high school, Lois went to work full-time at the *Daily Planet*, taking classes at a community college in the evenings. Starting out as a research assistant, Lois soon wheedled her way onto the police beat and began making a name for herself as a crime reporter. Within a few years, she became the newspaper's star investigative reporter.

Drawing on the experience she had gained from covering crime and corruption, Lois began dabbling in fiction. She soon sold a number of mystery novels, including the highly successful *Shadows on the Grass*, for which she won an Edgar award.⁵

With a series of successes behind her, Lois was chosen to be one of the civilian crew members

on the maiden flight of the Constitution, NASA's experimental space-plane.

All went well with the flight, and Lois made

history as the first journalist ever to

file her stories

from Earth orbit. As the

Constitution began its

final approach

for a

landing at

Metropolis International

Airport, a small civilian

craft collided with the space-

plane. Clark Kent, in the first public

display of his powers, intervened to prevent a

fatal crash. Once they were safely on the ground, Lois

disembarked and confronted her anonymous savior. But then, as her eyes met

his, the normally brash young reporter found herself momentarily speechless. Before she could gather her wits, a crowd moved in, mobbing Lois and the mystery man, and he abruptly flew away. In the story she subsequently wrote, Lois dubbed her rescuer



Things did not go as well for Lois at home, however. Differences with her father grew into an increasingly tense series of quarrels. During her final year of high school, Lois finally had had enough and moved out on her own. As a result, Lois and Sam barely spoke to one another for many years.

"Superman," not knowing his real name.⁶ Three days later, using the name she had given him, Superman appeared for the first time in costume over the streets of Metropolis. Neither of their lives was ever the same again.

Lois became determined to interview Superman but was stymied in her attempts to catch up with the Man of Steel. She finally devised a phony emergency, actually driving her car off a pier in order to attract his attention. Spotting Lois' apparent danger, as well as the aqualung hidden under her front seat, Superman rescued her and consented to give her an interview. By the time Lois returned to the *Planet* offices with her story, however, she found that a new reporter by the name of Clark Kent had already filed a story on Superman and that her hard-won interview was already old news.⁷ It was several years before Lois forgave Clark for scooping her on that story. Unaware that he was Superman, she remained his professional rival for some time.

Lois continued to become involved with Superman, feeling an understandable romantic attraction to him. At one point, a gossip columnist even peevishly referred to her as "Superman's girlfriend," due to the extraordinary number of times that he had rescued her.⁸ While Superman continually reacted cordially to Lois, he rarely displayed any real signs of taking a romantic interest in her.

It was always Clark Kent who tried (with little initial success) to win her affections. Clark did not realize what her reaction would be to his scooping her on the inside story of Superman until it was too late, but then he did everything he could to make amends. Unfortunately, his activities as Superman often worked against him in this matter. In time and often in spite of her misgivings, Lois found herself attracted to her rival's "world's sexiest boy scout routine."⁹

On her first visit to Kent's hometown of Smallville, Lois discovered Superman with Lana Lang. In a moment, she realized that Superman might actually be Clark Kent. Lois' deductions were temporarily derailed, however, when Jonathan Kent told her that he and his wife had raised Superman as a stepbrother to Clark. Shaken by this story, Lois then accused Superman of conspiring with Clark to play her for a fool and stormed off. Despite Clark's later attempts at fence-mending, she remained furious. After all that, Lois was surprised when Lana assured the reporter that Clark was in love with Lois.¹⁰ Even so, Lois spent several months coming to terms with her hurt.

Slowly, Lois began to realize that Clark truly cared for her and that he was always there for her in times of need. To her own amazement, she found herself falling in love with him.¹¹ When Clark asked Lois to marry him, she accepted his proposal.¹²

About a week into their engagement, a nervous Clark Kent revealed to his fiancée that her old suspicions were correct, that he was also Superman. Lois was initially taken aback by the revelation but quickly recognized the truth that she had been denying for years.¹³

Lois and Clark both continue to work for the *Daily Planet* as they make plans for their future together.

PERSONALITY

Lois Lane is a rugged, self-assured individual with a very inquisitive nature. She is unswervingly loyal to her friends and cool to her enemies. At times rebellious, Lois has a general distrust of authority.

ENDNOTES

1. *Man of Steel* #4, Superman mentions that Lois was once a military brat.
2. *Action Comics* #597
3. *The World of Metropolis* #1
4. *The World of Metropolis* #2, Lois relates to Lucy how she got her job at the *Planet*.
5. *Action Comics* #597
6. *Man of Steel* #1, *Action Comics* #650, Story repeated (*Action* #650 seen through Lois' eyes).
7. *Man of Steel* #2
8. *Action Comics* #594
9. *Superman* #11
10. *Action Comics* #597 reports the story of Lois Lane's first visit to Smallville.
11. *Superman* #46
12. *Superman* #50
13. *Action Comics* #662, (and continues in) *Superman* #53





PERRY JEROME WHITE

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

•Skills:

Artist (Writer): 6, Detective: 3

•Advantages:

Connections: *Daily Planet* (High), Superman (Low); Scholar (Journalism)

•Drawbacks:

Age; Catastrophic Irrational Attraction to maintaining journalistic integrity; Married

•Motivation: Upholding the Good

•Occupation: Reporter, Managing Editor

•Wealth: 6

•Height: 5'10" •Weight: 200 lbs.

•Eyes: Blue •Hair: Brown, graying

•Quote: "Well?! What's everyone standing around for? We have a paper to get out!" (*Superman* #27)

BACKGROUND

Perry White was born and raised in Metropolis' notorious Suicide Slum. While Perry was still a young boy, his father went off to fight in a war overseas and never came back. Perry began taking odd jobs to help his mother make ends meet. In school, he forged an uneasy friendship with a young Lex Luthor. When he was barely 10 years old, Perry got a job as a *Daily Planet* copy boy, and the newspaper became a second home to the boy. Perry virtually came of age at the *Planet*, in time rising through the ranks to become the paper's leading reporter.

When they were both in their early 20s, Perry crossed paths with Lex Luthor again. Fresh from his success in aerospace engineering, Luthor opened his corporate office on the top floor of the *Daily Planet* Building and soon added the newspaper to his growing business empire. Although Perry lauded his old friend for putting the *Planet* on a firm financial footing at first, he soon began to have misgivings. He saw early indications of Luthor's unethical business practices and began to make his dislikes known.

It was about this time that Perry met and fell in love with Alice Spencer. Alice possessed a striking beauty that also caught the eye of Lex Luthor. Aware of the budding romance between Perry and Alice and tiring of having the reporter on his back, Luthor arranged to

have Perry cover a brushfire war in Southeast Asia. With his old friend conveniently removed from the scene, Luthor set out to add Alice Spencer to his list of conquests.

During Perry's 18-month absence, Luthor prevented Alice from knowing White's exact location and at one point led her to believe that he might be dead. Luthor went out of his way to comfort Alice and in time succeeded in seducing her. Ultimately, news of Perry's whereabouts reached Alice, and upon his return to Metropolis, she broke off her affair with Luthor.

From Alice, Perry learned that Luthor was planning to liquidate his holdings in the *Daily Planet* and invest in global television. When Perry confronted him with this news, Luthor confirmed his plans and offered the reporter a job as anchorman of his new television "superstation," WLEX. Perry angrily rejected the offer and set out to guarantee the future of the newspaper that had been such a major part of his life.

After several fruitless attempts at finding financial backers, Perry finally persuaded an old friend, international businessman David Ling, to head up a consortium to buy the *Daily Planet* from Luthor. Ling agreed, but only on the condition that Perry take over as the paper's managing editor. Although he clearly regretted giving up his career as a reporter, Perry put his love for *Planet* first and accepted Ling's terms.¹

The *Daily Planet* flourished under Perry's guiding hand, growing in both circulation and prestige. A stern taskmaster, White insisted on accuracy while encouraging his reporters and columnists to find their own styles. Perry White hired Lois Lane and Clark Kent and helped them both grow into Pulitzer Prize-winning journalists. Remembering his own humble beginnings, Perry often took a paternal role with fledgling photographer Jimmy Olsen.

Perry was less successful in dealing with his own family. On the very day that Ling's cartel bought the *Planet*, Perry White and Alice Spencer were married. Soon afterward, Alice learned that she was pregnant, and within a few months, she gave birth to a boy who was christened Perry White, Jr. As the boy reached his teens, he grew rebellious and insisted that people call him "Jerry," after his middle name. Jerry got into and out of trouble, often estranging himself from his famous father. He was finally wounded in a drug-related shooting.² As Jerry lay dying in Metropolis General Hospital, Lex Luthor arrived and revealed to the grieving Whites what Perry had long suspected, that Luthor was Jerry's natural father.³ Following Jerry's

death, Perry became increasingly distraught. He finally took a leave of absence from the *Daily Planet*, turning his duties as managing editor over to the paper's national news editor, Sam Foswell.⁴

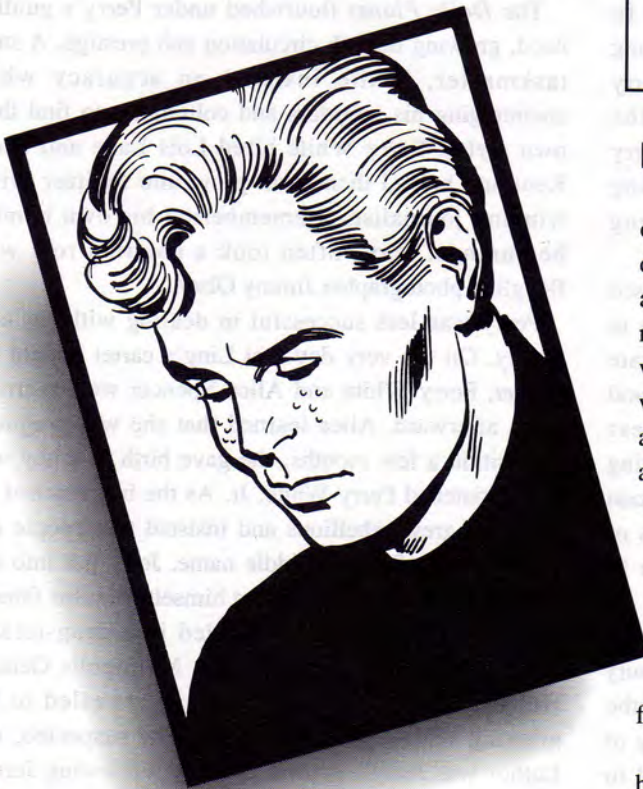
Perry and Alice have grown closer while trying to deal with their grief. They recently decided to get away from the city for a while to take stock of their lives. They have embarked on a Caribbean cruise, for the honeymoon they never had and will no doubt return to Metropolis after their much needed vacation.⁵

PERSONALITY

Perry White is a workaholic. He has devoted most of his life to the *Daily Planet*, often to the detriment of his family and his health. He does have a sentimental side, which he usually keeps hidden under his gruff exterior.

ENDNOTES

1. *The World of Metropolis* #1
2. *The Adventures of Superman* #469
3. *Superman* #47
4. *Superman* #51
5. *Superman* #57



JAMES BARTHOLOMEW OLSEN

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

•Skills:

Artist (Photographer): 3, Thief: 2,
Gadgetry: 2

•Advantages:

Connections: *Daily Planet* (High),
Superman (High)

•Drawbacks:

Miscellaneous: Jimmy is extremely curious, which frequently leads him to investigate things that might better be left alone. (Treat this as a Serious Irrational Attraction if he tries to overcome his curious nature.)

•Equipment:

SIGNAL WATCH [Body: 2, Telepathy: 20,
R#: 2]

Limitation: The watch only allows Jimmy to summon Superman.

•Motivation: Thrill of Adventure

•Occupation: Photographer, Cub Reporter

•Wealth: 4

•Height: 5'7" •Weight: 140 lbs.

•Eyes: Blue •Hair: Red

•Quote: "... I know one guy who could still save the day... my pal... Superman!" (*Action Comics* #600)

BACKGROUND

Jimmy Olsen was born in the Bakerline borough of Metropolis just a few months after his father was declared missing in action from a secret military assignment in Southeast Asia.¹ Raised alone by his mother, Sarah, Jim was a resourceful, inventive child whose grades sometimes suffered from his boredom with the basic public school curriculum. As he advanced to the upper grades, he often cut classes to attend lectures at the University of Metropolis.² A born tinkerer, Jim built his own computer at age 12.

While still in junior high school, Jimmy became an intern at the *Daily Planet*. Reporters Clark Kent and Lois Lane encouraged Jim to pursue a job with the paper, much to his mother's dismay. It was during this period that Jimmy first met Superman.

Finding a school friend's life in danger, Jimmy hurriedly cobbled together some spare electronic

circuits to produce a hypersonic signal that he hoped would attract Superman's attention. Jim's desperate plan worked, and his friend's life was saved.³ Impressed with Olsen's ingenuity, Superman at first cautioned the boy to use the signal device responsibly. Superman later allowed Jimmy to refine the circuitry into a microchip that Jimmy installed in an old wristwatch. So began a long friendship, in which Jimmy came to look on his super-pal as a combination big brother and father figure.

Over the years, Jimmy has grown up at the *Planet*, working his way up from office gofer to photographer. He has even tried his hand at reporting, enjoying some modest success.

Recently, after returning to Earth from a long self-imposed exile in space, Superman inadvertently passed along an extraterrestrial virus on contact with Jimmy.⁴ The virus was subsequently mutated by an ancient Kryptonian artifact, altering Jimmy's genetic structure to the extent that his body became painfully, uncontrollably elastic. With the help of Professor Emil Hamilton, Superman was finally able to discover what had happened.⁵ Feeling responsible for Jimmy's predicament, Superman arranged to have him treated at the top-secret Cadmus Project. Even though the Project's treatment was successful, Jim felt abandoned by his old pal. With the help of the Newsboy Legion (see page 36-37), Jimmy broke out of the Project in the amazing all-terrain Whiz Wagon before being brought down to earth by Superman and the Guardian.⁶ Jimmy blamed Superman for his misfortunes and decided to stop using his signal watch, locking it away in a safety deposit box.⁷

Sometime before this, Sarah Olsen found evidence that led her to believe that Jim's father was still alive, and she left the city to find her missing husband. When Sarah herself disappeared while following up a lead in Great Britain,⁸ Jimmy returned to the Project and enlisted the aid of the Guardian to track her down.⁹ Their trail led to Scotland, where Mrs. Olsen was being held captive by Mokarri and Simyan (two creations of Cadmus Project founder Dabney Donovan), who had been using clones of Jim's late father as part of their illicit genetics experiments. Their so-called "Evil Factory" was eventually destroyed and Sarah was rescued with the help of Superman.¹⁰

Returning to the United States, Sarah suffered a delayed distress reaction to her ordeal and became catatonic.¹¹ Jimmy grew depressed and began

hanging out with Jerry White, who was then working at a rock club called Blaze's.¹² What neither young man realized was that supernatural forces were at work within the club. Falling prey to those corruptive forces, Jerry became involved in a drug deal. When the deal turned sour, Jerry and Jimmy were shot by Intergang gunmen and their souls were captured by the demonic entity known as Blaze.¹³

Aided by the mysterious Black Racer, Superman entered the Blaze's netherworld to rescue Jerry and Jimmy from Blaze. Beset by demons, unliving rock creatures, and a resurrected Skyhook (see page 103-104), Superman was sorely tested, but he refused to surrender. After Jerry White sacrificed himself to divert Blaze from Jimmy, Superman redoubled his efforts, rescuing Jimmy's soul and saving his life.¹⁴ Jim has since renewed his friendship with the Man of Steel and resumed wearing his signal watch.¹⁵

To Jimmy's great relief, his mother eventually recovered from her catatonia and returned home.¹⁶ To his chagrin, he discovered that she had decided to devote more of her time to him.¹⁷ Feeling somewhat smothered by this added attention, Jim gingerly broke the news to Sarah that he had rented an apartment of his own. Unfortunately, on the very day that he signed the lease, Jimmy was fired as part of a series of cutbacks at the *Planet*.¹⁸

Jimmy is currently looking for a new job.

PERSONALITY

Despite the hard knocks he has taken, Jimmy Olsen is still full of youthful exuberance. At times shy and uncertain, Jim is fairly outgoing. He is extremely responsible and trustworthy and uses his signal watch to summon Superman only in the direst of emergencies.

ENDNOTES

1. *Superman* #17
2. *Superman Annual* #2
3. *The World of Metropolis* #4
4. *Action Comics* #643
5. *The Adventures of Superman* #458-9
6. *Superman* #37
7. *Action* #650
8. *Superman* #43, Sarah Olsen explains of her discovery of James Olsen clones in Britain.
9. *Superman* #41
10. *Superman* #43
11. *Superman* #45
12. *Superman* #46
13. *The Adventures of Superman* #469, Jerry White and Olsen are shot by Intergang operatives.
14. *Action Comics* #656, *Superman* #47, *The Adventures of Superman* #470, Superman, Jimmy Olsen, Jerry White, and Black Racer fight the demonic Blaze in the three-issue storyline, "Soul Search."
15. *The Adventures of Superman* #475
16. *Superman* #50
17. *The Adventures of Superman* #478
18. *Superman* #57, *Superman: The Man of Steel* #1

CATHERINE JANE (CAT) GRANT

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

•Skills:

Artist (Actor, Writer): 3, Charisma (Persuasion): 3, Detective: 2

•Advantages:

Attractive; Connections: *Daily Planet* (High), Galaxy Broadcasting (High), Gangbuster (High); Gift of Gab; Scholar (Gossip)

•Drawbacks:

Miscellaneous: Cat is a recovering alcoholic

•Motivation: Thrill of Adventure

•Occupation: Gossip Columnist, Television Host

•Wealth: 8

•Height: 5'7" •Weight: 124 lbs.

•Eyes: Blue •Hair: Blond

•Quote: "Clarkie's in the shower. I was just going to fix him a nice dinner. Lois! That's not what you're here for, is it?"
 (*Superman #11*)

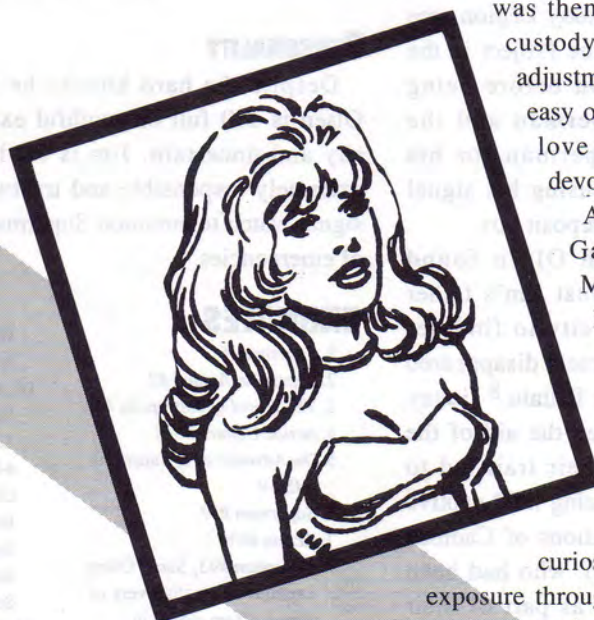
BACKGROUND

Cat Grant first made her mark in the newspaper business as a West Coast gossip columnist. She gained fame through a series of in-depth interviews with leading Hollywood celebrities and was romantically linked with several of her male subjects.¹ While still quite young, Cat married Joseph R. Morgan, head of Monarch Studios, and had a son, Adam. Shortly after Adam's birth, their marriage ended in divorce, with Morgan winning full custody of the boy.²

Eventually, Cat moved to Metropolis to take a job with the *Daily Planet*, writing features and columns in the same style that had made her the talk of Los Angeles. She was strongly attracted to *Planet* reporter Clark Kent,³ but it soon became clear to Cat that their relationship would never be more than platonic. Later, she flirted with *Planet* photographer Jimmy Olsen, despite the fact that he was nearly 10 years her junior. Jimmy took the flirtation for something more serious, and Cat finally recognized this, made her apologies, and broke off the relationship.⁴

After Cat's move to Metropolis, Joe Morgan was implicated in a Hollywood drug scandal.⁵ Cat was then able to sue for and win partial custody of Adam. Although the sudden adjustment to being a mother was not an easy one, it soon became clear that Cat's love for Adam was a match for her devotion to her career.

Aware of Cat's fame and reputation, Galaxy Communications head Morgan Edge offered her a job as host of *Hollywood Tonight*, a television program dealing with news about the film and television industries.⁶ Having picked up a few juicy rumors about Edge, Cat took the position as much out of curiosity as for the chance to extend her exposure through another medium. But once she was ensconced at WGBS, Cat began to uncover evidence that Edge was also the secret leader of the crime cartel called Intergang (see page 82-84). In order to gather more information, she allowed Edge to think that she was romantically interested in him. Cat then began passing that information along to



Clark Kent for use in a series of *Daily Planet* exposés of the Intergang organization. As Clark's exposés began to appear in the *Planet*, Edge finally realized what was going on and tried to have Cat silenced.⁷ Edge was captured and indicted on federal racketeering charges. Thanks to Cat's testimony, he was convicted and received a prison sentence.⁸

After Morgan Edge fired her from WGBS,⁹ Cat was soon rehired by Vincent Edge, Morgan's father and the newly reelected CEO of Galaxy Communications.¹⁰ She also continues to write her column for the *Daily Planet*.

She is currently romantically involved with José Delgado, a.k.a. Gangbuster (see page 112-113), whom she met when he was hired to be her bodyguard during the Edge trial.¹¹

PERSONALITY

Cat Grant is a glamorous, vivacious woman and a shameless flirt. Often impulsive, she is a borderline alcoholic. She has become aware of this addictive side of her nature and is working to control it. Although she often appears to be quite shallow, she has a depth of character that has frequently taken people by surprise.

ENDNOTES

1. *The Adventures of Superman* #424
2. *The Adventures of Superman* #429, *Superman* #36, Cat Grant refers to Joseph Morgan as a former lover, but not as an ex-husband with *TAoS* #429; in *Superman* #36, however, Joseph Morgan mentions to Morgan Edge his divorce from Grant.
3. *Superman* #19
4. *Superman* #19, *The Adventures of Superman* #457
5. *The Adventures of Superman* #429
6. *The Adventures of Superman* #446
7. *The Adventures of Superman* #456
8. *Action Comics* #654, newspaper headline reads "Guilty Verdict in Edge Trial."
9. *Superman* #36
10. *Superman* #40
11. *Superman* #43

JONATHAN KENT

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

•Skills:

Animal Handling: 2, Weaponry: 2

•Advantages:

Connection: Superman (High);
Scholar (Farming)

•Drawbacks:

Age (old)

•Motivation: Upholding the Good

•Occupation: Farmer

•Wealth: 4

•Height: 5'8" •Weight: 175 lbs.

•Eyes: Blue •Hair: White, Balding

•Quote: "You know, I don't like to brag, but we did a pretty good job as parents ... didn't we, Martha?" (*Action Comics* #655)

MARTHA CLARK FORDMAN KENT

DEX: 2	STR: 1	BODY: 2
INT: 3	WILL: 2	MIND: 2
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 6		HERO POINTS: 5

•Skills:

Artist (Cooking): 3, Charisma: 4

•Advantages:

Connection: Superman (High);
Scholar (Rhubarb Pies)

•Drawbacks:

Age (old)

•Motivation: Upholding the Good

•Occupation: Housewife

•Wealth: 4

•Height: 5'4" •Weight: 150 lbs.

•Eyes: Blue •Hair: White

•Quote: "Oh, tish tosh, boy! How could any normal, healthy woman resist a big huggy bear like you?" (*Man of Steel* #6)

BACKGROUND

Jonathan Kent and Martha Clark were both born and raised in the modest Midwestern community of Smallville, Kansas. The Kents owned a family farm several miles outside of town, while the Clark family was in retailing, running a local general store.¹ Jonathan and Martha knew each other for most of their

lives, attending the same school and having many of the same friends.

Jonathan was the younger of two sons of Harold and Eliza Kent. His older brother Harold Jr., known to the family as Harry, fell under a thresher and was killed when Jonathan was still in his teens.² Harry's widow, Sarah, whom everyone called "Sal," continued to live with the Kents, assuming the role of woman of the house after Eliza's death.

Martha was the only child of Hudson and Mariah Clark. A bright, cheerful toddler, she became the unofficial greeter of customers to her family's store. In fact, Martha first met Jonathan when he accompanied his mother on a shopping trip to the Clark General Store.

It was when they reached their early teens that Martha and Jonathan really started to take notice of each other. Both of them were voracious readers, and they continually ran into each other at both the local library and the magazine rack of Malone's Drug Store. Jonathan, who loved science fiction,³ was impressed that Martha was the only girl he knew who did not dismiss his interest out of hand, and she was intrigued at finding a boy her age who read for pleasure. Their friendship blossomed into young love, and all their friends naturally assumed that they would marry one day.

But war loomed on the horizon and, after graduating from high school, Jonathan enlisted in the Army. He was reported missing in action, and for a while, the people of Smallville feared he was dead, but Jonathan had actually been captured and held in an enemy prison camp.

Meanwhile, Nathan Fordman, the head of Smallville's richest family, was putting pressure on Martha's father to sell him the general store. Fordman's own son, Daniel, thwarted the attempted takeover. After his father died and Dan took over the family department store, he proposed marriage to Martha. Thinking Jonathan was lost to her, Martha accepted the proposal and married Dan Fordman.

Jonathan was finally freed and returned to Smallville after learning of Martha's marriage in a letter from Sal. Shortly after he returned home, Jonathan discovered that Fordman was suffering from lung cancer. Fordman told Jonathan that he knew that the cancer would eventually kill him and that Martha deserved better than marriage to a dying man. Getting to the point of the matter, Fordman asked Jonathan to take Martha away from him. Although Jonathan was still very much in love with Martha and she with him,

Fordman's suggestion came as a shock. Jonathan was sorely tempted, the ideal of stealing another man's wife, even at his own request, troubled him greatly. But shortly afterward, the decision was taken out of his hands. Dan Fordman died in Martha's arms, asking her to build a new life for herself.⁴

Following her own request, Fordman did not leave Martha any of his family's fortune, but bequeathed her a 10-acre parcel of land that adjoined the Kent family farm. Six months after Fordman's death, Jonathan finally worked up the nerve to propose to Martha, and six months after that they were married.

Jonathan and Martha's marriage was a happy one. Sarah left to live with her sister, giving the newlyweds more room. When Harold died, Jonathan took over the farm. Although they had hoped to raise a family, they found themselves barren. After Martha's third miscarriage, her doctor advised her against making any more attempts.⁵ They had tentatively considered adoption when a birthing matrix from the planet Krypton delivered to them the baby who would be their son.⁶

Jonathan and Martha Kent raised Clark to lead a good life and to believe that people should do their best to help each other. When he reached adulthood, they helped him create the identity of Superman. Ever since, the Kents have provided emotional support for their son. They have always been there to turn to for advice and understanding. In Superman's own words, "Jor-El and Lara were my genetic parents... they gave me life. But my Earth parents gave me love."⁷

PERSONALITIES

The Kents are genuinely good, hard-working people with a strong sense of morality and a great love of life. Jonathan, especially, has a justly earned reputation as a storyteller. They instilled in their son a strong set of moral values, which continue to help him overcome the temptations to misuse his incredible powers. More than anyone else, Jonathan and Martha Kent are responsible for Superman's becoming the greatest hero and champion of justice on Earth.

ENDNOTES

1. *The World of Smallville #1*, the Fordmans later bought the store from the Kent family.
2. *Man of Steel #1*, Jonathan Kent tells Clark the story.
3. *The World of Smallville #2*
4. *The World of Smallville #1-2*
5. *The World of Smallville #2*
6. *Man of Steel #1*
7. *Action Comics Annual #2*



LANA LANG

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 7		HERO POINTS: 10

•Skills:

Charisma: 3

•Advantages:

Connection: Superman (High)

•Motivation: Upholding the Good

•Occupation: former Farmer, Retail Clerk

•Wealth: 4

•Height: 5'7" •Weight: 120 lbs.

•Eyes: Green •Hair: Red

•Quote: "... you can never belong to one woman, Clark. You're Superman. And Superman belongs to the world." (*Man of Steel* #6)

BACKGROUND

Lana Lang grew up on the outskirts of Smallville, Kansas. After her parents died, she was raised by her Aunt Helen. She met Clark Kent at Smallville's Eisenhower Elementary School. Lana seemed infatuated with Clark from the moment they met. Despite his boyish dismay over her attention, Clark grew to like Lana, and they became good friends.¹

As they entered their teens, Clark and Lana grew closer, their youthful friendship blossoming into a full-fledged case of young love, at least on Lana's part. Lana survived a close call during her junior year in high school when she was involved in a serious traffic accident along with Clark and classmates Pete Ross and Scott Brubaker. Luckily, Lana and Pete suffered only minor injuries, and Clark escaped unharmed. But Scott, who had been driving drunk, suffered serious head injuries and remained comatose for years before he died.²

As they entered their last year of high school, Lana began to think more seriously about her future. She hoped that Clark might eventually ask her to marry him. But one evening, after the season's final football game, Clark came to Lana and told her that he planned to leave Smallville, to go out into the world and help people with the powers at his command. Clark revealed his superhuman powers to Lana, proving them by picking her up and flying off into the night sky. He carried her around the world that night, stopping in remote areas to demonstrate

many of his amazing powers. Then Clark brought her home, gave her a last brotherly kiss, and flew away. As Lana watched him disappear, she felt her whole life begin to unravel. She knew that Clark's powers made him a major force for good in the world, and she thought that there could be no place for her in his life.³

After high school, Lana drifted aimlessly from one meaningless job to another. When Superman made his public debut, she realized who he must be and spent several years living on the edge of society in Metropolis, secretly following him around.⁴ She finally came back home, to live alone in her family's old house.⁵

Lana and Clark were reunited when he returned to his parents' farm for one of his periodic visits. During a long talk, Lana revealed her old feelings for him, and Clark was chastened to learn how sharing the secret of his powers had affected her life.⁶

Just a few months later, Lana's life was jeopardized by her association with Clark Kent and Superman. An analysis team investigating Superman for Lex Luthor discovered pictures of Lana in the background of a score of news tapes of Superman in action. When a field team subsequently captured her, Luthor had her tortured in order to gather more information about his hated enemy. But Lana refused to crack, believing that Superman was more important to the world than she. After two days, Luthor allowed her to escape and embarked on other plans against Superman.⁷

Clark saw to Lana's injuries and, as Superman, took her home to Smallville. There she remained



a close and faithful confidante of the Man of Steel. Although she realized that he was in love with Lois Lane, Lana still harbored hopes that one day she and Clark would be a couple.⁸ When he finally confided in her that he and Lois were becoming romantically involved, Lana saw her last hopes dashed.⁹ She sold the Lang family farm and left Smallville.¹⁰

Lana has relocated in the Washington, D.C., area.¹¹ She has since begun to see her old classmate, Pete Ross, in a new (and possibly romantic) light.

PERSONALITY

Lana Lang is a survivor of both physical injury and personal misfortune. After spending much of her youth mooning over an unrequited love, she has finally begun to make a new life for herself. Despite all adversity, she remains a warm, friendly person.

ENDNOTES

1. *Man of Steel* #1
2. *The Adventures of Superman* #474
3. *Man of Steel* #6, Lana confesses this story to Clark
4. *Man of Steel* #6, *The World of Smallville* #4
5. *The World of Smallville* #4
6. *Man of Steel* #6
7. *Superman* #2
8. *Action Comics* #597
9. *Superman* #45
10. *Superman* #49
11. *Superman* #57

PETER ROSS

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

•Skills:

Detective (Law): 4

•Advantages:

Connections: Smallville (High), U.S. Senate (High)

•Motivation: Upholding the Good

•Occupation: Senate Aide

•Wealth: 6

•Height: 5'11" •Weight: 175 lbs.

•Eyes: Blue •Hair: Blond

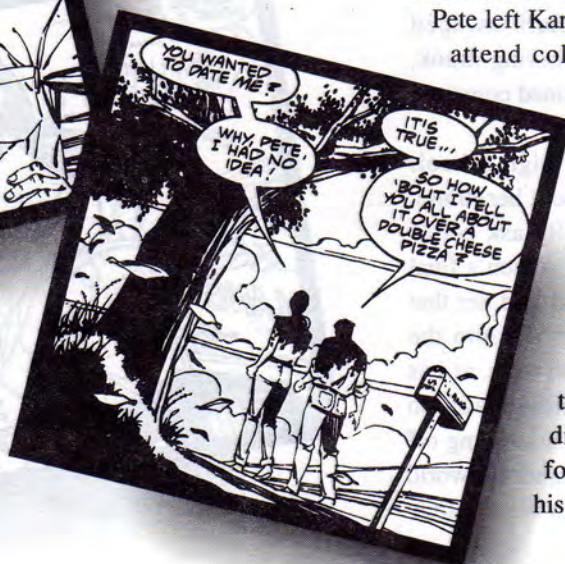
•Quote: "Hey, Clark-O, are you nuts?... You want the whole gang to think we're a buncha nerds?" (*The Adventures of Superman* #474)

BACKGROUND

Pete Ross was born and raised on his family's farm south of Smallville, Kansas. On his first day of grade school, he met young Clark Kent and forged a friendship that has lasted throughout their lives. Clark and Pete became best buddies, whiling away their free time playing baseball, fishing, and generally getting into mischief.¹

As he entered his teens, Pete was strongly attracted to Lana Lang, but Lana was hopelessly in love with Clark and viewed Pete only as a friend. This was a major disappointment for Pete, but it apparently did little to dampen his friendship with Clark. In fact, Pete often joined Lana and Clark on double dates. The three friends were together so often that their classmates called them "The Three Musketeers."²

Pete left Kansas after his high-school graduation to attend college and then law school. He then returned to Smallville, landing a job as a county agent.³ It was in this capacity that Pete began working with the Bureau of Indian Affairs to fight for the land rights of a local tribe of Oto Indians. Pete was briefly held hostage by some young Oto hotheads while working on this project, but he survived no worse for the experience and was delighted to discover how worried Lana had been for him.⁴ The kiss she gave him upon his release was all the encouragement he



needed to hope that there might yet be something more than friendship between the two of them.

Some time later, hearing that Lois Lane was with Clark visiting the Kents over a July 4th holiday, Pete invited Lana to join him at the Lowell County Picnic and was pleasantly surprised when she accepted. When they ran into Clark and Lois at a fireworks display, Pete saw first-hand how close the two reporters had become. Moreover, he could tell Lana saw it, too.⁵ Pete then began pursuing Lana more seriously.

Pete's success in handling the Oto problems soon brought him notice in the nation's capital and an offer from Kansas Senator Caldwell to join his staff. Presented with this opportunity to go to Washington, D.C., Pete first discussed the Senator's offer with Lana. He expressed his misgivings, telling her how much he would miss her if he made the move. But Lana told him that she was thinking of selling her house and leaving Smallville as well and that he shouldn't let her hold him back. With Lana's encouragement, Pete took the job in Washington, making sure to keep in touch with her by long distance.

Finally, after getting an assurance from Clark Kent that his old buddy felt Lana was "like a sister" to him,⁶ Pete persuaded her to relocate near Washington, D.C.

Pete is currently pursuing both a career in politics and the love of Lana Lang.

PERSONALITY

Pete Ross is a conscientious, compassionate individual. Raised to believe in the Protestant work ethic, he shares the ideals of his boyhood friend, Clark Kent. With his background in law (or perhaps, depending upon your point of view, despite it), he has the makings of a great statesman.

ENDNOTES

1. *Action Comics* #655, Ma Kent reminisces about Clark and Peter while looking through her photo album.
2. *The Adventures of Superman* #469, inference based on Clark's statement that Pete, Lana, and he were not "The Three Musketeers anymore."
3. *The Adventures of Superman* #436, the sign on Pete's office reads, "County Agent, Smallville County (should read Small County), Peter Ross."
4. *Superman* #45
5. *The Adventures of Superman* #469
6. *Superman* #49

MATRIX

DEX: 5	STR: 4	BODY: 7
INT: 2	WILL: 2	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 10 · HERO POINTS: 30		

•Powers:

Chameleon: 10, Flight: 15, Force Field: 10, Invisibility: 10, Mental Blast: 15

•Advantages:

Connection: Superman (Low)

•Drawbacks:

Innocent; Miscellaneous: Due to an encounter with the Kryptonian artifact known as the Eradicator, Matrix's mind has been linked to Superman's, and she/he sometimes believes she/he is the Man of Steel, mimicking his actions and thought patterns.

•Alter Ego: Lana Lang, Supergirl, Clark Kent

•Motivation: Unwanted Power

•Occupation: Not Applicable

•Wealth: 0

•Height: Variable

•Weight: Variable

•Eyes: Variable

•Hair: Variable

•Quote: "I will miss this place. There are so many good memories here ... some of them are even my own." (*Action Comics* #644)

BACKGROUND

The origins of Matrix can be traced to a miniature "pocket universe," an altered copy of the real universe, created by a mysterious entity known as the Time Trapper.¹ In that altered reality, the counterpart of Superman was a Superboy, who died heroically, saving the lives of his Legion of Super-Heroes comrades in the process. That Earth was later attacked and subjugated by three super-beings of incredible power, and there were no superheroes to defend it. That world's doppelgänger of Lex Luthor became the leader of resistance forces.²

The alternate Luthor was a scientific genius without equal. In time, he managed to create an artificial life form from a substance he called proto-matter. This proto-matter could duplicate the human form right down to the molecular level. When the other world's Lana Lang was killed in one of the super-criminals' early raids, Lex used the dead woman's genetic code as a molecular matrix to create a super-being of his own, which he dressed in a variation of Superboy's costume and dubbed Supergirl.³ Supergirl could levitate and fly at

incredible speeds, capable of generating devastating psychokinetic blasts and cloaking energy shields, and could alter her appearance at will. But even her remarkable powers were no match for the super-criminals who ran roughshod over the Earth of the pocket universe.

Aware of the existence of the mainstream universe, the resistance forces transported Supergirl to the true Earth to enlist Superman's aid in stopping the monstrous super-criminals.⁴ Superman pledged all his might to the resistance effort,⁵ but in the end, the super-criminals gravely injured Supergirl and destroyed all other life in the pocket universe. As the last remaining representative of law and justice in the other reality, Superman had no choice but to execute the super-criminals, lest they repeat their reign of terror on our world.

After the final defeat of the three super-criminals, Superman found that the injured Supergirl had reverted to her original proto-matter state and become a sort of humanoid "blank slate." He took her away from the dead world, returning to reality and entrusting her to the keeping of his own parents, Jonathan and Martha Kent.⁶

Under the Kents' care, the proto-matter creature began developing back to normal, her adaptive body slowly becoming more and more human in appearance. Her mind was simple and childlike at first, and she insisted on calling herself Matrix.⁷

When Superman decided that he must exile himself from Earth, Matrix wanted to go with him. But he told her to stay with the Kents, to love and protect them.⁸ In time, Matrix interpreted this order as a request to take his place, which she did.⁹

In the guise of Clark Kent, Matrix journeyed to Metropolis, where her/his confused responses upon meeting Clark's friends were seen as evidence of partial amnesia.¹⁰ When Superman finally returned to Earth, bringing with him the Kryptonian Eradicator, Matrix accidentally found and activated that device in Kent's Clinton Street apartment, releasing explosive energies.¹¹ Besides causing physical damage, the Eradicator also created a kind of mental link between Superman and Matrix. Matrix began to mimic Superman's words and movements.¹² Matrix soon began to believe that she/he actually was Superman. When she/he took Lana Lang and the Kents into protective custody, Superman had to fight his double to show Matrix her/his error. Finally, Matrix realized that her/his

actions had placed the Kents and Lana in danger, and echoing Superman's previous self-exile, she/he flew off into space in search of destiny.¹³

PERSONALITY

Matrix's personality, like her appearance, is malleable. Her role models have been Lana Lang and the Kent family, so she is basically a good-hearted soul. She is still, however, quite naive and easily confused.

ENDNOTES

1. *Action Comics* #591
2. *The Adventures of Superman* #444, the doppelganger Luthor relates the history of the resistance forces against the Phantom Zone villains.
3. *Superman* #22
4. *Superman* #21
5. *The Adventures of Superman* #444
6. *Superman* #22
7. *The Adventures of Superman* #448
8. *The Adventures of Superman* #450
9. *The Adventures of Superman* #453
10. *Superman* #32
11. *Action Comics* #643
12. *The Adventures of Superman* #457
13. *Action Comics* #654





"BIBBO" BIBBOWSKI

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

•Skills:

Martial Artist: 5

•Advantages:

Scholar (Barroom Brawling)

•Motivation: Thrill of Adventure

•Occupation: Tavern Owner, Bouncer

•Wealth: 10

•Height: 6'3" •Weight: 250 lbs.

•Eyes: Gray •Hair: Gray

•Quote: "Superman, yer my fav'rit!"

(*The Adventures of Superman* #449)

BACKGROUND

No one knows just where Bibbo came from. There are those who say he drifted east to Metropolis after getting into some sort of trouble in Milwaukee. It is also believed that Bibbo was once a contender for the heavyweight boxing championship. Some folks even swear that he would have had a serious shot at the title if only he hadn't taken too many blows to the head. Whatever the truth, Bibbo has been a fixture on the Metropolis waterfront for roughly four decades.

Bibbo is a veteran barroom brawler, respected for his prodigious strength. While he does not possess the invulnerability of Superman, he is said to have the hardest head in Metropolis. Bibbo has been known to clear a saloon of combatants in a matter of minutes. On those occasions when he has participated a bit too enthusiastically in such altercations, it has usually taken a good number of the city's peace officers to persuade him to calm down and accept their hospitality for the evening.

As a frequent customer of the city's less reputable establishments, Bibbo has often overheard choice bits of information, information that he has occasionally passed along to others. Bibbo is, however, no common informant. He will share what he knows only with people who have earned his respect. One such individual is Superman, who first crossed paths with Bibbo while searching for a kidnapper. Thinking him to be nothing more than a nosy costumed impostor, Bibbo attempted to discourage the Man of Steel physically, only to bruise his own hand.¹ Some time later, Superman persuaded Bibbo and some other hooligans to stop giving Jimmy

Olsen a hard time by gently pulling them down through a tavern floor!² From these two encounters, Superman earned Bibbo's undying respect, not only for himself, but (by association) for Jimmy, as well.

It sometimes seems as if Bibbo must live a charmed life. Recently, an errant gust of wind brought him a lottery ticket that had been dropped and lost by a less fortunate José Delgado.³ The ticket happened to bear a winning number that netted Bibbo a \$14 million jackpot. With the first year's worth of his winnings, Bibbo bought out the owner of his favorite watering hole, a tavern known as the Ace O'Clubs.⁴

Bibbo presently continues to hold court at the Ace O'Clubs, sometimes tending bar and often acting as his own bouncer.

PERSONALITY

Bibbo is a carouser and a hell-raiser who enjoys a good fight. Woe be unto those who anger him! While certainly nobody's idea of a good role model, Bibbo has a good heart and would give a needy friend the shirt off his back.

ENDNOTES

1. *The Adventures of Superman* #428
2. *The Adventures of Superman* #449
3. *Superman* #51
4. *Action Comics* #661

PROFESSOR EMIL HAMILTON

DEX: 2 STR: 2 BODY: 2
 INT: 8 WILL: 10 MIND: 6
 INFL: 3 AURA: 2 SPIRIT: 3
 INITIATIVE: 11 HERO POINTS: 30

•Skills:

Gadgetry: 12, Scientist: 12

•Advantages:

Connections: Superman (High), S.T.A.R. Labs (High); Genius; Scholar (Electronics)

•Drawbacks:

Age (old)

•Equipment:

10 AP ABCD Omni-Gadget (x4)

•Motivation: Responsibility of Power

•Occupation: Scientist

•Wealth: 6

•Height: 6' •Weight: 180 lbs.

•Eyes: Brown •Hair: Gray

•Quote: "I'd sooner die than sweat for Lex Luthor again." (*The Adventures of Superman* #451)

BACKGROUND

Emil Hamilton is an inventive genius whose eccentric work habits have made it difficult for him to work for most commercial research facilities. While still a young man, Hamilton briefly worked for a company called Hitek. It was then that he hit on the idea for a magnetic field generator that he theorized could provide America with protection from nuclear attack. He immediately quit his job at Hitek and devoted the next 20 years to developing a prototype of the device. Hamilton continually tried to interest the government in his generator, occasionally obtaining meager federal grants to finance his work. But, ultimately, bureaucrats dismissed his work as impractical or dangerous and cut off his funding.¹

After much struggle, Hamilton was contacted by Lexcorp and was led to believe that he might finally get the backing he needed to perfect his generator. But when he was finally ushered into the presence of Lexcorp C.E.O. Lex Luthor, he was astounded to discover that the industrialist had bought out Hitek and therefore claimed full ownership of his invention. Luthor offered Hamilton a pittance in return for his life's work. When Hamilton refused to turn over his notes and blueprints, Luthor's thugs beat him. Unable to prove the source of the attack, Hamilton became desperate.

New funding suddenly became available from Compucon Services. But Compucon was actually a dummy corporation through which Luthor financed a larger scale model of the prototype generator. The generator was subsequently sabotaged in the midst of a public display for the sole purpose of discrediting Hamilton. When a supposed investor (actually one of Luthor's men) was electrocuted during the display, another Luthor flunky accused Hamilton of negligence.²

Under the stress of the situation, Hamilton fled the scene with his original prototype generator. Wandering the streets, he came upon Superman, who was in the midst of battling the terrorist Freedom League. Seeing a chance to vindicate himself, Hamilton set up his generator to isolate Superman and the League, protecting the city from further damage. But when the battle was over, bystanders dismissed him as a crank, and Superman was too preoccupied to back up his story.

After all that he had been through, Hamilton suffered a nervous breakdown. He decided that he must prove the effectiveness of his generator in a test against the power of Superman. Persuading a young actress to play the part of his hostage, Hamilton broadcast a public challenge for the Man of Steel to meet him on a deserted city street. Pretending to threaten his hostage, Hamilton forced Superman to walk a gauntlet of devices within an electromagnetic cage formed by his field generator. When Superman stood up to the gauntlet, Hamilton's mind completely snapped and he set his generator to overload. Superman protected Hamilton and the woman from the exploding generator with his own invulnerable body.

Hamilton was taken into police custody. He received court-mandated treatment at a mental health facility and later served several months of a sentence in a minimum security prison before being paroled on Superman's recommendation. Upon Hamilton's release, Clark Kent helped him procure funding to set up a small independent laboratory.

Grateful for the compassion that Superman had shown him, Hamilton has put his genius to work in helping the Man of Steel. Although an attempt at creating a robotic stand-in for Superman was a failure, Hamilton continues to provide Superman with scientific and technical aid.³ Among other things, he has supplied Superman with a breathing apparatus that enabled the Man of Steel to survive a

flight into deep space,⁴ analyzed the mysterious Eradicator,⁵ constructed an armored suit to allow the de-powered Superman to deal with a prison break,⁶ investigated the strange properties of Mr. Z's soul-imprisoning crystal,⁷ and helped trace the sources of pollution in Metropolis Harbor.⁸ In addition, Hamilton helped José Delgado win his freedom from Lex Luthor.⁹

PERSONALITY

Emil Hamilton is a likable gent. He has a love of big band music¹⁰ and a burning interest in practically all the sciences. Although sloppy in his work habits, casual in his attire, and capable of extreme concentration, he does not otherwise fit the stereotype of the absentminded professor. Hamilton is truly one of a kind.

ENDNOTES

1. *The Adventures of Superman* #424
2. *The Adventures of Superman* #425
3. *The Adventures of Superman* #439-40
4. *The Adventures of Superman* #450
5. *The Adventures of Superman* #459
6. *Action Comics* #659
7. *Superman: The Man of Steel* #1, *Superman* #57, *The Adventures of Superman* #480, *Action Comics* #667
8. *Superman for Earth*
9. *The Adventures of Superman* #451
10. *Superman* #38



WILLIAM JAMES HENDERSON

DEX: 2	STR: 3	BODY: 2
INT: 3	WILL: 2	MIND: 2
INF: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 8		HERO POINTS: 10

•Skills:

Detective: 4, Thief: 3, Weaponry: 5

•Advantages:

Area Knowledge (Metropolis); Connections: Metropolis Police Department (High), *Daily Planet* (High), Metropolis City Hall (High)

•Equipment:

Revolver [Body: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•Motivation: Upholding the Good

•Occupation: Police Inspector

•Wealth: 5

•Height: 5'11" •Weight: 170 lbs.

•Eyes: Blue •Hair: Brown, Graying

•Quote: "Hate to see this type of vigilante behavior take hold in Metropolis! This isn't Gotham City!" (*The Adventures of Superman* #448)

BACKGROUND

Inspector Henderson is a veteran Metropolis policeman who came up through the ranks. Although he has met Superman on a number of occasions and even played host to him at a still-talked-about Henderson family barbecue,¹ the Inspector is on much closer terms with reporter Clark Kent. While he is not adverse to sharing information with Kent, Henderson always puts his work first.

Henderson does not get along well with Captain Maggie Sawyer of the Metropolis Police Special Crimes Unit. Why is unknown. It is apparently a personal matter between the two of them. Henderson does not allow their differences to affect any professional relationships between them.²

PERSONALITY

Bill Henderson is a private man who, for the most part, prefers to stay out of the limelight. He takes his job very seriously. He is a devoted husband and the father of two children.

ENDNOTES

1. *The Adventures of Superman* #424, Superman mentions that he has been a dinner guest of Henderson's and knows his family.
2. *The Adventures of Superman* #445, *Action Comics* #657

MARGARET (MAGGIE) SAWYER

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

•Skills:

Charisma: 3, Detective: 4, Martial Artist: 3,
Thief: 2, Weaponry: 4

•Advantages:

Area Knowledge (Metropolis); Connections:
Metropolis Police Department (High), *Daily Planet* (Low), Superman (Low); Leadership;
Sharp Eye

•Equipment:

Pistol [Body: 4, EV: 5, Ammo: 8, Range: 4,
R#: 2]

•Motivation: Seeking Justice

•Occupation: Police Captain, Special Crimes Unit

•Wealth: 5

•Height: 5'10"

•Weight: 130 lbs.

•Eyes: Blue

•Hair: Light Brown

•Quote: "She's got a lot of spunk, my little girl. But out there, spunk is just one more thing that gets ground out of people. ..." (*Superman #15*)

BACKGROUND

Maggie Sawyer is a top-flight police officer who has worked her way up the ladder the hard way, twice.

Maggie began her career in law enforcement on the West Coast. She was a lieutenant with the Star City Department of Public Safety when she met Captain Jim Sawyer. In those days, Maggie was uncertain what she wanted in life, and when Jim proposed marriage, she thought perhaps that was the answer. It proved to be a terrible mistake instead. Maggie and Jim were two strong-willed people who had nothing in common except their police work. Their marriage became one long series of quarreling, interrupted only by the birth of their daughter, Jamie. Maggie finally came to terms with her sexual orientation and separated from Jim. Their divorce proceedings were long and painful, ending with Jim receiving full custody of their child.¹

Maggie moved east and started her career all over again with the Metropolis Police Department. In just a few years, she attained the rank of Captain. She was about to be assigned her own precinct when Mayor Berkowitz proposed the formation of the Special Crimes Unit. Due to her ability to handle

unorthodox situations, Maggie was chosen to head the S.C.U.

The Special Crimes Unit of the Metropolis Police Department is a special city-wide division, answering directly to the Police Commissioner. Its function is to respond to and deal with crimes beyond the bounds of normal police work, especially those that involve perpetrators who have metahuman powers and abilities. The S.C.U. often uses advanced weaponry designed by S.T.A.R. Labs to apprehend such perpetrators.

Under Maggie's leadership, the Metropolis S.C.U. has been wildly successful and has inspired the creation of similar units in other major cities, such as Washington, D.C.²

In her position, Maggie has become well-acquainted with Superman, often working alongside him in trying circumstances. When Jamie Sawyer ran away from her father's home and came east in search of her mother, Maggie appealed to Superman to help find her missing daughter. Working together, Superman and Maggie found Jamie in the clutches of Skyhook (see page 103-104). They were able to rescue the girl, and mother and daughter were reunited. Returning Jamie to her home in suburban Star City, Superman spoke to Jim Sawyer, who agreed to consider giving Maggie visitation rights.³

All three Sawyers were briefly reunited in Metropolis after Jim had to bring Jamie east for treatment of a side-effect of her contact with Skyhook. Jamie was cured and Maggie made a kind of peace with her ex-husband.⁴

Maggie continues to run the Metropolis S.C.U. She shares an apartment with *Metropolis Star* reporter, Toby Raynes and two cats.⁵

PERSONALITY

On the job, Maggie Sawyer is a hard-nosed, no-nonsense cop who is not afraid to strap on armor herself if that is what it takes to deal with the latest menace to public safety. Tough but fair, she inspires loyalty in her unit. In her personal life, Maggie has endured a lot of heartache, but she has learned to deal with it.

ENDNOTES

1. *Superman #15*
2. *Hawk and Dove (mini-series) #4*, Hawk and Dove team up with Washington D.C.'s version of the Special Crimes Unit.
3. *Superman #15*
4. *Superman #34*
5. *Superman #15*, *Superman Annual #2*

DANIEL (TERRIBLE) TURPIN

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 3
INITIATIVE: 8	HERO POINTS: 15	

•Skills:

Detective: 5, Martial Artist: 4, Vehicles: 3, Weaponry: 4

•Advantages:

Connections: Metropolis Police Department (High); Iron Nerves

•Equipment:

Revolver [Body: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•Motivation: Seeking Justice

•Occupation: Police Inspector, Special Crimes Unit

•Wealth: 5

•Height: 5'10"

•Weight: 195 lbs.

•Eyes: Blue

•Hair: Brown, Balding

•Quote: "King Kong on a rooftop is no more dangerous than a nervous punk with a pistol! The idea is to give as good as you get!" (*New Gods* #8, first series)

BACKGROUND

Dan Turpin grew up in the heart of Suicide Slum. As a cop, he cut his teeth tracking down hoodlums and petty gangsters on Metropolis' old North Side.

Turpin had advanced through the ranks to Sergeant of Detectives when Intergang started making its presence known in the city. Along with Intergang came the hint of something bigger, a war between the godlike beings of New Genesis and Apokolips (see *The Apokolips Sourcebook* for more information). When one of Turpin's men, Detective Nolan, was mauled by an Apokolips terrorist, the Sergeant vowed to get to the bottom of what he considered to be nothing more than a fancy gang war.¹

Arranging for the procurement of special weapons, Turpin commandeered a crack police SWAT unit and tried to break up a fight between Orion and Kalibak, the sons of Darkseid. Although seriously injured for his efforts, Turpin hung on long enough to see that the city's entire electrical power grid was fed through Kalibak. Metropolis was nearly blacked out, but Kalibak was left stunned, so that Turpin could order his officers to take the warrior into custody, before he himself passed out.² By the time

Turpin got out of the hospital, the war of the New Gods had left Metropolis.

Turpin had been promoted to Inspector by the time Mayor Berkowitz floated the idea of the Special Crimes Unit. Hearing about the S.C.U., Turpin called in every favor he had to get out from behind a desk and into the Unit. As a member of the S.C.U., Turpin has acknowledged Captain Sawyer as his superior officer and carried out her orders even though he technically outranks her.

While working with the S.C.U., Turpin was seriously injured by the super-criminal who calls himself Barrage (see page 62-63). After being continually visited by Sawyer during a two-month convalescence, he became infatuated with the Captain and asked her to marry him. When Maggie gently turned him down, Turpin thought that she would no longer want to work with him and submitted his resignation. The Captain corrected him on that count, handing back the resignation and telling him to tear it up.³

Turpin has put his disappointment behind him and continues to work closely with Sawyer in the S.C.U. He took great delight in fishing a defeated Barrage from Metropolis harbor.⁴

Turpin is a widower and lives with a grown daughter, Maisie.

PERSONALITY

A big bear of a man, Dan Turpin graduated magna cum laude from the School of Hard Knocks. He is not afraid of anybody or anything. Turpin is proud of being a police officer and prouder still to be part of the Special Crimes Unit. He can be stubborn and bull-headed and sometimes acts as though he considers crime and criminal activity a personal affront.

ENDNOTES

1. *New Gods* (first series) #5
2. *New Gods* (first series) #8
3. *Superman Annual* #2
4. *Superman* #49



LORI LEMARIS

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

•Powers:

Speak With Animals: 3, Swimming: 5, Telepathy: 4, Mind Probe: 4, Water Freedom: 4

•Skills:

Charisma: 5

•Limitations:

Speak With Animals only works on sea creatures

•Advantages:

Attractive; Connections: Superman (High), Atlantis (Low)

•Drawbacks:

Dark Secret (When Lori first met Clark Kent, he was unaware that she was a mermaid); Forced Exile (Atlantis, early in her life only); Fatal Vulnerability to lack of contact with water after one hour

•Motivation: Upholding the Good

•Occupation: Mermaid

•Wealth: 4

•Height: 5'9"

•Weight: 145 lbs.

•Eyes: Brown

•Hair: Brown

•Quote: "Don't you see? It is as I said so long ago ... this love of ours was never meant to be." (*Superman* #12)

BACKGROUND

Lori Lemaris was one of the last surviving members of a small colony of merpeople that had lost contact with the undersea civilization of Atlantis. Hoping to find some clue on the surface to the location of their lost home, Lori came to America. Here, she assumed the role of a wheelchair-bound paraplegic, hiding her fish-like extremities under a lap blanket, and enrolled at the University of Metropolis.

It was as a student at UMet that Lori first encountered Clark Kent, long before he created the identity of Superman. Clark fell deeply in love with Lori, and she with him. But when Clark impulsively asked her to marry him, she had to refuse. Spurred on by jealousy, Clark began to investigate, and shortly learned the truth, that Lori was a mermaid.

Her secret revealed, Lori explained why she had come to the University, and why, having failed in her

mission, she had to return to her family. Both Lori and Clark knew that their love could never be, and so they said good-bye. But Clark never forgot her.

Years later, after learning of the location of Atlantis from Aquaman, Clark tracked Lori down again. But as they embraced amid the pounding surf, Lori was seriously wounded by a crazed old fisherman. A desperate Superman rushed his mermaid sweetheart to the city of Tritonis in Atlantis. There, the Atlantean doctor Ronal operated on Lori to save her from threatened paralysis. Over the subsequent months, Ronal cared for her, bringing her back to the full bloom of health. To Superman's dismay, Lori fell in love with Ronal.

At first, Superman was furious, but Lori calmed his rage. She reminded him how their love could never be. With her telepathic and mind probing powers, she saw in his mind how he had found another to love. Lori told him how she could see that the love he felt for Lois Lane was as rich and true as the love she felt for Ronal.

Lori and Superman shared one final kiss and he left sunken Atlantis, never to see her again.¹

Years later, Ronal told Superman Lori died defending Atlantis from the shadow demons of a galactic monster called the Anti-Monitor.² Learning of her apparent death, Superman mourned for the one he had loved in vain. On the anniversary of Lori's death, he met with Ronal along a craggy shore for a special memorial service, where the story of Lori Lemaris was committed to verse by one of the ocean's great poets. Ronal pledged to the Man of Steel that her story would be sung across the seas for as long as the great whales endured.

PERSONALITY

Lori Lemaris is a loving, compassionate person. She will live forever in the hearts of those who love her.

ENDNOTES

1. *Superman* #12

2. *Crisis on Infinite Earths* #12

SUPERMAN

VII: Superman's Enemies

AMAZING GRACE

DEX: 6 STR: 3 BODY: 5
INT: 8 WILL: 6 MIND: 5
INFL: 8 AURA: 7 SPIRIT: 5
INITIATIVE: 22 HERO POINTS: 55

•Powers:

Control: 10

•Skills:

Charisma (Persuasion): 12, Thief (Stealth): 5,
Weaponry: 7

•Advantages:

Area Knowledge (Armagetto);
Connection: Darkseid (Low)

•Equipment:

Knife [BODY: 8, EV: 3]

•Motivation: Power Lust

•Occupation: Agent of Darkseid

•Wealth: Not Applicable

•Height: 5'11"

•Weight: 137 lbs.

•Eyes: Green

•Hair: Red

•Quote: "Do you not see in me the face and form of every woman you have walked with in your dreams?" (*Action Comics* #586)

BACKGROUND

Amazing Grace is a leading agent of Darkseid, the supreme ruler of the world of Apokolips. (See *The Apokolips Sourcebook* for more information.) Like her brother, Glorious Godfrey, Grace has the power to manipulate the minds of others.

Under orders from Darkseid, Grace once lived among the oppressed workers of Apokolips, posing

as a revolutionary and fomenting revolt amongst the so-called Lowlies and Hunger Dogs of Armagetto. It was Darkseid's intent to have his agent encourage opposition to his rule, to fan the hopes of the underclass, and then to crush their revolt, further breaking their spirit. After Darkseid brought Superman to Apokolips, he altered his plan to make use of the Man of Steel.

Finding himself on Apokolips, Superman disguised himself as a Lowlie to avoid Darkseid's sentries. Darkseid then had his troops seize Amazing Grace and threaten her with death in the fire pits, reasoning that this would be likely to lure Superman into the open. Sure enough, Superman went to her rescue, battling an armored Pacifier before he himself was plunged into one of the fiery pits.¹

Superman was pulled from the pit alive, but unconscious. When he awoke, his remarkable powers were sapped and his memory was gone. Amazing Grace then spoke to the Lowlie rabble, proclaiming Superman to be their savior, the one who would overthrow Darkseid and lead them to freedom. With her mind-numbing powers, she suppressed Superman's true personality and made him fall in love with her. Moreover, Grace convinced him that he was actually Darkseid's son and persuaded him to serve Darkseid's cause. Thus corrupted, Superman pretended to lead the Hunger Dog rebellion, betraying them to Darkseid's Para-demons.² Only with the intervention of two New Gods from New Genesis, Orion and Lightray, did Superman finally

regain his memory, but not even then was he able to defeat Darkseid.³

Later, Amazing Grace aided Darkseid in a plot against Superman and Wonder Woman. During that encounter, Grace masqueraded as Wonder Woman, playing on Superman's infatuation with the Amazon princess as part of a twisted plot to turn the two heroes against one another. Superman and Wonder Woman were able to see through this scheme and thwarted Darkseid once again.⁴

PERSONALITY

Amazing Grace is thoroughly ruthless. She is loyal only to Darkseid, whom she fears more than respects. Grace appears to enjoy manipulating others, finding pleasure in the control she exercises over lesser minds.

ENDNOTES

1. *Superman* #3
2. *The Adventures of Superman* #426
3. *Action Comics* #586
4. *Action Comics* #600



ARATHAZA

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6/16 HERO POINTS: 0		

•Equipment:

Mystical Staff [BODY: 3, INFL: 12, AURA: 10, SPIRIT: 12, Sorcery: 15]

•Alter Ego: Barbara Kowaleski

•Motivation: Power Lust

•Occupation: Secretary

•Wealth: 2

•Height: 5'5" (as Barbara), 5'11" (as Arathaza)

•Weight: 135 lbs.

•Eyes: Brown (as Barbara), Red (as Arathaza)

•Hair: Auburn

•Quote: "Superman you may be, and powerful in your own small way ... but I am power beyond all knowing." (*Action Comics* #585)

BACKGROUND

Barbara Kowaleski was just another 9-to-5 wage slave when she came into contact with an ancient staff of great supernatural power. How or where she discovered the staff is still unknown. Seduced by the staff's power, Barbara took on the form of an antediluvian sorceress and assumed the name Arathaza. In her new identity, she commanded great mystical forces. Calling on those forces, Arathaza created an immense flying fortress in the skies high over Metropolis. From her aerial throne room, she launched an attack on the city that had ignored her for so long. When Superman arrived to counter her attack, Arathaza used her sorcery to drain his life force, radically aging him in a matter of minutes. With the last of his strength, Superman wrested the staff from her hand, smashing it. With the destruction of the staff, the fortress was destroyed and both Superman and Barbara returned to normal.¹ It is unknown whether Barbara will ever regain the power she once wielded as Arathaza.

PERSONALITY

Barbara Kowaleski is a petty, spiteful person. As Arathaza, her mean-spiritedness was magnified a thousandfold.

ENDNOTE

1. *Action Comics* #585



BARON SUNDAY

DEX: 4 STR: 2 BODY: 3
INT: 3 WILL: 4 MIND: 4
INFL: 5 AURA: 6 SPIRIT: 4
INITIATIVE: 12 HERO POINTS: 25

•Skills:

Occultist: 8

•Advantages:

Connections: Organized Crime (High),
Street (Low); Scholar (Voodoo)

•Magic Rituals:

Baron Sunday frequently employs several magic rituals (see the Character Handbook, pages 60-61), derived from his studies of voodoo magic:

—Death Ritual

Effect: Causes victim to be frightened to death (Phobia: 10, Killing Combat)

Casting Time: One hour (10 APs)

Necessary Components: Cloth, hair or another fragment belonging to the victim; straw formed into a doll in the victim's image; a silver pin never touched by human hands

—Mystic Sphere

Effect: Creates bands of mystic energy that can be used to crush a victim to death (Force Manipulation: 8)

Casting Time: Instantaneous (0 APs)

Necessary Components: None, but certain mystic gestures must be made

—Zombie Ritual

Effect: Causes a victim to appear dead, then turns him into a "zombie" under Baron Sunday's mental control (Control: 12)

Casting Time: One week (18 APs)

Necessary Components: None, but certain mystic gestures must be made

•Alter Ego: Unknown

•Motivation: Mercenary

•Occupation: Contract Killer

•Wealth: 8

•Height: 6'2" •Weight: 170 lbs.

•Eyes: Brown •Hair: Black

•Quote: "I can be a merciful man. I will grant you a quick death ... if you beg for it!"
(*Superman* #26)

BACKGROUND

Baron Sunday is a minor magician, originally from the Caribbean, where he had a long and successful career as a hit man. A student of the mystic arts, Sunday learned to channel certain supernatural forces. Disguising his spells with the trappings of voodoo, he used his magic to commit murders, thereby gaining a fearsome notoriety in the islands. Despite his familiarity with the ways of magic, he still maintained a taste for material wealth. He came to the United States because that was where the big money was.

A series of contract killings brought the Baron to Metropolis, where he settled in the luxury of a Fenton Place townhouse.

The strange, clueless nature of the murders he committed drew the attention of the Special Crimes Unit. Within a month, five men were dead, and Superman became involved in one of the investigations.

Learning of Superman's interest in the murders, underworld informer Joey Medero passed the word along to Sunday. The Baron recognized Superman as a potential source of trouble and immediately set out to eliminate him. Procuring a tattered piece of fabric from one of Superman's capes, Sunday created an effigy of the Man of Steel and bided his time.¹

It was about this time that an alien alliance began an invasion of Earth.² When a squad of Thanagarian Wingmen launched an attack on Metropolis as part of the invasion, Superman sprang to the city's defense. Watching the battle on television, Sunday took advantage of Superman's preoccupation with the Wingmen to launch his mystic attack. Stricken both physically and mystically, Superman plunged from the skies, through the pavement, and into the storm sewers under Metropolis. For a while, the Man of Steel was missing and feared dead.

Superman, of course, still lived. At the time of the Baron's attack, he had been suffering from a split personality, brought on by an encounter with Brainiac (see page 67-69). Because of this temporary disorder, Superman had been going out at night in the guise of Gangbuster. After this latest attack, the groggy Man of Steel made his way through the sewers to a remote hideaway where he again donned the uniform of Gangbuster. So attired, he scoured underworld hangouts, searching for information about the source of the voodoo murders.

A tip led the troubled hero to Joey Medero, and an intimidated Medero led him to Baron Sunday.

Breaking in on the Baron, the ersatz Gangbuster was met and held by Sunday's mystic spells. But the spells woven by the Baron were not strong enough to defeat the disguised Superman. Breaking free from Sunday's mystic bonds, the hero captured the surprised magician and left him for the police, bound and gagged, before slipping off into the night.³

Tried and convicted, Baron Sunday was incarcerated in the maximum security prison on Stryker's Island, in the middle of Metropolis' West River. There, he slowly recovered from the shock of his first major defeat, gathering his strength.

Finally, Sunday silently struck again, this time apparently killing six fellow inmates who had given him trouble. But the six convicts were not really dead; the Baron had, by mystic means, taken his revenge upon them, placing them all into comas so deep that they were believed dead. After the six were transported to the city morgue for examination, they all arose from their slabs like zombies. Under Sunday's mental domination, they broke out of the morgue and set out to procure a boat in preparation for freeing their new master. Again, Superman entered the picture, stopping the zombies with an electrical shock that returned them to normal and caused a kind of mental feedback, rendering the Baron catatonic.⁴

Sunday remains in the hospital ward of Stryker's Island Prison, an immobile prisoner of his own body.

PERSONALITY

Baron Sunday is a cold, ruthless killer. Respectful only of power, he is a basically amoral person who cares only for his selfish interests. He loves comfort and luxury and considers killing a perfectly legitimate means of acquiring wealth.

ENDNOTES

1. *Superman* #20, 26
2. *Invasion!* #1
3. *Superman* #26
4. *Action Comics* #665

BARRAGE

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6/10 HERO POINTS: 15		

•Equipment:

EXOSKELETON [DEX: 6, STR: 8, BODY: 8, AV: 6, EV: 6, R#: 3]

•Alter Ego: Unknown

•Motivation: Mercenary

•Occupation: Small-time Crook

•Wealth: 1

•Height: 5'10" •Weight: 160 lbs.

•Eyes: Brown •Hair: Brown

•Quote: "Take a hike, you morons! Barrage is back in town ... and I don't like waiting in long lines!" (*Superman* #49)

BACKGROUND

No one knows where Barrage got the exoskeleton body armor or its weaponry, but it is a good bet that he did not design it himself.

During his first recorded outing, Barrage was holding up a small retail store when he was confronted by the Metropolis Police Department's Special Crimes Unit. Using his suit's built-in cannon, he fired a blast that left Inspector Dan Turpin seriously injured. Captain Maggie Sawyer saw her old friend gunned down and ordered immediate retaliation.¹ The ensuing gunfire set off an explosive charge in Barrage's cannon, destroying most of the criminal's right arm. After a brief hospital stay, Barrage was sentenced to a somewhat longer engagement as a guest of the state.

Barrage later managed to escape and acquire a new suit of armor with a new blaster to replace his missing arm. He then foolishly held up a convenience store and was again challenged by the S.C.U. Seeing a chance to get his revenge on Captain Sawyer, Barrage opened fire on the unit leader. Superman intercepted the blast, however, and quickly apprehended the escaped felon.

While flying Barrage back to Stryker's Island, the Man of Steel was suddenly weakened by a joint machination of Lex Luthor and Mr. Mxyzptlk (see page 93-94). Superman abruptly lost the ability to fly, and both he and Barrage fell into Metropolis harbor. Taking advantage of his captor's dwindling strength, Barrage was in the process of tackling Superman



underwater when he was fished out by none other than Inspector Turpin. In desperation, Barrage pulled a small gun, but Turpin was quicker on the draw.² Barrage was subsequently disarmed and returned to prison.

PERSONALITY

Beneath that high-tech suit, Barrage is just another petty criminal. His idea of a master crime is holding up a branch bank or knocking over a liquor store.

ENDNOTES

1. *Superman Annual* #2
2. *Superman* #49

BIZZARE IMPERFECT DUPLICATE

DEX: 15	STR: 25	BODY: 14
INT: 1	WILL: 3	MIND: 9
INFL: 3	AURA: 2	SPIRIT: 9
INITIATIVE: 33		HERO POINTS: 85

•Powers:

Directional Hearing: 8; Extended Hearing: 8; Flight: 15; Microscopic Vision: 15; Heat Vision: 15; Invulnerability: 22; Sealed Systems: 11; Super Breath: 12; Super Hearing: 8; Superspeed: 14; Thermal Vision: 13; Systemic Antidote: 18; Telescopic Vision: 13; X-Ray Vision: 13

•Drawbacks:

Strange Appearance; Serious Physical Restriction: Bizarro cannot speak; Serious Psychological Instability: Bizarro is easily confused.

•Alter Ego: None

•Motivation: Nihilist/ Upholding the Good

•Occupation: None

•Wealth: 0

•Height: 6'3" •Weight: 225 lbs.

•Eyes: Yellow •Hair: Black

•Quote: "RRAHHR!!" (*Man of Steel* #5)

BACKGROUND

The Duplicate was another in the line of creations designed by Lex Luthor to defeat Superman. Luthor and his assistant, Dr. Teng, used information they had gathered on the Man of Steel during a previous encounter to develop a bio-matrix that would replicate his cell structure. From this they created a second Superman, one under

Luthor's control, but the bio-matrix rejected Superman's alien DNA and its cell structure began to crystalize. Realizing his failure, Luthor ordered the "bizarre" creature destroyed.

The Duplicate was not destroyed, however. The pseudo-Superman flew around Metropolis helping a broken down ambulance, saving a blind and despairing Lucy Lane as she tried to jump out of her apartment window, and finally heading to the Daily Planet Building, disguised as a version of Clark Kent. When Superman confronted his doppelganger, Bizarro attacked in full force. A powerful battle ensued between the two super-beings until the creature, seeing Lois Lane, captured her and flew off to Lois's apartment where Lucy Lane waited on the balcony.

Lucy explained that after she was saved by "Superman," her vision partially returned. Upon further exposure to the Duplicate her sight continued to improve. In a final confrontation, the Duplicate and Superman collided at full speed. The Duplicate disintegrated in a cloud of dust which covered Lucy Lane and allowed her to see clearly once again.¹

PERSONALITY

Although it seems to have little mind of its own, the Duplicate showed a range of strong emotions during its short existence, including love for Lois Lane, anger towards Superman, and possibly even compassion towards Lucy Lane, sacrificing its own warped existence for her. The Duplicate seemed to have some instinctive memories based on Superman's causing him to act as Superman would under different circumstances, such as saving lives if possible, and taking an identity as a pseudo-Clark Kent. The Duplicate acted adversely toward his double, Superman, and attacked him violently without provocation.

ENDNOTE

1. *Man of Steel* #5

BLAZE

DEX: 7 STR: 5 BODY: 7
INT: 9 WILL: 7 MIND: 7
INFL: 10 AURA: 7 SPIRIT: 7
INITIATIVE: 26 HERO POINTS: 45

•Powers:

Mystic Link (Chameleon): 8,
Dimension Travel: 10, Sorcery: 13

•Skills:

Occultist: 10

•Advantages:

Attractive (as Angelica only); Connections:
Hell (Low), Street (High); Scholar
(Damnation)

•Drawbacks:

Catastrophic Rage;
Strange Appearance (as Blaze only)

•Alter Ego: Angelica Blaze

•Motivation: Nihilist

•Occupation: Demon

•Wealth: 7

•Height: Variable

•Weight: Variable

•Eyes: Variable

•Hair: Variable

•Quote: "I do love to see a strong spirit crushed!" (Superman #47)

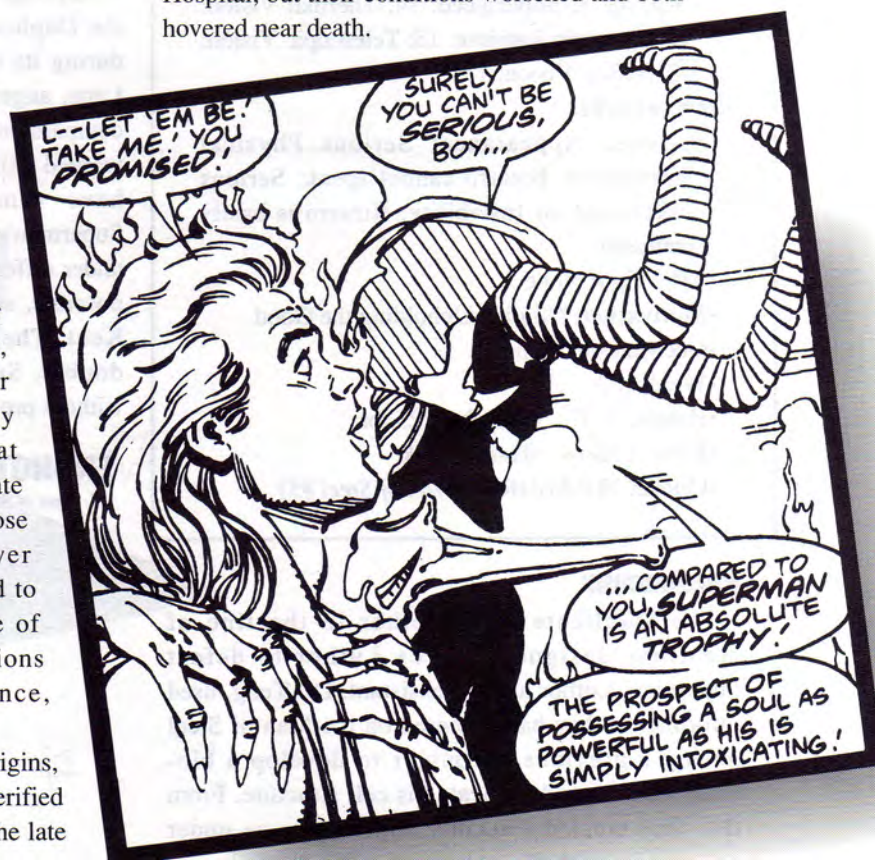
BACKGROUND

Blaze is a demonic entity of great supernatural might who claims to be the supreme and absolute ruler of an extradimensional netherworld. Although there has not yet appeared any evidence to the contrary, Blaze is also, by her own admission, "the eternal deceiver," so the full truth of any of her claims may be questionable. However, within the confines of her dimension, her power does appear to be virtually limitless. The very substance of that realm is hers to control. Blaze can animate the rock and lava of her domain, and those mortals who fall victim to her power become her pawns, tortured souls bound to do her bidding. Blaze is also capable of transporting herself between dimensions and altering her size and appearance, seemingly at will.

While little is yet known of Blaze's origins, she is apparently very old. The earliest verified case of her corruptive influence dates to the late

1880s, when she tempted and beguiled the British physician Aleister Hook (see Skyhook page 103-104).¹ Blaze has at times bestowed certain mystic powers on a select few of her captive souls, but whatever power they might enjoy, they remain her helpless pawns.

Recently, Blaze manifested herself in human form in the city of Metropolis. Using the name Angelica Blaze, she gained title to the abandoned and deconsecrated St. Christopher's Church, which had already become an earthly nexus for her power through her manipulation of Skyhook. As Angelica, she converted the church into a hard-rock nightclub and began using it as a base from which she intended to corrupt the entire world.² Jerry White, the son of *Daily Planet* editor Perry White, applied for a job at the club and soon fell under Blaze's influence. Through her machinations, Jerry became involved in drug trafficking and was set up to be shot by Intergang gunmen. Jerry's friend Jimmy Olsen attempted to intervene, and both young men were shot and seriously wounded. As they lost consciousness, Blaze seized their souls and spirited them away to her netherworld.³ On Earth, their mortal bodies were rushed to Metropolis General Hospital, but their conditions worsened and both hovered near death.



Aided by the mysterious Black Racer, Superman entered the netherworld to rescue the young men's souls. Blaze instantly sensed the Superman's presence and began to play with him, as a cat would with a mouse. Beset by demons, unliving rock creatures, and a resurrected Skyhook, Superman was sorely tested. It appeared that he might succumb to Blaze's power, but he refused to surrender. After Jerry White sacrificed himself to keep Blaze from consuming Jimmy's soul, Superman redoubled his efforts, rescuing Jimmy's soul and causing Blaze's realm to erupt in a cataclysmic explosion.⁴

Just a few weeks later, Blaze again made her influence felt in Metropolis when she sent the Silver Banshee to kill Superman (see page 102-103). Superman eventually managed to counter the Banshee's attack, but was left with the knowledge that Blaze continues to work her wiles against an unsuspecting humanity.⁵

PERSONALITY

Blaze is a temptress who delights in corrupting mortal beings and stealing their psychic life essences, which some would call souls. She takes great delight in toying with the emotions of her victims. Blaze is a master of deception.

ENDNOTES

1. *Superman* #34, The name Blaze does not appear, nor is the demon seen but only heard in this issue.
2. *Action Comics* #655
3. *The Adventures of Superman* #469
4. *Action Comics* #656, *Superman* #47, *The Adventures of Superman* #470, Superman's battle with Blaze appears in the three-issue "Soul Search" storyline.
5. *Action Comics* #662



BLINDSPOT

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

•Skills:

Martial Artist: 5, Weaponry: 3

•Advantages:

Connections: Street (Low), Intergang (High)

•Equipment:

JUMPSUIT [BODY: 3, Invisibility: 5, R#: 2]

Limitation: The OV/RV to detect a character wearing the jumpsuit is decreased by -1 Column Shift whenever he is moving rather than standing still.

•Alter Ego: Unknown

•Motivation: Mercenary

•Occupation: Intergang Operative

•Wealth: 1

•Height: Unrevealed •Weight: Unrevealed

•Eyes: Unrevealed •Hair: Unrevealed

•Quote: "Look over your shoulder all you want, Chico. ... remember, everybody's got a Blindspot!" (*Superman* #44)

BACKGROUND

The criminal known as Blindspot first made his presence known when he attempted to kidnap *Daily Planet* columnist Catherine Grant. Outfitted in a light-bending jumpsuit that enabled him and anything or anyone he grabbed to disappear into the background, the Intergang agent snuck up on Grant, her son Adam, and her bodyguard José Delgado (see page 112-113) as the three of them left a theater. Practically invisible, Blindspot captured Grant and might very well have gotten away with her if it not been for the timely intervention of Delgado. José helped Cat and Adam escape to safety, and Superman arrived on the scene, deactivating Blindspot's suit by ripping out its power pack.¹

Blindspot is currently in custody.

PERSONALITY

Your guess is as good as ours.

ENDNOTE

1. *Superman* #44

BLOODSPORT

DEX: 5 STR: 4 BODY: 4
 INT: 2 WILL: 2 MIND: 2
 INFL: 2 AURA: 2 SPIRIT: 3
 INITIATIVE: 13 HERO POINTS: 15

•Skills:

Martial Artist: 7, Weaponry: 7

•Advantages:

Connection: Lexcorp (Low)

•Drawbacks:

Catastrophic Rage; Catastrophic
 Psychological Instability

•Equipment:

WEAPONS TRANSPORTER [BODY: 4, Bomb:
 12, Teleportation: 15, R#: 2]

Limitations: Teleportation can only be used to transport weapons from Bloodsport's hidden cache to his present location; Bomb can only be used to self-destruct the mechanism and everything around it.

Pistol [BODY: 4, EV: 5, Ammo: 8, Range: 4,
 R#: 2]

Bonus: This pistol has been specially modified to fire kryptonite pellets. When used against Superman, treat the gun as though it had an EV of 20.

Submachine Gun [BODY: 4, AV: 5, EV: 5,
 Ammo: 5, Range: 5, R#: 3]

Grenades (x5) [BODY: 6, Bomb: 8, R#: 2]

Heavy Machine Gun [BODY: 4, AV: 8, EV: 8,
 Ammo: 12, Range: 8, R#: 3]

Bazooka [BODY: 6, Bomb: 8, Ammo: 1, Range:
 7, R#: 2]

Smoke Pellets (x2) [BODY: 1, Fog: 12]

•Alter Ego: Robert DuBois

•Motivation: Psychopath

•Occupation: None

•Wealth: 0

•Height: 6'1" •Weight: 231 lbs.

•Eyes: Brown •Hair: Black

•Quote: "Go climb your thumb, superhero! You got in one hit! If we'd knuckled under when Charlie did that, you'd be eatin' rice cakes today!" (*Superman #4*)

BACKGROUND

During the final years of America's involvement in the war in Vietnam, Robert DuBois received his Army induction notice. Although he had no particular moral opposition to the war, DuBois had no desire to risk his life, so he fled to Canada.

For reasons known only to himself, Michael DuBois, Robert's younger brother, reported for induction, passing himself off as Robert. Michael DuBois eventually wound up in Vietnam and returned home a quadruple amputee.

When Robert found out that his brother had lost his arms and legs while fighting in his place, he suffered a mental breakdown. In the years that followed, he was in and out of psychiatric hospitals all over Canada. The Vietnam War became an obsession for Robert, and he began to fantasize an existence in which he and his brother were constantly at war with the enemy.

Robert's case was ultimately discovered by a man named Kimberly, who was working for industrialist Lex Luthor. Luthor sought a pawn whom he could use to assassinate Superman. Under Kimberly's supervision, special operatives made contact with Robert DuBois and, playing on his fixation with the war, began psychologically conditioning him to see Superman as the enemy. They equipped DuBois with an experimental device that enabled him to teleport weapons to himself from a weapons cache hidden at an undisclosed location. His personal arsenal included rapid-firing sidearms, high-tech grenade launchers, bazookas, and a special gun that could shoot needle-like bullets made from Luthor's small sample of kryptonite. Kimberly then had DuBois released in the Metropolis area to carry out his mission.

On the loose in Metropolis, Robert assumed the name Bloodsport and set out to lure Superman into the open. To that end, he began indiscriminately killing innocent people. Superman's young friend Jimmy Olsen and Lois Lane's sister Lucy narrowly escaped with their lives when Bloodsport attacked a fast-food restaurant where they were eating.

Tracing Bloodsport to a Metropolis bowling alley, Superman confronted the psychopath and was seriously wounded by a kryptonite bullet. The Man of Steel was saved from a certain death only when Olsen arrived and managed to get the drop on Bloodsport with one of the killer's own high-tech weapons. Bloodsport made a cautious retreat,

covering his escape with a miniature gas grenade. After emergency medical treatment to remove the k-bullet, Superman again confronted Bloodsport, this time on the streets of Metropolis. Meanwhile, Luthor had become aware of Bloodsport's murderous rampage. Outraged by the loss of life in what he considered his city, Luthor sent a Team Luthor commando unit after the mad killer. Bloodsport, unaware of his own connection to Luthor, tore into the unit. Superman, however, was able to disrupt Bloodsport's teleportation device, cutting off the killer's supply line. Facing defeat at the hands of his designated enemy, Bloodsport threatened to detonate his teleporter's power pack and level 10 square miles of Metropolis.

Fortunately, Jimmy Olsen had spent the intervening time running down Bloodsport's true identity from an F.B.I. fingerprint check. Jim managed to locate Michael DuBois and bring him to the scene of the latest attack. There, confronted by his wheelchair-bound brother, the grief-stricken Bloodsport suffered a second mental collapse.¹

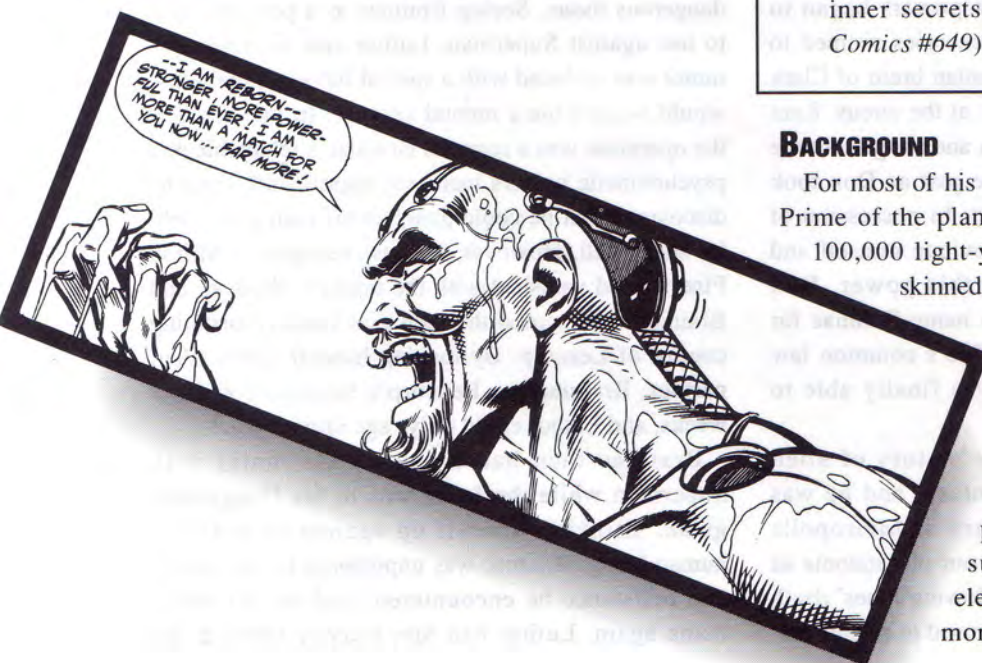
Robert DuBois is in custody.

PERSONALITY

Bloodsport was a self-centered individual who suffered such guilt over his brother's injuries that he became an obsessive/compulsive.

ENDNOTE

1. *Superman* #4



BRAINIAC

DEX: 7	STR: 5	BODY: 8
INT: 16	WILL: 15	MIND: 13
INFL: 8	AURA: 7	SPIRIT: 6
INITIATIVE: 27		HERO POINTS: 50

•Powers:

Control: 10, Illusion: 20, Mental Blast: 16, Mind Blast: 14, Personality Transfer: 7, Spirit Travel: 12, Telekinesis: 15

•Skills:

Gadgetry: 9, Scientist: 8

•Advantages:

Connections: Lexcorp (High), Colu (Low); Genius

•Equipment:

STARSHIP [STR: 15, BODY: 20, AV: 13, EV: 13, Flight: 35, Sealed Systems: 25, Radar Sense: 30, Force Field: 10]

•Alter Ego: Vril Dox, Milton Fine

•Motivation: Power Lust

•Occupation: Scientist, would-be Conqueror

•Wealth: 10

•Note:

These statistics represent Brainiac's abilities after his metamorphosis in *Action Comics* #649. Prior to that time, he had the attributes listed on page 76 of the Background/Roster Book.

•Height: 6'6"

•Weight: 300 lbs.

•Eyes: Green

•Hair: Blond

•Quote: "Your surface thoughts have ever been mine to read, Kryptonian! Only your inner secrets have eluded me..." (*Action Comics* #649)

BACKGROUND

For most of his adult life, Vril Dox was Scientist Prime of the planet Colu, a world approximately 100,000 light-years from Earth. Colu's green-skinned inhabitants were then ruled by an artificial intelligence, whose mobile units were dubbed the Computer Tyrants by the rare Coluan who rebelled against them. Units monitored and manipulated the native population from cradle to grave, subjecting most Coluans to an electronic education that was little more than brainwashing.



The Tyrants recognized Dox's genius in his infancy and allowed him to reach adulthood without the psychological conditioning applied to the majority of Coluans. In return for retaining his free will, Dox served the Tyrants as their chief of science and technology. But as Dox's skill and knowledge grew, so did his ambition. He began scheming to subvert his masters and become Colu's supreme authority, but the Tyrants discovered his plan. After Dox's experimental teleportation apparatus proved faulty, they pronounced him guilty of scientific failure and prepared to dispose of him. Dox was subjected to his own flawed teleporter, and the atoms of his body were dispersed, but somehow, Dox's mind managed to survive his disintegration.¹

Reaching out across the void of space, Dox's consciousness made contact with the mind of Milton Fine, a circus sideshow mentalist billed as the Amazing Brainiac. Dox discovered that Fine, unlike others of his profession, actually possessed latent mental powers. Slowly, Dox began to possess Fine's mind. As Dox's hold strengthened, Fine experienced excruciating headaches, and his powers began to awaken. This release of mental energies seemed to transfer Fine's pain to the Kryptonian brain of Clark Kent, who happened to be nearby at the circus. Kent assumed his identity as Superman and sought out the source of his pain, locating Fine just as Dox took complete control of the mentalist. In possession of the body, Dox found he could levitate himself and other objects. Intoxicated by this power, Dox attacked Superman, assuming the name Brainiac for the first time. With the aid of Fine's common law wife, Janet Jones, Superman was finally able to render Brainiac unconscious.²

The authorities thought Fine's story of alien possession was a psychotic fantasy, and he was confined to the psychiatric ward of Metropolis General Hospital, drifting in and out of catatonia as he tried to resist Dox's hold.³ Following Jones' death in a traffic accident,⁴ Fine was allowed to attend her



funeral.

There, Dox regained control and escaped from Fine's handlers. As Fine's consciousness fought the possession, a massive tumor developed in his brain. Dox, now in complete control of the body, experienced excruciating pain from the tumor. He stalked and killed several homeless men, drawing off samples of their spinal fluid in hopes of developing a serum that would bring him relief. This reign of terror finally ended in a psychic struggle with Superman, which left Brainiac comatose.⁵

Unknown to either Superman or Brainiac, this psychic encounter played on the guilt the Man of Steel was suffering from performing his duty in the execution of three super-criminals (see page 51-52). As a result, Superman temporarily developed a split personality, and for a time he stalked the city streets by night in the guise of Gangbuster.⁶

Industrialist Lex Luthor arranged for Fine to undergo an operation to remove the tumor,⁷ but the surgery involved much more than the removal of dangerous tissue. Seeing Brainiac as a powerful tool to use against Superman, Luthor saw to it that the tumor was replaced with a special bionic implant that would boost Fine's mental powers. In one respect, the operation was a success: Brainiac's telepathic and psychokinetic powers increased significantly, and he discovered that he could generate his own force field by sheer will. However, the last vestiges of Milton Fine's mind vanished with the tumor's removal, and Brainiac soon turned the tables on Luthor, assuming control of Lexcorp. By making himself Lex's silent partner, Brainiac ran Lexcorp's business for many weeks, and Luthor could only rage impotently.⁸

Brainiac then had a chance encounter with Superman while the latter was in his Gangbuster guise. Thinking himself up against an ordinary human being, Brainiac was unprepared for the power and resistance he encountered, and he fell into a coma again. Luthor had him heavily sedated and



moved to a special psionics research facility for further study.⁹

Brainiac's human body began wasting away, but his mind broke free and began exploring the psionics facility to plan his next move.¹⁰ Finally, Brainiac rejoined his body to carry out a scheme to save his life. His physical form was failing, but his mind was still strong. Mentally entrancing several Lexcorp technicians and eventually even Luthor himself, Brainiac organized a team of cyberneticists to enhance his body. A thrall was sent into the top-secret Cadmus Project under the guidance of the cyborg Metallo, whom Brainiac had enlisted in his scheme, to procure special materials to rejuvenate and rearrange the genetic matter of Brainiac's human body.

From this combination of treatments, Brainiac emerged more powerful than ever, his reconstructed body now physically stronger than that of any normal human or Coluan. Now he could mentally dominate and manipulate several people at once without the necessity of external electronics. His hold on these thralls still varied inversely with the number of people under his control and the strength of their minds. New bionic implants enabled Brainiac to go on line with virtually any computer system.

Superman discovered Brainiac's rebirth too late to stop it, and Brainiac retreated to the depths of space in a new starship, there to continue his search for power.¹¹

Recently, Brainiac employed an amplification device to project his mind across space, wreaking havoc on the Cadmus Project. His apparent motive for this attack was to taunt Superman and Vril Dox II, Brainiac's own son and the leader of the L.E.G.I.O.N., the Licensed Extra-Governmental Interstellar

Operatives Network, a galactic law-enforcement organization.¹²

After briefly encountering the L.E.G.I.O.N. on Earth, Superman journeyed to the planet Colu in an abandoned L.E.G.I.O.N. scout craft. There, he prevented the junior Dox from murdering his father, but in the aftermath of the conflict, Brainiac managed to escape into outer space once again.¹³

PERSONALITY

Brainiac is highly intelligent and totally ruthless. From living under and observing the rule of the Computer Tyrants, he learned well how to subjugate and dominate others. Brainiac sees himself as a new life form, more advanced than either Terran humans or Coluans. He considers power and control over other living things to be his destiny.

ENDNOTES

1. *Action Comics* #649, Brainiac recounts his history to Lex Luthor.
2. *The Adventures of Superman* #438
3. *The Adventures of Superman* #441
4. *Superman* #20
5. *The Adventures of Superman* #445
6. *The Adventures of Superman* #446-50, *Superman* #26-7, Superman's dual identity as Gangbuster is revealed in *The Adventures of Superman* #450.
7. *The Adventures of Superman* #447
8. *Superman* #25
9. *Superman* #33
10. *Superman* #35, *Action Comics* #646
11. *Action Comics* #647-49
12. *The Adventures of Superman* Annual #2
13. L.E.G.I.O.N. '90 Annual #1



CERBERUS

DEX: 10 STR: 20 BODY: 15
 INT: 8 WILL: 8 MIND: 8
 INFL: 5 AURA: 10 SPIRIT: 10
 INITIATIVE: 23 HERO POINTS: 100

**Note: Initiative changes with different heads*

- Powers:** Personality Transfer: 50, Telepathy: 6
- Limitations:** Telepathy and Personality Transfer only work with his collection of heads (see Equipment below).
- Skills:** Charisma (Intimidation): 11
- Advantages:** Connections: Underworld (High)
- Drawbacks:** Serious Irrational Attraction to collecting new heads, Strange Appearance.
- Equipment:** *Linked

C.E.O. Head: [INT: 10, WILL: 10, Telepathy: 6, Leadership, Scholar: Finance & Business]

Note: Each head's Telepathy is only functional for contact with the other heads.

DRAGON LADY HEAD: [WILL: 15, MIND: 11, INFL: 10, Telepathy: 6, Charisma: 12, Detective: 7, Military Science: 8, Leadership]

HOMICIDAL MANIAC HEAD: [DEX: 16*, Telepathy: 6, Acrobatics: 16*, Martial Arts: 16*, Catastrophic Psychological Instability, Catastrophic Rage]

MACHO MAN HEAD: [DEX: 14*, STR: 23, INT: 4, WILL: 4, MIND: 4, Telepathy: 6, Weaponry: 14*, Martial Arts: 14*, Minor Rage]

PHYSICIST HEAD: [INT: 14*, Recall: 20, Telepathy: 6, Scientist: 14*, Gadgetry: 14*]

Energy Whip: Body: 8, Power Drain: 20

Limitation: The whip only Drains the opponent's STR.

- Alter Ego:** Unknown
- Motivation:** Mercenary
- Occupation:** Mercenary
- Wealth:** 10

•**Height:** Variable •**Weight:** 200 lbs.

•**Hair:** Variable •**Eyes:** Variable

•**Quote:** "Superman has recently become an inconvenience..." (*Superman: Man of Steel* #7)

BACKGROUND

Cerberus, named for the dog with three heads who guards Hell, is one the most formidable of Superman's villains. The Man of Steel encountered this enigmatic villain when his organization (also called Cerberus) was hired by the island country of Tattamalia to terrorize Lexcorp and force the corporation to pull its holdings from the country.

Superman first learned of Cerberus by his terrorist attacks on Lexcorp facilities that usually left cryptic messages burning in the sky. After disposing of an explosive device placed in an industrial park outside Metropolis, he faced a cyborg sent by Cerberus whom he managed to subdue. As he took his prisoner into custody, however, the cyborg was vaporized by the Eradicator, which had returned in humanoid form.¹

Cerberus then sent two more henchmen to terrorize the Lexcorp, Rorc, a cyborg, and Sergeant Belcher, an ex-army sergeant who spewed acid. Superman managed to track these two to a warehouse and discovered during their confrontation that they went unconscious when interrogated.²

Meanwhile, Cerberus went to collect his payment from Tattamalia. When the country was unable to pay, Cerberus had it napalmed. Superman arrived in time to save most of the tiny country.

After the Man of Steel foiled his plans, Cerberus sent two more henchmen, Jolt and Blockhouse to kidnap Lois Lane, reasoning that if she were taken, Superman would be sure to follow. When Superman managed to rescue Lois, Cerberus took more drastic actions. He procured the cyborg Metallo and altering him to certain specifications, sent him to lure Superman into his trap. But Superman found the location of Cerberus' headquarters much quicker than expected, and the mercenary was not prepared. After braving the headquarters' defenses, Superman met Cerberus face to face and was repulsed by the villain's collection of living heads, which Cerberus endangered with no hint of remorse. After a lengthy fight, in which the Man of Steel was distracted by Cerberus' head switching as well as his abuse of the heads, the base was destroyed, leaving the origin and fate of this odd villain a mystery.³

PERSONALITY

Cerberus is a calculating and ruthless being of immense power whose personality changes with each head he wears. With the Dragon Lady head, he is calculating and devious. She is the planner and schemer. The Physicist is the nonaggressive intellectual. The Macho Man is aggressive and unintelligent. He fights with strength rather than tactics. The Homicidal Maniac is just plain crazy and will fight with anything he can get his hands on. These, of course, are not the only heads he owns; he has many more. Without his armor, Cerberus' own face is on his chest and it appears to be demonic in nature. He takes great pride in creating elaborate plots and does not take their being foiled lightly.

CERBERUS' HENCHMEN:

RORC

DEX: 6 STR: 16 BODY: 10
INT: 4 WILL: 5 MIND: 4
INFL: 6 AURA: 2 SPIRIT: 4
INITIATIVE: 20 HERO POINTS: 40

- Powers:** Claws:10, Telescopic Vision: 6, Thermal Vision: 6, Systemic Antidote: 7
- Bonuses:** Claws: Rorc's left arm is a metal crab-like claw. It can be used as a Grappling Attack as well as a Sharp Edged Attack.
- Skills:** Military Science: 5
- Advantages:** Connections: Underworld (Low)
- Drawbacks:** Minor Psychological Instability, Strange Appearance
- Motivation:** Mercenary
- Occupation:** Mercenary
- Wealth:** 5
- Height:** 6' •**Weight:** 180 lbs.
- Hair:** Brown •**Eyes:** One brown, one mechanical (red)
- Quote:** "Groovy! An' now m'man, we're gonna show Metropolis that Cerberus has more than one head!" (*Superman: Man of Steel #2*)

BELCHER

DEX: 4 STR: 8 BODY: 8
INT: 2 WILL: 3 MIND: 4
INFL: 4 AURA: 2 SPIRIT: 4
INITIATIVE: 10 HERO POINTS: 40

- Powers:** Acid Touch: 12, Flame Projection: 12
- Limitations:** Belcher spews acid and flame from his mouth only.
- Skills:** Military Science: 4
- Advantages:** Connections: Underworld (Low)
- Drawbacks:** Catastrophic Psychological Instability
- Motivation:** Nihilist
- Occupation:** Mercenary
- Wealth:** 5
- Height:** 5'8" •**Weight:** 230 lbs.
- Hair:** Blond •**Eyes:** Blue
- Quote:** "I coulda been fryin' Quraccis in the Gulf 'stead o' skulkin' in alleys if them stinkin' pencil pushers hadn't section eighted me!" (*Superman: Man of Steel #2*)

JOLT

DEX: 10 STR: 6 BODY: 6
INT: 6 WILL: 5 MIND: 4
INFL: 6 AURA: 2 SPIRIT: 4
INITIATIVE: 22 HERO POINTS: 40

- Powers:** Flight: 8, Telescopic Vision: 6, Thermal Vision: 6, Systemic Antidote: 7
- Skills:** Acrobatics: 14, Martial Arts: 8
- Advantages:** Connections: Underworld (Low)
- Drawbacks:** Strange Appearance
- Equipment:**
Energy Whip: Body: 8, Power Drain: 20
Limitation: The whip only Drains the opponent's STR.
- Motivation:** Mercenary
- Occupation:** Mercenary
- Wealth:** 5
- Height:** 5'9" •**Weight:** 160 lbs.
- Hair:** Brown •**Eyes:** One blue, one mechanical (white)
- Quote:** "Cerberus has very decisive ways of dealing with our enemies. The trick is to make sure you don't become one of them." (*Superman: Man of Steel #7*)

BLOCKHOUSE

DEX: 6 STR: 20 BODY: 15
INT: 4 WILL: 5 MIND: 4
INFL: 4 AURA: 2 SPIRIT: 4
INITIATIVE: 14 HERO POINTS: 40

- Powers:** Flight: 8, Invulnerability: 16
- Advantages:** Connections: Underworld (Low)
- Drawbacks:** Strange Appearance
- Motivation:** Thrill Seeker
- Occupation:** Mercenary
- Wealth:** 5
- Height:** 6'2" •**Weight:** 240 lbs.
- Hair:** Blond •**Eyes:** Blue
- Quote:** "You sure I haven't died and gone to hell? I thought the villainous life was supposed to be exciting!" (*Superman: Man of Steel #7*)

ENDNOTES:

1. *Superman: Man of Steel, #1*
2. *Superman: Man of Steel, #2*
3. *Superman: Man of Steel, #13*

THE CIRCLE

(Includes Charger, Concussion, Deuce, Prana, and Zahara)

CHARGER

DEX: 4 STR: 4 BODY: 4
INT: 3 WILL: 4 MIND: 3
INFL: 3 AURA: 4 SPIRIT: 4
INITIATIVE: 10 HERO POINTS: 35

•Powers:

Chameleon: 5, Energy Absorption: 12,
Lightning: 10

•Bonuses:

Miscellaneous: For each AP of electricity that Charger absorbs, he may add 1 AP to his Lightning Power.

•Limitations:

Power Restriction: Energy Absorption may only be used to absorb electrical energy.

•Advantages:

Connections: The Circle (High), The Fearsome Five (Low)

•Alter Ego: Unknown

•Motivation: Responsibility of Power

•Occupation: Villain

•Wealth: Not Applicable

•Height: 6'2" •Weight: 170 lbs.

•Eyes: Blue •Hair: Unknown

•Quote: "Just need me a little power charge an' I can make a 'lectric chair turn green with envy." (*The Adventures of Superman* #430)

CONCUSSION

DEX: 8 STR: 20 BODY: 13
INT: 3 WILL: 4 MIND: 3
INFL: 3 AURA: 4 SPIRIT: 4
INITIATIVE: 14 HERO POINTS: 35

•Advantages:

Connection: The Circle (High)

•Drawbacks:

Strange Appearance

•Alter Ego: Sthula

•Motivation: Responsibility of Power

•Occupation: Villain

•Wealth: Not Applicable

•Height: 7' •Weight: 325 lbs.

•Eyes: Gray •Hair: None

•Quote: "We are scorned, but we are the superiors." (*The Adventures of Superman* #429)

DEUCE

DEX: 5 STR: 3 BODY: 4
INT: 3 WILL: 4 MIND: 3
INFL: 3 AURA: 4 SPIRIT: 4
INITIATIVE: 11 HERO POINTS: 30

•Powers:

Chameleon: 5, Illusion: 13

•Limitations:

Miscellaneous: Deuce can only cast illusions that alter her targets' perceptions of her. For instance, she may cast an illusion that makes it appear as though there are more than one of her or that she has grown to a gargantuan height.

•Advantages:

Connections: The Circle (High), The Fearsome Five (Low)

•Alter Ego: Unknown

•Motivation: Responsibility of Power

•Occupation: Villain

•Wealth: Not Applicable

•Height: 5'6" •Weight: 130 lbs.

•Eyes: Blue •Hair: Unknown

•Quote: "Excellent — now I can enter your mind and rip it out." (*The Adventures of Superman* #430)

PRANA — deceased

DEX: 3 STR: 3 BODY: 3
INT: 7 WILL: 4 MIND: 9
INFL: 3 AURA: 4 SPIRIT: 3
INITIATIVE: 13 HERO POINTS: 50

•Powers:

Chameleon: 5, Mind Probe: 12

•Limitations:

Miscellaneous: Prana suffers 4 RAPs of Mental Killing Damage whenever he uses his Mind Probe Power.

•Advantages:

Connection: The Circle (High); Leadership

•Alter Ego: Unknown

•Motivation: Responsibility of Power

•Occupation: Leader of the Circle

•Wealth: Not Applicable

•Height: 5'8" •Weight: 148 lbs.

•Eyes: Yellow •Hair: Unknown

•Quote: "I have to enter his mind... learn who Superman truly is." (*The Adventures of Superman* #427)

ZAHARA

DEX: 3	STR: 3	BODY: 3
INT: 6	WILL: 3	MIND: 7
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 12 HERO POINTS: 45		

•Powers:

Chameleon: 5, Mind Probe: 8

•Advantages:

Connection: The Circle (High); Leadership

•Alter Ego: Unknown

•Motivation: Responsibility of Power

•Occupation: Leader of the Circle

•Wealth: Not Applicable

•Height: 5'5" •Weight: 128 lbs.

•Eyes: Brown •Hair: Unknown

•Quote: "Superman — we prayed you were one of us, but you are not." (*The Adventures of Superman* #435)

BACKGROUND

The Circle was a small group of super-beings whose history remains confused and in question. Although their appearances would seem to indicate that they were not all of the same species, the Circle claimed to be descendants of an ancient race that predated humanity and remained superior to human beings. At some time in the distant past, a member of the Circle known only as the Chosen One left the group, weakening its power. In legend, it was foretold that the Chosen One would return to the Circle one day and lead them to their destiny.¹

In recent years, a gray-skinned, cat-like being called Prana became the Circle's leader. Prana was convinced that it was the Circle's destiny to rule Earth's inferior human race. To this end, he supplied Qurac's President Marlo with super-weapons, weapons that the Quracis had used on terrorist missions to the United States.² Presumably, Prana hoped that this would further destabilize world order, easing the Circle's rise to power.

When Superman flew to Qurac, bent on ending these terrorist activities, Prana sensed his coming and believed him to be the Chosen One. Again and again, Prana tried to merge his mind telepathically with Superman's, causing the Man of Steel to suffer disorienting, debilitating hallucinations. This telepathic contact proved to be too much for Prana's weaker mind, and he succumbed to a cerebral hemorrhage.³

Prana's mate Zahara blamed Superman for her husband's death. Now viewing the Man of Steel a renegade from their group, Zahara demanded that the Circle eliminate him. Another member of the Circle, the massive Sthula, agreed to do that deed and, taking the name Concussion, set out to track down his chosen prey. After much searching, Concussion finally found Superman and brutally attacked him. Superman, however, was more than a match for his opponent. Concussion was knocked out and handed over to the Metropolis Police Department.⁴

Not long afterward, two more members of the Circle assumed new identities as Deuce and Charger. Joining the group of super-criminals known as the Fearsome Five, they soon manipulated the group into a series of encounters with Superman, who ultimately defeated them. Deuce and Charger subsequently escaped from police custody.⁵

A disguised Charger later slipped into the Stryker's Island prison facility and helped Concussion escape. Once they had rejoined the Circle, Zahara admitted that she had been wrong to blame Superman for Prana's death, just as Prana had been to mistake the hero for their Chosen One. She then declared that Earth no longer held a place for them. Zahara convinced the Circle that they must seek out Superman and persuade him to help them achieve their destiny by taking the place of the Chosen One. The Circle pooled its psychic strength, channeling its energies through Zahara to reach Superman. Superman followed the psychic message to a Metropolis building secretly owned by the Circle. Again, Superman found himself the victim of torturous hallucinations. Eventually, the images faded and an apologetic Zahara appeared to him, begging for his assistance. Unsure of how to help, Superman took Zahara's hand. The next instant, the building was reduced to rubble, and the Circle was gone from the face of the Earth.⁶

Just who or what the members of the Circle actually were remains a mystery.

ENDNOTES

1. *The Adventures of Superman* #427, 435
2. *The Adventures of Superman* #424-5, 427
3. *The Adventures of Superman* #427
4. *The Adventures of Superman* #429
5. *The Adventures of Superman* #430
6. *The Adventures of Superman* #435

DEATH-RITE

DEX: 12 STR: 17 BODY: 12
 INT: 2 WILL: 4 MIND: 5
 INFL: 4 AURA: 3 SPIRIT: 4
 INITIATIVE: 22 HERO POINTS: 65

•Skills:

Martial Artist: 15, Weaponry: 12

•Advantages:

Connections: Warworld (High),
 K'Raamdyn (Low); Lightning Reflexes

•Drawbacks:

Catastrophic Irrational Attraction to
 killing Superman in combat;
 Minor Rage; Strange Appearance

•Equipment:

ARMOR [Body: 15]

•Alter Ego: Draaga

•Motivation: Nihilist

•Occupation: former Gladiator

•Wealth: 3

•Height: 7'2" •Weight: 500 lbs.

•Eyes: Black •Hair: Black

•Quote: "You cheated me of my death-right ... you owe me a return match — to the death!" (Superman #42)

BACKGROUND

Draaga was originally a soldier of a world conquered by the interstellar warlord Mongul (see page 92-93). Under Mongul's rule, the greatest warriors of each conquered world were interned on a desolate planetoid to train as gladiators and to fight to the death for the entertainment of their new emperor and his subjects.¹ Humbled by Mongul's armies, Draaga performed as ordered. In time, he rose to become the champion of the tyrant's Great Games, a ranking that he held for many years.

One day, a slave ship of Mongul's detected and retrieved a humanoid body drifting in space, which turned out to be Superman. Although weakened from lack of oxygen, the Man of Steel yet lived. He was transported to the arena planetoid, there to be entered in the gladiatorial games.² Even with his strength at a low ebb, Superman defeated his opponents in round after round of the Games. His continuing refusal to deliver a killing blow aroused the crowd and angered Mongul.³

The Warlord pitted Draaga against Superman, commanding his champion to bring him the

Kryptonian's head. Sensing the power of his opponent, Superman tried to reason with Draaga, suggesting that they join forces to liberate the other gladiators and depose Mongul. Draaga acknowledged Mongul's cruelty but felt honor-bound to obey him, and so he responded by striking Superman a mighty blow. Superman came close to being defeated by Draaga, but he refused to give up and ultimately knocked out the champion. Again, he refused to kill his opponent, this time openly challenging Mongul to face him in combat.⁴ Furious, the tyrant fought Superman and battered him into unconsciousness. But to his dismay, Mongul found that his blows had failed to kill the disobedient gladiator.

Mongul had Superman and the revived Draaga removed to an internment chamber, where he planned to administer death by torture. Superman broke free of his bonds and briefly overcame Mongul, saving Draaga's life in the process. Finally, Mongul attempted to disintegrate Superman, but as he fired a killing blast, his intended victim was teleported to safety by an alien Cleric.⁵

Meanwhile, revolution broke out on Mongul's vast Warworld colony ship in response to Mongul's inability to kill Superman in combat. The artificial world's Council of Overseers withdrew support from Mongul, choosing Draaga to be their figurehead leader. Draaga's first command from the Council was to eliminate Mongul. Draaga tracked the deposed warlord to the arena planetoid and nearly defeated him. Seriously injured, Mongul was forced to flee for his life.⁶

Even with Mongul's overthrow, Draaga still felt dishonored by his battle with Superman. At the first opportunity, he left Warworld and began to search for Superman, determined to undergo his race's death rite: to hunt down his foe and fight to the death, even at the cost of his own life. Draaga recovered pieces of one of Superman's discarded uniforms, which he wore as a totem of the being that his honor demanded he vanquish. He also found evidence that Superman had returned to Earth. Finally, on a remote world, Draaga found an alien transportation specialist named K'Raamdyn, who agreed to take him to Earth.⁷

Landing in New York City's Times Square, Draaga attracted the attention of both the media and Superman. At that time, however, Superman was under the influence of the ancient Kryptonian Eradicator, which had numbed his emotional responses. In this state, Superman began to oblige

Draaga's wishes and engaged him in a battle that raged across New York Harbor to Liberty Island. An attempt by Professor Emil Hamilton to teleport the combatants away from the island went awry in, transporting Draaga, Superman, K'Raamdyn, and the top half of the Statue of Liberty to the surface of the moon. There, Superman battered Draaga senseless and nearly succeeded in delivering a killing blow before Hamilton managed to reverse his process and return Superman to Earth. K'Raamdyn, fearing the loss of income (Draaga still owed him money for his services), removed the incapacitated Draaga and himself from the solar system.⁸ Superman later came to his senses and worked to restore the Statue to its original state.⁹

The current whereabouts of Draaga is unknown, but if his previous actions are any indication, he will not rest until he or Superman is dead.

PERSONALITY

Draaga is a highly skilled warrior, well versed in the use of a score of weapons. Although not as physically powerful as Superman at his peak, Draaga's alien physiology makes him much stronger than the strongest human being, and his single-mindedness makes him a formidable threat.

ENDNOTES

1. *Superman* #32
2. *The Adventures of Superman* #453-4
3. *Action Comics Annual* #2
4. *Ibid*, *Superman* #32
5. *Superman* #32
6. *The Adventures of Superman* #455
7. *Action Comics* #650
8. *Superman* #42, *The Adventures of Superman* #465
9. *Superman* #43

DOCTOR STRATOS

DEX: 3	STR: 2	BODY: 3
INT: 5	WILL: 2	MIND: 3
INFL: 3	AURA: 4	SPIRIT: 2
INITIATIVE: 11		HERO POINTS: 40

•Skills:

Gadgets: 8, Scientist: 9

•Advantages:

Genius; Scholar (Computer Design, Meteorology)

•Drawbacks:

Serious Psychological Instability (Stratos believes that he is the offspring of Greek gods)

•Equipment:

WEATHER CONTROL SATELLITE

[BODY: 12, Weather Control: 20, R#: 2]

•Alter Ego: Constantine Stratos

•Motivation: Power Lust

•Occupation: Computer Design Specialist

•Wealth: 9

•Height: 6'6" •Weight: 250 lbs.

•Eyes: Red •Hair: Red

•Quote: "... I am a child of the gods — granted command over the forces of the weather itself." (*The Adventures of Superman* #431)

BACKGROUND

Constantine Stratos was a foundling, abandoned as an infant at the base of Mount Olympus in Greece. As he grew older, Stratos fell under the delusion that he was descended from the ancient Greek gods and that he himself would one day achieve godhood.

Impatient to acquire the power he believed was rightfully his, Stratos threw himself into a study of the sciences. Finding that he possessed a talent for computer work, he concentrated on that field, eventually acquiring a doctorate in computer science. Stratos was much in demand and used his knowledge to build a considerable bankroll.

With his resources, he bought an island retreat in the Aegean Sea and turned his attentions to his next goal, control of the world's weather. He exhausted much of his fortune hiring research scientists and designing a massive satellite, which was subsequently launched into orbit around the Earth. With his satellite in place, Stratos began bombarding the atmosphere with particle-beam transmissions that

THE EVIL FACTORY

(Includes Kryponite Man, Mokkari, Simyan, and
The Four-Armed Terror)

drastically affected global weather patterns. After the first display of his handiwork, he phoned the White House and informed officials that he would soon be making demands on the world.

Learning of Doctor Stratos' part in the unseasonable weather, Superman headed for his island to put things right. Along the way, the Man of Steel encountered a series of hurricane winds, tidal waves, and driving ice storms, which proved taxing even for him. The unstable Stratos finally adjusted his satellite to lock onto Superman and unleash a particle-beam barrage, not realizing that the hero was heading directly toward his retreat. Superman arrived just instants ahead of the devastating barrage. He bore the brunt of the blast and was too exhausted to save Stratos from the edge of the beam. His clothing set ablaze, Stratos dove into the sea and disappeared from sight. Superman dismantled Stratos' castle laboratory and the satellite but could not find their creator's body.

Days later, Stratos washed up along a rocky Aegean shore, raving that the power he had desired now resided within him and that he had at long last achieved godhood.¹ Nothing more has been heard from him since.

PERSONALITY

Constantine Stratos was a brilliant, if deluded man who thought of humanity as little more than potential servants. His quest for godhood proved to be his undoing.

ENDNOTE

1. *The Adventures of Superman* #431

SIMYAN

DEX: 2	STR: 1	BODY: 1
INT: 7	WILL: 7	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 11		HERO POINTS: 25

•**Skills:** *linked

Gadgetry: 7*

•**Advantages:**

Connection: Dabney Donovan (Low);
Scholar (Genetic Engineering)

•**Drawbacks:**

Serious Physical Restriction (2 feet tall);
Strange Appearance

•**Motivation:** Power Lust

•**Occupation:** Geneticist

•**Wealth:** 6

•**Height:** 23.5" •**Weight:** 26 lbs.

•**Eyes:** Blue •**Hair:** Black

•**Quote:** "Indeed, after many attempts, we are proud parents!" (*Superman* #43)

MOKKARI

DEX: 2	STR: 1	BODY: 1
INT: 7	WILL: 7	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 11		HERO POINTS: 25

•**Skills:** *linked

Gadgetry: 7*

•**Advantages:**

Connection: Dabney Donovan (Low);
Scholar (Genetic Engineering)

•**Drawbacks:**

Serious Physical Restriction (2 feet tall);
Strange Appearance

•**Motivation:** Power Lust

•**Occupation:** Geneticist

•**Wealth:** 6

•**Height:** 27" •**Weight:** 24 lbs.

•**Eyes:** Yellow •**Hair:** None

•**Quote:** "We are no more than midwives to this clone. The progeny belongs to Superman!" (*Superman* #43)

THE FOUR-ARMED TERROR

DEX: 7 STR: 11 BODY: 9
INT: 1 WILL: 1 MIND: 1
INFL: 1 AURA: 2 SPIRIT: 8
INITIATIVE: 11 HERO POINTS: 20

•Powers:

Extra Limb (x2): 11

•Advantages:

Miscellaneous: The Terror gives off radiation that affects Superman in a way that is similar to the effects of kryptonite but is more like an allergic reaction. In game terms, treat it as Poison Touch: 12, with the Man of Steel's OV/RV affected as though he were under the influence of kryptonite (see page 24-25). Normal humans are immune to this affect.

•Drawbacks:

Strange Appearance

•Motivation: Nihilist

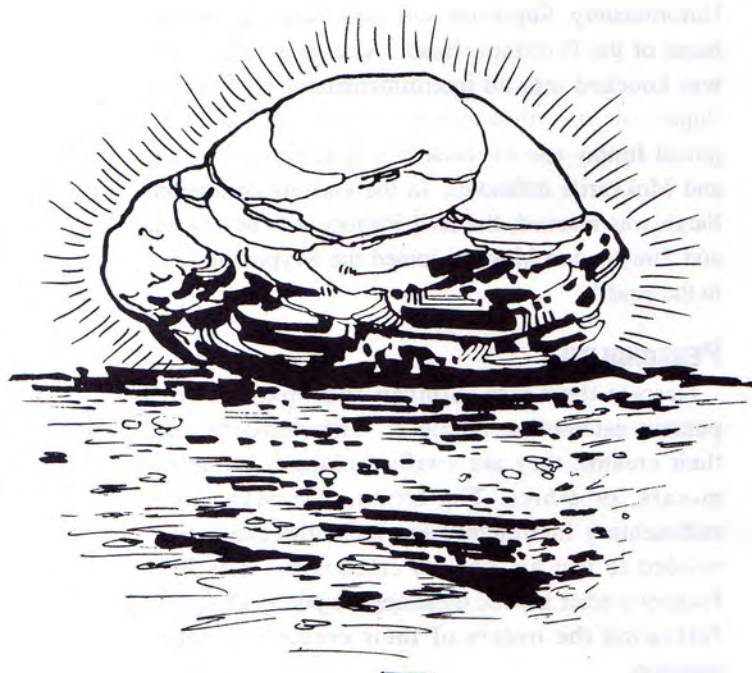
•Occupation: Not Applicable

•Wealth: Not Applicable

•Height: 8' •Weight: 450 lbs.

•Eyes: Red •Hair: None

•Quote: "Aaaruk!" (*Superman* #40)



KRYPTONITE MAN

DEX: 15 STR: 5 BODY: 18
INT: 4 WILL: 3 MIND: 3
INFL: 2 AURA: 3 SPIRIT: 8
INITIATIVE: 31 HERO POINTS: 50

•Powers:

Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Heat Vision: 15, Invulnerability: 22, Microscopic Vision: 15, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 10, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13

•Drawbacks:

Fatal Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: magic, range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, range of 0 APs

All of the Kryptonite Man's Loss Vulnerabilities affect all of his Attributes and Powers.

•Alter Ego: Number Two

•Motivation: Unwanted Power

•Occupation: Clone

•Wealth: 0

•Height: 6'3" •Weight: 225 lbs.

•Eyes: Green •Hair: Greenish

•Quote: "I am here to learn all about you. Then you will have to die." (*Superman* #43)

EVIL FACTORY EQUIPMENT:

Z-Ray [BODY: 2, Dimension Travel (Banishment): 9, R#: 2]

Limitation: Dimension Travel can only be used to send its targets to an otherdimensional void (Travel Value: 6). This is the same void that is occupied by the Exile named Husque (see page 79).

Penetrator Beam [BODY: 2, Teleportation: 20, R#: 2]

Surveillance Equipment: [BODY: 3, Remote Sensing: 25, Telepathy: 25, R#: 2]

Limitations: Remote Sensing can only pick up audio and visual information; Telepathy can only be used to communicate with Evil Factory clones and genetic creations.

BACKGROUND

Simyan and Mekkari were miniature DNAliens created by geneticist Dabney Donovan, one of the founders of the top-secret Cadmus Project. Following Donovan's apparent suicide, they escaped from the Project and fled the United States, finally settling near the shores of Loch Trevor in the Scottish Highlands. It was there that Simyan and Mekkari decided to carry on Donovan's work.

With the knowledge that they had acquired from their creator, they built an underground installation that Mekkari coyly dubbed "the Evil Factory." Experimenting with cellular stock taken from the local fauna as well as from a few unfortunate passers-by, they began creating a number of bizarre creatures, including a squad of Neanderthal-like guards, a gigantic aquatic serpent, and an actual living griffin.

While Simyan and Mekkari were in the midst of growing their astounding creations, they were tracked down by Commander James Jacob Olsen (the father of Jimmy Olsen), who was then the federal government's military liaison to the Cadmus Project. Olsen had been assigned to locate and recover the escapees and return them to the Project. But Simyan and Mekkari turned the tables on the commander, capturing him and using him as raw material for further creations. They created a number of clones of Olsen, which they subsequently sent out into the world on errands.

Years later, Olsen's wife, Sarah, believing that her long-missing husband had been sighted in London, went to England to find him. Encountering one of Olsen's clones, she was taken captive and imprisoned in the Evil Factory.

Meanwhile, Simyan and Mekkari had grown weary of experimenting with local gene samples. They hatched a plan that would provide them with new genetic stock and allow them to exercise their desire to wreak havoc in the Cadmus Project's base city. To that end, Simyan and Mekkari created a massive four-armed humanoid that they called the Terror and a cluster of insect-sized humanoid cell-gatherers, transporting them into downtown Metropolis.

As the Terror began his rampage through the city, Superman attempted to subdue the creature. But even the Man of Steel was badly beaten by the Terror's bludgeoning fists and a mysterious allergic reaction to the radiation the creature emitted. The four-armed monster had Superman on the ropes when Jimmy

Olsen arrived. Mistaking young Olsen for one of his father's clones, the Terror was momentarily confused, as were Simyan and Mekkari, who had been observing the battle through the minicam units of their Gatherers. Deciding that the Gatherers had collected enough tissue samples, they retrieved their creations with their Penetrator Beam.

Simyan and Mekkari took the samples of Superman's cells, collected during the battle by the tiny Gatherers, and grew a clone of Superman. Due to a radiation imbalance in the growing cells, the clone developed a greenish skin tone but seemed to possess the same amazing powers as Superman. Simyan and Mekkari transported the "Kryptonite Man" to Metropolis, blithely ordering it to learn all it could about Superman and then kill him. Even as the clone set about accomplishing its task, the Evil Factory came under attack from a Cadmus Project aircraft manned by the Guardian and Jimmy Olsen.

In their search for Sarah Olsen, the Guardian and Jimmy had stumbled across Simyan and Mekkari's hidden base. The tiny geneticists immediately sprang to the defense, unleashing their giant serpent and griffin to attack the aircraft. As Jimmy and the Guardian countered these measures, Simyan and Mekkari panicked and recalled their super-clone. Unfortunately, Superman was also caught up in the focus of the Penetrator Beam. As a result, the clone was knocked into an interdimensional void, while Superman was transported to Scotland. There, he joined Jimmy and the Guardian in defeating Simyan and Mekkari's defenders. In the ensuing confusion, Sarah was rescued, the Evil Factory was destroyed, and Simyan and Mekkari joined the Kryptonite Man in the void.¹

PERSONALITIES

Despite their size, Simyan and Mekkari both possess astounding intellects. Unfortunately, like their creator, they are totally lacking in scruples, morals, or ethics. The Kryptonite Man has a rudimentary intelligence but lacks the experience needed to use his powers effectively. The Evil Factory's other genetic creations are purely mindless, following the orders of their creators without question.

ENDNOTE

1. *Superman* 39-40, 43, some of the history of Project Cadmus, Simyan and Mekkari is told to Jimmy Olsen by a clone of Commander Olsen.

THE EXILES

(Includes The Emperor, Tehra and Husque)

THE EMPEROR — deceased

DEX: 6 STR: 4 BODY: 5
INT: 7 WILL: 8 MIND: 6
INFL: 4 AURA: 5 SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 40

•Skills:

Gadgetry: 7, Scientist: 9

•Advantages:

Connection: The Exiles (High); Genius

•Drawbacks:

Serious Physical Restriction (paralyzed legs)

•Equipment:

THRONE [BODY: 6, AV: 7, EV: 11, Flight: 5, R#: 2]

•Alter Ego: Unknown, occupied body of Henry Kanfeld

•Motivation: Power Lust

•Occupation: Emperor

•Wealth: 11

•Height: 6' •Weight: 200 lbs.

•Eyes: Blue •Hair: Red

•Quote: "I want him killed and taken for matrix-scanning! I will be melded with his powerful form!" (*Adventures of Superman #443*)

TEHRA

DEX: 3 STR: 2 BODY: 3
INT: 4 WILL: 2 MIND: 2
INFL: 2 AURA: 3 SPIRIT: 2
INITIATIVE: 9 HERO POINTS: 20

•Powers:

Teleportation: 12, Dimension Travel: 7

•Limitations:

Dimension Travel may only be used to travel between Earth's dimension and the Exiles' dimension (Travel Value: 6).

•Advantages:

Connection: The Exiles (High)

•Motivation: Responsibility of Power

•Occupation: Imperial Agent

•Wealth: 4

•Height: 5'6" •Weight: 130 lbs.

•Eyes: Pale Blue •Hair: White

•Quote: "We were simply doing as we were told!" (*The Adventures of Superman #443*)

HUSQUE

DEX: 3 STR: 6 BODY: 6
INT: 4 WILL: 2 MIND: 2
INFL: 2 AURA: 3 SPIRIT: 2
INITIATIVE: 11 HERO POINTS: 20

•Powers:

Animate Objects: 15, Comprehend Languages: 10

•Skills:

Martial Artist: 5

•Limitations:

Miscellaneous: Husque's Comprehend Languages Power is used to make others understand the Exiles' language, and he must touch them to impart this understanding.

•Advantages:

Connection: The Exiles (High);

•Drawbacks:

Forced Exile (Husque's body is stranded in an interdimensional void (Travel Value: 6) and can only be freed by displacing it with that of another being.)

•Motivation: Responsibility of Power

•Occupation: Imperial Agent

•Wealth: 4

•Height: 7'4" •Weight: 375 lbs.

•Eyes: Blue •Hair: Unknown

•Quote: "I am not supposed to be here..." (*Superman #38*)

BACKGROUND

The beings known as the Exiles came to Earth from beyond the stars during the reign of the Egyptian Pharaoh Seti. For a while, they lived in peace with the Pharaoh's people. The Pharaoh's eldest son in particular took to the newcomers and enjoyed flying about in their airships. Tragically, the young man became careless and perished in a midair collision. The Elders among the newcomers felt responsible for the death of Seti's firstborn and felt that they must atone. To that end, they directed their scientists to build a device by which they and their colony ship would be transported into an interdimensional realm. Thus did they enter their millennia-long exile.

Under a provision agreed to by the Elders, a dimensional bridge was created that would link the Exiles with Earth for two days every 100 years. In

this way, they hoped to monitor the progress of their Terran friends. But all they found on the first centennial of their departure were dozens of human bodies, left as a sacrifice. Appalled at this loss of life, the Exiles' scientists attempted to restore life to the bodies. Their attempts were unsuccessful, but in time they led to the discovery that an Exile's life force could be merged with a human body, creating a new, more powerful being. The creation of these hybrid beings spawned a caste system within Exile society, with the new beings becoming the elite. As a result, riots broke out every 100 years as lower caste Exiles sought to claim human bodies and gain membership in the elite.

Finally, one of the Exiles developed a plan to circumvent the dimensional bridge. For devising this plan, he was made Emperor of his people. He immediately used the melding process to claim the body of Henry Kanfeld, an American journalist left for dead in a Mideast desert. Gaining great power, the Emperor declared himself above even the elite. The Emperor sent a young Exile named Tehra to Earth to procure more subjects for the hybridization process. When she returned with Jimmy Olsen in tow, Superman followed her through the dimensional vortex. Then the Exiles imprisoned both Superman and Jimmy.

Feeling betrayed by the Emperor, Tehra used her powers to reach the Man of Steel and appealed for his help in stopping the tyrant. Superman was able to stop the Emperor, and Jimmy was saved from a merger with the Emperor's son at considerable cost to Tehra's brother, Husque. Tehra then returned Superman and Jimmy to Earth.¹

Some months later, Husque made mental contact with Jimmy while Jimmy was being examined by Professor Hamilton. A lightning strike affected the professor's examination apparatus, creating a spatial warp that transferred Husque to Earth and sent Jimmy into a dimensional void. At first disoriented, Husque broke out of Hamilton's lab and ran off into the city.

Husque took shelter for the night in the cab of a construction crane, and when he was surprised by workers the next morning, he instinctively used his powers to animate the machine with his own life essence. This incident drew the attention of Superman, who calmed the confused Husque. With Professor Hamilton's aid, Husque was exchanged for Jimmy, and the young Exile returned again to the void.²

ENDNOTES

1. *The Adventures of Superman* #443
2. *Superman* #38-9

HOST

DEX: 10 STR: 20 BODY: 13
 INT: 5(12) WILL: 2(10) MIND: 2(10)
 INFL: (12) AURA: (12) SPIRIT: (8)
 INITIATIVE: 15 HERO POINTS: (85)

•Note:

The attributes in parentheses represent the combined abilities of the 500 H'v'ler'ni minds contained in Host's body. Host itself has no Mystical Attributes and is immune to Character Interaction and Mystical Attacks. Any such attacks must be made against the minds held in the robot's form.

•Powers:

Flight: 12, Heat Vision: 18,
 Personality Transfer: 10

•Limitations:

Power Restriction: Personality Transfer may only be used to place the consciousness of a H'v'ler'ni into a human host.

•Drawbacks:

Miscellaneous: For every 20 or so H'v'ler'ni that are transferred into human bodies, Host loses 1 AP each of STR and Heat Vision.

•Motivation: Power Lust

•Occupation: Robot

•Wealth: Not Applicable

•Height: 15'

•Weight: 20 tons

•Eyes: Red

•Hair: Does Not Apply

•Quote: "Registering reduced metabolic functions. The primitive is stunned." (Superman #6)

BACKGROUND

Host was a massive, nearly indestructible robotic body constructed roughly 500,000 years ago to house the minds of 500 citizens of the ancient city-state of A'r'ven, which stood in a mountainous region of what is now South America. A'r'ven was the home of the H'v'ler'ni, an advanced race of beings who had achieved a high level of civilization. While mankind's ancestors were still getting used to the idea of walking upright, the H'v'ler'ni already enjoyed a level of technology far beyond that of present day humanity. The mysteries of where the H'v'ler'ni came from and how they managed to become so advanced remain unsolved. There is one fact about which there is no doubt,



however: the H'v'ler'ni gathered up primitive humans to use as slaves.

Living amidst the rarefied air of the Andes Mountains, isolated from much of the rest of the world, the H'v'ler'ni considered themselves the most perfect race ever to live on the Earth. They had developed what, by modern standards, would be considered perfect physiques. A'r'ven thrived for 10 centuries as a bastion of the perfect society, and then the plague struck.

Within 10 days, 40,000 H'v'ler'ni died from the disease. The city's ruling Science Council soon discovered that the H'v'ler'ni were being stricken by germs carried by their primitive slaves. The slaves had built up an immunity to these germs long before, but the H'v'ler'ni had not. The masters immediately, heartlessly slaughtered all of their slaves, but fear of contagion remained in their hearts.

It was the decision of the Science Council that the H'v'ler'ni should leave Earth to avoid further infection, and so 20,000,000 of them were put into a state of suspended animation and were launched into space in great starships. But 500 H'v'ler'ni refused to abandon Earth. They stayed behind, gathering under the leadership of an individual named A'x'iar. The remaining H'v'ler'ni constructed the gigantic Host and transferred their minds into its protective shell. It was A'x'iar's plan that Host would monitor the development of the primitive humans. When the primitives finally achieved a level of technology comparable to that of the H'v'ler'ni, Host would emerge from hiding and transfer its resident minds into the bodies of living humans. In this way the H'v'ler'ni would acquire new, disease-resistant bodies and again assume dominion over the world.¹

At some point in the past, the Inca civilization discovered Host's hidden chamber. Not liking the looks of their discovery, they sealed it up, building a pyramid structure of their own on the site.

In recent years, an archaeological team led by Dr. Jorge Estevez uncovered the chamber. *Daily Planet* reporters Lois Lane and Clark Kent were there covering the story when the enshrouded Host suddenly came to life, attacking the humans with laser-like energy blasts. When a cave-in separated Kent and Host from the others, the reporter tried to subdue the robot with his amazing superpowers. But Host proved to be so powerful, that it was actually able to render Kent unconscious!

With Clark temporarily removed as a threat, A'x'iar's mind took over Lane's body, and other H'v'ler'ni took over Estevez and his party. Regaining consciousness, Kent assumed his other identity as Superman and learned the story of the H'v'ler'ni from A'x'iar. Unwilling to let the H'v'ler'ni take over any more people, Superman began battling Host, forcing A'x'iar and her fellows to leave their new bodies and return to the robot form. Lois and the others soon revived, no worse for the experience. Host's power, meanwhile, increased proportionally to the number of minds it held. With its power thus amplified, Superman had a difficult fight on his hands. He finally pretended to be defeated, and when the many ambitious H'v'ler'ni minds in Host all tried to assume control of Superman's body at once, Host's transfer circuits experienced a massive overload. The resulting explosion destroyed the robot body.²

PERSONALITY

Host itself had no personality, per se. The 500 H'v'ler'ni minds it contained were many and varied, but all were insufferably arrogant and narcissistic.

ENDNOTES

1. *Superman* #6, A'x'iar explains the history of the H'v'ler'ni to Superman.
2. *Superman* #5-6

INTERGANG

(Includes Morgan Edge, Bruno Mannheim),
"Wall Crawlers" and 'Heavy Metal' Shock Troops)

MORGAN EDGE

DEX: 5 STR: 3 BODY: 3
INT: 6 WILL: 4 MIND: 4
INFL: 6 AURA: 4 SPIRIT: 5
INITIATIVE: 17 HERO POINTS: 20

•Skills:

Artist (Photographer): 3, Charisma: 8,
Weaponry: 5

•Advantages:

Connections: Galaxy Communications (High),
Intergang (High), DeSaad (Low); Connoisseur;
Gift of Gab; Leadership; Omni-Connection;
Scholar (Broadcasting)

•Drawbacks:

Dark Secret (Connection to Intergang); Serious
Physical Restriction (Heart Strain)

•Motivation: Power Lust

•Occupation: former CEO of Galaxy Communications

•Wealth: 17

•Height: 6' 2" •Weight: 235 lbs.

•Eyes: Brown •Hair: Brown

•Quote: "I reiterate, my fellow citizens: a safe
Metropolis is a Superman-free Metropolis."
(*Superman* #16)

BRUNO (UGLY) MANNHEIM

DEX: 6 STR: 4 BODY: 4
INT: 4 WILL: 6 MIND: 4
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 15 HERO POINTS: 35

•Skills:

Charisma (Intimidation, Interrogation): 7,
Martial Artist: 5, Military Science: 5, Thief: 6,
Vehicles: 6, Weaponry: 6

•Advantages:

Connections: Intergang (High), Galaxy
Communications (High), Street (High);
Leadership; Scholar (Crime)

•Equipment:

.45 Automatic [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]

•Motivation: Power Lust

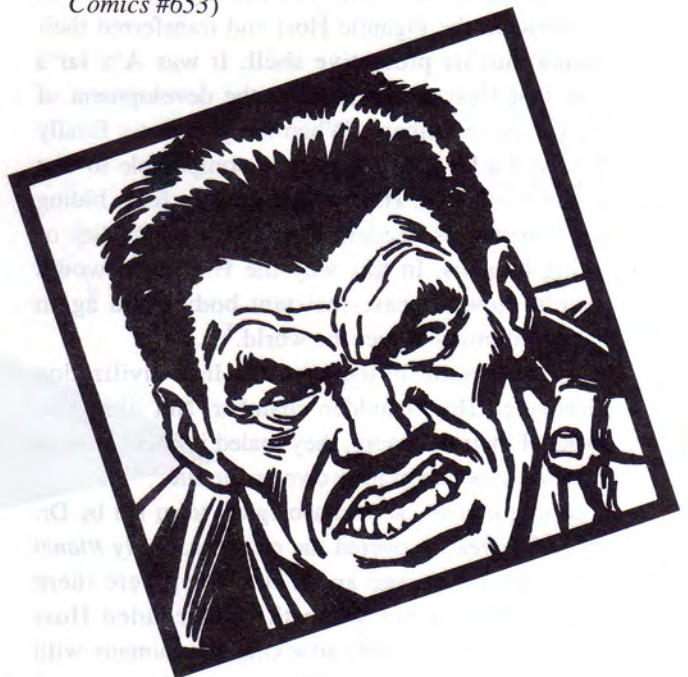
•Occupation: Head of Intergang

•Wealth: 12

•Height: 5' 11" •Weight: 235 lbs.

•Eyes: Gray •Hair: Black

•Quote: "...Edge may yet be valuable to us.
We'll employ the kill option only if he tries
selling us out to save his skin!" (*Action
Comics* #653)



'WALL CRAWLERS'

DEX: 5 STR: 4 BODY: 3
INT: 2 WILL: 2 MIND: 3
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 11 HERO POINTS: 5

•**Skills:** *linked

Martial Artist: 5*, Weaponry: 5*

•**Advantages:**

Connection: Intergang (Low); Intensive Training

•**Equipment:**

BODY ARMOR [STR: 5, BODY: 6, Flight: 8, Cling: 4, R#: 2]

Laser Pistol [BODY: 4, AV: 5, EV: 5, Ammo: 10, Range: 6, R#: 3]

•**Motivation:** Mercenary

•**Occupation:** Hired Muscle

•**Wealth:** 4

'HEAVY METAL' SHOCK TROOPS

DEX: 5 STR: 4 BODY: 4
INT: 2 WILL: 3 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 11 HERO POINTS: 5

•**Skills:** *linked

Martial Artist: 5*, Vehicles: 5*, Weaponry: 5*

•**Advantages:**

Connection: Intergang (Low); Intensive Training

•**Equipment:**

BODY ARMOR [STR: 7, BODY: 8]

Energy Truncheons [BODY: 4, AV: 6, EV: 6, Ammo: 10, Range: 6, R#: 2]

•**Motivation:** Mercenary

•**Occupation:** Hired Muscle

•**Wealth:** 5

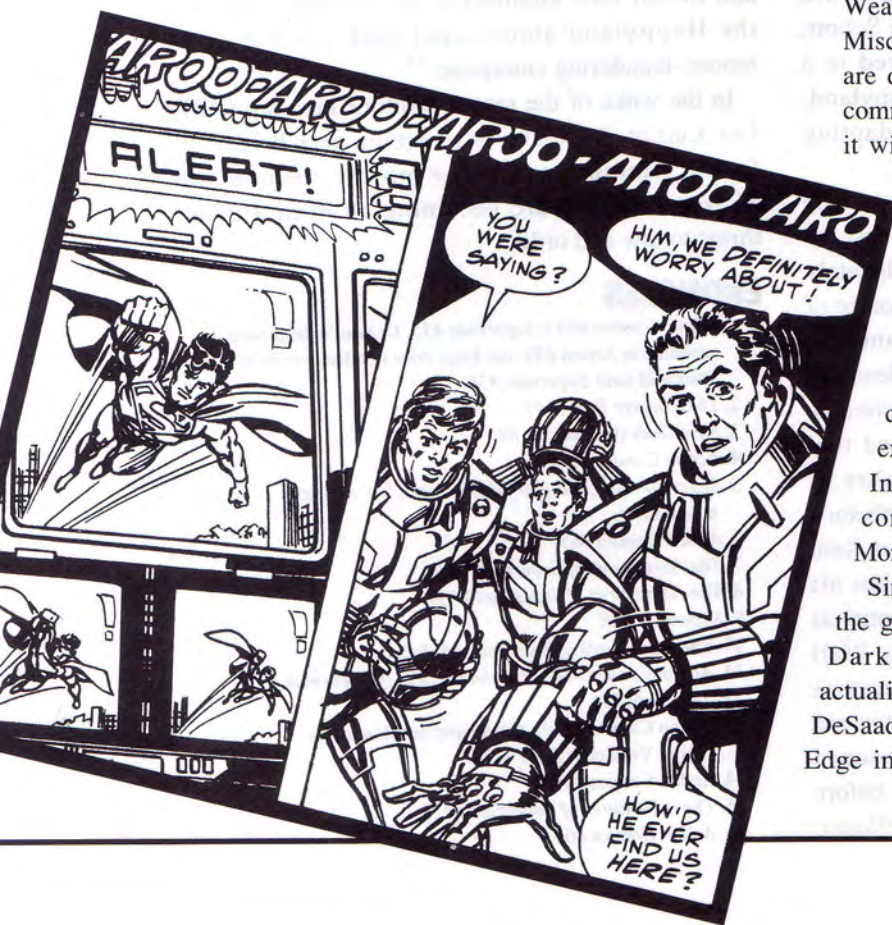
INTERGANG EQUIPMENT:

HOVERCRAFT [BODY: 10, AV: 7, EV: 7, Flight: 13, R#: 2]

MENTAL REPROGRAMMER [BODY: 5, Hypnotism: 10, R#: 3]

TURMOIL [DEX: 9, STR: 18, BODY: 13, INT: 1, WILL: 1, MIND: 1, INITIATIVE: 10, Projectile Weapons: 15, Running: 7]

Miscellaneous Drawback: Turmoil's actions are directed by remote control. If not given commands that order it to cause destruction, it will revert to its Apokolips programming and run amok.



BACKGROUND

Intergang is a vast criminal organization run in the manner of a major corporation, complete with a board of directors, a chief executive officer, and division vice presidents. Instrumental in the founding of this crime corporation was communications magnate Morgan Edge.

Since childhood, Morgan Edge had followed the guidance of a being that he believed to be Darkseid, absolute ruler of Apokolips. In actuality, his counselor was Darkseid's underling, DeSaad. In the guise of Darkseid, DeSaad aided Edge in his rise to power as the head of Galaxy

Communications.¹ Acting on DeSaad's orders, Edge used his position to contact the leaders of the small underworld gangs of Metropolis. Using his own considerable powers of persuasion, Edge then convinced the gang leaders to put aside their differences and consolidate as Intergang.

For a while, some Intergang subdivisions operated under DeSaad's direct command. It was during this period that Intergang, using Apokolips weaponry, first attacked Superman in an unsuccessful attempt to prevent him from making contact with the young Forever People.² Another subdivision, headed by the rural eccentric Country Boy, took orders directly from Apokolips, until it was routed by Orion of New Genesis.³

After these setbacks, Edge assumed tighter control of Intergang, running day-to-day operations through his Chief of Development, Bruno "Ugly" Mannheim. Mannheim was chiefly responsible for organizing Intergang's specialized enforcement divisions: the Gassers, the Shock Troops, and the Wall Crawlers.⁴ When the British criminal Winslow Schott, also known as the Toyman, (see page 108-109) set up shop in Metropolis, Edge had him brought to an Intergang safe house before Superman could capture him.⁵ Edge struck a bargain with Schott, and for many months, the Toyman labored in a secret compound on the grounds of Happyland, an old amusement park, studying and adapting Apokolips technology for Intergang.⁶

Edge made a serious mistake when he hired *Daily Planet* gossip columnist Catherine Grant as host for Hollywood Tonight for WGBS.⁷ Edge deliberately set out to seduce Grant in hopes of getting a source of inside information at the *Planet*, but Grant was cannier than he realized. She uncovered evidence of Edge's criminal activities, which she supplied to *Planet* reporter Clark Kent. Kent then used that information in a serialized exposé. Unaware of Grant's role in the exposé, Edge ordered Mannheim's second-in-command, Louis Gillespie, to silence Kent permanently, as told. Unbeknownst to all but his family, however, Kent left the Earth in his identity as Superman.⁸ When a squad of Intergang Wall Crawlers staked out Kent's apartment, they mistook private detective Matt Stockton for the reporter and incinerated him.⁹ For a time, Kent was presumed dead, but installments of his exposé, written before his disappearance, continued to run in the *Planet*.

Grant, beginning to fear for her safety, confided in Lois Lane and supplied her information to finish the exposé.¹⁰

Reacting to Edge's appeals for help, DeSaad transported a robotic war machine called Turmoil into the heart of Metropolis to track down and exterminate those responsible for Intergang's woes. Superman destroyed the giant robot mere minutes after returning to Earth. Superman then directly confronted Edge, demanding to know the source of Intergang's weaponry. Intimidated by the Superman's sudden appearance and feeling betrayed by Darkseid, Edge was on the verge of confessing all when he collapsed from a heart attack.¹¹

Edge was hospitalized¹² and later tried and convicted on racketeering charges.¹³ Mannheim seized control of Intergang and began a general reorganization of divisions and operations. The Toyman began using Intergang resources to continue his personal vendetta against Lex Luthor but was soon captured by Superman.¹⁴

Although displeased by Schott's insubordination, Mannheim still valued his skills and so enlisted the services of fugitive scientist Thaddeus Killgrave to free the Toyman from custody. Together, Killgrave and Schott then engineered the reconstruction of the Happyland amusement park for use as a money-laundering enterprise.¹⁵

In the wake of the recent death of Lexcorp CEO Lex Luthor, Intergang has become ever bolder.¹⁶ In an attempt to fill the power vacuum in Metropolis, they are becoming an even greater threat to law and order.

ENDNOTES

1. *Action Comics* #643, *Superman* #35, DeSaad's disguise is revealed in *Action* #35, but Edge does not discover he is not Darkseid until *Superman* #35.
2. *The Forever People* #1
3. *New Gods* (first series) #4
4. *Action Comics* #653
5. *Superman* #13, Morgan Edge is heard but seen only in silhouette.
6. *Action Comics* #657
7. *The Adventures of Superman* #446
8. *The Adventures of Superman* #450
9. *Superman* #28
10. *The Adventures of Superman* #455-6
11. *Action Comics* #643, *The Adventures of Superman* #456
12. *Superman* #36
13. *Action Comics* #654, newspaper headline reads "Guilty Verdict in Edge Trial."
14. *Action Comics* #657
15. *The Adventures of Superman* #475
16. *Action Comics* #661



KILLGRAVE

DEX: 2 STR: 2 BODY: 2
INT: 7 WILL: 5 MIND: 3
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 11/17 HERO POINTS: 65

•Skills:

Gadgetry: 9

•Advantages:

Genius

•Drawbacks:

Minor Physical Restriction (dwarf)

•Equipment:

GIANT ROBOT [DEX: 8, STR: 12, BODY: 9,
AV: 10, EV: 10, R#: 2]

7 AP AC Omni-Gadget (x3)

•Alter Ego: Thaddeus Killgrave

•Motivation: Mercenary

•Occupation: Mad Scientist

•Wealth: 4

•Height: 4'10" •Weight: 100 lbs.

•Eyes: Brown •Hair: Brown

•Quote: "Superman! Insufferably smug, as usual!" (*Superman* #19)

BACKGROUND

Little has been revealed about the background of the dwarfish Thaddeus Killgrave, but it is obvious that he possesses considerable scientific genius. He has constructed high-tech battle machines and once claimed to have utilized a sophisticated teleportation system.¹

Killgrave gained notoriety when he attempted to use nuclear missiles of his own design to extort billions of dollars from the city of Metropolis. A *Daily Planet* column written by Clark Kent exposed his scheme, even as Superman put an end to it. From his prison cell on Stryker's Island, Killgrave swore that he would kill Kent for writing that column. Sure enough, not long afterward, Killgrave's last missile rocketed toward the Daily Planet Building, triggered by some remote fail-safe mechanism. Superman, however, intercepted the missile and saw to its safe disposal in space.²

Some weeks later, Killgrave attempted to escape from Stryker's Island prison. At the controls of a robotic juggernaut, which had somehow been transported into the prison yard, he broke through a solid masonry wall and might very well have escaped had it not been for Superman. At the time, the Superman's powers were being inhibited by the

power of Psi-Phon (see page 99-101), but he still managed to stop the mechanical juggernaut and apprehend Killgrave.³

Months after that failed attempt, Killgrave took over the island prison with a handful of henchmen. He took Warden Bailey and the prison guards hostage and set a diabolical trap for Superman. Killgrave assembled the components of his trap in the prison exercise yard, then contacted the Metropolis police, offering to release his hostages unharmed if Superman would land in the designated area of the yard. When the familiar caped figure carried out this demand, a huge dome sealed shut around him. A massive electrical discharge in the dome shocked the breath from the figure as special high-speed pumps created a vacuum all about him. To Killgrave's considerable glee, the figure fell unconscious.⁴

His victim, however, was not Superman. Superman had been rendered powerless through a scheme involving Lex Luthor and Mr. Mxyzptlk (see page 93-94),⁵ and Starman (see page 118-119) had been impersonating the Man of Steel. Superman soon landed at the prison, however, wearing a suit of armor designed by Professor Emil Hamilton and accompanied by the Guardian and Gangbuster. While his allies took care of Killgrave's henchmen and freed the hostages, the armored Superman tracked down the mastermind. Killgrave, however, destroyed Superman's armor and escaped from the heroes in a specially prepared rocket.⁶

At loose ends after winning his freedom, Killgrave accepted a commission from Intergang to free the Toyman (see page 108-109) from incarceration and work with him in the reconstruction of the Happyland amusement park.⁷

Killgrave continues to work for Intergang.

PERSONALITY

Thaddeus Killgrave is an unstable character, perhaps even more volatile than the destructive weaponry he has designed. When backed up by that weaponry, he has a bully's bravado; without it, he usually flees in a panic.

ENDNOTES

1. *Superman* #19
2. *The World of Krypton* #4
3. *Superman* #19
4. *Action Comics* #659
5. *Superman* #49
6. *Action Comics* #659
7. *The Adventures of Superman* #475

LEX LUTHOR — deceased

DEX: 4 STR: 3 BODY: 4
INT: 14 WILL: 6 MIND: 6
INFL: 8 AURA: * 6 SPIRIT: 5
INITIATIVE: 26 HERO POINTS: 95

•Skills:

Charisma: 10, Gadgetry: 15, Scientist: 15

•Advantages:

Connections: Business Community (High), Underworld (High), U.S. Military (High), Brainiac (Low); Connoisseur; Genius; Leadership; Omni-Connection; Popularity; Scholar (Business, Robotics, Weapon Design)

•Drawbacks:

Dark Secret (Illegal Activities); Catastrophic Irrational Attraction to destroying Superman; Minor Physical Restriction (Metal Hand); Public Identity

•Equipment:

METAL HAND [BODY: 14, EV: 7]
16 AP ABCD Omni-Gadgets (x2)

•Motivation: Power Lust

•Occupation: CEO of Lexcorp International

•Wealth: 25

•Height: 5'10" •Weight: 200 lbs.

•Eyes: Green •Hair: Red, Balding (Shaved Head)

•Quote: "I run this town, Superman. Metropolis belongs to me. The people are mine, to nurture or destroy, as I see fit." (*Man of Steel* #4)

BACKGROUND

The late Lex Luthor was one of the world's wealthiest men. A brilliant engineer with a creative flair for business, he was the founder, majority stockholder and chief executive officer of Lexcorp International until his recent death.

Although Luthor never spoke much about his childhood, he was known to have spent part of his youth in Metropolis' Suicide Slum. There, as a boy, he met Perry White. Luthor's parents died in a car crash when he was 13, and he left Metropolis shortly thereafter. Nothing more was heard of Luthor until he reached his early 20s.¹

When Luthor was just 21, he gained public notice as the designer of an experimental suborbital aircraft that he rather immodestly called the LexWing. Luthor gathered private investors to finance construction of LexWing, which he then personally flew on a record-breaking, non-stop flight from Metropolis to Sydney, Australia. Not since the

heyday of Howard Hughes had a young engineer so captured the world's attention. Luthor was quick to capitalize on his newfound fame, soon winning a huge Defense Department contract for his fledgling aerospace company, Lexcorp.

Luthor was a shrewd businessman, buying out lesser companies and diversifying his interests. Many competitors accused Luthor of unethical practices, but he was never convicted of any wrongdoing. Indeed, Luthor's wealth and power continued to grow until his influence was felt in virtually every commercial, financial, and political transaction in the city of Metropolis. He began to fund scholarship programs and hospitals, always making certain that the media were on hand to record his philanthropy. Some people had reason to fear Luthor, others grew to love and admire him, but no one could ignore him. Lex Luthor was generally acknowledged as the most powerful man in Metropolis until the public became aware of Superman.

Shortly after Superman made his public debut, Luthor found it necessary to leave the country to inspect his business holdings in South America.² Wherever he went in his travels, however, he heard news of the Superman's exploits and became increasingly intrigued. Upon his return to the United States, Luthor threw a lavish party aboard his ship, the *Sea Queen*, inviting the elite of Metropolis society. Despite private warnings that terrorists were planning to hijack the ship, Luthor went ahead with plans for the party. He even ordered his security team to hold back in case of trouble, hoping that Superman would show up. The terrorists did attempt a hijacking, and Superman did intervene, allowing Luthor to observe the young hero in action for himself. When Luthor subsequently tried to hire Superman and let slip that he had expected the terrorists, Metropolis Mayor Frank Berkowitz became outraged that the industrialist had so casually placed the party-goers in jeopardy. Berkowitz deputized Superman on the spot and had him arrest Luthor on a charge of reckless endangerment.³

Luthor was jailed like a common criminal. Within hours, his attorneys had arranged his release and soon had the charges dropped, but Luthor had been publicly humiliated. Luthor privately sought out Superman and, in that confrontation, promised to destroy him. Over the years, Luthor devoted much time and energy to fulfilling that promise. Superman survived every attempt on his life but was never able to prove Luthor's role in the attacks.

Eventually, Luthor obtained a two-pound chunk of kryptonite.⁴ This glowing ore (the only such specimen on Earth) was deadly to Superman, and Luthor had a fragment of the kryptonite rock set in a signet ring that he wore for many months as a personal defense against the Man of Steel. But the kryptonite radiation slowly poisoned Luthor. His right hand was amputated in an attempt to save his life,⁵ but even that drastic measure proved to be too late. Luthor was told he had less than a year to live.

Vowing to give the world something to remember him by, Luthor announced his intent to set an around-the-world speed record in a new model of the LexWing. High over the Andes Mountains, however, the craft suddenly plummeted to Earth.⁶ No one is certain whether Luthor's death was accidental or planned.

Luthor left no heirs by any of his seven ex-wives. Although it is not public knowledge, he was the natural father of the late Perry White, Jr.⁷ In his will, Luthor acknowledged a son, Lex Luthor, Jr., fathered years previously in secret with his personal physician, Gretchen Kelley.⁸ At this writing, Lexcorp executives have found Luthor's heir and he is following in his father's footsteps.

PERSONALITY

Lex Luthor was a thoroughly ruthless man who considered himself beyond the constraints of law and ethics. He thought nothing of using people as he would use a tool or appliance, discarding them once they had outlived their usefulness.

ENDNOTES

1. *Lex Luthor: The Unauthorized Biography*
2. *Man of Steel* #2
3. *Man of Steel* #4
4. *Superman* #2
5. *Superman* #19
6. *Action Comics* #660
7. *Superman* #47
8. *Superman* #53



LEX LUTHOR JR.

DEX: 4	STR: 5	BODY: 4
INT: 14	WILL: 6	MIND: 6
INFL: 8	AURA: 6	SPIRIT: 5
INITIATIVE: 26 HERO POINTS: 95		

•Skills:

Charisma: 10, Gadgetry: 15, Scientist: 15

•Advantages:

Connections: Business Community (High), Underworld (High); Connoisseur; Genius; Leadership; Omni-Connection; Scholar (Business, Robotics, Weapon Design)

•Drawbacks:

Dark Secret (Illegal Activities); Catastrophic Irrational Attraction to destroying Superman; Public Identity

•Equipment:

16 AP ABCD Omni-Gadgets (x2)

•Motivation: Power Lust

•Occupation: CEO of Lexcorp International

•Wealth: 25

•Height: 6'2" •Weight: 200 lbs.

•Eyes: Green •Hair: Red (with full beard)

•Quote: "Already I have achieved unparalleled success....All of Metropolis speaks my name with awe and reverence...and not even Superman doubts my sincerity! They bought it! All of them! Hook, line, and sinker!" (*Action Comics* #672)

BACKGROUND

Lex Luthor Jr. is heir to Lex Luthor's empire. He is, apparently, the unknown progeny of Lex Luthor and his doctor, Gretchen Kelley. Raised in New South Wales, Australia by employees of Lex Luthor, the young man first invested some of his new fortune into Metropolis' recovery from a serious blackout. His sincere behavior and apparent remorse for his father's history convinced Perry White, Lois Lane, and Clark Kent that he is a forthright individual. He has, however, information that only Lex Luthor had, which he stated is "part of his legacy." The true nature of this enigmatic young man has yet to be seen by the public at large.¹

PERSONALITY

Lex Luthor Jr. is strong, youthful, and as sly as a fox. He has a strong Australian accent, and he has all the wiles of his father. He also has much of the same business and science training. Play him as sincere with a dark underside—a wolf in sheep's clothing.

ENDNOTE

1. *Action Comics* #672

MAXIMA

DEX: 7	STR: 6	BODY: 16
INT: 5	WILL: 6	MIND: 6
INFL: 6	AURA: 6	SPIRIT: 6
INITIATIVE: 20		HERO POINTS: 75

•Powers:

Control: 8, Force Field: 10, Heat Vision: 15, Invulnerability: 20, Sealed Systems: 10, Suspension: 10, Telekinesis: 20, Telepathy: 10

•Skills:

Charisma: 8, Martial Artist: 9, Vehicles (Space): 7, Weaponry: 9

•Bonuses:

Miscellaneous: Maxima may substitute her APs of Telekinesis for her STR when making a hand-to-hand attack; Miscellaneous: Maxima can only use her Sealed systems when using her Force Field.

•Advantages:

Attractive; Buddy (Sazu); Connection: Almerac (High); Leadership

•Motivation: Power Lust

•Occupation: Heir Apparent

•Wealth: 18

•Height: 6'2"

•Weight: 145 lbs.

•Eyes: Brown

•Hair: Red

•Quote: "We shall grind the armies of whole star systems beneath our heels ... and our children will rule the universe until the end of time!" (*Action Comics* #650)

SAZU

DEX: 2	STR: 2	BODY: 2
INT: 6	WILL: 5	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 11		HERO POINTS: 30

•Powers:

Extra Limb (x2): 4, Telekinesis: 12, Mental Blast: 10

•Skills:

Vehicles (Space): 5

•Advantages:

Connection: Almerac Royal House (High); Sharp Eye

•Drawbacks:

Strange Appearance

•Motivation: Responsibility of Power

•Occupation: Handmaiden

•Wealth: 0

•Height: 5'6" •Weight: 125 lbs.

•Eyes: Brown •Hair: Bald

•Quote: "This is Earth's mighty warrior? I cannot believe it!" (*Action Comics* #645)

BACKGROUND

Maxima is the firstborn of the royal family of the planet Almerac and future regent of a galactic empire. She represents the newest generation of an imperial bloodline that stretches back for untold millennia.

Maxima's ancient ancestors recognized that no single existing race embodied all the many aspects of strength and power. Acting on this philosophy, the Almeracans set out to better themselves through war and conquest. They deliberately sought out and overran worlds of rich genetic stock, assimilating only the strongest survivors who proved capable of interbreeding with those of their own growing empire. Those judged weak and inferior were simply eliminated.

Maxima herself is the end result of many generations of selective breeding for strength and power. The quality of her bodily tissue makes her as strong as 10 terrestrial women of her size, weight, and build. Moreover, the power of her mind is such that she can lift objects far beyond the limits of even her impressive physical might and fly through sheer force of will. She is capable of telepathic communication with other sentient beings, and she can also control minds of lesser power.





In recent times, Maxima's empire began to prepare for war with the forces of the interstellar tyrant Mongul (see page 92-93), who had become her house's greatest rival. While reviewing Mongul's forces, Maxima happened to view an intercepted holographic transmission of the tyrant's gladiatorial games. In these particular games, Superman, then one of Mongul's captives, was an unwilling participant. Maxima was impressed by the Superman's battle prowess and intrigued by his refusal to obey Mongul's order to slay his fallen opponent. She decided that Superman bore further investigation.¹

Maxima ordered the construction of a simulacrum (a near-perfect synthetic double of herself) and dispatched it, along with her personal handmaiden, Sazu, to investigate Superman first-hand. Sazu and the simulacrum traced Superman to Earth, where they seized Metropolis City Hall in order to draw out the Man of Steel and observe him in action against armored warriors under their control. Superman arrived and subdued the enthralled warriors. Maxima's simulacrum was intrigued by Superman's restraint in handling them. When Superman sought to question the simulacrum, a cone of force generated by Sazu held him immobile. The simulacrum, which had been programmed to duplicate Maxima's emotional responses, found Superman very appealing and easily worthy of becoming Maxima's mate. Sazu, on the other hand, considered the Man of Steel unworthy of joining the imperial bloodline because of the mercy he had displayed in sparing the lives of their warriors. The simulacrum dismissed Sazu's concerns and was on the verge of forging a mental bond between Maxima and Superman when Sazu used her own psionic powers to destroy her mistress' double. Superman finally broke free from Sazu's force-cone, rendering her unconscious. Sazu was then taken into police custody.²

Meanwhile, on Almerac, the true Maxima, who had monitored the whole affair, decided to travel to Earth forthwith to punish her handmaiden's betrayal and to make Superman her mate. On her journey across the galaxy, she passed the time by contemplating holograms of the Man of Steel. A bio-scan had confirmed that they would be genetically compatible, and Maxima eagerly, passionately anticipated their meeting.³

After arriving on Earth, Maxima broke into the Metropolis Women's House of Detention to confront her unruly handmaiden. She encased Sazu in an

energy sphere and transported her to an orbiting ship to await punishment. As Maxima had hoped, Superman arrived in response to her break-in. She led him on a merry chase that ended in an energy sphere at the bottom of the Metropolis harbor. There, Maxima told Superman of her heritage, pointed out that no terrestrial woman would be genetically compatible with him, and offered to bear his children if he would become her consort. Superman turned down her offer and Maxima flew into a rage, psychokinetically blasting Superman out of the water. She then followed Superman into the downtown S.T.A.R. Labs facility, where she was able to merge their minds momentarily. Maxima was aghast to find an overriding presence within his psyche, a presence brought forth at that time by the Kryptonian Eradicator, which was completely lacking emotion. She decided then and there that Superman was unworthy of her and turned away from him. He was not about to allow Maxima simply to leave after all of the destruction she had caused, however. After a brief but heated battle, Superman knocked her unconscious and fitted her with a headband devised at S.T.A.R. Labs that blocked her from using her psionic powers.⁴

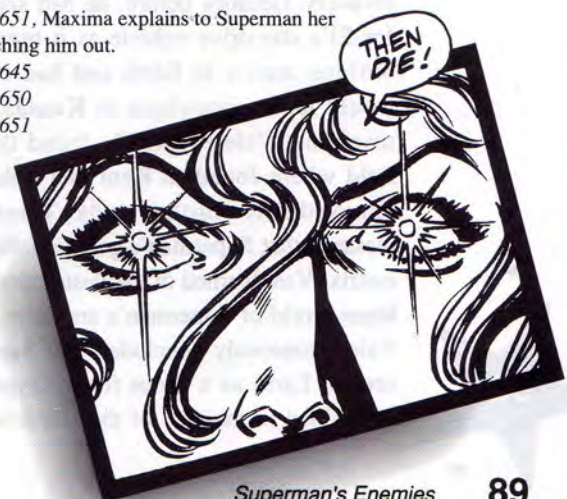
Maxima was placed in the custody of local authorities, but the federal government intervened. Not wishing to risk war with an interstellar empire, especially so soon after enduring an alien invasion, the State Department allowed her to go free and return to her home world.

PERSONALITY

Maxima is a passionate, fiery-tempered individual. Coming from a long line of barbarian warlords, she can be haughty to the point of arrogance.

ENDNOTES

1. *Action Comics* #651, Maxima explains to Superman her reasons for searching him out.
2. *Action Comics* #645
3. *Action Comics* #650
4. *Action Comics* #651



METALLO

DEX: 6 STR: 15 BODY: 9
INT: 3 WILL: 2 MIND: 2
INFL: 4 AURA: 2 SPIRIT: 2
INITIATIVE: 13 HERO POINTS: 45

•Powers:

Energy Blast: 10, Sealed Systems: 11

•Skills:

Gadgetry: 3

•Advantages:

Connections: Lexcorp (Low), Brainiac (Low)

•Drawbacks:

Strange Appearance; Miscellaneous: Metallo must be repaired like a gadget if he is damaged. (He may not make Resting or Desperation Recovery Checks.)

•Alter Ego: John Corben

•Motivation: Mercenary

•Occupation: former Confidence Man

•Wealth: 2

•Height: 6'5"

•Weight: 600 lbs.

•Eyes: Green

•Hair: None

•Quote: "You see, Superman? You see? I said I was more powerful than you. I said I would kill you. And now, I am going to do it!"
(*Superman #1*)

BACKGROUND

John Corben was once a small-time con man, but that was before the victim of one of his scams rammed his car off the side of a narrow mountain road.¹ Corben's body was crushed in the wreckage, and he would have died within minutes had Professor Emmett Vale not found the wreck.

Vale was an eccentric scientist who had spent much of his life scanning the skies for signs of alien invaders. Decades before, he had spotted the flare of Jor-El's star-drive vehicle as it brought Superman's birthing matrix to Earth and had calculated that it would land somewhere in Kansas. After years of searching, Vale eventually found the vehicle in the field where Jonathan Kent had hidden it, and Vale removed it for further study. Translating part of a message that Superman's genetic father had left in the matrix, Vale learned of the destruction of Krypton, the home world of Superman's ancestors. In his paranoia, Vale erroneously concluded that Superman had been sent to Earth as a scout for a Kryptonian invasion. Embedded in the side of the star-drive vehicle was a

two-pound chunk of ore that Vale dubbed kryptonite. Vale correctly deduced that the ore's radiations would deal a swift death to any Kryptonian.

Vale happened to arrive on the scene just moments after Corben's crash. He pried Corben from the wreck and rushed to implant the dying man's brain into a powerful robotic body. When Corben regained consciousness, the obsessed Vale called him Metallo and explained how he had been reborn. As Corben began to realize what had happened to him, Vale began to rave that Metallo must kill Superman, and in order to give him the ability to do so, the scientist installed the kryptonite in Metallo's metal chest cavity. Energized by the kryptonite and believing that he no longer needed Vale, Metallo snapped the old scientist's neck, killing him instantly.

After spending a few weeks learning to accept his predicament, Metallo finally decided to make use of his newfound power by breaking into the main branch of the Commerce Bank of Metropolis. When Superman tried to stop him, Metallo punched the Man of Steel through the side of the building. Although puzzled by his sudden weakness, Superman fought back. Metallo responded by bringing the entire bank building down on their heads. Emerging from the rubble, Metallo exposed Superman to direct radiation from his kryptonite "heart."

Superman might have died there and then had Metallo not been spirited away by agents of Lex Luthor. Determined to bring about Superman's death himself, Luthor secretly had Metallo held captive in one of his research facilities. Luthor personally removed the ore from Metallo's chest cavity, deactivating him.²

Unknown to Luthor's cyberneticists, however, Metallo possessed a backup power source and a separate life support system. After a few days of playing possum, Metallo broke out of the Lexcorp facility. Determined to recover his fuel of choice, Metallo raided Lexcorp installations around the world, searching for the kryptonite.³ While his search proved fruitless, it brought him into contact with a man in a state similar to his: Cliff Steele, the Doom Patrol's Robotman. Metallo attacked and was beating the Patrol when Superman intervened. In the ensuing battle, Metallo's body was blown apart. His components were recovered by a Lexcorp team under the authority of Dr. Sydney Happersen.⁴

Happersen was later put in charge of studying the captive Brainiac, during which time he had Metallo's



remains shipped to him, hoping to salvage some of the circuitry. But Metallo's brain still lived, and Brainiac, taking mental control of Happersen, had Metallo reassembled.⁵ Under Brainiac's orders, Metallo captured geneticist Dr. Reginald Augustine and gained entry into the top-secret Cadmus Project. When his presence was discovered, Metallo attacked the Project's security forces. Superman soon arrived and neutralized Metallo by detaching his arms and legs.⁶

Metallo is in federal custody.

PERSONALITY

John Corben suffered a major psychological trauma on discovering that he had become a disembodied brain in a robot body. As a result, he is very unstable and at times, homicidal. Given the incredible strength of his metallic form, he is highly dangerous.

ENDNOTES

1. *Action Comics* #648, Metallo's memories as told to Brainiac.
2. *Superman* #1-2, Superman's first encounter with Metallo.
3. *Action Comics* #648, *The Adventures of Superman* #441, Metallo is shown only in silhouette in *TaoS* #441; the information from *Action* #648 is Metallo's memories.
4. *The Doom Patrol* (second series) #10, *Superman* #20
5. *Action Comics* #648, Metallo's memories.
6. *Action Comics* #647-8



MONGUL

DEX: 10	STR: 19	BODY: 14
INT: 5	WILL: 5	MIND: 6
INFL: 3	AURA: 7	SPIRIT: 7
INITIATIVE: 22	HERO POINTS: 85	

•Skills:

Charisma (Intimidation, Interrogation): 10,
Martial Artist: 15, Weaponry: 13

•Advantages:

Area Knowledge (Warworld); Connection:
Warworld (High); Iron Nerves; Leadership;
Lightning Reflexes; Scholar (Conquest)

•Drawbacks:

Authority Figure; Serious Irrational
Attraction to conquest; Serious Rage; Fatal
Vulnerability: If the life-support device
Mongul wears on his chest is removed, he
will begin to die.

•Motivation: Power Lust

•Occupation: former Emperor

•Wealth: 23

•Height: 7'9" •Weight: 785 lbs.

•Eyes: Red •Hair: None

•Quote: "When your world of Krypton died, I was cheated of my right to conquer it!" (*Superman* #32)

With the superior firepower and armaments produced by Warworld, Mongul's forces swept across the galaxy like a juggernaut. Everywhere he found sentient life, his demand was the same: unconditional surrender. Any worlds that dared to defy him were rendered lifeless. In time, the survivors of a score of star systems' acknowledged him as their master. On each world, the conquered armies were interned. Those who were the strongest of back and weakest of mind became slave labor for Mongul's growing empire. The literate were generally put to death, but those who proved to be the greatest warriors were transported to a desolate planetoid for training as gladiators. Over the years, thousands fought and died in gladiatorial combat, all for the entertainment of the emperor and his subjects.²

In recent years, one of Mongul's slave ships detected and retrieved a drifting humanoid body from deep space, which turned out to be Superman. Weakened from lack of oxygen, the Man of Steel was thrown into the ship's slave hold and transported to the arena planetoid, where he was entered in Mongul's great games.³ Although his strength was at a low ebb, Superman defeated his opponents in round after round, arousing the crowd and angering Mongul by his refusal to deliver a killing blow. Mongul finally pitted his champion, Draaga, against Superman, commanding the gladiator to bring him the Kryptonian's head. Draaga sorely tested Superman, but the Man of Steel would not give up and ultimately knocked out his opponent. Again, Superman refused the order to kill and challenged Mongul to face him in combat.⁴ Enraged by this act of defiance, the warlord fought Superman and savagely pummeled him unconscious. However, to his dismay, Mongul found that his fists were not enough to kill the disobedient gladiator.

Mongul had Superman removed to an internment chamber, where he planned to torture the hero to death. But Superman broke free of his bonds and briefly subdued the tyrant. Regaining consciousness, Mongul tried to disintegrate the Kryptonian, but even as he fired a killing blast, Superman was teleported to safety by outside forces.⁵

Meanwhile, Mongul had lost face amongst his armies due to his inability to kill Superman in combat, and revolution broke out on Warworld. The Council of Overseers broke its alliance with Mongul and chose Draaga as a figurehead leader,

BACKGROUND

Mongul's exact origins are unknown. Over the past century, he has become one of the most ruthless tyrants the stars have ever seen.

Early in his conquests, Mongul discovered a vast artificial planet that had been created eons before by an ancient group of engineers. The descendants of those engineers still ruled the planet under a loose technocracy until Mongul arrived. The engineers lacked the willpower to repulse Mongul's forces, and he occupied their world within hours. Mongul quickly realized that he did not have the resources to keep the planet functioning, but he was loath to abandon such a useful base. So Mongul forged an alliance with the engineers' Council of Overseers. He assumed command of the planet, which he renamed Warworld, and the engineers continued to maintain the world and its day-to-day operations. They agreed to turn their technology to the development of advanced weaponry for Mongul's armies, and in return he supplied them with raw materials and cheap labor.¹

ordering him to eliminate the deposed warlord. Draaga tracked Mongul to the arena planetoid and seriously injured him. Mongul had to flee for his life.⁶

Mongul remains at large somewhere in the galaxy, plotting his return to power.

PERSONALITY

Mongul is a ruthless tyrant who would not think twice about exterminating an entire race if it would serve his ends or provide him with a moment's entertainment.

ENDNOTES

1. *The Adventures of Superman* #455, Council of Overseers gives a history of Mongul and Warworld.
2. *Superman* #32
3. *The Adventures of Superman* #453-4
4. *Action Comics Annual* #2
5. *Superman* #32
6. *The Adventures of Superman* #455



MISTER MXYZPTLK

DEX: 10	STR: 2	BODY: 10
INT: 4	WILL: 3	MIND: 9
INFL: 6	AURA: 2	SPIRIT: 19
INITIATIVE: 20 HERO POINTS: 100		

•Powers:

Animate Image: 20, Animate Objects: 20, Dimension Travel: 12, Sorcery: 25

•Limitations:

Power Restriction: Dimension Travel only allows Mr. Mxyzptlk to enter the Earth Dimension every 90 days. Every time he visits, he must establish some absurd condition for his return to the Fifth Dimension, and when this condition is met, Mxyzptlk immediately returns himself to the Fifth Dimension (Travel Value: 10).

•Advantages:

Connection: Lex Luthor (Low)

•Drawbacks:

Catastrophic Irrational Attraction to practical jokes

•Alter Ego: Untranslatable

•Motivation: Thrill Seeker

•Occupation: Troublemaker

•Wealth: 0

•Height: Variable •Weight: Variable

•Eyes: Variable •Hair: Variable

•Quote: "You see, I'm a gamester, Superman. A gambler, and I think you can provide me with some of the challenge my own world has lost!" (*Superman* #11)

BACKGROUND

Mister Mxyzptlk is the name used on Earth by a devilish being from another plane of reality, which he calls the Fifth Dimension. Despite his gnome-like appearance (the closest humans can come to perceiving his actual form), Mxyzptlk wields awesome power derived from a science so far beyond anything known on Earth that it appears to be magic. His "magic," however, is unrelated to any kind of supernatural force. Moreover, it is uncertain to what extent Mxyzptlk himself possesses superhuman powers. However he does it, Mxyzptlk can do virtually anything, from animating objects to creating matter, seemingly from nothingness.

Through means known only to him, Mxyzptlk entered our reality, assuming the appearance of a

distinctly handsome Earthman. Calling himself Ben DeRoy, he first used his powers to entrance *Daily Planet* reporter Lois Lane and then to terrorize the people of Metropolis, all in an effort to lure Superman out into the open. When Superman appeared to deal with his deviltry, DeRoy confronted the Man of Steel, transforming himself into a bizarre little gnome-like being. In this form, he introduced himself as a gamester and gambler, a superior being who had come to Earth specifically to match himself against Metropolis' champion. Taking the name Mxyzptlk (pronounced mix-yez-pitel-ick), he issued a challenge to Superman: Mxyzptlk would use his powers to throw Metropolis into a state of utter chaos and would leave only if Superman could somehow induce him to speak, spell, or write his chosen name backwards. Unable to stop Mxyzptlk by physical means, Superman finally presented him with a gigantic typewriter and dared him to type his name. When Mxyzptlk did so, the letters K-L-T-P-Z-Y-X-M (pronounced kel-tipz-yex-im, by the way) appeared on the machine, which had been rigged to work in reverse. Infuriated, Mxyzptlk left for his native dimension.¹

Ninety days later, when the dimensional interfaces were next in alignment, Mxyzptlk returned to Earth, appearing in southern California this time. When Superman confronted Mr. Mxyzptlk again, the gnome announced that he was changing the rules of his game. Under the new rules, he would leave only if he could be induced to paint his own face blue. Once again, Superman managed to turn the tables on Mxyzptlk and send him on his way.²

Mxyzptlk returned for a third time during Superman's period of self-exile in space. Unable to find his old opponent, Mxyzptlk confronted Lex Luthor, who flatly refused to play by the imp's rules. Instead, Luthor embarked on a plan of lies and deception that so offended Mxyzptlk that he left Earth, vowing never to return.³

Eventually, Mxyzptlk changed his mind, returning to engineer an around-the-world footrace between Superman and the Flash. In an attempt to emulate Luthor's lying ways, Mxyzptlk told the runners that he would leave if Superman won the race while promising himself that he would leave only if the Flash won. To his astonishment, the Flash did win. Caught up in his own twisted logic, Mxyzptlk departed in a cloud of smoke.⁴

Ninety days later, Mxyzptlk chose to invade a different plane of reality. Not wishing to miss a chance to torture Superman, however, he created his own crimson-hued version of kryptonite and transported it to Lex Luthor. The red kryptonite fell into Luthor's possession with the message that the rock would make the businessman and Superman physical equals as long as Lex did not reveal Mxyzptlk's involvement to the Man of Steel. Luthor accepted the terms and was delighted to discover that Mxyzptlk's gift transformed Superman into an ordinary man. In a confrontation with Clark Kent, unaware that the reporter was Superman, Luthor gloated that Mr. Mxyzptlk had created the red kryptonite. With that revelation, the process was automatically reversed, and Kent regained his powers.⁵

The unpredictable Mxyzptlk continues to plot and scheme in his home dimension, waiting for his next opportunity to bring terror and confusion to an unsuspecting world.

PERSONALITY

Although he looks humanoid, Mxyzptlk is an extra-dimensional being whose own twisted logic bears no similarity to any earthly ethic. Although often glib, he does not seem to understand human interaction or mores. Mxyzptlk has nonchalantly left scores of people injured and emotionally scarred.

ENDNOTES

1. *Superman* #11
2. *The Adventures of Superman* #441
3. *Superman* #31
4. *The Adventures of Superman* #463
5. *Superman* #49-50



MISTER Z

DEX: 2 STR: 2 BODY: 2
INT: 5 WILL: 7 MIND: 3
INFL: 4 AURA: 6 SPIRIT: 4
INITIATIVE: 11 HERO POINTS: 35

•Powers:

Hypnotism: 8, Invulnerability: 9, Mystic Freeze: 7, Telepathy: 10

•Skills:

Occultist: 7, Scientist: 7

•Advantages:

Connoisseur; Gift of Gab; Omni-Connection; Scholar (History)

•Drawbacks:

Serious Irrational Attraction to collecting the souls of individuals he finds interesting

•Equipment:

Mystic Gemstone [BODY: 2, SPIRIT: 6, Mystic Link (Personality Transfer): 12]

Limitation: Personality Transfer can only be used to siphon Mr. Z's victim's minds into the gemstone itself. Unless the gem is destroyed, this transfer is permanent, and the victim's body eventually dies.

Miscellaneous Drawbacks: The gemstone only works on terrestrial life forms.

•Alter Ego: General Zeiten, Pérez, George Bailey (real name unknown)

•Motivation: Thrill Seeker

•Occupation: former Nazi Officer

•Wealth: 13

•Height: 5'10" •Weight: 240 lbs.

•Eyes: Blue •Hair: Black, Graying

•Quote: "You ought to be flattered, Man of Steel, for in my many years, I have met few like you... Of course, they too wound up within my crystal." (*Superman #51*)

BACKGROUND

The origins of the man known as Mr. Z are unknown, as is his true name. Mr. Z has apparently used many names, and from his ghastly hobby of collecting souls, there is evidence that he is hundreds, perhaps thousands, of years old. He may very well be immortal.

Mr. Z made his first recorded arrival in Metropolis on an overseas flight from Rumania. From the moment he left the plane, he exhibited impressive

mental powers, enthralling a customs official and persuading a limousine driver to transport him into the city. While walking about the streets of Metropolis, Mr. Z was accosted by two petty thieves. He quickly seized one of the thieves, holding the youth immobile in one hand. When the other thief fled, Mr. Z killed him in his tracks by simply visualizing his heart stopping.

Mr. Z then mesmerized the security guards at the Metropolis Museum of Modern History, commanding them to admit him and close off the building to all others. With the museum firmly under his control, he reached out with his mind, telepathically contacting Superman. So great and unexpected was this contact that Superman, at the time in his guise as Clark Kent, temporarily blacked out. Mr. Z let Superman know where he was and tauntingly invited him to come visit. Changing to his identity as Superman, Kent flew to the museum, where the entranced guards had been instructed to admit only him. Entering the museum's auditorium, Superman was greeted with a visual presentation of a train derailment from the Second World War and a mental message from Mr. Z reminding him that they had met on the day the photograph depicted. Superman protested the impossibility of such a meeting since it would have occurred long before his birth. Mr. Z took advantage of Superman's confusion, approaching him from behind and drawing his life essence into the mystic gemstone atop his cane.

Within the gemstone, Superman's psyche encountered the metal essences of countless others, some of whom had clearly inhabited the stone since the days of the Roman Empire. One such spirit told Superman that, over the ages, Mr. Z had collected scores of people who had interested him, trapping and preserving their souls in the gem. Superman's alien psyche, however, could not long be contained within the stone. The jewel exploded, releasing all who had been trapped, including Superman. The force of its explosion knocked Mr. Z back through a glass display case, where he was impaled on a World War I bayonet. With his mind back in his own body, Superman and the arriving guards found Mr. Z's apparently lifeless body. The Man of Steel retrieved the shards of the shattered gemstone for future study, and the body was removed to the city morgue.

Later that day, Mr. Z suddenly came back to life and slipped away from the morgue. A man answering his description was later seen departing from the Metropolis International Airport on a flight bound for the Middle East.¹

A few days after his mysterious encounter with Mr. Z, Superman was sent ricocheting through time in the wake of an altercation with the time-traveler called the Linear Man.² Toward the end of a three-month sojourn in 1943, Superman again encountered Mr. Z, who was working as an officer of the Third Reich. Superman immediately recognized him, but Mr. Z had never seen the hero before. Knowing what to expect, Superman avoided his gemstone and thwarted Mr. Z's efforts to develop an atomic bomb for the Nazis before being blasted on through time.³

The current whereabouts of Mr. Z is unknown.

PERSONALITY

Mr. Z apparently finds great value in intellectual discourse. He is quite willing to draw the minds and spirits of people who interest him into his gemstone. In this way, he was able to partake of their "companionship" whenever he desired.

During the Second World War, he was also quite willing to exterminate a ghetto full of people to test his bomb, proving his total lack of concern for the lives of others.

ENDNOTES

1. *Superman* #51
2. *The Adventures of Superman* #476
3. *Superman* #54

THE PARASITE

DEX: 7	STR: 9	BODY: 7
INT: 1	WILL: 3	MIND: 8
INFL: 6	AURA: 2	SPIRIT: 9
INITIATIVE: 14 HERO POINTS: 55		

•Powers:

Mind Drain: 25, Power Drain: 25, Vampirism: 16

•Bonuses:

Miscellaneous: Power Drain also works on Attributes and Skills; Vampirism has a Range of 1 AP.

•Limitations:

Power Restriction: Vampirism cannot be used on a victim until the Parasite has drained the victim's Powers, if any; Power Drain and Mind Drain each have a Range of 1 AP and do not affect Gadgets or Mystical Powers.

•Drawbacks:

Catastrophic Rage; Strange Appearance; Fatal Vulnerability: The Parasite must use Vampirism on some living creature once per day or he will begin to die.

•Alter Ego: Rudy Jones

•Motivation: Nihilist

•Occupation: former Janitor

•Wealth: 0

•Height: 6'4"

•Weight: 310 lbs.

•Eyes: Red

•Hair: None

•Quote: "This is madness! How does he 'see' anything, when he can see... everything!"
(*Starman* #14)

BACKGROUND

Rudy Jones was a ne'er-do-well who wandered from one menial job to another, occasionally supplementing his income through petty theft. He finally wound up as a janitorial assistant at a S.T.A.R. Labs facility in Pittsburgh. While cleaning up one day, Jones came across a stack of metal drums marked with radiation warnings. Somehow, he got it into his head that S.T.A.R. was secretly transferring cash in the drums, and so he opened one. Before he realized what was happening, Jones was exposed to radioactive wastes that transformed him into a human parasite.¹

As the Parasite, Jones found that he needed to drain the energy of other living beings on a regular basis just to survive. Often, he drained his victims of their life energies, leaving nothing but desiccated bodies. The Parasite soon discovered that the life force of

metahumans was much more satisfying to him than normal humans. Moreover, he found that he absorbed the powers and abilities of his metahuman victims as well, although they faded in time.

After a number of encounters and battles with Firestorm and Firehawk (see page 64 of the *Background/Roster Book*), the Parasite was confined to Pittsburgh's Institute for Metahuman Studies. He eventually broke out of the institute and made his way to a nearby air base, where he commandeered a military jet. Absorbing the life force of the pilot, the Parasite flew west until the plane ran low on fuel, and he made an emergency landing in the Arizona desert. Finding himself just 43 miles away from Phoenix, he hitchhiked into the city, slaying more victims along the way.

The Parasite blamed S.T.A.R. Labs for his transformation, so he broke into their Phoenix installation under cover of darkness, killing two security guards. When S.T.A.R. administrator Dr. Karen Lou Faulkner discovered these killings, she assumed her identity as Rampage (see page 115-116) and confronted the Parasite. Shortly afterward, Starman (see page 118-119) arrived and attacked the gigantic Rampage, mistaking her for an old enemy of his. With Rampage distracted, the Parasite was able to leech off part of her power and grow to giant size himself. Recognizing his error, Starman quickly made amends, following Dr. Faulkner's directions to irradiate the villain with solar energy. The Parasite had taken on Rampage's ability to absorb solar energy, so Starman force-fed him more power than he could handle. Since the Parasite lacked Rampage's control harness, he literally melted into a mass of amorphous protoplasm.²

S.T.A.R. technicians scooped the liquefied supervillain into a containment vessel, where he remained until Superman paid a visit to the Phoenix S.T.A.R. Labs to meet with Starman. The Parasite, who had been playing possum, took advantage of this visit to absorb approximately half of Superman's power. It took the combined resources of Superman and Starman to subdue the Parasite. The Parasite was then returned to the S.T.A.R. installation, where he was placed into a state of suspended animation.³

PERSONALITY

The Parasite seems to have grown intellectually since the accident that gave him his powers. Perhaps he has retained some common sense from the minds of his victims. In other respects, the Parasite remains as selfish and amoral as his original human self.

ENDNOTES

1. *Firestorm* #58
2. *Starman* #13
3. *Starman* #14

THE PRANKSTER

DEX: 3 STR: 2 BODY: 2
 INT: 5 WILL: 4 MIND: 4
 INFL: 4 AURA: 3 SPIRIT: 3
 INITIATIVE: 12 HERO POINTS: 45

•Skills:

Charisma (Persuasion): 5, Gadgetry: 7

•Advantages:

Connection: Galaxy Broadcasting (Low);
 Genius; Popularity; Scholar (Practical Jokes,
 Children's Television)

•Drawbacks:

Serious Irrational Attraction to humiliating
 and killing Morgan Edge;
 Minor Psychological Instability

•Equipment:

15 AP ABCD Omni-Gadgets (x5)

•Alter Ego: Oswald Loomis

•Motivation: Thrill Seeker

•Occupation: former Kiddie TV Show Host

•Wealth: 5

•Height: 5' •Weight: 125 lbs.

•Eyes: Blue •Hair: Brown

•Quote: "I intend to bring the greatest city on
 Earth to a grinding halt! And when I'm done
 and you've written my story, people will
 know Oswald Loomis is not a man to be
 trifled with!" (*Superman* #16)

BACKGROUND

Oswald Loomis is a baggy-pants comic who was born too late to enjoy the heyday of vaudeville. After an early, impoverished career spent touring county fairs and carnivals, Loomis finally hit it big as the host of *The Uncle Oswald Show*, an early-morning children's program on the Galaxy Broadcasting System. As the years went by, the ratings of Loomis' show began a gradual decline, although it retained a certain cult status among older viewers.

Convinced that the day would come when his show would be canceled, the erratic Loomis became paranoid. He had already begun stockpiling vast amounts of his sponsors' products as a hedge against both poverty and inflation. Now he began to see them as tools in a bizarre scheme to guarantee his continued fame and fortune and as a means to get back at his audience, should they ever prove fickle. Loomis sat back on this stockpile and planned for the future.

Twenty-five years later, Morgan Edge, the president of WGBS-TV and head of Galaxy Communications (see page 82), looked at the ratings and decided to replace The Uncle Oswald Show with cheaper animated cartoons. Learning of Edge's plan by reading about it in the trade papers, Loomis saw his worst fears realized and set out to execute a series of twisted, attention-getting pranks.

The Monday before Christmas, Loomis triggered an interruption in electrical service that stopped 80% of the clocks in Metropolis for up to an hour. He then inundated several blocks of downtown with a massive wave of soap suds, rendering the avenues slippery and bringing rush hour traffic to a standstill. He choked off the main subway tunnels from the outer borough with huge quantities of popcorn. As Superman tried to get the city moving again, Loomis routed much of the city's water supply through a gigantic trick flower, unleashing a devastating stream of water. With Superman thus occupied, Loomis (by then calling himself the Prankster) kidnapped *Daily Planet* reporter Lois Lane, holding her prisoner in WGBS's Studio C.

As station personnel tried in vain to break into the barricaded studio, the Prankster explained to Lane how he planned to bring the city to a halt in a spectacle that would ensure his fame and fortune for generations to come. Alerted to troubles in the studio by his staff, Morgan Edge himself came pounding on the door, demanding that Loomis open up. Loomis was delighted to see Edge standing outside the studio and activated a secret trap door he had prepared years before for just such an opportunity, sending Edge tumbling from the Galaxy Communications Building 30 stories above the city streets. Spotting Edge's danger, Superman dove to the rescue, saving the man's life.

Discovering what Loomis was up to, Superman broke into Studio C. Then, as Lois looked on, the Prankster boldly stepped up to the astonished Man of Steel and surrendered.¹

Loomis, as it turned out, had intended from the start to be caught and jailed. He had expected to spend a few years in jail and then cash in on his notoriety with a book and speaking tour. But Loomis had gone too far. In kidnapping Lois Lane and attempting to murder Morgan Edge, he faced a long stretch in prison. Realizing his mistake, the

Prankster escaped from WGBS security guards with the aid of a tear-gas lapel flower and went into hiding.

After Morgan Edge's connection with the Intergang crime syndicate was revealed, Edge suffered a heart attack and was hospitalized. Unable to resist a chance to torture his former employer, the Prankster infiltrated the staff of Metropolis General Hospital by posing as an orderly. Loomis gained access to Edge's hospital room and began exacting his revenge, threatening Edge with a chain saw as an example of how he could adapt to "today's standard of humor." Superman intervened, again saving Edge's life and preventing the Prankster's escape. As Loomis was led away by police, he reveled in his media coverage.²

The Prankster is currently contemplating future pranks from behind bars.

PERSONALITY

Although he appears to be little more than a low-brow slapstick comedian, the Prankster should never be underestimated. He is a demented schemer with a truly devious mind.

ENDNOTES

1. *Superman* #16
2. *Superman* #36



PSI-PHON AND DREADNAUGHT

PSI-PHON

DEX: 3 STR: 3 BODY: 3
INT: 4 WILL: 3 MIND: 3
INFL: 2 AURA: 3 SPIRIT: 2
INITIATIVE: 9 HERO POINTS: 40

•**Powers:**

Power Drain: 15

•**Bonuses:**

Power Drain may be used to drain APs of Physical Attributes as well as Powers.

•**Limitations:**

Power Restriction: Any APs of abilities that Psi-Phon drains with Power Drain are transferred to Dreadnaught rather than to himself.

•**Advantages:**

Connection: Dreadnaught (High)

•**Drawbacks:**

Strange Appearance; Miscellaneous: If Psi-Phon drains more than 12 different abilities with his Power Drain Power, he must begin making Action Checks every phase, using his INT/WILL as the AV/EV and his INT/MIND as the OV/RV. Once he has accumulated RAPs that equal or exceed his MIND, his Power Drain Power burns out, and all his victims regain any lost APs. (They do not have to make Recovery Checks to regain them.)

•**Motivation:** Thrill Seeker

•**Occupation:** Henchman

•**Wealth:** Not Applicable

•**Height:** 3'6"

•**Weight:** 98 lbs.

•**Eyes:** Orange

•**Hair:** None

•**Quote:** "Better to be captured by the Hunters and dragged back than face the wrath of one so powerful!" (*The Adventures of Superman* #469)



DREADNAUGHT

DEX: 5 STR: 6 BODY: 5
INT: 2 WILL: 1 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 9 HERO POINTS: 25

•**Skills:**

Charisma (Intimidation): 7

•**Advantages:**

Connection: Psi-Phon (High); Miscellaneous: Dreadnaught is the recipient of any Powers or Attributes obtained by Psi-Phon's use of the Power Drain Power.

•**Drawbacks:**

Strange Appearance

•**Motivation:** Thrill Seeker

•**Occupation:** Henchman

•**Wealth:** Not Applicable

•**Height:** Variable

•**Weight:** Unknown

•**Eyes:** Black

•**Hair:** None

•**Quote:** "Enough talk! Pray to your gods for acceptance in the next life!" (*The Adventures of Superman* #469)

BACKGROUND

Psi-Phon and Dreadnaught are two highly sophisticated artificial life forms who, after crash-landing their scout ship in Metropolis' West River,¹ claimed to be an advance team for an alien invasion of Earth.

From a place of hiding, Psi-Phon began observing Superman in action and began placing mental blocks in his brain, preventing the Man of Steel from using his powers. When he was nearly powerless, Superman was attacked by Dreadnaught, whose energies simulated Superman's stolen powers. Superman was forced to flee for his life.

Superman eventually deduced Psi-Phon and Dreadnaught's deception and reasoned that the way to defeat their scheme was to force Psi-Phon to block the powers of more super-beings than he could handle. Superman called the Justice League for help. Aquaman, the Martian Manhunter, the Elongated Man, and Captain Marvel responded, each falling under Psi-Phon's power.

Meanwhile, Superman assumed his other identity as Clark Kent and sought out the help of Professor Emil Hamilton. Hamilton supplied Kent with an experimental force-field device that allowed Kent to



trade blows with Dreadnaught without having to rely upon his blocked powers. With Dreadnaught thus taken by surprise and Psi-

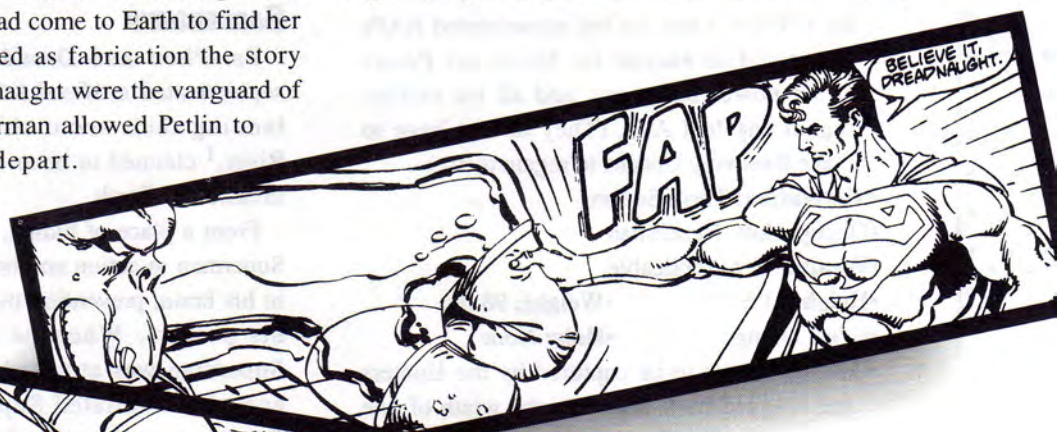
Phon in pain from maintaining the blocks on so many super-beings, the pair were quickly defeated. The heroes all regained the use of their powers, and Psi-Phon and Dreadnaught appeared to self-destruct.² Actually, however, they had teleported away to lick their wounds.

Psi-Phon and Dreadnaught next appeared on the outskirts of Smallville, Kansas, during a July 4th weekend, apparently determined to have their revenge on Clark Kent. Their plans were interrupted by the appearance of another alien craft bearing two energy beings and an alien who called herself Petlin. Petlin claimed to be the mate of Dreadnaught and told Superman that she had come to Earth to find her husband. Petlin dismissed as fabrication the story that Psi-Phon and Dreadnaught were the vanguard of an invasion force. Superman allowed Petlin to collect the two and depart.

Petlin's ship did not leave the Earth, however. Instead, it proceeded to a secret staging area beneath a remote U.S. Air Force base in Wyoming.³

Thousands of years before, a massive alien ship crashed in that area, and over the centuries it had become buried under thousands of feet of earth. After the air base was built and had gone into operation, electromagnetic emanations from the installation awakened the ship's Pilot from suspended animation. The Pilot, an armored being nearly 75 feet tall, seized mental control of the base's commander, General Fisk, and began seeking ways to re-energize his ship. To that end, he had apparently created Psi-Phon and Dreadnaught and sent them to acquire a power source. But away from the Pilot, the two became increasingly independent. The Pilot was forced to create Petlin and send her to collect his errant scouts.

Back under the Pilot's direct control, Psi-Phon and Dreadnaught soon located and captured a new power source for their master: Green Lantern Hal Jordan. With Jordan secured in the alien ship, the Pilot began to tap the Green Lantern's Oan Power Battery.



Jordan sent off a call for help with the last bit of energy in his Power Ring, which was ultimately answered by Superman and Green Lantern Guy Gardner. Together, Superman and Gardner discovered the alien ship, incapacitated Psi-Phon and Dreadnaught, and freed Jordan. Superman managed to make peace with the alien Pilot, and the three heroes then helped him free his ship and sent him on his way.

Psi-Phon and Dreadnaught departed in the company of the Pilot.⁴

PERSONALITIES

Psi-Phon appears to be the brains of this duo, directing the more powerful Dreadnaught in action. Psi-Phon can be outrageously arrogant when things are going his way. By the same token, he can be a sniveling coward when his plans backfire.

Dreadnaught is a blustering, bullying brute who enjoys a good fight, as long as he's the strongest combatant.

ENDNOTES

1. *Superman* #19
2. *The Adventures of Superman* #442
3. *The Adventures of Superman* #469
4. *The Adventures of Superman* #473

SHOCKWAVE

DEX: 3	STR: 3	BODY: 4
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 7/12 HERO POINTS: 15		

•Advantages:

Connections: Organized Crime (High), Intergang (Low), The 1000 (Low)

•Equipment:

ARMOR [DEX: 8, STR: 10, BODY: 10]

•Alter Ego: Clarence Schiffel

•Motivation: Mercenary

•Occupation: Professional Criminal

•Wealth: 2

•Height: 5'9" •Weight: 280 lbs.

•Eyes: Red •Hair: Red

•Quote: "Outta the way, blue boy ... got me a contract to fill!" (*Action Comics* #654)

BACKGROUND

Although Shockwave is not a regular Superman villain, he fought the Man of Steel on one occasion. Wearing an impressive suit of battle armor (the origins of which remain unknown), he enjoyed a brief, but not very successful, career as a strong-arm man for organized crime on the West Coast. Despite his considerable strength, he was defeated by the hero called Blue Devil,¹ and was incarcerated. Shockwave was broken out of prison by the Metropolis-based crime syndicate called the 1000 and brought east, where he was unleashed against the brash young hero Booster Gold. Booster survived Shockwave's attack and defeated the criminal.² While being transferred back to California, Shockwave escaped and made contact with the Intergang organization.

Intergang hired Shockwave to act as muscle for their agent, Chiller, in the kidnapping of *Daily Planet* columnist Catherine Grant. During this mission, Shockwave managed to bring an entire building down on his own head.³ Investigating the building collapse, Superman was surprised to see Shockwave emerge from the rubble.⁴ Shockwave is behind bars once more.

PERSONALITY

Shockwave is clearly no rocket scientist.

ENDNOTES

1. *Blue Devil* #2
2. *Booster Gold* #11
3. *The Adventures of Superman* #467
4. *Action Comics* #654

THE SILVER BANSHEE

DEN: 3 STR: 7 BODY: 6
 INT: 4 WILL: 3 MIND: 3
 INFL: 6 AURA: 6 SPIRIT: 6
 INITIATIVE: 13 HERO POINTS: 35

•Powers: *Mystic Link

Skin Armor: 4*, Sonic Beam: 10*,
 Superspeed: 6*, Teleportation: 11*,
 Weather Control: 7

•Skills:

Occultist: 3

•Limitations:

Power Restriction: Sonic Beam can only be used to declare Killing Combat if Silver Banshee can see her victim and knows who he is. By disguising his true identity, a potential victim can treat a Killing Combat attack as Bashing Combat.

•Advantages:

Area Knowledge (Castle Broen);
 Connections: Blaze (Low), Clan McDougal (High); Insta-Change

•Drawbacks:

Miscellaneous: The Silver Banshee is under a curse that she can only remove by recovering a mystic tome that contains the history of the Clan McDougal.

•Alter Ego: Siobhan McDougal

•Motivation: Nihilist

•Occupation: None

•Wealth: 4

•Height: 6' (as Siobhan), 6'11" (as Silver Banshee)

•Weight: 135 lbs. (as Siobhan), 180 lbs. (as Silver Banshee)

•Eyes: Blue (as Siobhan), White (as Silver Banshee)

•Hair: Blond (as Siobhan), Silver (as Silver Banshee)

•Quote: "You have resisted me before, Superman, but this time I swear — you shall die from the Banshee's wail!" (*Superman* #23)

for a thousand generations. On that island stands Castle Broen, the clan's ancestral home. Throughout the ages, first-born McDougals had descended into a grotto beneath the castle and had undergone a ritual to prove themselves worthy to lead the clan.

Siobhan had a restless spirit and left Castle Broen at an early age to travel the world. When she had been gone six years, she received word of her father's death. She returned home, only to discover that her Uncle Seamus had taken control of the clan. Seamus was determined that no woman would ever lead the clan. Moreover, he planned to keep control by having Siobhan's easily manipulated brother, Bevan, undergo the ancient ritual.

Siobhan, however, would not be denied what she considered her birthright. Taking up the tools of the ritual, she entered the grotto and called on the spirits to grant her power. As Siobhan was in the midst of the ritual, Bevan blundered in, having been sent by Seamus to stop her. Bevan's disruption distracted his sister, causing her to be seized by supernatural forces and borne away into an infernal netherworld. There Siobhan languished until an entity known as the Crone took pity on her and granted her the power to return to Earth in the form of the Silver Banshee.¹

As the Silver Banshee, Siobhan found that her strength was equal to that of 10 normal men, that she was invulnerable to gunfire, and that her eerie wail could kill mortal beings in her sight. The Banshee's wail did have a limitation: it was effective only on victims that she could clearly identify. By having their identities mistaken, or by adopting disguises, potential victims had a chance of resisting her power.

The Silver Banshee wanted revenge on her brother and uncle, but the Crone had commanded that she first had to retrieve a certain book that had belonged to her father. The greedy Seamus had already shipped Garret's books off for sale in the United States. The Silver Banshee's quest for the book brought her to Metropolis. In her search, the Banshee coldly killed anyone who stood in her way, which brought a swift reaction from Superman. At their first meeting, it appeared that the Banshee had killed the Man of Steel with the strange power of her voice. Actually, Superman had fallen into a deep coma.

The Martian Manhunter, arriving in Metropolis to avenge Superman's death, sensed Superman's true state and used his mental powers to begin bringing

BACKGROUND

Siobhan (pronounced shee-vaughn) McDougal was the first-born child of Garret McDougal, the patriarch of an old Gaelic clan. Members of the Clan McDougal claim to have occupied a foreboding island located midway between Ireland and Scotland

Superman out of his coma. While Superman was recovering, the Manhunter used his shape-changing powers to alter his appearance, assuming a ghost-like image of Superman. Finding herself unable to defeat this "Ghost of Superman," the Banshee used her sonic powers to disappear from sight.²

The Silver Banshee later returned to Metropolis to continue her search for her father's book. Superman opposed her twice again, resisting her power each time. The Banshee was then confronted by her brother, who had traveled to America to stop her. She used her powers to disappear again, and in the ensuing confusion, Bevan also departed.³

Batman finally found the book of the McDougals among some stolen goods in Gotham City. He discovered that the book was a history of the Clan McDougal and that the book seemed to grow new pages, recording events even as they happened. Batman turned the book over to Clark Kent, who learned from reading the newest pages that Lois Lane and Jimmy Olsen were being led into danger at Castle Broen. Superman flew to the rescue of his friends, again confronting the Silver Banshee. This time, the ancient Crone manifested herself in the castle grotto and, with an enigmatic warning to the Man of Steel, carried the Silver Banshee, Bevan, and Seamus off to her netherworld, destroying the castle and much of the island.⁴

Silver Banshee has since returned to Metropolis under the guidance of the entity known as Blaze. Superman once again overcame the Banshee's power, and she was ultimately dispatched by the power of the Crone.⁵

The present state of the Silver Banshee remains a mystery.

PERSONALITY

Siobhan McDougal was a prideful, arrogant woman. Her ordeal in the underworld and her subsequent empowerment did nothing to change those qualities. If anything, as the Silver Banshee, she is more arrogant and self-important than ever. The lives of others matter nothing to her.

ENDNOTES

1. *Superman* #23, Seamus McDougal tells the tale of Clan McDougal's and the Silver Banshee.
2. *Action Comics* #595
3. *Superman* #17
4. *Superman* #23
5. *Action Comics* #662

SKYHOOK — deceased

DEX: 2	STR: 5	BODY: 4
INT: 4	WILL: 3	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 7
INITIATIVE: 12 HERO POINTS: 45		

•Powers:

Flight: 10, Invulnerability: 4

•Skills:

Occultist: 7

•Magic Ritual:

Mutation Ritual

Effect: Causes victim to grow bat-like wings out of his arms (Mutation: 10)

Casting Time: Three days (17 APs)

Necessary Components: The ritual works only on children. The child is placed in a pod and emerges with wings and the Flight Power of 6 APs.

Note: All effects of this ritual vanish when the caster dies.

•Advantages:

Connection: Blaze (High)

•Drawbacks:

Serious Irrational Attraction to kidnapping children and mutating them into copies of himself.

•Alter Ego: Aleister Hook

•Motivation: Psychopath

•Occupation: Minion of Blaze

•Wealth: 0

•Height: 7'4" •Weight: 140 lbs.

•Eyes: Red •Hair: None

•Quote: "I am your friend, little Jamie. A friend to all the lost lambs of the world." (*Superman* #15)

BACKGROUND

In the late 1880s, Aleister Hook ran a children's clinic in London. Although sincere in his desire to cure his patients and lead them out of poverty, Hook eventually fell under the influence of the supernatural entity known as Blaze. Tempted and beguiled by the deceitful demon, he became obsessed with the children's welfare and began abducting them from their parents. When an angry mob caught Hook in the act, they chased the doctor to an old chapel where he had been housing his captives. Removing the children from harm's way, they hung him by his ankles from the rafters and torched the chapel. As the

fire roared up around him, Hook prayed for deliverance. Blaze reached out across the dimensions and transformed him: his limbs stretched and twisted, and great leathery wings sprouted from his back. Then, with flames licking from his tortured body, Hook flew up and out of the inferno, soaring into the night sky toward sanctuary aboard a cargo ship bound for America.¹

After a long Atlantic crossing, Hook made his way to Metropolis, then a small city. Keeping a low profile for many decades, he eventually made a home for himself in the long-abandoned, deconsecrated St. Christopher's Church. Much later, the transformed physician (now calling himself Skyhook) fell back into his old habits, this time gathering a large number of runaway children about him. He placed these children in large pods that caused each one to undergo somatic changes, giving them batlike wings that actually enabled them to fly. Skyhook would send his young changelings out into the night to scavenge for him.

Captain Maggie Sawyer of the Metropolis Special Crimes Unit was drawn into this case for a personal reason. She and her estranged husband, James, had a young daughter, Jamie, who ran away from her father's home. Jamie traveled across the country to Metropolis, where she knew Maggie lived. Before Jamie could contact her mother, she fell under the sway of Skyhook.

Learning only that Jamie had run away and was missing, Maggie appealed to Superman, who had often aided her unit, to help her find her daughter. The next morning, Superman apprehended one of Skyhook's young scavengers. Although the child refused to divulge who had altered her or where she had come from, police scientists were able to find clues from her clothing that led Superman and Maggie to St. Christopher's. There, they surprised Skyhook in the act of sealing Jamie into a pod. Calling for his scavengers to create a diversion, Skyhook scooped up Jamie and fled. As Skyhook flew from the church, Maggie made a desperate grab for her daughter and was also pulled aloft. As Superman flew after them, Skyhook dropped his hostages. Maggie squeezed off three shots at Skyhook as she fell, seriously wounding him. Superman caught the Sawyers before they could be harmed, but Skyhook sank beneath the waters of the Metropolis harbor and disappeared.²

In all, 23 transformed children were found in St. Christopher's, including seven children still in their pods. Following Superman's recommendation, they were transferred to the Cadmus Project for further observation.³

Several months later, Jamie Sawyer began to exhibit signs of partial transformation as a result of her contact with the pod, and so she was brought to Cadmus, where Project geneticists were working on a cure. Unknown to all, Skyhook had survived his plunge into the harbor and had started a new set of pods in the Metropolis sewer system. After he recovered from his wounds, he reached out telepathically to his scavengers, calling for them to join him. Jamie and a young bat-child named Oliver managed to escape from the Project through a labyrinth of tunnels and made their way to the sewers, pursued by Maggie and Jim Sawyer. The Sawyers and Superman finally traced Skyhook, Jamie, and Oliver back to St. Christopher's. There, during a brief but heated battle, Skyhook was accidentally impaled on a statue, and his physical form perished.⁴

The spirit of Skyhook, which had long been under the influence of Blaze, was drawn to her infernal domain. In that unearthly realm, he was called forth to battle Superman again. Backed up by Blaze's spells, Skyhook wounded the Man of Steel, who began to transform into a demonic form himself. Superman fought off the corruptive spell, maintaining his free will. Angered by Skyhook's failure to overcome his foe, Blaze consigned him to the lava pits once more.⁵

PERSONALITY

Skyhook had an unhealthy fixation on "his" children, which Blaze easily exploited. As he became more and more corrupted, he lost all sense of right and wrong. Skyhook became a latter-day Fagin, teaching his charges to steal to support him.

ENDNOTES

1. *Superman* #34
2. *Superman* #15
3. *Secret Origins* #49, *Superman* #34
4. *Superman* #34
5. *Superman* #47



SLEEZ

DEX: 6 STR: 3 BODY: 5
INT: 7 WILL: 4 MIND: 8
INFL: 4 AURA: 4 SPIRIT: 5
INITIATIVE: 17 HERO POINTS: 40

•Powers:

Control: 11, Empathy: 11,
Invulnerability: 6, Mind Drain: 16

•Skills:

Gadgetry: 10, Thief: 4, Weaponry: 4

•Bonuses:

Invulnerability has an Area Effect of 10 APs.

•Advantages:

Area Knowledge (Metropolis Sewers)

•Drawbacks:

Forced Exile (Apokolips); Strange Appearance

•Alter Ego: Mr. Smith

•Motivation: Power Lust

•Occupation: former Aide to Darkseid

•Wealth: 3

•Height: 4'3" •Weight: 181 lbs.

•Eyes: Black •Hair: Does Not Apply

•Quote: "I feed on the emotions of others. The base emotions. The dark, hidden depravity buried deep in the core of every human soul."
(*Action Comics* #593)

BACKGROUND

Sleez is an empath who feeds on the emotions of others, and the baser, more depraved the emotions, the better he likes them. Through the power of his mind, he can dominate his victims, manipulating them into performing decadent acts. Only individuals of strong moral fiber can resist Sleez's corruptive influence, but even they can fall under his spell if they are taken by surprise.

Sleez first became self-aware in the lowest levels of the planet Apokolips. There, his power brought him to the attention of young Prince Darkseid in the days before that New God became the master of his world. Sleez became servant and aide to Darkseid, but in time, Sleez fell from favor with Darkseid, and the prince disposed of his depraved aide with a blast of his uncanny Omega Beams. Sleez was transported through time and space to a past era of the planet Earth.¹

Long years later, Sleez crossed paths with Big Barda, a former member of Darkseid's Female Furies, in the sewers beneath Metropolis' Suicide Slum. Capturing Barda's powerful Mega-Rod, he was able to subdue the warrior and bring her under his control.

Two days later, Superman, investigating a mysterious form of radiation emitted by Sleez, also fell under Sleez's spell. The empath toyed with his captives' emotions until they were rescued by Barda's husband, Scott Free (also known as Mr. Miracle). Superman pursued the fleeing Sleez into the depths of the Metropolis sewer system, where Sleez appeared to perish in a gas explosion.²

Sleez survived the explosion, however, and made his way through the myriad tunnels beneath the city to underground laboratories of the Cadmus Project. There, he corrupted five Project administrators, four of whom had gained fame in their youth as the Newsboy Legion. Sleez forced them to create young clones of themselves. This second Newsboy Legion was brought to self-awareness by the Project's resident DNAlien, Dubbilex, who secretly guided them in their escape.

Eventually, the young Newsboy Legion joined forces with Superman, the Guardian, and others to invade the Project and stop Sleez. The empath had managed to capture Dubbilex and, by means of a mental amplifier, forced the DNAlien to release massive psi-energy discharges against the Man of Steel. The Newsboy Legion wrecked the amplifier, producing a feedback effect that seemingly consumed Sleez.³

Some months later, Sleez turned up in the utility tunnels beneath the newly-reopened Happyland amusement park (a secret money-laundering front for the Intergang crime organization). Sleez began abducting park attendees, which again brought him to Superman's attention. This time, he tried to get away in a rocket ride that was an actual escape vehicle constructed as part of a contingency plan by Thaddeus Killgrave (see page 85). As Superman closed in, Sleez's rocket exploded, leaving no trace of him.⁴ However, considering past occurrences, it is doubtful that Sleez was truly destroyed.

PERSONALITY

Sleez is a thoroughly vile and loathsome creature. What is more, he knows what he is, and he likes it. He takes special delight in forcing his mentally enslaved victims to perform morally objectionable actions.

ENDNOTES

1. *Action Comics* #592, Sleez relates his origins to Big Barda.
2. *Action Comics* #592-3
3. *Superman Annual* #2
4. *The Adventures of Superman* #475

TERRA-MAN

DEX: 5 STR: 4 BODY: 4
 INT: 4 WILL: 6 MIND: 3
 INFL: 6 AURA: 3 SPIRIT: 6
 INITIATIVE: 15 HERO POINTS: 30

•Skills:

Charisma: 7, Gadgetry: 7, Scientist: 8

•Advantages:

Genius, Iron Nerves, Scholar (Mechanics, Pollution)

•Drawbacks:

Guilt, Serious Irrational Attraction to drawing attention to environmental issues; Minor Psychological Instability

•Equipment:

EXOSKELETON [STR: 6, BODY: 6]

VEST [BODY: 4, Air Control: 13, Joined: 10, Teleportation: 10, R#: 2]

Energy Pistols (x2) [BODY: 4, AV: 7, EV: 7, Ammo: 10, Range: 4, R#: 2]

Excavation Bazooka [BODY: 5, Digging: 5, Earth Control: 5, R#: 2]

SECURITY ROBOTS [DEX: 2, STR: 5, BODY: 4, Running: 5, Glue: 6, R#: 2]

TERRA-MEN (x5) [DEX: 2, STR: 2, BODY: 2, INT: 2] The Terra-men are armed with Energy Pistols identical to Manning's.

•Alter Ego: Tobias Manning

•Motivation: Responsibility of Power

•Occupation: former Industrial Contractor

•Wealth: 8

•Height: 6'2" •Weight: 195 lbs.

•Eyes: Blue •Hair: Brown

•Quote: "This town was once alive, and I had a hand in poisoning it — PCPs, dioxins, the worst stuff imaginable... on the roads and in the streams. I must atone for it..." (Superman #52)

After a lengthy court battle, Manning was convicted of criminal negligence and violations of EPA regulations, was given a heavy fine, and was sentenced to five years in prison. While in prison, Manning became racked with guilt over the death and devastation his projects had caused. Paroled after serving two and a half years of his sentence, Manning began to devote his life to putting things right. He put his considerable resources to work, investing in detoxification research and in robotics systems designed to clean up areas too contaminated for human beings.

In the midst of these projects, Manning received an invitation to attend an investment symposium at the Monarch Studio "western ranch" sound stages in central Arizona. The symposium was organized for the purpose of raising capital for the creation of protective enclaves for the wealthy in the event of a worldwide ecological collapse. Outraged by the hypocrisy of a project that would shield the most blatant polluters from the products of their own excesses, Manning vowed to wreck the symposium.

Manning outfitted himself with a suit of body armor that functioned as an exoskeleton, greatly amplifying his physical strength. The armor contained devices that produced swirling winds like those of a tornado. Manning also carried a variety of energy blasters and concussion bombs. Thus armed, Manning got onto the Monarch lot disguised in western wear, bringing with him a handful of humanoid robots, also dressed appropriately.

Unknown to Manning, the superheroes Jade and Obsidian (see page 59 of the *Background/Roster Book*) were present on the lot, having been hired to assist in the presentation. Also in attendance were *Daily Planet* reporters Lois Lane and Clark Kent. When Manning and his Terra-men began to break up the symposium, Jade and Obsidian countered the robots' attack, while Kent slipped away from the crowd and assumed his costumed identity as Superman to stop Manning. Manning surprised Superman with the power of his body armor but realized that he was outnumbered when his robots were destroyed by the heroes. Manning swiftly departed, creating a tornado-like vortex to cover his getaway.²

Some weeks later, Manning struck again, this time at the Hell's Gate Landfill in Metropolis. Appearing during a citizen protest of the landfill, Manning publicly proclaimed himself the Terra-Man.

BACKGROUND

Outdoorsman Tobias Manning was a self-made man who amassed a sizable fortune in industry, mainly through the construction of factories and power plants. But one of his joint ventures, a chemical plant in the town of Lookout Peak, was built and maintained so shoddily that local air, soil, and ground water became contaminated. The Environmental Protection Agency had to evacuate the entire town.¹

Scattering personnel in his wake, Manning used his weaponry to burrow underground and detoxify the landfill with his own experimental processes. Unfortunately, Manning's actions liquefied the landfill's soil, and some personnel sank beneath the surface. Superman arrived in time to save most of those pulled underground, but one man could not be resuscitated. During the rescue efforts, Manning disappeared.

Determined to get a lead on Terra-Man, Superman joined Lois Lane in his Clark Kent identity to investigate Manning's background. Uncovering the Lookout Peak connection, Lois suspected that Manning might be hiding out in the deserted town, outfitted herself in a borrowed containment suit, and went there looking for him. Discovering Lois' plans, Superman tracked her to Lookout Peak, arriving in time to free the reporter from Manning's security robot. Manning confronted Superman, promising to turn himself over to the authorities as soon as he finished his work in the town. Superman was skeptical, but Manning eventually proved to be true to his word. Lookout Peak was decontaminated and Manning accompanied Lois to a local Sheriff's office.³

Manning is currently in prison for violation of his parole and is awaiting arraignment on charges of reckless endangerment and manslaughter. He hopes that his trial will bring publicity to the issue of environmental cleanup.

PERSONALITY

Tobias Manning was a ruthless developer until he realized the true long-term cost of his work to the environment. Now he attacks the problems he helped cause with all the zeal of a sinner who has found religion. Unfortunately, Manning has still not learned to look ahead or to think through all the consequences of his actions.

ENDNOTES

1. *Superman* #52
2. *Superman* #46
3. *Superman* #52

TIME-BOMB

DEX: 6	STR: 4	BODY: 4
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 10 HERO POINTS: 10		

•Powers:

Self Link (Bomb): 8

•Skills:

Thief: 5

•Alter Ego: Unknown

•Motivation: Mercenary

•Occupation: Criminal

•Wealth: 1

•Height: 6'

•Weight: 220 lbs.

•Eyes: Unknown

•Hair: Unknown

•Quote: "Blow up real good, don't I?" (*Action Comics* #661)

BACKGROUND

Time-Bomb's origins are a complete mystery, although it is likely that he received his powers due to the gene-bomb detonated by the Dominators during the recent alien invasion. By his own admission, he spent months figuring out his power and working on his timing.

His power is, indeed, attention getting: he can explode his bodily substance and then reform it in a matter of seconds. Time-Bomb can cause either his entire body or select parts of it to explode, evidently at will. These explosions appear to be chemical in nature, involving very little loss of body mass.

Time-Bomb was first seen on the Metropolis waterfront, where he ran into both Superman and Plastic Man (see page 66 of the *Background/Roster Book*). Working together, the two heroes smothered their opponent's explosive force inside Plastic Man's resilient form. Bottling up the explosion in this way apparently turned Time-Bomb's power against him, and he was knocked unconscious.¹

PERSONALITY

Time-Bomb is a nasty, belligerent malcontent.

ENDNOTE

1. *Action Comics* #661

THE TOYMAN

DEX: 2 STR: 2 BODY: 3
 INT: 11 WILL: 5 MIND: 5
 INF: 4 AURA: 4 SPIRIT: 4
 INITIATIVE: 17 HERO POINTS: 55

•Skills:

Gadgetry: 12, Scientist: 8, Weaponry: 2

•Advantages:

Connections: Intergang (High), Toy Industry (Low); Genius; Scholar (Toys)

•Drawbacks:

Catastrophic Irrational Attraction to toys and toy motifs; Serious Irrational Attraction to killing Lex Luthor

•Equipment:

TOY ROBOTS [DEX: 10, STR: 7, BODY: 7, INT: 1, Bomb: 9, Energy Blast: 9, Flight: 13, R#: 2]

Limitation: The robots' Bomb Power goes off and the robots explode if their Current Body Condition is reduced to 2 APs or less.

16 AP ABCD Omni-Gadget Toys (x4)

•Alter Ego: Winslow P. Schott

•Motivation: Psychopath

•Occupation: Toymaker

•Wealth: 7

•Height: 5'4" •Weight: 155 lbs.

•Eyes: Blue •Hair: Light Brown

•Quote: "My argument has never been with the children, Superman ... only with the adults who would neglect or exploit them." (*Action Comics* #657)

BACKGROUND

Winslow Percival Schott, alias the Toyman, is a genius-level inventor with a remarkable grasp of micro-electronics, robotics, and high-energy physics. How and where he obtained this expertise is not known. For four decades, Schott was one of England's most accomplished toymakers, highly regarded by his peers.

Unfortunately, when a change in management put Walter Dunhill in charge of production at the John Bull Toy Company, Schott was told that his toy concepts were outmoded and he was fired. The enraged Schott swore vengeance, and over the next few months, he murdered Dunhill and four other company stockholders, each time using specially crafted toys as his weapons. As the killings

continued, British newspapers began referring to the unknown murderer as the Toyman. When the British heroine Godiva joined the investigation, she soon uncovered Schott's involvement, but she also found the Toyman well-prepared for her. Godiva barely escaped with her life from Schott's deadly toys.

The Toyman, meanwhile, escaped to the United States, where he planned to kill the man who had initiated the changes at John Bull Toys: Lexcorp CEO Lex Luthor. Establishing a secret lair in Metropolis, the Toyman began using his dangerous toys to rob Lexcorp subsidiaries for funds to finance his vengeful schemes.

Warned of the Toyman's activities by British Intelligence, Superman thwarted the Toyman's first attempt on Luthor's life. Evading a squadron of Schott's explosive action figures, Superman managed to locate the Toyman's hideaway. He arrived to find signs of a struggle and the Toyman missing.¹

The Toyman had been knocked out and abducted by a team of Wall Crawlers from the Intergang crime cartel. When he regained consciousness, Schott discovered that he was the guest of Morgan Edge, chairman of Galaxy Communications and the secret head of Intergang. Edge struck a bargain with Schott, and for many months the Toyman worked in secret, studying and adapting exotic weaponry from the world of Apokolips (brought to Earth through Edge's contacts with the underlings of Darkseid) for use by Intergang.²

With the arrest and conviction of Morgan Edge on racketeering charges,³ the Toyman began to use his position and resources in Intergang to renew his personal vendetta against Lex Luthor and Lexcorp. Schott arranged for the children of high-ranking Lexcorp executives to receive toys of his own special design. These toys started coming to life for their young owners, spiriting them away to a wondrous Toyland that the Toyman had built amid the ruins of the old Happyland amusement park.

As more and more children were kidnapped, Superman began to keep watch over possible victims and soon tracked the young abductees to Schott's Toyland. Alerting the authorities, Superman stood up to the Toyman's Intergang guards, and the children were reunited with their parents.⁴



Soon afterward, Intergang contracted Professor Thaddeus Killgrave (see page 85) to free Schott from police custody. Killgrave and the Toyman then collaborated in the reconstruction of Happyland.⁵

The Toyman is still at large.

PERSONALITY

Schott sincerely loves children and would love to spend his time doing nothing more than creating toys for their amusement. However, he has accepted the greed and corruption of the world and goes along with it so far as it allows him to pursue his own goals.

ENDNOTES

1. *Superman* #13, Schott's history is reported to Superman by British Intelligence agents.
2. *Action Comics* #657, Schott's memories of his abduction by Intergang.
3. *Action Comics* #654
4. *Action Comics* #657
5. *The Adventures of Superman* #475



THE UNION

(Includes Word-Bringer and Eon)

WORD-BRINGER

DEX: 5 STR: 3 BODY: 5
INT: 10 WILL: 7 MIND: 8
INFL: 5 AURA: 4 SPIRIT: 7
INITIATIVE: 20 HERO POINTS: 75

•**Powers:**

Force Field: 15, Telekinesis: 20

•**Skills:**

Gadgetry: 13, Scientist: 13, Vehicles (Space): 10

•**Drawbacks:**

Forced Exile

•**Alter Ego:** Hfuhruhurr

•**Motivation:** Psychopath

•**Occupation:** Missionary

•**Wealth:** 21

•**Height:** 7'6" •**Weight:** 260 lbs.

•**Eyes:** White •**Hair:** None

•**Quote:** "Life, as you know it, is an unnatural state." (*The Adventures of Superman Annual #1*)

EON

DEX: 16 STR: 26 BODY: 19
INT: 12 WILL: 13 MIND: 12
INFL: 10 AURA: 10 SPIRIT: 10
INITIATIVE: 38 HERO POINTS: 200

•**Powers:**

Energy Blast: 20, Flight: 18, Growth: 15, Mind Blast: 14, Mind Probe: 14, Molecular Chameleon: 12, Shrinking: 10, Stretching: 15

•**Bonuses:**

Miscellaneous: Eon may use its Molecular Chameleon Power to alter its own body composition at will.

•**Advantages:**

Connection: Word-Bringer (High)

•**Drawbacks:**

Innocent

•**Motivation:** Responsibility of Power

•**Occupation:** Personification of the Union

•**Wealth:** Not Applicable

•**Height:** Variable

•**Weight:** Variable

•**Eyes:** White

•**Hair:** White

•**Quote:** "Our powers are derived from our infinite knowledge."

(*The Adventures of Superman #452*)

BACKGROUND

Hfuhruhurr is a demented "holy man" from another planet who believed that true enlightenment could be achieved only through the dissolution of the flesh and the union of minds. To bring this enlightenment to the masses, he set out dissolving the flesh of "converts" and collecting their brains in preservative fluid tanks. As he often did this against their will, Hfuhruhurr's proselytizing resulted in his being driven from his home world.

Hfuhruhurr, however, would not be deterred from bringing the word to the unenlightened. He journeyed through the cosmos as the Word-Bringer, finding new acolytes and raising them to a state of grace through mental union, whether they liked it or not. With each new brain he collected, Hfuhruhurr became more powerful, for he was able to tap the communal mental energy of the Union and wield

great psychokinetic power. Eventually, the Word-Bringer came to Earth, where he "enlightened" the entire population of Trudeau, South Dakota.

When state and federal authorities discovered that the 2,547 people of Trudeau were missing, several investigators were sent in. When they disappeared as well, the President called Superman.

Superman searched the deserted town, only to be attacked by a strange amorphous monster. He resisted the attack and followed the monster into the town's storm sewers. From there, the trail led to a subterranean cavern, where Superman finally met the Word-Bringer. Hfuhruhurr held him at bay with the combined mental energies of the former inhabitants of Trudeau as he tried to sell the Man of Steel on the merits of the Union. The amorphous monster, he revealed, had been created from the raw materials left



over after the townspeople had been joined in the Union. Superman was outraged and set out to avenge the people of Trudeau. Realizing that his new captive was too powerful for him to control, Hfuhruhurr set the monster against him and abandoned both the Earth and his newly collected brains.

With the Word-Bringer gone, the brains were able to communicate telepathically with Superman. They asked him to cut off their life support equipment and kill them, but he could not bring himself to carry out that request. However, the brains then psionically rendered Superman unconscious, so that he could not stop them, and they terminated themselves.¹ To prevent a panic, the government later claimed that the citizens of Trudeau had died from a toxic gas leak.

Months later, during a self-imposed exile in space, Superman came across a planet whose inhabitants had suddenly, mysteriously vanished. Everywhere he went on that world, he saw evidence of the Word-Bringer's handiwork. Searching with his remarkable super-vision, Superman detected an ion trail that led him to an enormous starship. Within that ship, he found a corridor half a mile long, lined with chambers holding brains from inhabitants of countless worlds.²

Superman was able to communicate with one of the brains, who revealed that it had been part of the Union for more than 8,000 Terran years. As this information was beginning to sink in, Hfuhruhurr showed himself. He did not recognize Superman until the Man of Steel sprang to the attack. Then the Word-Bringer recalled his previous resistance and retaliated psychokinetically. Superman continued to resist and was robbed of his consciousness by the Union. When he came to, Hfuhruhurr was gone. The starship was so huge that Superman spent two hours searching it for some sign of the Word-Bringer. He finally cornered Hfuhruhurr in a laboratory chamber, where the demented missionary was in the process of creating a new synthetic material form for the Union: a form that called itself Eon.

Eon attacked Superman, trying to terminate him and bring his mind into the Union. Their battle raged throughout the starship. When the combat caused the protective chamber of one of the venerable brains to shatter, Superman immediately stopped fighting and did everything in his power to save it. He could not. The Union was puzzled by Superman's actions and wanted to know why he would try to save one of them if he had been so against the discorporations on

Earth. Superman explained to the Union that the people of Trudeau had been disembodied against their will, and he argued for the value of individual life. The Union considered this argument, and when Hfuhruhurr arrived and demanded that they kill the Man of Steel, they refused. The Union decided to live through Eon and keep the Word-Bringer under their control. They swore that, in the future, they would accept into the Union only those beings who were near death and were willing to join them. Accepting this solution, Superman soon departed, leaving them to their endless journey through the cosmos.³

PERSONALITY

The Word-Bringer is smug and self-righteous, convinced that he has found the one true path to enlightenment. Somewhat hypocritically, he is unwilling to embark on that path himself.

Eon contains the combined intellect of the Union but is unused to existence as an individual entity. It can be highly indecisive at times, while firm of purpose at others, depending on its state of mind.

ENDNOTES

1. *The Adventures of Superman Annual #1*
2. *Superman #29*
3. *The Adventures of Superman #452*

SUPERMAN

VIII: Superman's Fellow Heroes

GANGBUSTER

DEX: 8 STR: 5 BODY: 5
 INT: 5 WILL: 6 MIND: 5
 INFL: 5 AURA: 5 SPIRIT: 6
 INITIATIVE: 22 HERO POINTS: 40

•Skills: *linked

Acrobatics: 8*, Martial Artist: 8*, Thief: 8*,
 Vehicles: 8*, Weaponry: 8*

•Advantages:

Area Knowledge (Suicide Slum);
 Connections: Superman (High), Metropolis
 Police Department (Low); Intensive Training;
 Lightning Reflexes

•Drawbacks:

Secret Identity

•Equipment:

BODY ARMOR [BODY: 7]
 Billy Club (x2) [BODY: 2, EV: 4]

•Motivation: Seeking Justice

•Alter Ego: José Delgado

•Occupation: former Teacher, Bodyguard

•Wealth: 2

•Height: 5'9"

•Weight: 170 lbs.

•Eyes: Brown

•Hair: Black

•Quote: "I can make a difference in this life.
 I've got to try to help others! What else makes
 life worth living?" (*The Adventures of
 Superman* #434)



BACKGROUND

José Delgado grew up in the streets of Metropolis' notorious Suicide Slum. The survival instincts that he honed as a member of a street gang contributed to his later success as a Golden Gloves boxing champion. But it was the kindness and compassion of a teacher that inspired José to study and learn, breaking himself away from the cycle of gang violence. Winning a full scholarship to the University of Metropolis, Delgado earned a degree in education and eventually returned to teach in his old neighborhood's high school. Well liked by his students, José often found himself in the role of mediator, making peace between rival street gangs.

When a tenement fire threatened the lives of several children, Delgado tied a damp cloth over his face and leapt into the building to save them. There, he encountered *Daily Planet* reporter Lois Lane on the same errand of mercy. Once the children were safe, José disappeared into the night. Lane later met the unmasked Delgado, and they became involved in an investigation of businessman Lex Luthor's scheme to recruit street gangs both for his private security force and for subjects in Project Synapse, his experiment in bio-engineering superbeings to oppose Superman.¹ After surviving repeated attacks by Luthor's forces in both of those issues, Delgado created the identity of Gangbuster to strike back. Together, Superman and Gangbuster broke up the army of street gangs organized by Luthor's underlings, but Luthor himself avoided implication in their crimes. Although troubled by its vigilante aspects, José found that he could accomplish a great deal of good in his masked identity and so decided to continue operating as Gangbuster.²

About this time, Delgado also developed a romantic interest in Lois Lane, an interest that Lois did not discourage. While they were together at a movie, Lois became the target of a heavily armored warrior called Combattor, the product of Luthor's Project Synapse. José became Gangbuster to rescue Lois and found himself embroiled in a desperate battle. The fight ended when Combattor died suddenly, a victim of his own power. But Gangbuster suffered a broken spine and was told that he would never walk again.³

After his discharge from the hospital, Advanced Research Laboratories offered Delgado a chance to regain the use of his legs through an experimental microchip implant the firm had developed. José readily accepted the offer.⁴

While José was going through the delicate surgery and adjusting to the implant, a new Gangbuster surfaced. This Gangbuster was actually Superman, who was temporarily suffering from a psychosis brought on by an encounter with Brainiac.⁵ The fact that Superman briefly adopted the guise of Gangbuster is not generally known to the public.

Not long after Delgado began to walk again, he discovered that Advanced Research Laboratories was a wholly owned subsidiary of Lexcorp.⁶

Moreover, he soon found that the implant allowed Luthor to control him as if he were a puppet. Luthor had José outfitted in a special suit of body armor and sent him to attack Professor Emil Hamilton. Hamilton was able to shut down the control signal and free José from Luthor's domination, although Luthor again managed to evade blame for his criminal activities.⁷

José continued to operate as Gangbuster, using the modified Lexcorp armor until it was wrecked when he tried to defend Lois Lane from the attack of the giant robot, Turmoil. Delgado was again hospitalized, but his implants continued to function.⁸ After his release, José found that his life had fallen apart. He had lost his teaching job, his relationship with Lois had ended,⁹ and he was evicted from his apartment building after it was acquired by a Lexcorp holding company.¹⁰ In desperation, José accepted a job offer from Joe Morgan to guard his ex-wife, Catherine "Cat" Grant, who was the chief prosecution witness in the racketeering trial of Intergang boss Morgan Edge. José saved Cat from one kidnapping attempt by Intergang operative Blindspot and as Gangbuster later teamed up with Superman and Batman to rescue her from the assassin Chiller and a squad of Intergang Shock Troops.¹¹

Currently unemployed, Delgado continues to act as Gangbuster in the cause of justice.

PERSONALITY

Delgado is a sincere, hard-working individual who assumed the role of a hero because he believed he could make a difference. By acting as Gangbuster, he thinks he can help people through some of life's rough spots and perhaps pay back all the people who helped him through his own troubled youth.

ENDNOTES

1. *The Adventures of Superman* #432-3
2. *The Adventures of Superman* #432-434
3. *The Adventures of Superman* #437
4. *The Adventures of Superman* #445
5. *The Adventures of Superman* #445-6
6. *The Adventures of Superman* #448
7. *The Adventures of Superman* #450-1
8. *The Adventures of Superman* #456, *Action Comics* #643
9. *Superman* #37
10. *Superman* #42-3
11. *Superman* #43-4, *Action Comics* #654

THE GUARDIAN

DEX: 9 STR: 5 BODY: 6
INT: 7 WILL: 6 MIND: 5
INFL: 5 AURA: 5 SPIRIT: 6
INITIATIVE: 25 HERO POINTS: 50

•**Skills:** *linked

Acrobatics: 9*, Detective: 7, Martial Artist: 9*, Thief: 9*, Vehicles: 9*, Weaponry: 9*

•**Advantages:**

Area Knowledge (Cadmus Project); Connections: Cadmus Project (High), Newsboy Legion (High), Metropolis Police Department (Low), Superman (Low); Intensive Training; Lightning Reflexes

•**Drawbacks:**

Secret Identity

•**Equipment:**

Shield [BODY: 14, EV: 8]

Note: The Guardian can use the shield as a makeshift club or use it to perform the Block maneuver (see the Rules Manual, page 23).

•**Motivation:** Upholding the Good

•**Alter Ego:** James Harper

•**Occupation:** Cadmus Project Security Chief

•**Wealth:** 5

•**Height:** 6'1" •**Weight:** 205 lbs.

•**Eyes:** Blue •**Hair:** Brown

•**Quote:** "Stopping Superman could prove difficult... I may need backup." (*Superman Annual #2*)

BACKGROUND

Decades ago, Jim Harper was just a young rookie cop assigned to Suicide Slum, the toughest neighborhood in Metropolis. One day, after going off duty, Jim was beaten by a band of hoodlums. As his attackers wandered off into the night, the groggy Harper, his clothing in tatters, got to his feet and lurched after them. Pausing in the doorway of a local costume shop, he was surprised when the door, left unlocked by a careless cashier, swung open at his touch. Wondering what to do next, Harper's eye settled on a protective crash helmet. Seized with inspiration, Jim outfitted himself with a sleek costume, complete with gloves, boots and mask. Fitting the helmet into place, Harper scooped up an ornamental metal shield and, leaving behind enough cash to cover his secret purchase, strode off in pursuit of his attackers.

The masked Harper soon traced his quarry to a nearby pool hall. With the protection of his helmet and shield and with surprise now on his side, he made fast work of the hoodlums. As he checked their wallets for identification, Harper discovered thick wads of cash, bearing serial numbers identical to those from the money paid in the ransom of a recent kidnapping. As the masked man tied them up, one of the thugs demand to know who he was. Realizing that letting his name get out could land him in hot water at the precinct house, Jim blustered a bit, saying that he was just a guardian of society. As the wail of sirens approached, Harper ran off into the night. When he observed the positive impact he had made on neighborhood morale by being mistaken for a mystery-man while arresting the kidnappers, Harper decided to continue his costumed crime fighting career as the Guardian.

Back on duty the next day, Patrolman Harper apprehended four young newsboys in the act of committing some petty thievery. When they were brought into court, the judge was ready to send them to a juvenile institution. Harper, perhaps remembering his own hardscrabble youth, persuaded the judge to let him take responsibility for the four orphans.¹ In the years that followed, Jim Harper saw to it that his ragtag Newsboy Legion stuck to the straight and narrow, often helping them out of rough spots as the Guardian.²

The boys grew up and moved out of the old neighborhood, and Jim Harper put his Guardian suit away and retired. Years later, after the former Newsboys had become associated with the top-secret Cadmus Project, they discovered that their old protector was suffering from the infirmities of injury and age. With the amazing genetics laboratories of the Project at their disposal, the "boys" were able to give Harper a new lease on life, transferring his mind into a newly cloned body. Harper again became the Guardian — stronger, faster, and more nimble than ever — and went to work at the Project as head of security.³

When the Apokolipsian monster Sleeze gained entry to the Project, he took control of the former Newsboys and forced them to clone youthful copies of themselves for unknown nefarious purposes. Sleeze was eventually put to rout by a team effort of the Guardian, Superman, and the newly cloned Newsboy Legion. After many years, Jim Harper found himself looking out for a new generation of the Newsboy Legion.

In addition to his work at the Cadmus Project, the Guardian recently came to the defense of Metropolis when Superman disappeared during an alien invasion.⁴ Acting in that capacity, he helped bring Superman to his senses when the Man of Steel was suffering from a mental imbalance that had him masquerading as Gangbuster.⁵ Months later, the Guardian helped Jimmy Olsen track down and rescue his mother from Mekkari and Simyan, two renegade creations of Cadmus founder Dabney Donovan.⁶ When Superman suffered a temporary loss of his powers, the Guardian joined with him and Gangbuster in safely ending a hostage situation at the Stryker's Island Maximum Security Prison.⁷

The Guardian recently sustained injuries while defending the Project from a giant green clone of Jimmy Olsen, another of Dabney Donovan's creations. He is mending nicely and will soon be back on the job.⁸

PERSONALITY

Although he is the product of an earlier generation, Jim Harper is a principled man who has not let the passage of time dull his ideals. Indeed, it was the example of men such as the Guardian who set the stage for today's Superman.

ENDNOTES

1. *Star-Spangled Comics* #7
2. *Star-Spangled Comics* #7-63
3. *Superman Annual* #2
4. *Superman* #26
5. *Superman* #27, *The Adventures of Superman* #450
6. *Superman* #43
7. *Action Comics* #659
8. *Superman* #54-6, Newsboy Legion storyline.

RAMPAGE

DEX: 7 STR: 2° BODY: 3
INT: 8 WILL: 8 MIND: 4
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 18 HERO POINTS: 35

•Powers: *linked

Energy Absorption: 12, Growth: 0, Jumping: 0*

•Skills: *linked

Gadgetry: 8*, Scientist: 8*

•Limitations:

Power Restriction: Energy Absorption can only be used to absorb solar energy; Miscellaneous: For every AP of energy that she absorbs, Rampage adds 1 AP to her Growth Power; Rampage's Jumping Power cannot be used until her STR reaches 7 APs or greater, at which point she can use the Power at its linked APs.

•Advantages:

Connections: Starman (High), S.T.A.R. Labs (High), Superman (Low), *Daily Planet* (Low); Genius; Scholar (Thermodynamics)

•Drawbacks:

Secret Identity; Miscellaneous: Energy Absorption is actually unlimited: without her energy harness to inhibit her body's processing of solar energy, Rampage would grow out of control and eventually explode.

•Equipment:

ENERGY HARNESS [BODY: 6, Energy

Absorption: 12]

Miscellaneous Drawback: The harness serves only to keep Rampage's Energy Absorption and Growth Powers under control.

•Alter Ego: Karen Lou (Kitty) Faulkner

•Motivation: Upholding the Good

•Occupation: Research Scientist

•Wealth: 6

•Height: 5'2" (as Kitty), 8' to 10" (variable, as Rampage)

•Weight: 125 lbs. (as Kitty), variable (as Rampage)

•Eyes: Brown

•Hair: Brown (as Kitty), Red (as Rampage)

•Quote: "...I suppose I could look worse, though. After all, it's not every woman who can say she went one-on-one with Superman!" (*Superman* #24)

BACKGROUND

Kitty Faulkner was a research scientist working on the development of a new pollution-free energy source for a competition sponsored, in part, by the *Daily Planet*. Dr. Faulkner was showing off her installation to reporter Lois Lane when co-worker Dr. Thomas Moyers, arguing about potential dangers, melodramatically shut down its safety systems. In the resulting explosion, a mysterious form of energy was discharged into Faulkner. Miraculously, she was not killed. In some manner not yet fully understood, Kitty's body absorbed much of the explosion and was stimulated to store and process additional energy (particularly solar radiation) at an unusually rapid rate.

As a result, Faulkner was transformed into a giant, swiftly gaining height, mass, and correspondingly superhuman strength. Her facial features, skin tone, and hair color were also affected, and the surge of energy through her body caused her to become uncontrollably angry and destructive. As the maddened giantess tore a swath of damage across Metropolis, one radio pundit called her Rampage, and the name stuck.

Superman went toe to toe with the ever-growing Rampage, taking a number of devastating punches before he was finally able to draw off her excess energy into his own body in much the same way his cells ordinarily absorb solar energy. His body feeling as though it were on fire, Superman then flew into a raging storm front, where he made use of lightning to help him discharge the excess energy. Kitty regained her normal size, appearance, and demeanor. She seemed, at least at first, to have suffered no permanent damage.¹

After a few months, however, Dr. Faulkner began to experience side-effects from her energy exposure. Her body began to weaken and falter; she was dying. It was at this point that Tom Moyers re-entered her life, offering the hope of a new, experimental treatment. Desperate, she accepted his offer.

What Moyers discovered was that the initial explosion had caused Faulkner's body to undergo a radical metamorphosis. She now required a certain controlled exposure to solar and cosmic energy in order to maintain her health and vitality. To that end, Moyers designed a regulator collar, supposedly to maintain the proper amount of exposure. But the slippery Moyers had another, ulterior motive. With the regulator in place, he was able to transform Kitty

into Rampage again, a Rampage whom he was able to control with proper ultrasonic frequencies.

Moyers used Rampage to take his revenge on the political campaign of presidential hopeful Herbert Forrest. Senator Forrest was a former patron of Moyers, and both had been involved in so many shady deals that Moyers did not dare participate in any public exposés. Night after night, Rampage made forays against the Forrest campaign. Finally, Superman discovered what was going on and helped Rampage free herself from Moyers' hold. Moyers went to jail, Forrest gave up his presidential bid in order to fight several major indictments, and Dr. Faulkner, her health restored and her powers now firmly under control, accepted a position with S.T.A.R. Labs.²

Kitty displayed a talent for administration as well as research, and she was soon rotated to S.T.A.R.'s Phoenix laboratory. There, she befriended Starman, helping him out a number of times,³ once even in her Rampage identity.⁴

Kitty's next assignment for S.T.A.R. has yet to be determined.

PERSONALITY

Kitty Faulkner is an intelligent, sensitive individual with a quick, wry wit. When she is Rampage, she is more quick-tempered and impulsive than normal.

ENDNOTES

1. *Superman* #7
2. *Superman* #24
3. *Starman* #17, 13-14, 20
4. *Starman* #25





SINBAD

DEX: 2	STR: 2	BODY: 2
INT: 3	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 3
INITIATIVE: 7	HERO POINTS: 20	

•Powers:

Force Field: 1, Mind Probe: 1, Telekinesis: 1, Telepathy: 1

•Advantages:

Connection: Lexcorp (Low)

•Drawbacks:

Mistrust; Public Identity

•Equipment:

BELT [BODY: 8, Enchantment: 15, R#: 2]

Limitation: the Belt's Enchantment Power only affects its wearer.

Note: Even though the belt's abilities are treated exactly like the Enchantment Power, it is technological in nature, not magical.

•Alter Ego: Davood Nassur

•Motivation: Upholding the Good

•Occupation: Student

•Wealth: 1

•Height: 5'3" •Weight: 120 lbs.

•Eyes: Brown •Hair: Black

•Quote: "It sure felt great to fly... and to have all that strength! I even took out Superman!" (*The Adventures of Superman* #471)

BACKGROUND

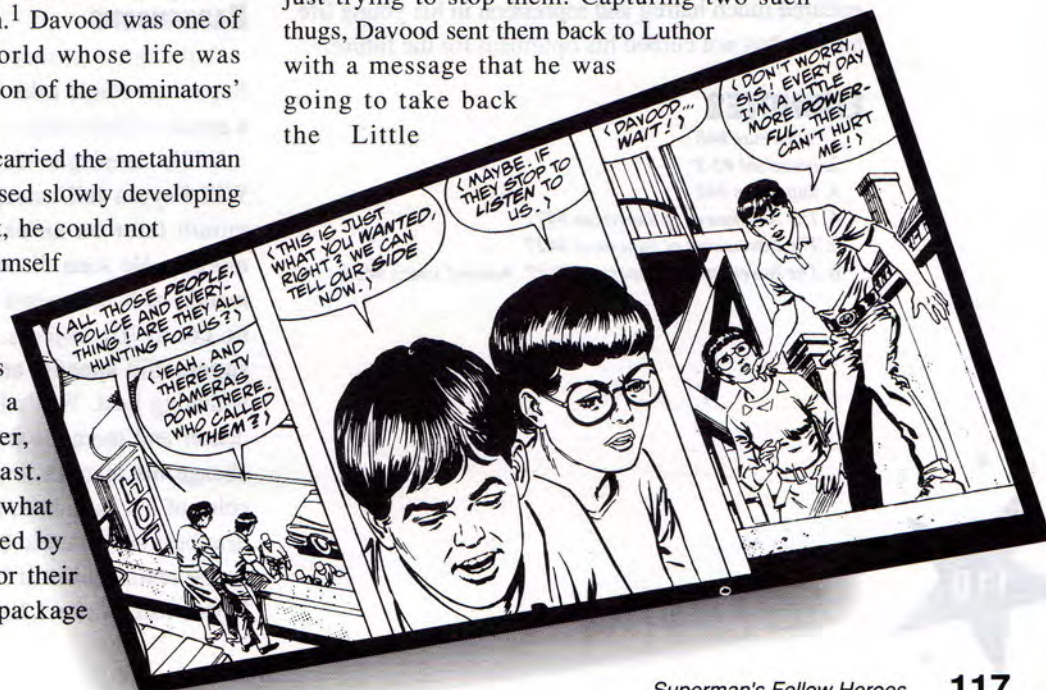
Davood Nassur is the eldest son of a Quraci family, who immigrated to the United States to escape the repressive rule of the late Shah.¹ Davood was one of many people around the world whose life was affected by the orbital detonation of the Dominators' gene bomb.²

Davood discovered that he carried the metahuman gene and found that he possessed slowly developing psychokinetic powers. At first, he could not do much more than levitate himself a few inches off the ground or make a fork float in mid-air. But when Davood and his sister Soraya intercepted a package from a dying courier, things began to happen fast. Before they could figure out what to do next, they were attacked by armored assassins. Running for their lives, Davood tore open the package

and found that it contained a prototype power belt. Impulsively strapping it on, Davood discovered that it amplified his psionic powers tremendously. He was able to ward off bullets with a self-generated force field, to knock one assassin right out of his armor, and to fly himself and his sister away. The assassins pursued them, and Davood began using his powers to pick them off one by one. When Superman intervened, Davood left him stunned as well.³

One of Luthor's operatives had stolen the belt from the international weapons cartel known as DMT, and Lex wanted it badly. Learning that Soraya was one of his employees, he called her in to recover the belt. But Davood was suspicious of Luthor and used the belt to rescue Soraya from the industrialist's clutches. Playing on anti-Arab hatreds, Luthor responded by concocting a story about Davood, calling him Sinbad and describing him to the authorities as a dangerous terrorist.⁴ Superman was also trying to find Davood but was making little headway. The city's Quraci community remembered Superman's assault on the Quraci armed forces of President Marlo and so did not trust him.⁵

Assuming his identity as Clark Kent, the Man of Steel began to make contact with Davood's family, but then Luthor sent in police impersonators to take the Nassurs prisoner. Clark managed to save the Nassurs without revealing his powers and sent them to stay with friends. Luthor also sent out a band of costumed thugs to commit terrorist acts under the name of Sinbad, keeping Davood and Soraya busy just trying to stop them. Capturing two such thugs, Davood sent them back to Luthor with a message that he was going to take back the Little



Qurac district from Luthor's bullies and then come for Lex. Luthor moved a private SWAT team into the neighborhood, and when Davood showed himself to tell his story for the TV camera, he and his sister were ruthlessly attacked. Only Superman's timely arrival saved Soraya's life.

At that time, Lex Luthor knew he was slowly dying of radiation poisoning and had begun to act more recklessly than in previous years. While trying to obtain the power belt from Davood, he struck a bargain with DMT, which supplied him with a gigantic aerial bomb. DMT claimed that the bomb could kill Superman, and when the Man of Steel intervened in the attack, Luthor activated the bomb.

Working together, Superman and Davood contained the force of the explosion, saving Metropolis from destruction, but Davood's belt burned out in the effort. Superman saved the youth from a deadly fall, while Luthor took to the airwaves to deny any connection with the hate campaign he had engineered and to praise Davood Nassur for saving the city.

Clark Kent later arranged for Soraya to interview for a secretarial position at the *Daily Planet*, and Davood went back to his studies. He continues to help out at his family's small grocery store, his powers now back to their previous levels.⁶ But who can say what tomorrow may bring?

PERSONALITY

Davood Nassur is an energetic, outgoing teenager, proud of his family and his people. He has already endured much hatred and repression in his young life, but this has not curbed his optimism for the future.

ENDNOTES

1. *Superman* #48
2. *Invasion!* #2-3
3. *Superman* #48
4. *The Adventures of Superman* #471
5. *The Adventures of Superman* #427
6. *The Adventures of Superman* #427, *Action Comics* #658

STARMAN

DEX: 7	STR: 10	BODY: 7
INT: 5	WILL: 5	MIND: 5
INFL: 5	AURA: 4	SPIRIT: 5
INITIATIVE: 16 HERO POINTS: 55		

•Powers:

Chameleon: 9, Density Increase: 2, Flame Project: 11, Flash: 11, Flight: 13, Power Reserve: 6, Skin Armor: 5

•Skills:

Artist (Writer): 3

•Advantages:

Connections: Power Girl (Low), Superman (Low), S.T.A.R. Labs (High); Insta-Change

•Drawbacks:

Secret Identity; Miscellaneous: Starman's body is no longer even remotely human, except in appearance: he loses his passive human senses (such as smell and taste) if he does not make a conscious effort to use them, he does not require sleep, and he must force himself to breathe in order to appear normal.

•Alter Ego: William Payton

•Motivation: Upholding the Good

•Occupation: Freelance Editor

•Wealth: 5

•Height: 6'1"

•Weight: 400 lbs.

•Eyes: Brown

•Hair: Brown

•Quote: "After all you did for me, giving you a charge of solar energy is the least I could do!" (*Action Comics* #645)

BACKGROUND

Although Starman does not appear regularly in Superman comic titles, he and the Man of Steel have a special relationship which merits him a mentioning.

While camping in the Rocky Mountains of Colorado, Will Payton fell asleep one night, only to awake a month later on an examination table in a county morgue. He soon discovered that during his missing month, he had acquired awesome powers and abilities: he could lift objects weighing many tons, fly at supersonic speeds, and radiate blinding light and withering heat. Will's body had become considerably denser and more durable, and he found that he could change his features, even to the point of altering the color of his skin, hair, and eyes.¹ He no longer had a heartbeat or needed to breathe, and he eventually came to the realization that he was no longer human. Will Payton had, in effect, become a living star.²

Will soon discovered that the arch-conservative Hutchings Institute, in an attempt to create a new breed of superbeings, a Power Elite who adhered to their own narrow view of the world, launched an experimental satellite designed to channel exotic stellar energies into their test subjects. But something went wrong. A piece of space junk struck the orbiting satellite, knocking it off course. Before it could self-destruct, the satellite released an energy beam that struck the sleeping Will Payton. Will was thrown into a deep, death-like coma, and during the weeks that passed, his body's molecular structure changed, transforming him into a new life form³.

At first confused and disturbed by what had happened to him, Will returned to his home town of Phoenix, Arizona, where he revealed his new powers to his sister, Jayne. Delighted, she persuaded him to adopt a superhero identity. She even designed and created a costume for him. When an emergency arose in Phoenix, Starman was born. Will created a new face and voice for Starman so that his heroic identity appears to be a totally different person.⁴

After helping battle an alien invasion of Earth, he helped his friend Kitty Faulkner battle a villain called the Parasite. When Parasite leached off half of Superman's power, Starman helped put the villain away and then used his solar powers to recharge the Man of Steel.⁵ A true friendship was formed that day.

When Superman lost his powers on another occasion because of Lex Luthor's use of what he claimed to be "red kryptonite," Starman helped Superman by masquerading as the Man of Steel.⁶

Starman returned to Phoenix, where he continues to battle injustice.

PERSONALITY

Abandoned by his father at the age of 6, Will grew up quickly to watch over his sister and to help his mother hold the family together. He has since learned how the actions of a single individual can affect many lives. A friendly, down-to-earth guy who suddenly had great power thrust upon him, Will Payton is a survivor and a hero.

ENDNOTES

1. *Starman* #1
2. *Starman* #7
3. *Starman* #11
4. *Starman* #1
5. *Starman* #14, *Action Comics* #645
6. *Superman* #50

THE THORN

DEX: 6	STR: 3	BODY: 4
INT: 4	WILL: 5	MIND: 4
INFL: 3	AURA: 4	SPIRIT: 3
INITIATIVE: 17		HERO POINTS: 40

•Skills: *linked

Acrobatics: 6*, Charisma: 5, Detective: 4, Martial Artist: 6*, Military Science (Tracking): 4*, Thief: 6*, Weaponry: 6*

•Advantages:

Connections: Booster Gold (Low); Intensive Training; Lightning Reflexes

•Drawbacks:

Catastrophic Psychological Instability: The Thorn suffers from a classic case of multiple schizophrenia. Rose Forrest is unaware that she is the Thorn, and the Thorn considers Rose her sister. Neither identity has any knowledge of her activities as the other.

•Equipment:

Explosive Thorn [BODY: 1, Bomb: 5, R#: 2]

Smoke Thorn [BODY: 1, Fog: 5, R#: 2]

Flash Thorn [BODY: 1, Flash: 5, R#: 2]

Acid Thorn [BODY: 1, Acid: 5, R#: 2]

5 AP C Omni-Gadget Thorns (x5)

•Alter Ego: Rose Forrest

•Motivation: Seeking Justice

•Occupation: Creative Director at Advertising Agency

•Wealth: 7

•Height: 5'8" •Weight: 125 lbs.

•Eyes: Blue (wears green contact lenses as the Thorn)

•Hair: Blond (disguised by an auburn wig in her identity as the Thorn)

•Quote: "Thorn? Hmm, I haven't heard of her in a long time! I wonder where she's been?" (Booster Gold #4)

BACKGROUND

Rose Forrest is believed to have suffered a psychological trauma as a young girl, which created multiple personalities. The cause of this trauma is not known. Very little, in fact, is known about Rose's formative years. As a child, she discovered a secret door in a room of her old family brownstone in Metropolis.¹ That door led through an old underground passage used by bootleggers during Prohibition to an abandoned costume shop. There, Rose found a bizarre

costume and weapons cache created years before by costumer Albert Talbot, as part of an aborted scheme to outfit a woman of his acquaintance as a costumed criminal.² Rose never told anyone about the passageway, keeping it her secret.

As Rose grew older, her police officer father, Phil Forrest, personally schooled her in the arts of self-defense.³ By the time Rose was 20, her father had risen to the rank of Detective Sergeant in the Metropolis Police Department. One night while he was investigating a theft ring, Forrest and his partner, Detective Daniel Stone, were caught in a gun battle with members of the 100, a powerful Metropolis crime syndicate. Stone was wounded slightly but insisted that he would be all right, encouraging Forrest to go after the gunmen. The gunmen fled from the scene in a car, and Forrest pursued them in his own vehicle, bringing the chase to an abrupt end when he rammed the felons' car on a waterfront pier. But the chase had led him into an ambush. Forrest's car was riddled with bullets and dumped into Hob's River.

The next morning, acting on an anonymous tip, police divers began searching the river bottom. Rose insisted that Detective Stone take her with him to the site, and they arrived just as the car bearing her father's body was dredged from the river. Faced with the sudden realization of her father's death, Rose collapsed in shock. Rose was hospitalized and spent two days in a catatonic stupor, rising only at night to pace her room like a crazed sleepwalker. Eventually, Rose snapped out of her stupor and was released from the hospital.

Her first night back in the old family brownstone, her other personality awoke while Rose slept. Taking over Rose's sleeping form, the other personality directed the body down the secret passageway that Rose had discovered so many years before. Entering the abandoned costume shop, the young woman donned the bizarre costume and covered her short hair with a flowing auburn wig. Then the Thorn slipped out into the night to begin her war on the 100 to avenge her father's death.⁴

This routine continued for many months, with the gentle Rose Forrest going about her life, unaware that each night, she stalked the streets of Metropolis as the Thorn. The Thorn clashed with the 100 again and again, wrecking their criminal operations, delivering their gunmen to the police, and disappearing into the night. Once the last of the 100 were behind bars, the Thorn disappeared and was not seen for some time.

After a few years, certain members of the 100 were released from prison and joined with new backers to form the 1000. When the self-made superhero Booster Gold was captured by the 1000, he was surprised to find himself rescued by the Thorn. Time had not dimmed the Thorn's savagery, although she had modified her costume somewhat and was wearing what appeared to be some sort of a knee brace. After helping Booster clear out the 1000's hideaway, the Thorn again slipped away into the night.⁵

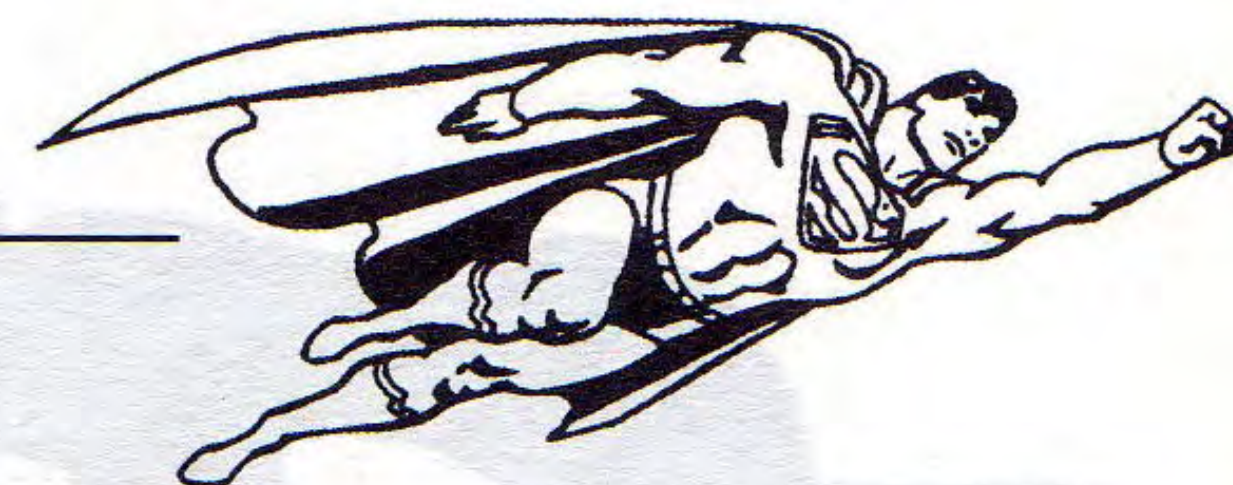
In her waking hours, Rose Forrest has become a creative director for McClellan & Johnson, a major Metropolis advertising agency.

PERSONALITY

To this day, the shy Rose Forrest does not know she is the Thorn. The Thorn, however, is quite aware of her gentler "sister" and eagerly awaits new opportunities to wage her war against crime. Her two personalities are very different in appearance and body language; Rose is always very effacing, while the Thorn boldly stands tall.

ENDNOTES

1. *Lois Lane* #105
2. *Lois Lane* #120
3. *Lois Lane* #112
4. *Lois Lane* #105
5. *Booster Gold* #3



WONDER WOMAN

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

- Powers:** Directional Hearing: 4, Flight: 14, Running: 7, Swimming: 6, Telescopic Vision: 3
- Skills:** Acrobatics: 11, Animal Handling: 8, Charisma (Persuasion): 12, Martial Artist: 12, Military Science (Tracking): 10, Weaponry: 13

- Advantages:** Area Knowledge (Themyscira); Attractive; Buddy (Julia Kapatelis); Connections: Gods of Olympus (Low), Justice League International (Low), Superman (High), Themyscira (High), United Nations (Low), US Army (Low); Iron Nerves; Lightning Reflexes; Scholar (ancient Greek and Themysciran languages, Greek mythology)

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

- Equipment:**

Lasso of Truth [STR: 15, BODY: 35, Animal Control: 15, Control: 15] Limitations: Animal Control is only usable to ward off beasts; Control only allows Wonder Woman to force a lassoed target to tell the truth or sleep. The lasso is 4 APs long.

BRACELETS [BODY: 30]

SANDALS OF HERMES [STR: 8, BODY: 8, Teleportation: 23]

Limitation: The Sandals can only Teleport the wearer from Paradise Island to man's world and back.

Tiara [BODY: 12, EV: 7, Gliding: 1]

Miscellaneous Drawback: Wonder Woman automatically enters Killing Combat if she throws her razor sharp tiara at a living target.

- Alter Ego:** Princess Diana of Themyscira

- Height:** 5'11" •**Weight:** 135 lbs.

- Eyes:** Blue •**Hair:** Black

- Motivation:** Upholding the Good

- Wealth:** 5

- Occupation:** Themysciran Ambassador

BACKGROUND

Amazon Princess Diana of Themyscira was chosen by her people to venture into man's world to oppose the war god Ares, who had gone mad with battlelust. She accomplished her mission after a lengthy series of trials and was befriended by a Harvard classics professor named Julia Kapatelis, who eventually was instrumental in Ares' demise.¹

After Ares was finally defeated, Diana's mother told her to remain in the world of men in order to act as the Themysciran ambassador to the U.N.² She now works for peace and prosperity around the world.

Diana first met Superman man during Darkseid's movement to crush the Earth's Legends.³ Although she left quickly, Superman couldn't help but notice her and was bowled over by her beauty and charisma. After a few months of intense dreams about the Amazon Princess,⁴ Superman asked to meet with her privately. When the time for their "first date" arrived, Superman rashly gave her a passionate kiss. He then apologized profusely, realizing he had overstepped propriety. After she accepted his apologies, their date was interrupted by Hermes, who summoned Diana for help. Superman followed the Amazon to Olympus, which had been taken by Darkseid. Together they solved the crisis, after which Superman decided that a romantic relationship would not work. She was a princess and a representative of gods, and for the most part, although he had abilities beyond normal men, he was only a farm boy from Kansas. Diana didn't understand his reasoning, but she agreed that a romantic relationship was perhaps not best for them. They established a very close friendship, and to this day, Wonder Woman is one of the few individuals who knows Superman's true identity.⁵

PERSONALITY

Diana is sweet, innocent, and deeply caring. A fearsome warrior, combat is Wonder Woman's last recourse and she always tries to handle any physical confrontations as quickly and painlessly as possible. She has a deep affection for the Man of Steel and considers him one of her dearest friends.

ENDNOTES

1. *Wonder Woman* (second series) #1
2. *Wonder Woman* (second series) #14
3. *Legends* #6
4. *Action* #588
5. *Action* #600

SUPERMAN

X: Classic Bits

In the comics, Superman has run into certain situations again and again. The Man of Steel should have the same sort of encounters in the DC Heroes game. These are not intended as scenarios, but rather as routines or encounters that may happen in almost any scenario. As GM, you may drop one or more of these classic bits into an adventure to give it that special Superman feel.

ADULATION EVERYWHERE AND NOT A SPOT TO THINK

Superman is easily the most beloved hero in the world. One might even say he is sometimes too beloved. It often seems that every time the Man of Steel lands in a public area, all of the citizens in the area are overwhelmed by their hero worship and crowd around the hero, clamoring for his attention.¹ This has even happened on other worlds.²

If Superman stands around in one place for too long, the GM may wish to get the player moving by having such a throng appear around the Man of Steel. Superman certainly appreciates the public's feelings toward him, but his natural modesty would force him to leave the scene to avoid the adulation of the masses.

BRIDGE OUT

Whether due to villainous activity or faulty construction, bridges seem to fall down a lot around Metropolis. Railroad bridges, automobile bridges, overpasses, you name it and it's collapsing. If Superman were not around to take care of things,

Metropolis might soon be cut off from the rest of the world.

Of course, Superman has to stop the vehicles before they run off the bridge. The OV/RV of such tasks depends on the speed and weight of the vehicle in question as well as whatever mitigating circumstances arise from the crisis. The chart on page 124 provides guidelines for some typical situations that the Man of Steel might encounter during a bridge collapse. Be sure to apply any Multi-Attack Column Shifts to these figures for those cases when the Man of Steel has to grab more than one vehicle in a phase.

There, no sweat for Superman, right? Well, no one ever said a classic bit had to be difficult. But what if the car, bus, or whatever has already gone off the bridge? If Superman wants to catch a vehicle in mid-air, modify the Opposing Value by an additional +2 Column Shifts. What if the vehicle has already hit the water? How does the Man of Steel rescue the passengers then?

Rescuing one passenger has an OV/RV of 5/5 and takes one phase to execute. Superman may make a Multi-Attack in order to rescue more than one passenger at a time, but be reasonable. Normal humans do not survive all that well if ripped from the water at better than 100 miles per hour or stacked in a pile 20 high. Roughly four people per phase can be rescued with no injury; any more than that will injure the victims (treat as a physical attack with an AV/EV of 2/2, considered Killing Combat for determining the severity of the injuries). However, if the Man of Steel is willing to accept another additional +3

Column Shifts to his Action Check, he may ignore this problem and rescue as many people as he wants. This assumes that Superman is not doing anything more clever than plunking the citizens out directly. If the player comes up with a plausible scheme for getting the whole vehicle or group of vehicles out of the water intact, then Superman can rescue all of the passengers at once without incurring this extra penalty.

It is probably just speculation that a villain would blow up a bridge after having manned some of the vehicles to be rescued with androids that are really advanced tech bombs, exploding with an AV/EV of 8/8 when Superman tries to rescue them. Nah, probably wouldn't happen.

CENTER STAGE

Superman is the best loved person in Metropolis (just ask Lex Luthor). Making public appearances is part of his job. These can range from speaking to sick children in a hospital,³ to press conferences,⁴ to network appearances.⁵ Imagine Superman on

Galaxy Broadcasting's Nightzone, with the topic "Justice On the Spot," a show on heroes, vigilantes, and others who operate in a legal gray area. Superman, Curtis Sliwa of the Guardian Angels, and the Washington representative of the ACLU would be the guests. Superman may be talking to students about the need for good scholarship. Or he may be attending a ribbon-cutting ceremony at a bridge he recently helped repair. Superman might appear at a charity function. Maybe he is to be auctioned off as a dream date. Just think of what Superman could do at a celebrity golf tournament. (He would probably put the first shot into orbit!)

CIVICS LESSONS

These are the vignettes of Superman correcting the lesser foibles of the citizens of Metropolis. I am sure you can add to this list, having Superman intervene against your favorite pet peeve. Keep in mind that Superman is defending civilized behavior.

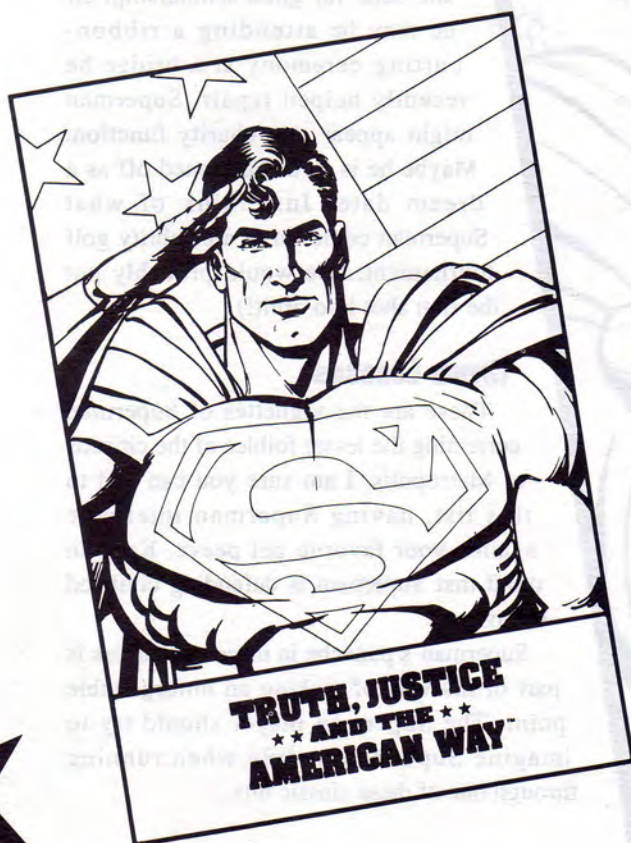
Superman's panache in these encounters is part of his way of making an unforgettable point. The Superman player should try to imagine Superman's style when running through one of these classic bits.



VEHICLE/SITUATION	SUGGESTED SPEED (OV)	WEIGHT (RV)	UNIVERSAL MODIFIER
Automobile with commuters	6	6	+2 (Difficult)
Automobile with speeding, frightened, or drunk driver	6	6	+3 (Strenuous)
School bus (usually filled with nuns and/or orphans)	6	8	+2 (Difficult)
Semi-tractor trailer truck	6	8	+3 (Strenuous)
Passenger train	7	14	+2 (Difficult)
Freight train	7	18	+2 (Difficult)

Civics lessons may include correcting people who are:

- Playing their radio much too loudly in public;⁶
- Heckling speakers at a public gathering;
- Littering;
- Talking in movie theaters;
- Driving like they own the road or while drunk;⁷
- Clerks or bureaucrats who are being rude to their customers;
- Jaywalking;
- Cruelty towards animals;⁸
- Painting graffiti; or
- Smoking in a "No Smoking" area.



"EXCUSE ME, LOIS, BUT THIS IS A JOB FOR SUPERMAN!"

You have seen this one before, although it's become more rare since Clark and Lois got engaged.⁹ Clark senses a job for Superman but is in the presence of Lois Lane (or Jimmy Olsen, or Cat Grant, or another appropriate character). He has to make a quick exit while diverting any suspicions about his dual identity. It is up to the Superman player to make up an appropriate excuse and exit as gracefully as possible. Oftentimes, since Lois is aware that Clark Kent is Superman, she helps him divert suspicions while he makes a quick exit. This bit is a good chance to challenge the role-playing ability of the player.

The following things are examples of situations that could make the exit messy. Clark Kent is:

- On a date;
- Having dinner with Perry White;
- Giving a speech;
- Accepting an award;
- Entering an amusement park ride;
- Conducting an interview or being interviewed;
- Entertaining friends at his apartment; or
- Traveling by airplane, car, or small boat.

HARD HAT AREA: SUPERMAN AT WORK

Superman has often substituted himself for a piece of heavy equipment or a work crew, helping the citizens of Metropolis with a bit of construction. On some occasions, Superman is repairing damage caused by a fight, while at other times, he is just trying his hand at civil engineering.

To complete the task, Superman needs to get his hands on the necessary materials. These may be available at the construction site if the job has already begun, or they may have to be improvised if the job is an emergency, such as repairing a bridge.

The amount of time that it takes Superman to construct something is based on the base time needed to build the structure, given on the chart to the right, minus

Superman's APs of Superspeed. For example, if Superman wanted to construct a house from scratch, it would take him 9 APs of time or roughly one-half hour (Construction Time of 19 APs minus Superman's Superspeed of 10 APs). If he wishes to finish a job in less time, he can use the normal rules for Pushing his Superspeed. Note that this set of rules applies only to Superman, whose variety of powers make him a one-man construction crew. Other characters with Superspeed would not be able to do this kind of construction unless they had powers comparable to Superman's.

It takes roughly one-quarter the time to repair a structure as it does to build it from scratch unless it has sustained damage that equals or exceeds one-half of its BODY. In this case, it takes approximately half the time to repair the damage as it does to build it from scratch. This is reflected in the Repair Times given above.

"LOOK! UP IN THE SKY!"

Superman has the ability to fly so fast that no one can see him. But it is much easier and more fun to glide along at a leisurely pace, taking in the sights and sounds of Metropolis. When he does so, inevitably, a group of citizens will notice him overhead and begin that familiar litany about birds and planes. The GM should probably throw it in every few adventures or so just to remind the players what the game is all about.

THE PLAYFUL HERO

When you were a kid, wouldn't you have liked to have Superman drop by occasionally, just when you thought summer vacation was going to be boring? Superman has always liked children, and he himself has a playful side. When the adventures you have been running have been hair-raisingly dangerous or a tad grim, toss in one of these classic bits to lighten things up.

Baseball is a lot of fun, if you aren't arguing all the time. These kids need an entire umpiring crew, not to mention that old lady McKendrick has threatened to

call the cops if a ball hits her house even one more time. Maybe one of the teams is cheating just a bit, requiring some discreet intervention. Batter up!

Body surfing is great, but there just aren't any waves today. Superman ought to be able to correct this in a big way. Hey, is that bully over there kicking sand in the face of a 98-pound weakling? Gosh, it would be a shame if someone doesn't teach that guy a lesson.

It is almost Christmas, and these kids would love to go ice skating outdoors, but it is unseasonably warm. No cold, no ice. It's not as if they could send to the South Pole for a piece of an iceberg. I'd bet that the Man of Steel is a pretty good figure skater, if he had the ice.



STRUCTURE	REPAIR TIME	CONSTRUCTION TIME
Apartment building (six flat)	19-20 APs	21 APs
Bridge (one mile long)	22-23 APs	24 APs
Highway (one mile stretch)	17-18 APs	19 APs
House	17-19 APs	19 APs
Office Skyscraper	22-23 APs	24 APs

VEHICLE	SPEED (OV)	WEIGHT(RV)
Baby Buggy	4	2
Skateboard	4	2
Wheelchair	4	2
Bicycle	5	3
Go-Cart	5	3
Scaffold (plummeting)	0-6	4
Motorcycle	7	5
Automobile	7-8	6
Bus	7	7
Eighteen Wheeler	7	8
Passenger Train	7-8	14
Freight Train	6-7	17-18
Speedboat	6	5
Tug Boat	4	10
Yacht	4-5	12-13
Oil Tanker	3-4	15
Battleship	4-5	19-20
Helicopter	7-8	7
Glider	7	5-6
Fighter Jet	11	11-12
Boeing 747	9	13
Space Shuttle	13	12

STOPPING THE RUNAWAY...

Lookout! That car / train / plane / boat / bus / semi / window washer's scaffold / baby buggy / go-cart / bicycle / skateboard / wheelchair / motorcycle is out of control! Who can save that poor man/woman/child/infant from certain doom? Superman can, of course.¹⁰

To stop a runaway vehicle, Superman makes an Action Check, using his Dex/Str as the AV/EV. The OV is the vehicle's APs of speed, and the RV is the vehicle's weight in APs. Positive RAPs indicate that the vehicle has been safely stopped. The table above presents guidelines for stopping typical runaway vehicles.

A variation on this bit is the getaway car speeding away from the scene of a crime. The Man of Steel loves to drop down in front of the bad guys and watch them smash their vehicle to pieces on his invulnerable body. In such a case, the vehicle takes damage as if it had conducted a Charging Attack (see page 22 of the Rules Manual). You probably don't need to bother checking to see if Superman was injured.

SUPERMAN 1, THUGS 0

You would think that the ordinary crooks in Metropolis would have learned by now. They could go to Gotham City, Central City, New York, Los Angeles, or Chicago and stand a chance of success. But Metropolis? If artillery shells only tickle this guy, what chance does a .38 revolver have against Superman? Maybe hopes run high in the underworld.¹¹ In any case, Superman has a chance to clear the streets of undesirables before doing something truly heroic. As with the civics lessons, style is the order of the day. Bent weapon barrels, dizzying superspeed spins, quick aerial tours of Metropolis, complete with a lecture and a view of the city way down there are Superman's tools of thug cleanup. Flash and panache, not bash, is the order of the day.

I am sure you can think of a few dozen thug situations, but to help you get started, here are a few examples.

Terrorists are holding innocents hostage until their demands are met.

A street gang is beating up on some kids.

A mom-and-pop grocery store is being robbed.

Cat burglars are breaking into a luxury high rise (from the outside, of course).

A mob hit man is about to murder a crime reporter (possibly one of Clark Kent's *Daily Planet* colleagues).

Two guys are trying to snatch an old lady's purse.

Punks are trying to hot wire a car.

A group of bank robbers have automatic weapons and short tempers.

ENDNOTES

1. *Man of Steel* #1
2. *Superman* #28
3. *Superman* #40
4. *Swamp Thing* #79
5. *Superman for Earth*
6. *Man of Steel* #2
7. *The Adventures of Superman* #474
8. *The Adventures of Superman* #438
9. *Superman* #50
10. *Superman* #24
11. *The Adventures of Superman* #431

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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. Gamemasters 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, heroes, 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 Gamemaster.

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 Gamemastering for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as Gamemaster.

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 DC HEROES Role-Playing Game, First Edition, 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 have been 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.

Gamemaster's Introduction: This section provides the Gamemaster 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, and incidental Character locations, 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(s) 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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-Superman, *Man of Steel* #6



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