SOURCEBOOK

244

DC HEROES™
ROLE-PLAYING GAME

Darkseid

The Apokolips™ Sourcebook



by Scott Paul Maykrantz

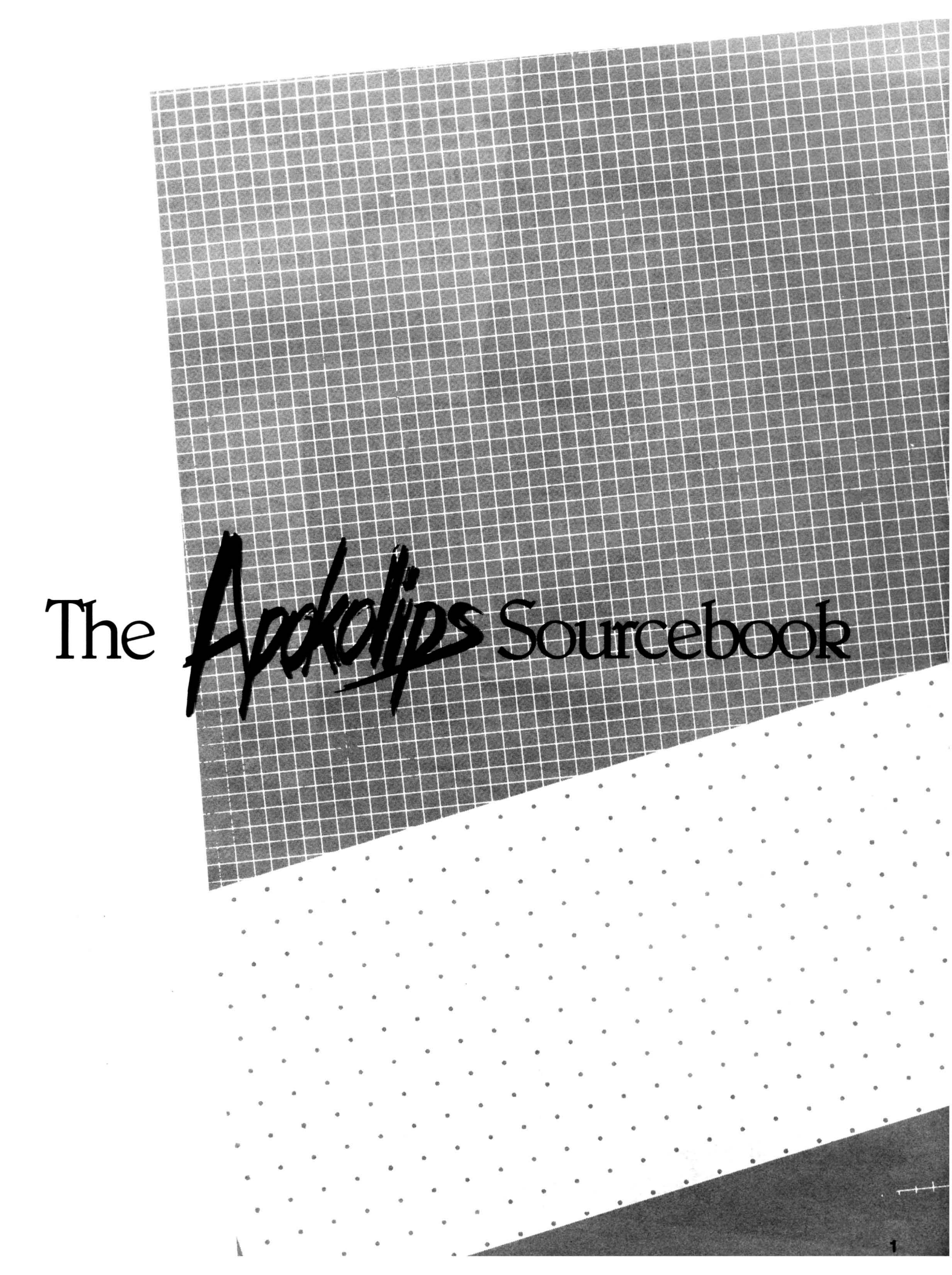

The Apokolips Sourcebook

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THE APOKOLIPS SOURCEBOOK

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BE PART OF THE LEGEND! 244

The Saga of the New Gods

Long ago, the old gods of the universe unwittingly caused their own destruction. By discovering the secret of the Anti-Life Equation, they hoped to rid themselves of a nearby alien nation. Instead, they released an energy so powerful that it destroyed everything in its wake. A whirling storm of energies was born, and out of this, two planets were formed.

A special breed of beings lived on these two worlds, beings of great power and greater destinies. They were New Gods.

The first planet, called New Genesis, was green and peaceful. The second was Apokolips, a dismal and brutal world. For ages, the two distinctly different planets developed, each unaware of the other's existence.

On New Genesis, a beautiful golden city known as Supertown was erected, leaving the perfect, natural balance of the surface world untouched. The beings there were powerful but noble, led by Izaya the Inheritor. These New Gods desired only happiness and freedom for all.

On Apokolips, schemes of power and destruction were crafted almost as quickly as the war-machines that would carry them out. Enslavement was the backbone of society. The queen, Heggra, was second only to her son, Darkseid, in lust for power and domination.

In time, the two worlds became aware of each other. Opposite personalities clashed, and ten sion ran high. The days of peace among New Gods would forever end...



The Great Clash

The first war between New Genesis and Apokolips began when Darkseid, the young son of Apokolips' Queen Heggra, persuaded his uncle, Steppenwolf, to attack the peaceful sister planet. Immediately upon the arrival of the Apokolips forces, Steppenwolf engaged Izaya in personal combat. Darkseid, however, seeing how close the battle was, stepped in and used Desaad's Killing-Gloves to end the conflict. Both Izaya and his wife, Avia, appeared to be dead, but the gloves had only stunned the New Genesis leader. An unaware Steppenwolf and his battalion returned home while Izaya the Inheritor prepared to avenge his wife's death.

Thus began The Great Clash. New Genesis struck back at Queen Heggra's world.

Meanwhile, the genius inventor and escape artist, Himon, discovered the X-Element. Himon was originally from New Genesis but, like his partner Metron, became a neutral party in the war. Both wanted only to further their scientific activities. Himon was the philosopher, the thinker; Metron built the dreams in Himon's head. But it was Metron that became obsessed with the secrets of existence.

The X-Element fell into young Darkseid's hands. He knew it could be used to create a portal that would allow armies to travel instantaneously between worlds, but he didn't know how. Himon, already ashamed that his discovery would be used to kill, refused to help.

Darkseid turned to Metron. The mechanical wizard was desperate to possess the X-Element; with it he could build his Mobius Chair, a vehicle capable of taking him to the farthest edge of the universe. In exchange for a chance to learn omnipotent knowledge, Metron built the Matter Threshold. Anyone possessing the X-Element could now open rifts in space. Darkseid used this weapon for war.

Steppenwolf was the leader in the first Matter Threshold attack. New Genesis was ripped apart by the forces of Apokolips; but before this could happen, Steppenwolf and Izaya the Inheritor once again met on the battlefield. The two fell to personal combat, and Steppenwolf soon lay dead. Izaya had got his revenge.

When news of Izaya's reappearance reached Queen Heggra and Darkseid, the Great Clash escalated. The Matter Threshold was refined into the Boom Tube, a quicker and cleaner method of Warp travel. Starships and war-machines the size of moons were created. The conflict became a techno-cosmic war, a battle that was destined to rip the entire galaxy asunder.

On New Genesis, Izaya saw only destruction and death. He denounced the ways of battle and turned to peace. He removed his armor and weapons, crying, "If I am Izaya the Inheritor, what is my inheritance?"

The answer came in the form of a shimmering wall of force, now known as The Source. Izaya became Highfather, leader of a reborn New Genesis. He was bestowed with a staff that became his link to The Source, giving him great compassion and forethought. He taught the ways of peace and happiness.

On Apokolips, Darkseid had risen to power by death and treachery. While courting the witch Suli, Darkseid was forced by Queen Heggra to marry the she-warrior, Tigra. The queen ordered Darkseid's right-hand man, Desaad, to poison Suli, but this was not accomplished until after Suli bore Darkseid's first son, Kalibak. When Darkseid found out what had happened, he forced Desaad to poison Heggra. With his mother and uncle Steppenwolf dead, Darkseid became the new ruler of Apokolips. Tigra bore his second child, Orion, and mother and son were hidden away in the deepest prisons.

The war drew to a close when Highfather and Darkseid agreed to a truce. Those of New Genesis wanted peace while Darkseid needed time to create a strategy equal to his new position. "The Pact" was created to insure the cease-fire. According to the agreement, Highfather and Darkseid would trade sons, allowing the children to be raised on a world opposite to their primal nature. Highfather's son was taken to Granny Goodness and given the sarcastic name of Scott Free. He later escaped and became known as Mister Miracle. Orion was sent to New Genesis, where he grew up unaware of his true identity as Darkseid's son.

The Earth War

The Pact was ended when Darkseid began his search for the Anti-Life Equation on Earth. The formula was a legendary riddle of mental domination; with it, all free-willed creatures could be completely controlled. Darkseid guessed that the formula could be found deep in the subconscious of a human being.

On New Genesis, Highfather consulted The Source, asking for guidance in the ominous silence of truce. Upon the glowing wall, a fiery hand etched the words: "**ORION TO APOKOLIPS THEN TO EARTH THEN TO WAR.**"

Orion left immediately. He invaded Apokolips, but discovered that Darkseid had gone. He did, however, find a mind-tapping machine with four humans in it, each being searched for the mental clues to the Anti-Life Equation. Orion freed the humans just as his half-brother, Kalibak, intervened. Suddenly, Metron appeared and created a Boom Tube to Earth. Orion and his companions fled while Kalibak cursed for vengeance.

Darkseid's forces were invading Earth as Orion arrived. The Deep Six, powerful aquatic creatures from the heart of Apokolips, began constructing a monster to occupy the New Genesis forces, and Kalibak soon found his way to Earth. Mantis, an evil "Bug," nearly as powerful as Darkseid himself, began raising an army among his race in the New Genesis underground.

Orion and his human friends discovered the Deep Six; and, in the battle that followed, Lightray, Orion's best friend from New Genesis, arrived in time to help. As the Earth War continued, many more courageous Earthlings aided in the fight against Darkseid's forces. While they did not understand the creatures they fought, each offered any help s/he could. Orion's four friends who had been captured and studied by Darkseid - Claudia Shane, Harvey Lockman, Dave Lincoln, and Victor Lanza -formed the O'Ryan Gang. They helped break up Inter-Gang, a group of Earth criminals who were serving Darkseid. A police officer named Terrible Turpin ended up in a battle with Kalibak, but Orion intervened, and Kalibak was captured.

Mantis' Bugs invaded Earth soon after Kalibak's imprisonment. Orion and Lightray were able to drive the hordes back to New Genesis, with the help of an advance warning from a renegade Bug known as Forager.

Kalibak was released by the police when he promised a truce, but he quickly found Orion, and their eternal battle began anew. From his underground base, Darkseid watched his two sons. When Kalibak had defeated Lightray in mere seconds, and was about to finish Orion, Darkseid became alarmed. He found Desaad sending strength to Kalibak through one of his machines and drawing the emotions of the battle into himself. Darkseid was not amused. The Omega Effect was released upon Desaad for his interference with this confrontation, and he was killed instantly.

Darkseid returned to Apokolips, and the Earth was once again safe.

For the majority of people on New Genesis, the war was over, but not for Orion. To fulfill his destiny, to kill his father and release his mother, the young warrior invaded Apokolips yet again. To prepare for Orion's return, Darkseid brought Desaad and Kalibak back to life, returning them to his teeming ranks of villainous henchmen. Orion was met by the greatest weapons on the planet. He destroyed them all.

In the ultimate confrontation, father and son fought. Then, by trickery, Darkseid's assassins shot and killed Orion. But this wasn't the end of the Earth War. The final battle was fought on Apokolips.

For Orion had been saved by Himon's use of a Mother Box. For years, these two gods had been inciting rebellion among the native Hunger Dogs of Apokolips, from secret camps across the planet. Orion met Bekka, Himon's daughter, and the two fell in love.

Meanwhile, Darkseid's forces had entered a new age. He had replaced Desaad with a younger genius named Esak. Esak had been Metron's sidekick for many years; the two had travelled across the cosmos in order to learn and perfect their technological skills. A freak accident deformed Esak's face and, in turn, his soul. He became corrupt and driven, trying to prove his worth by serving Darkseid.

Esak inspired the creation of new weapons, such as the Micro-Mark bomb, which was capable of destroying an entire planet. Through his genius, Apokolips became a world of deadly machines, replacing many living guards, soldiers, and workers.



The final phase of the war began as the Micro-Mark bombs were deposited across New Genesis. Apokolips soldiers used Boom Tubes to drop the bombs around the entire planet. Highfather secured Supertown, the fortress above the surface, and waited for the worst.

Orion and his Hunger Dog allies stormed Esak's laboratory - but not before the button was pressed! New Genesis exploded, throwing Supertown, intact, into deep space. Because dozens more Micro-Mark bombs were still on Apokolips, the Hunger Dogs revolted in paranoid desperation. Darkseid survived while Orion rescued his mother, Tigra, and returned to Supertown with her and Bekka. Himon was apparently killed, though his death has been reported hundreds of times in the past, and he has always come back.

Apokolips was thrown across the cosmos by the debris of New Genesis and a series of explosions. The rioting Hunger Dogs were broken, and order returned to Darkseid's planet.

Operation: Legends

After a series of short conflicts with the growing number of Earth heroes and New Genesis champions, Darkseid developed a grand plan to become the only legend in the universe. By destroying the heroes of Earth, he thought, the humans would regard him as the only super-being. The planet would be his.

"Operation: Legends" began when Darkseid sent Brimstone, a giant of burning plasma, to attack New York City. At the same time, Doctor Bedlam, one of Darkseid's long-time henchmen, used the dense form known as Macro-Man to begin destroying the city as well. The actions of these two menaces attracted the many heroes Darkseid hoped to remove.

Meanwhile, Darkseid's minion, Glorious Godfrey, assumed the identity of G. Gordon Godfrey and used his persuasive manner to turn the country against costumed heroes. All across the land, the former champions of the common man were being persecuted by those they had sworn to protect. The President banned superhero activity, forcing police to work to prevent any vigilante action.

Additional campaigns sprung from the original design. Superman was transported to Apokolips by Darkseid's Omega Beams. Once there, he became involved in a Hunger Dog rebellion which was led by the deceitful Amazing Grace. After falling into a Fire-pit, Superman survived, but came out with amnesia and the loss of all his Powers. He succumbed to the Control of Amazing Grace and betrayed the natives of Apokolips.

Convinced that he was the son of Darkseid, Superman battled Orion of New Genesis. Orion's Astro-Force stunned the hero-turned-villain long enough for the New Genesis warrior to use his Mother Box to return Superman to his normal self.

His plan still on course, Darkseid sent his Parademons and Desaad's latest invention, the War Dogs, to Earth. The scheme suddenly failed, however, when the heroes banded together and defended the public. The President was saved from assassination by the Martian Manhunter, prompting him to immediately revoke the hero ban. Godfrey blew his cover when he tried to use Dr. Fate's golden helmet. The people realized they had been tricked and, once again, embraced the legends that served them. Darkseid's forces retreated in defeat.

From this epic conflict, groups such as the Suicide Squad and the Justice League re-formed. The role of the hero in Earth society is now stronger than ever.

Recently...

Since that time, Darkseid has been very active in his quest for power. He has attempted to usurp the throne of Olympus and has twice tangled with Highfather's son, Mister Miracle. Although the current Apokolips does not exist in the 30th Century, Darkseid has even managed to threaten the Legion of Super-Heroes of the future.

Currently, Darkseid has joined forces with Highfather and the heroes of Earth in an attempt to keep the Anti-Life Entity from taking over the Universe. For Metron had travelled beyond the Promethian Galaxy in search of the secret to the Anti-Life Equation. He returned a shattered image of his former self, but through the mind of the Martian Manhunter, managed to communicate the results of his travels to this newly formed alliance. Darkseid's evil schemes remain at a standstill until the Anti-Life Being can be stopped - or destroyed...

Apokolips Features

Slum Areas of Apokolips are much like states or provinces on Earth. Most of the planet is divided into these numbered areas which aid in locating a point on the planet and serve as a name for the "hometown" of each Hunger Dog.

Slum Areas are all basically the same: dismal and unimaginably dirty. Each area is surrounded by fences, with posted signs indicating the area number. Fences on the edge of an installation area are tall and sturdy, while most others have been damaged enough to serve as borders, but not barriers. The landscape is decorated by statues of Darkseid, Hunger Dog homes, a few bridges over the deeper pits, and many dangerous, half-demolished buildings ready to collapse. Excess damage to a structure causes ceilings to cave in, floors to drop out, and upper levels to come crashing down on heads. A typical exterior wall of a structure has a BODY of 10 APs.

When disease spreads enough to infect the residents of a Slum Area, it is closed off completely and heavily guarded by soldiers in immunization suits. The barriers are well marked with quarantine signs, and anyone attempting to escape is terminated.

Fire-Pits, or energy pits, of Apokolips provide the planet with its power. These huge furnaces, each taller than a skyscraper and wide enough to engulf a spacecraft, burn from a radioactive core. The fire is fed by all of the refuse of the planet, the majority of which is scrap metal from ruined buildings and destroyed machines.

Molten slag collects below the edge of the pit, draining into the planet's underground like a burning sewage system. The Fire-pits deposit the slag into the furnaces of the Apokolips mines, where the metal is recycled into new material for machines. The few objects that can survive the heat will be recovered underground or by local Hunger Dogs fishing with special equipment on the edges of the pits.

Damage from the edge of (within 30 feet) or above a Fire-pit equals the RAPs taken from a heat attack, with the AV/EV being 5/5 against an OV/RV of the victim's BODY/BODY. A burst of flame or explosion will shoot out once every four minutes (6 APs), causing an 11 AP Flame Project attack on any Character within this Range.

Any object inside the flames is attacked by heat (AV/EV is 20/20 vs. OV/RV of 18/18). In addition, all oxygen is burned, causing a living creature to lose 1 BODY per phase from suffocation, unless a Power such as Sealed Systems is used.

Installations of Apokolips are the outposts of Darkseid's organization. They are commonly large, metallic buildings surrounded by fences, with all entrances being hidden and well protected. They are 21 to 22 APs in size, with three to fifteen levels each. Each exterior wall has a BODY of 16.

There are five types of installations: science, torture, security, military, and supply; but some serve as two or more of each kind. For example, a few in the capital city, Armagetto, look like iron skyscrapers and are universal, with a torture area underground, supplies on the first three above-ground levels, military departments on levels four through seven, science on the eighth floor, and security on levels nine and ten.

SCIENCE: These installations house a network of high-tech (15 AP) laboratories and testing chambers. The scientists are prisoners - Darkseid does not need them for anything but building and designing gadgets. Each technician is carefully monitored by the others for failure and disobedience (or, rarely, to be rewarded for important successes).

The lower levels of each science installation hold the test subjects and raw materials for experimentation, which are brought up to the labs by infantry guards. The middle levels are testing chambers and permanent locations of working machinery, housing the latest weapons (natural disaster makers, planet-wide bombs, lightning cannons, mass sleep or fear inducers, mass mind probers, and so forth). In the highest levels, the technicians design and test their gadgets. These labs are filled with giant half-built machines, numerous guards, and monitor screens for communication with the Tower of Rage.

Each science installation has a Security Rating of 8. This means that when a hero uses Stealth to sneak in, or Electronic Countermeasures to dismantle a system, the Gamemaster should use 8/8 as the OV/RV. All other installations have a Security Rating of 6.

TORTURE: Torture installations are used as prisons and interrogation headquarters. They are usually small, or take up only the bottom two levels of another installation, but have a dozen or more levels underground. Specially-trained torture technicians (Trainers) work here, each with his own series of chambers designed under his specifications. Most of Darkseid's Elite have a level in one of these buildings for the heroes they capture. These installations are given names such as "Terrorium" or "Deathhouse" to create a notorious air about them.

SECURITY: These buildings are filled with complex communication equipment and storage computers. Information on billions of subjects, from Earth plant life to the personality traits of Orion, can be found here. Only the resident drones and high-ranking scientists, however, know the proper commands to enter these valuable vaults of knowledge. Any attempt by a Character must be made against an OV/RV of 16/16, with 1 RAP revealing very little information, 1/2 RV a fair amount of information, and full RV RAPs all knowledge available.

These buildings are also the relay stations for the global communications network. Operators, much like those at a telephone company, work here at all hours sending out

repair teams for broken monitor screens, and fixing bad connections. (The GM should use Drone stats if operators are encountered.) The loss of any security installation will cut off all monitor screen communication in a ten mile radius.

MILITARY: These are the homes of soldiers and their vehicles. Mounts from the Dog Cavalry are stabled here, infantry find time to rest briefly or get something to eat, Parademons fly in and out of the highest levels, and war vehicles are parked in crowded garages. Heroes will want to avoid these installations: not only are they incredibly dangerous, but even a disguised hero is likely to be challenged to an arm-wrestling match in a watering-hole or rounded up by higher ranks for an anti-riot attack.

SUPPLY: These installations are warehouses for chemical food, weapons, derelict computers or other giant appliances, and small equipment. They are usually part of another installation or close to one. Security is high, but there is a large number of break-ins from the more intelligent Hunger Dogs.



Armagetto is the most dangerous area of Apokolips. It is the capital of the planet, much as Supertown is to New Genesis. This dismal metropolis holds the Tower of Rage, Granny Goodness' Happiness Home, dozens of installations, and the largest concentration of Hunger Dogs on the globe. The main structures reach six hundred feet or higher, built with metal sides like a crowd of steel monoliths.

Armagetto is heavily polluted from the local factories. Thick clouds float along the top levels of the buildings, obscuring vision and clogging the lungs of Parademons.

Riots are not uncommon in this city. The Hunger Dogs of the area are the most uncontrollable and vicious ones on the planet, capable of forcing their way into any building, unless they are continually beaten back by footsoldier battalions. The Hunger Dogs in Armagetto are also the most skilled at camouflage and finding and repairing weapons taken from Darkseid's troops.

What takes place in Armagetto is felt all across Apokolips. Any major slaughter of Hunger Dogs in Armagetto will crush the hopes of all of them in every part of the planet. Likewise, news of a hero's capture and transport to the Tower of Rage will spread across the globe like wildfire. Darkseid conducts all of his major planet-based campaigns in Armagetto, so he can achieve global victories from a single, relatively small, area.

The main avenue of Armagetto is over a mile long and hundreds of yards wide. One side, where a giant steel wall stands, has the name "**ARMAGETTO**" painted down the street's length. This strip is continuously full of activity, usually with troop exercises, stray Hunger Dogs, or maintenance on security machines.

The highest security forces of the planet are on this street. Unique robot designs, super-cannons, and all types of intruder detection devices are planted here to find and eliminate any invaders or large Hunger Dog packs.

Security measures are extremely tight due to the presence of two buildings at either end of the avenue. At the edge of one end is a high, barbed-wire wall with a single gate. This passage is the only obvious access to the Tower of Rage, located on the other side of the wall. This giant, steel fortress and central tower (designed in Darkseid's likeness) makes it seem as though the Destroyer himself is forever watching the activity of his world from this perch.

At the opposite end of the avenue looms Granny Goodness' Happiness Home. Before it lies a series of twisting alleys and minor, cluttered roads, which weave their way out into the rest of Armagetto. After travelling about a quarter of a mile through the maze, these alleys come out of the ruins into a giant, shallow crater. In its center stands the Happiness Home, a castle-like structure with large ramps leading up to its doors.

To complement these ominous features, there are many other lesser, though often fatal, points of interest. A Fire-pit, located just one mile away from the main avenue, is positioned between the Tower of Rage and the Happiness Home. All other Apokolips features are represented in Armagetto, including six large factories, the planet's deepest mines, many secret science installations, and a number of well-hidden rebel bases.

The Tower of Rage is Darkseid's home and throne. It is a massive metal structure topped by a central dome. The entire planet is monitored from this building, while great schemes of suffering are devised for the rest of the galaxy.

All residents of the Tower are completely brainwashed. Thanks to Desaad's special torture techniques, none of the guards, scientists, technicians, or operators (drones) have free will. Darkseid's desires are relayed by a public address system (Super Ventriloquism: 10) within the complex. If any heroes enter the Tower and are detected, the speakers switch to a silent mode.

The interiors of the Tower of Rage are dark and complex. Small computer terminals extend from the walls and ceilings, power columns and circuitry cables stretch from corner to corner, and scaffold-like platforms line the walls to create multi-level chambers. The curving walls are sloped at the floor and ceiling, like the inside of a fishbowl. Statues of Darkseid are found in major entry-

ways and corridors, and some large machines are also shaped in his likeness.

Below the first level are multiple underground chambers and passages that are continually being built and re-built for new purposes. Security is loose down here because many of the old tunnels and small rooms are forgotten. This is the easiest way for a hero to get inside the Tower.

The entire building is made of metal and has a BODY of 70. Each exterior wall has a BODY of 18. Tower laboratories have an AP rating of 16. All elevators are large moving rooms (10 AP volume) with STR: 15 and BODY: 10. Any positive RAPs against an OV/RV of 10/10 will open one.

Small spherical robots called Evil Eyes float along the halls looking for intruders. Any heroes who have infiltrated the Tower will encounter one of them if they are not careful.

The overall security rating is 16 (OV/RV of 16/16) while the security rating in Darkseid's dome tower is 20. If combat breaks out anywhere in the complex, Darkseid will know immediately. Machines and guards will arrive, and all security ratings will increase by 3 APs.

The small yard around the Tower is surrounded by high, barbed-wire walls. Any movement on the grounds is fired upon by computerized energy cannons (Energy Blast: 7), which are mounted along the wall.

In a high-security basement-level chamber lies the entrance to Darkseid's infamous Cerebus Chute. On its rails rests a short car (Speed: 6, BODY: 7) for a quick getaway. Anyone who rides in the car can stop at one of its many secret stations, allowing an easy escape to any other part of the planet. The chamber and all passages are made of dark, decaying metal. There is a good chance a creature from the underground has found its way here, posing a threat to anyone who passes these halls.

The top level of the Tower of Rage is a half-dome, shaped in the likeness of Darkseid's head. Inside are his personal quarters, control room, and strategy chamber. From this location, Darkseid can observe the activities in his Tower, anywhere on Apokolips, and even on many planets such as Earth. It is here that Darkseid can most often be found, with Desaad scheming at his side. The dome continuously rotates at a speed of 0 APs, allowing Darkseid to observe all of Armagetto.

The Happiness Home sits like a mountain on the face of Apokolips. Vessels full of Hunger Dogs and soldiers continually enter and leave the fortress, while Parademons and Aero-Troopers flit from the rooftop across the Apokolips skies. Its presence on the planet is second only to Darkseid's Tower of Rage, located a few miles away.

The Happiness Home is a training school of sorts. It is an "orphanage," where the methods of testing, training, selection, punishment, and improvement are extremely brutal and damaging. Granny's trainers can take a common, sickly Hunger Dog and turn him into a first-class footsoldier, totally devoted to Darkseid's rule, in just over a week. There are many other orphanages of this kind on Apokolips, but the Happiness Home is the largest.

The rectangular fortress is built on a solid rock base in the center of a shallow crater. It is over 200 feet high, with a base of approximately 150 feet by 250 feet; each exterior wall has a BODY of 18. The frame is made of solid iron and mortar, with brick pilings in the upper levels. The floors and ceilings are double-layered steel with pipes and wires in between; 16 RAPs from a Physical Attack will put a man-sized hole in them. The doors are also made of steel, requiring 13 RAPs to break one down.

The orphanage levels are accessible by stairs and elevators. The stairways are made of brick or steel and tend to be poorly-lit and dirty. All elevators are primarily used for cargo; they resemble moving garages and are often in need of repair. The lifts (STR: 12, BODY: 9) move at a speed of 1 AP.

Most interiors are cluttered, with pipes and thick wires dangling from the ceiling and debris on the floors. The general environment is musty (there is very little ventilation), loud, and full of activity. Rest is not known here; everyone has someone to train, and brutality keeps them going all day long.

All encounters in the Happiness Home will be violent unless the heroes are well-disguised. Residents will be suspicious of those of lower rank who are not where they belong, but will avoid those of higher authority. For example, a footsoldier will harass any Hunger Dog he sees, but excuses himself if he can when a Parademon brigade enters the area.

Although Granny Goodness has a large "suite" of her own, she is usually too busy to spend time there. There are, however, hundreds of other residents, the majority of which are footsoldiers, employed here as guards and harassers. They are in charge of enforcing security and keeping the newly recruited Hunger Dogs in line - and in pain.

A team of trainers, hand-picked by Granny, works around the clock, transforming low-ranking soldiers into the next fighting class. Trainers wear masks to eliminate any individuality they might have. Granny also has some high-level trainers who deal with any superpowered individuals. All trainers sleep and eat in small barracks in the training areas, tucked away from the general activity, but close to their work space.

There are two 16 AP laboratories within the Happiness Home.

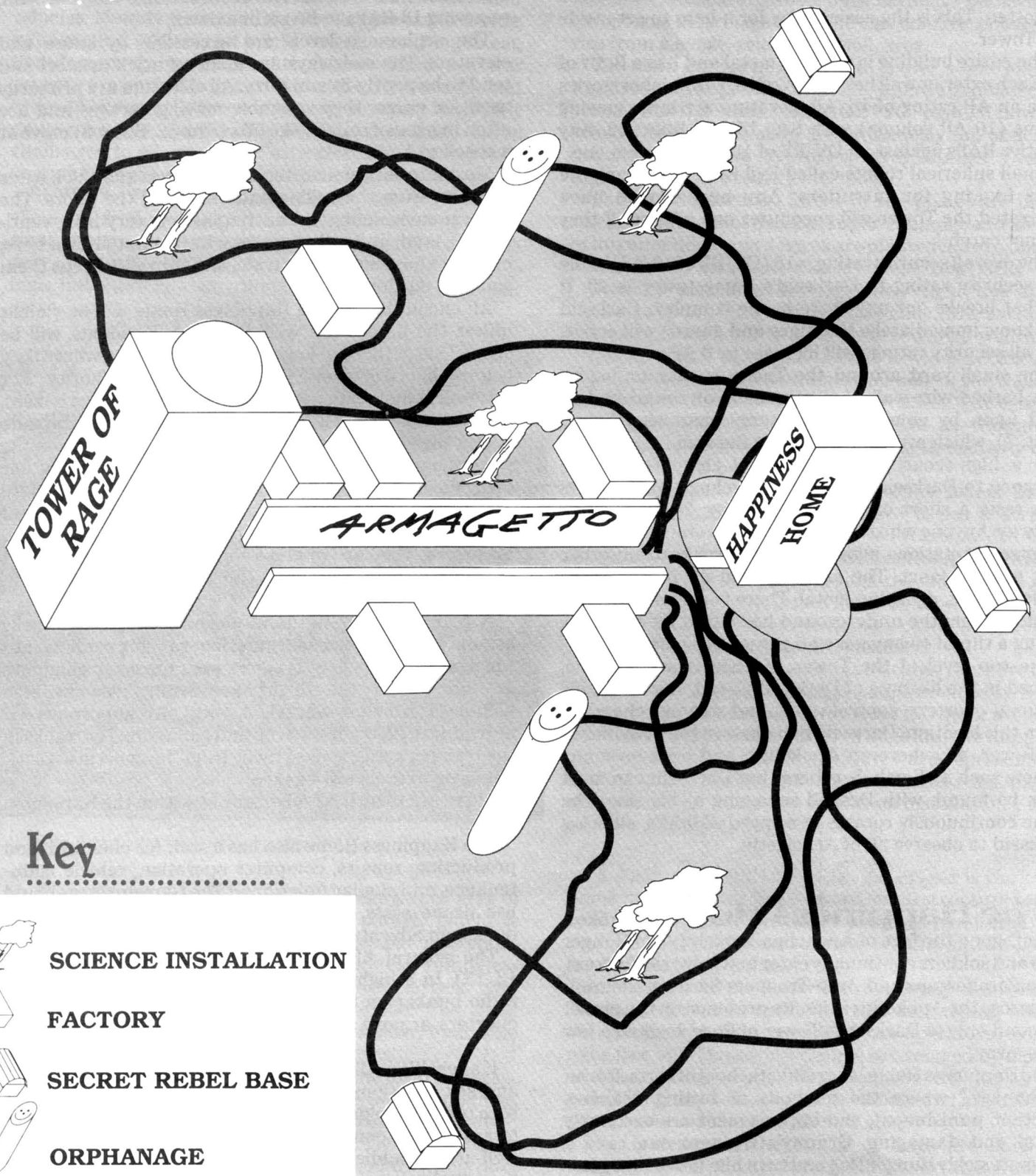
The Happiness Home also has a staff for chemical food production, repairs, computer operation, vehicle maintenance, and similar functions. (The Gamemaster should use drone stats if these individuals are encountered during an adventure.)

The general AP rating for security is 13 (OV/RV of 13/13). In a high-security area (Granny's quarters, the radio bunker on the roof, computer center, labs, guest quarters, armory, and Section Zero), the security rating is 17.

If a rebellious Character is caught, all guards shoot first and ask questions later. (Guards especially love targets with brightly-colored costumes!) Any heavy gunfire in the interior of the complex will bring a squad of ten or more well-armed soldiers in half a minute. At that time, the Security Rating goes up to 17, and stays there for the next 24 hours (15 APs).

Section Zero: Criminals with superhuman abilities are tranquilized and taken to Section Zero, one of the most feared places in the Happiness Home, and, therefore, in all

Armagetto



Key

SCIENCE INSTALLATION

FACTORY

SECRET REBEL BASE

ORPHANAGE

TWISTING ALLEYS

of Apokolips. The latest torture prototypes are tested here on subjects who can take enormous amounts of strain. Aero-Troopers that have been selected to become Parademons are taken here for the transformation process.

The area is actually a series of a dozen or more levels, each larger than the one above it. The farther down one goes, the more horrifying Section Zero becomes.

Orphanages are run by the Mistress of Misery, Granny Goodness, and are found all across the planet. Hunger Dogs are taken here and trained to become soldiers; or, if any superpowers are detected, the individuals are made part of the Special Powers Force. These orphanages are squat, brick-and-mortar structures with small metal buildings outside the main walls. Ramps and gates can be seen on every side to let in new arrivals and let out the latest brainwashed soldiers.

Each orphanage has its own staff of technicians, trainers/torturers, guards, and subjects. In general, they are all smaller versions of the Happiness Home; however, each orphanage is dedicated to one group of Darkseid's organization: the Special Powers Force, Parademons, infantry, and so forth.

Heroes who venture inside these buildings will have to blend in with the intense activity. If they are noticed, they will be attacked and either converted or killed. Each exterior wall has a BODYof 15 APs.

Mines and Factories keep production on Apokolips flowing and the Hunger Dogs in line. Aero-Carriers prowl the streets of Apokolips, landing near Hunger Dog areas. Guards bash heads and throw the "lowlies" inside, where they are transported to their new home, either a mine or a factory, for the next few weeks.

Both work areas are very dismal. The mines are dark and sooty. The smells of ozone from digging machines and of laborious sweat fill the air, while guards shout over the roar. The factories are well-lit but crowded. The monotonous chain of assembly lines dulls the mind and discourages talk, leaving the chambers silent except for the clanking of tools and the hum of belt motors.

In the mines, digging is done with motorized tools which load the ore into chutes. The metal arrives at huge vats, each heated by a local Fire-pit, and is melted into crude, steel alloys. Hunger Dogs die every day in the mines; food is rationed, and a work day lasts eighteen or more hours. The lowlies collapse when the rest bell rings, dropping where they stand as a new team takes over. Collapsing shafts, explosions from faulty cauldrons, and riots claim many lives. The mines, much more dangerous than the factories, are nearly impossible to escape because of the tight security and few places to run. Hiding for an extra moment of rest, however, is sometimes risked.

The factories are not much better. Each assembly line is dedicated to a different model of vehicle, weapon, or simple piece of equipment. The Hunger Dogs never know what they are making. Although every worker is watched around the clock by guards and electronic eyes, escape is easier than in the mines; once a laborer is out, he can take cover in the surrounding ruins. The work is extremely hard, and any slowing down, even for a second, brings the lash of a barbed whip or a jab with an electric prod. Riots are almost unheard of (there's no time to inspire one), but death is relatively rare. Exhausted workers are released. The Aero-Carrier drops them, half-conscious and virtually mindless, in a random Slum Area and quickly speeds off for replacements.

The general Security Rating of a typical factory is 7 (OV/RV of 7/7) while a mine's is 9. The BODY of a typical factory wall is 10, and that of a mine is 7.

Power Refineries are much like nuclear power plants in appearance and operation. Surrounded by high metal walls and a few battalions of eager infantry, these refineries use the energy of the Fire-pits to generate electricity and other conventional power sources. A team of twenty to thirty technicians operates and monitors this process from a single control room in the middle of the installation. There will be one to seven power refineries around each Fire-pit. The BODY of each wall is 15.

The Underground makes up nearly half of the planet Apokolips. The underground lands are well-travelled and often spacious. Soldiers move their war vehicles between installations through subterranean roads, bombs and devastating weapons are tested in giant sealed chambers, Hunger Dogs live and die here, and every building has a few underground levels accessible by some tunnel or another.

The highest levels of the underground are sewage drains, paved tunnels, and covered trenches. Their ceilings, walls, and floors are made of steel or concrete, built by humanoid hands. There are only a few natural caves at this level.

The first level is interconnected by maze-like tunnels and is well lit in many areas. Tunnels from the Fire-pits (their destination furnaces in the mines), power lines, and electronic cables are all buried and maintained at this level. Some tunnels come out to the surface into ravines or deep craters. There is much activity, with the same types of encounters and incidents happening here as on the streets above.

The second level is full of steep slopes, partial passages, and secret chambers. Many high-security 13 AP weapon labs (always located directly under a science installation) are found here, as well as rebel headquarters, weapon and vehicle stockpiles, and pools at the bottoms of wells. Strange creatures roam these halls, searching for something to eat or enslave.

The third and lowest level, located hundreds of feet below the surface, is a mysterious and rarely visited area. Only the oldest underground dwellers know how to get here; most passages end before they get this low. Anything the Gamemaster can dream up will be found here, from the latest supervillain to a race of sightless Hunger Dogs. No trace of Apokolips machines or humanoid habitation can be found, and, in most cases, a visit this deep will be an uneventful trip in the dark.

The governmental structure of Apokolips is very simple. Darkseid is the absolute ruler. Under him is a series of lesser positions, each answerable to the higher ranks.

This power structure is based on violence, fear, and threats. The only thing that keeps an Apokolips soldier in line is the ability of his superiors to blast him into atoms at the slightest sign of disrespect. Crafty individuals rise in rank by keeping their power (either personal or the support of others) a secret and bluffing others into servitude.



For example, while a member of Darkseid's Elite, such as Kanto, might not be able to destroy a pack of Parademons in hand-to-hand combat, he will threaten to bring Darkseid himself on them if they do not follow his orders. This threat might be full of hot air, or it might not, and the Parademons won't take any chances. Of course, Darkseid himself is the master of bluff and also the most powerful being on the globe, thus securing his position as world leader.

This method of authority is an unspoken law on Apokolips. Commands are accepted without question in all but the most fatal tasks. The chain of command was devised by Darkseid; any failure to follow orders will be detected in the Tower of Rage, and disciplinary measures will be taken immediately.

DARKSEID THE DESTROYER

DEX:	10	STR:	22	BODY:	16
INT:	18	WILL:	26	MIND:	20
INFL:	17	AURA:	17	SPIRIT:	18
INITIATIVE:		45	HERO POINTS:		250

- **Powers:**
  Continuum Control: 30, Dimension Travel: 8, Invulnerability: 20, Regeneration: 8, Warp: 65
- **Skills:**
  Charisma: 18, Scientist: 15
- **Bonuses:**
  The Omega Effect: If Darkseid uses his Continuum Control Power to attack a target with an Energy Blast and receives a number of RAPs equal to twice the target's BODY, he can choose to completely disintegrate the target and scatter its atoms across the cosmos. Later, Darkseid can resurrect disintegrated targets by making an Action Check, using his APs of Continuum Control as the AV/EV and twice the target's BODY as the OV/RV.
- **Limitations:**
  Miscellaneous: Darkseid's Warp, Dimension Travel, and Continuum Control Powers are actually powered by the X-Element he absorbs into his body. Consider these Powers to have a R# of 2 for the purpose of determining when Darkseid's supply of X-Element must be replenished.
- **Advantages:**
  Area Knowledge (Apokolips), Leadership
- **Drawbacks:**
  Catastrophic Irrational Attraction to discovering the Anti-Life Equation
- **Motivation:** Lust for Power
- **Occupation:** Ruler of Apokolips
- **Wealth:** N/A
- **Background:**
  Darkseid is a master schemer who uses his powerful subordinates to do the work while he gains all the credit. His search for the Anti-Life Equation,

a formula that he believes will give him total control over all thinking creatures, has pitted him against both the New Gods of Supertown and the heroes of Earth.

Although he never carries any equipment, Darkseid always keeps a few units of the X-Element on his person. He spends his time preparing new schemes and governing his planet. His ultimate concern has been the Anti-Life Equation, but additional pursuits, such as destroying New Genesis or invading Olympus, have also occupied his time.

- **Role-Playing:**

Darkseid is a being of order and evil. When he needs a task performed, he will find an appropriate henchman to do the job. For example, Desaad builds the machines, Granny Goodness trains the prisoners, and Kanto hunts down and kills meddlesome heroes. If his henchmen fail at their given task, the Omega Effect will usually seek them out and blast them into oblivion. After a few weeks of disintegration, Darkseid will bring the Character back and send s/he to Granny Goodness for a few days of torture/training. Darkseid will only act if he has to defend himself from an attack (a rare event).

Darkseid's biggest pet peeve is disorder. He always makes sure he is in total control of every situation. To insure loyalty among his subordinates, he rewards those who inform him of the disobedience of the others. (Backstabbing is popular among the inhabitants of Apokolips.)

One of Darkseid's few weaknesses is his single-minded manner of planning. When he tried to destroy the legends of Earth, he never thought the heroes would band together and protect the public that had turned against them. He tried to destroy Olympus when it refused to be conquered, but did not consider the fact that it was as immortal as its residents. Noble ideas such as this never occur to Darkseid.

In combat, Darkseid doesn't mess around. He often uses an Energy Blast (via Continuum Control) as his first attack. If any opponent lasts longer than a phase, he will Disrupt the victim or Warp him/her away through a Boom Tube. Before any attack can be made on his person, however, a handful of supervillain henchmen and robot machines will arrive to defend their master. Darkseid rarely enters Killing Combat, preferring to Disintegrate an assailant and re-collect the victim later for Granny Goodness' tortures.

Darkseid's Elite, also known as Darkseid's Ruling Elite or Darkseid's Henchmen, is a handful of superpowerful individuals, each with his/her own free will to wreak evil unless Darkseid intervenes. The current roster includes the nine Characters listed below. There may be additional, as yet unrevealed, members.

Darkseid's Elite pose a great threat to heroes and the Apokolips inhabitants. By rising to this level, they have proven their ability to keep authority over the lower ranks, while simultaneously pleasing their master. Failure in any task Darkseid orders is punishable by torture from another member of the Elite, an immediate loss of rank, and possibly death.

These individuals must work together although many of them do not get along. Rarely, Darkseid will allow one member to have authority over the others, effectively granting a new rank to that person. This has been done with Granny Goodness on many occasions; Desaad also enjoys such a position during nearly every major campaign his master plots.

DESAAD

DEX:	4	STR:	3	BODY:	4
INT:	15	WILL:	5	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:		23	HERO POINTS:		125

- **Skills:**
  Gadgetry: 18, Scientist: 15
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (High), Genius, Scholar (Pain)
- **Drawbacks:**
  Catastrophic Irrational Attraction to inflicting pain
- **Equipment:**

  Killing Gloves
  [BODY: 5, R#: 3, Energy Blast: 18]
  15 AP ABCD Omni-Gadget (x2)
- **Motivation:** Psychopath
- **Occupation:** Master Torturer
- **Wealth:** N/A
- **Background:**

Desaad is Darkseid's partner and primary henchman. Although Darkseid has destroyed many of his subordinates for failure or disobedience, Desaad is the only one he brought back out of loneliness. It was Desaad who murdered Darkseid's wife, Suli; but he then proved his loyalty by killing Queen Heggra, a move that put Darkseid on the Apokolips throne.

- **Role-Playing:**

Desaad loves machines and torture. He is spineless and frail but, nonetheless, very dangerous.

If threatened, Desaad will surrender and then strike at his opponents with a hidden gadget when their backs are turned. In nearly every case, an assailant will have to go through Darkseid to get to Desaad. If Desaad attacks with a weapon, he will avoid Killing Combat; he prefers tormenting his victims over killing them.

GRANNY GOODNESS

DEX:	7	STR:	7	BODY:	7
INT:	10	WILL:	10	MIND:	10
INFL:	10	AURA:	9	SPIRIT:	10
INITIATIVE:		29	HERO POINTS:		125

- **Skills:**
  Charisma: 13, Gadgetry: 6, Martial Artist: 9, Weaponry: 7
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (High), Leadership, Scholar (Training)
- **Drawbacks:**
  Serious Irrational Attraction to breaking the will of her pupils
- **Equipment:**
  ARMOR [*BODY*: 8]
- **Motivation:** Psychopath
- **Occupation:** Servant of Darkseid
- **Wealth:** N/A
- **Background:**

Granny Goodness' past is unknown. She currently serves Darkseid as his prized trainer/torturer. She is famous for her orphanages, where all of Darkseid's troops are brainwashed and trained to kill. She lives in the largest and most advanced of these establishments, called the Happiness Home.

Granny's biggest responsibility is the training and instillment of loyalty in Darkseid's henchmen. Nearly all of his noble minions (such as Kalibak, Dr. Bedlam, Kanto, and the Female Furies) have learned their slave-like devotion and Skill from Granny. At times, Darkseid will allow her to oversee a part of his latest power-lust campaign.

- **Role-Playing:**
  Granny Goodness is cruel and demanding, never giving an inch for her enemies or students, which often pushes them to the brink of sanity. She acts like a twisted mother to everyone, pretending to take care of them, while sadistically enjoying their torture. Her favorite persuasive method is to threaten her students and victims with the wrath of Darkseid.

  Granny will never be caught away from an arsenal of guards and weaponry. Her Martial Artist Skill and Armor can protect her, but she will invariably choose to send a squad of footsoldiers to hinder attacking heroes. After this, she will escape or possibly find a deadly weapon to finish off the job. Granny prefers not to kill, knowing that torture and brainwashing can turn any dangerous hero into a powerful new henchman.

KALIBAK THE CRUEL

DEX:	8	STR:	21	BODY:	16
INT:	6	WILL:	17	MIND:	9
INFL:	10	AURA:	6	SPIRIT:	12
INITIATIVE:	28	HERO POINTS:			110

- **Powers:**
  Invulnerability: 20



- **Skills:**
  Charisma (Intimidation): 8, Martial Artist: 11, Weaponry: 8
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (High), Iron Nerves, Lightning Reflexes
- **Drawbacks:**
  Serious Irrational Attraction to boasting and taunting
- **Equipment:**

  Beta-Club [STR: 22, BODY: 30, Energy Blast: 17, Mind Blast: 15]
- **Motivation:** Nihilist
- **Occupation:** Warrior
- **Wealth:** N/A
- **Background:**
  Also known as the "Scourge of Apokolips," Kalibak the Cruel is Darkseid's most ferocious warrior. Although he is not very smart, he makes up for it with sheer brute force and violence. Kalibak is Orion's nemesis; the two half-brothers have had many incredible battles, although they always survive.

  Kalibak is the son of Darkseid and the witch Suli. He inherited many of his father's terrible traits, but not his intelligence. He remains, however, one of Darkseid's most trusted henchmen, often given such crucial jobs as guarding Apokolips' most valuable machines, torturing captured heroes, and killing the greatest threats to the current scheme.

- **Role-Playing:**
  Kalibak never initiates his own actions; he must be sent to each task or ordered to protect something. If his orders become useless (for example, the weapon he is guarding is destroyed), he will either run to Darkseid with the news, or, more often, attack the nearest hero.

  Kalibak's ferocity and evil manner causes nearly everyone to fear him. If possible, Darkseid's other Elite will avoid him; he usually carries out his orders alone. He will attack both Orion and Lightray on sight, all the while shouting challenges to his foes. He likes to call himself the "ultimate warrior", "most brutal fighter", and so forth.

  In the first phase of combat, Kalibak will fire his Beta-Club. He never pulls any punches, always trying to end a fight as quickly and decisively as possible. In the second and subsequent phases, he will punch his opponent(s) and swing his club. If fighting a powerful foe, Kalibak will use other tactics, such as throwing or dropping a building on the hero.

  If captured, Kalibak will do anything he can to escape and resume the fight. During the Earth War, he promised Terrible Turpin a truce between Apokolips and New Genesis in return for his release.

  Kalibak never uses his father's precious machines as weapons, and never surrenders.

STEPPENWOLF

DEX:	10	STR:	6	BODY:	8
INT:	12	WILL:	11	MIND:	9
INFL:	9	AURA:	8	SPIRIT:	10
INITIATIVE:	35	HERO POINTS:			150

- **Skills:**
  Animal Handling: 10, Charisma: 11, Martial Artist: 11, Military Science: 16, Vehicles: 10, Weaponry: 12
- **Advantages:**
  Area Knowledge (Apokolips); Connections: Apokolips (High), Dog Cavalry (High); Leadership; Lightning Reflexes
- **Equipment:**

  ELECTRO-AXE [BODY: 16, EV: 11, Lightning: 10]
  Misc. Drawback: The Electro-Axe is mounted on a cable that can stretch to 1 AP in length.

  Cable Snare [STR: 15, BODY: 16, Energy Blast: 12]
  Misc. Drawback: The Cable Snare is 3 APs long.
- **Motivation:** Lust for Power
- **Occupation:**
  Commander of the Dog Cavalry
- **Wealth:** N/A
- **Background:**
  Steppenwolf is Darkseid's uncle and a member of the Elite, having

served Queen Heggra as commander of her Apokolips soldiers. He is tall and ugly, with yellow skin. Steppenwolf was the indirect cause of the first New God war, when he battled his arch-foe, Izaya the Inheritor. He is also the commander of the Dog Cavalry and, because of his great Military Science Skill, general of most of Darkseid's major invasions.

- **Role-Playing:**

As a former leader, Steppenwolf often has a hard time taking orders from his nephew. His only release is violence, making him one of the most threatening opponents Apokolips has to offer. He enjoys personal combat as much as leading a force of hundreds into enemy lands.

In battle, Steppenwolf tries to single out the toughest member of an enemy group and challenge him/her to personal combat. In this case, he wields his Electro-Axe. He often carries a heavy blaster while riding in the Dog Cavalry, as well as a few gadgets from Desaad or Dr. Bedlam to take care of tricky heroes.

DR. VIRMAN VUNDABAR

DEX:	5	STR:	4	BODY:	5
INT:	9	WILL:	6	MIND:	6
INFL:	8	AURA:	6	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:			75

- **Skills:**
  Charisma: 9, Gadgetry: 13, Martial Artist: 7, Military Science: 12, Scientist: 8, Weaponry: 5
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (High), Genius, Scholar (Traps)
- **Motivation:** Lust for Power
- **Occupation:**
  Military Leader, Scientist
- **Wealth:** N/A
- **Background:**

Virman Vundabar grew up in Granny Goodness' Happiness Home, where he showed an excellent ability to lead and motivate others through violence. In time, he caught Granny's attention, and she taught him all of her greatest secrets. When she named him, he began to model himself after the 19th Century German military man, both in dress and attitude.

Virman now operates as one of Darkseid's Elite, often alongside Granny, Kanto, Glorious Godfrey, or Dr. Bedlam.

- **Role-Playing:**

Virman Vundabar is efficient, ruthless, and arrogant. He holds authority in highest esteem, demanding total obedience from those below him and giving the same to his superiors. He bickers with all Elite members except Granny, whom he respects as much as Darkseid himself.

If at least one other member of the Elite is not beside him, Virman keeps four or five tough soldiers nearby for protection (The GM should use Dog Cavalry stats if this situation occurs.) These soldiers will defend Virman to their deaths.

Virman will either carry an Apokolips blaster at his side, or, if he has time to prepare an area where he expects combat, build a few tricks and traps around him to surprise his attackers. A pit, a hidden sleep gas canister, or mounted cannons disguised as pipes in a wall would not be unlikely.

KANTO

DEX:	12	STR:	7	BODY:	7
INT:	11	WILL:	11	MIND:	10
INFL:	8	AURA:	6	SPIRIT:	8
INITIATIVE:	35	HERO POINTS:			100

- **Skills:**
  Charisma: 8, Martial Artist: 12, Military Science: 15, Thief: 10, Weaponry: 14
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (High), Lighning Reflexes, Scholar (Assassination, Renaissance History)
- **Equipment:**
  Various weapons, especially those from the Renaissance Earth period.
- **Motivation:** Mercenary
- **Occupation:**
  Darkseid's personal assassin
- **Wealth:** N/A
- **Background:**

Like Virman Vundabar, Kanto was raised by Granny Goodness in the Happiness Home and is now a member of Darkseid's Elite. He, too, models himself after a period of Earth Culture: in this case, the political intrigue and duelist attitude of the Italian Renaissance. As Darkseid's greatest assassin, he is sent on search missions to find rebel leaders or invading heroes.

- **Role-Playing:**

Kanto is honorable but wicked. He loves to hunt and kill, but cannot help admiring many of his foes. Those who impress him are given a fair but peculiar challenge, much like declaring a duel. For example, Kanto did not kill Mister Miracle when he first met him; instead, he allowed the hero to escape and survive.

Kanto is not brainwashed into Darkseid's service; however, he enjoys his job too much to try to escape Apokolips. He also knows that if he refuses any order from Darkseid, Granny will have him brainwashed immediately.

Kanto fights fairly against heroic opponents, but always enters Killing Combat. He carries a few custom-made weapons on his person at all times, which the Gamemaster is encouraged to design for each adventure.

DOCTOR BEDLAM

INT:	12	WILL:	6	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	19	HERO POINTS:			65

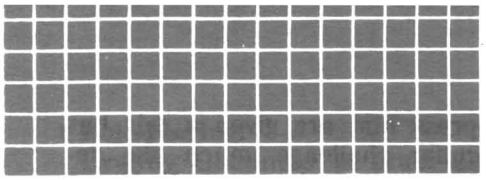
- **Powers:**
  Aura of Fear: 7, Self-Link (Spirit Travel): 9, Invisibility: 15
- **Skills:**
  Gadgetry: 15, Scientist: 13
- **Advantages:**
  Connection: Apokolips (High), Genius, Scholar (Fear)
- **Drawbacks:**
  Miscellaneous: The Doctor has no real physical form.
- **Equipment:**

ANIMATES [DEX: 7, STR: 7, BODY: 7, INT: 2, WILL: 2, MIND: 2]
NOTE: Bedlam can mentally control up to 6 Animates at one time and can even transfer himself into one of their bodies, temporarily gaining corporeal form. An Animate inhabited by Bedlam instantly resembles the Doctor's former appearance.

Paranoid Pill [Fog: 25, Broadcast Empath: 8]
NOTE: The gas released by the pill attacks everyone it touches with Broadcast Empath, causing the targets to become overcome by paranoia, fear, and hatred.

- **Motivation:** Psychopath
- **Occupation:** Servant of Darkseid
- **Wealth:** N/A
- **Background:**

Once a normal Apokolips scientist, the being known as Dr. Bedlam suffered from an as-yet-unknown accident that transformed him into a



creature of pure psionic energy. He is now a member of Darkseid's Elite but only appears physically when he has entered the form of an Animate, a mindless humanoid construction that he has created.

Although Bedlam's direct power rests in his Animate forms and near-immortality, he is also a master scientist. He creates and uses many weapons of his own design, such as fear inducers, brainwashing blasters, and super-powered Animates.

Macro-Man, the villain that rampaged through New York during the Operation: Legends conflict, was a special Animate developed by Desaad. Whether or not this type of form will be used by Bedlam in the future is up to the Gamemaster. As a scientist, Dr. Bedlam can create any number of super-powered Animates for special purposes and missions.

The Gamemaster should keep in mind that Dr. Bedlam is extremely hard to kill. A destroyed Animate is simply left behind while Bedlam enters the next one. His only weakness is that he cannot enter any form but an Animate, and is therefore limited to mechanical forms created by himself or other super-scientists.

- **Role-Playing:**

Doctor Bedlam is a killer. He laughs at his fellow villains when they fail, and he disposes of heroes with pleasure, never sparing his victims for torture or pity. One of Bedlam's favorite mental pictures is of a group of innocent people being killed or permanently disfigured by one of his gadgets.

Dr. Bedlam will attack in more ways than one when facing a hero. He will bash his enemies with his fists while his Paranoid Pill's fear gas (which he is immune to) fills the air, or a number of Animates might attack all at once. If possible, Bedlam will use a special Power built into his current Animate form.

GLORIOUS GODFREY

DEX:	5	STR:	3	BODY:	5
INT:	8	WILL:	6	MIND:	6
INFL:	13	AURA:	20	SPIRIT:	6
INITIATIVE:	26	HERO POINTS:			95

- **Powers:**

Broadcast Empath: 6

- **Skills:**

Gadgetry: 5, Charisma (Persuasion): 25

- **Bonuses:**

Area Effect on Broadcast Empath

- **Limitations:**

Miscellaneous: Godfrey must speak to use Broadcast Empath Power.

- **Advantages:**

Area Knowledge (Apokolips), Connection: Apokolips (High), Leadership

- **Drawbacks:**

Miscellaneous: Godfrey is very jealous of Desaad's relationship with Darkseid.

- **Equipment:**

Mind Control Helmets [BODY: 6, Control: 9]

NOTE: Control Power only works on the wearer.

- **Alter Ego:** G. Gordon Godfrey
- **Motivation:** Lust for Power
- **Occupation:** Revelationist
- **Wealth:** N/A
- **Background:**

Glorious Godfrey's origins are unknown. Discovered by a young Darkseid, Godfrey was immediately used as a weapon against the gods of New Genesis. Through his Apokolips upbringing and malicious nature, Godfrey has become one of Darkseid's most successful and trusted minions.

His inhuman ways of Persuasion have often been augmented by Desaad's machines. The group who initially served Godfrey, known as "The Justifiers," wore Mind Control Helmets that kept them totally devoted to their master and his causes.

- **Role-Playing:**

Glorious Godfrey loves unrest, suffering, and success. He struts like a movie star at all times, intimidating lesser heroes and villains. His ways of Persuasion allow him to act like a hero while scheming like a villain. He has a passion for controlling heroes or starting a riot, then gloating over his handiwork.

Surrender is Godfrey's most effective weapon. He will give in to a threat, then use his Charisma to gain a few unspoken allies. Heroes that capture him will soon be fighting amongst themselves, if Godfrey can Persuade the hero with the weakest will. Godfrey can also be expected to carry a concealed weapon (an Apokolips blaster, perhaps) and will enter Killing Combat without provocation.

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 (Apokolips), Connection: Apokolips (High)

- **Equipment:**

Knife [BODY: 5, EV: 3]

- **Motivation:** Lust for Power
- **Occupation:** Agent of Darkseid
- **Wealth:** N/A
- **Background:**

Amazing Grace is the sister of Glorious Godfrey and a member of Darkseid's Elite. She shares her brother's ability to Control the minds of others, though her Power is slightly different. Grace can force her will upon others more completely and more quickly than Godfrey, but she has trouble with large groups and strong-willed heroes. For example, she had no problem convincing Superman that he was the son of Darkseid once he had lost his memory and Powers, but the free spirited New Genesis warrior, Lightray, would not fall for her feminine trap.

- **Role-Playing:**

Like all of Darkseid's high-ranking supervillains, Amazing Grace is evil and vicious. Her most significant trait is deception; she loves to lull her victims into a false sense of security before she hands them over to the Parademons. She carries a heavy knife on her hip and dresses in very revealing costumes.

Before entering a potential combat situation, Amazing Grace will pretend to be a helpless bystander, and she will try to seduce male heroes. She is not above aiding heroes against her own allies for a short time, if it gives her an edge that will eventually put her in Darkseid's favor.

For example, she might pose as a renegade Hunger Dog chased by soldiers to gain the aid of a visiting hero. Although the hero might destroy dozens of Darkseid's men in her defense, she will stab the do-gooder in the back in order to gain the approval of her master.

The Special Powers Force is made up of individuals with superpowers who can't make it into the Elite. To heroes, these members are equivalent to minor villains. The two groups which follow make up only part of this section.

In times of war or invasion on another world, twenty or more members will be sent on a mission of destruction and conquest to "soften up" the opposing forces for the foot-soldiers. They are also used (in smaller numbers) to flush out groups of criminal Hunger Dogs. In this case, they will be sent on short and simple seek-and-destroy missions.

The Female Furies are a special division of women in the Special Powers Force, answerable only to Darkseid or Granny Goodness. The roster includes Bernadeth, Mad Harriet, Stompa, and Lashina. Big Barda, once an active member, has since left the group and relocated to Earth where she lives with her husband, Scott Free (Mister Miracle). All other females in the Special Powers Force hope to join the ranks of the Furies.

BERNADETH

DEX:	8	STR:	7	BODY:	7
INT:	6	WILL:	7	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:			60

- **Skills:**
  Gadgetry: 6, Martial Artist: 8, Military Science: 8, Weaponry: 10
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (Low), Lightning Reflexes
- **Equipment:**

  Fahren-knife [BODY: 8, EV: 8, Flame Project: 12]
  Misc. Drawback: The Fahren-knife's Flame Project Power can only be used upon those who have been stabbed with its blade.
- **Motivation:** Thrill Seeker
- **Occupation:** Warrior
- **Wealth:** N/A
- **Background:**
  Bernadeth is a member of the Female Furies and sister to Desaad. Her tendency to scheme is an ability she has in common with her brother. When the Furies are sent on a mission, she is commonly appointed their leader.
- **Role-Playing:**
  On a mission, Bernadeth will assess a situation and send each of her sister Furies out on specific tasks. If an argument erupts (not uncommon among these women warriors), Bernadeth will use her scheming ways or a Physical Attack to settle the matter.

  Bernadeth uses her intelligence at all times, taking note of her opponents' weaknesses and positions. She talks in a low but pronounced hiss.

  If Bernadeth must enter Killing Combat, she will always use her Fahren-knife. This weapon is a unique retractable blade known for its ability to burn its victims from the inside.

STOMPA

DEX:	9	STR:	9	BODY:	8
INT:	5	WILL:	7	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	22	HERO POINTS:			60

- **Skills:**
  Gadgetry: 6, Military Science: 8, Weaponry: 10
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (Low), Lightning Reflexes
- **Equipment:**

  HEAVY MATTER BOOTS
  [BODY: 12, EV: 15, Jumping: 2]
- **Motivation:** Thrill Seeker
- **Occupation:** Warrior
- **Wealth:** N/A
- **Background:**
  Stompa is the toughest member of the Female Furies. She is definitely not the smartest fighter Apokolips has produced, but this muscular woman makes up for this weakness with sheer brute force and savagery.
- **Role-Playing:**
  Stompa enjoys nothing more than fighting and smashing anything in her path. She is easily irritated and bored, causing her to search for creatures to kill or things to stomp for fun. She always speaks in the third person; for example, she might address a hero with,"Stompa wants you dead!"

  Naturally, Stompa uses her boots as often as possible to crush things and people; however, she is more likely to destroy a support beam and bring the ceiling down on a hero's head than kick the do-gooder. She will take on large groups of weak opponents, such as Hunger Dogs or a group of policemen, punching and kicking her way through them.

MAD HARRIET

DEX:	8	STR:	7	BODY:	7
INT:	4	WILL:	7	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	22	HERO POINTS:			60

- **Skills:**
  Charisma (Intimidation): 6, Gadgetry: 6, Martial Artist: 8, Military Science: 8, Weaponry: 10
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (Low), Lightning Reflexes
- **Equipment:**

  POWER SPIKES [BODY: 12, EV: 12]
- **Motivation:** Thrill Seeker
- **Occupation:** Warrior
- **Wealth:** N/A
- **Background:**
  Mad Harriet is the most violent of the Female Furies. She is tall and thin, with yellow skin and a thick mane of green hair. Her face is continuously covered with a maniacal grin and appears to be painted with black marks. She is notorious for her uncontrollable fighting skill and love of killing.
- **Role-Playing:**
  Mad Harriet is as crazy as the Joker, always laughing and amused, with an insane spark in her eyes. She talks like a wicked witch from old fairy tales, using such phrases as "Are you scared of my little Power Spikes, dearies?" She is, however, one of the most obedient of Darkseid's superpowered warriors, never failing to follow an order.

  Mad Harriet will attack an opponent as soon as possible. After a phase or two, she will back off and release her Power-Spikes, directing them at her victims; then, with a grin, she will enter Killing Combat. In many cases, she will use her Spikes to tear armor apart or shatter a weapon before trying to kill the hero.



LASHINA

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

- **Skills:**
  Gadgetry: 8, Martial Artist: 9, Military Science: 8, Thief: 8, Vehicles: 7, Weaponry: 10
- **Advantages:**
  Area Knowledge (Apokolips), Connections: Female Furies (High), Suicide Squad (High), Lightning Reflexes
- **Equipment:**

  Battle Lashes *(Lashina only)*
  [STR: 9, BODY: 7, EV: 9]
  Misc. Drawbacks: Each lash is 2 APs long.
  Mega-Gun *(Duchess only)*
  [BODY: 7, EV: 8, R#: 2]
  Bonus: Mega-Gun can also fire explosive projectiles (Bomb: 9)
- **Alter Ego:** Duchess
- **Motivation:** Thrill Seeker
- **Occupation:** Warrior, Government Agent
- **Wealth:** 4
- **Background:**
  Lashina is a Female Fury who lives up to her group's name; she is both beautiful and a fierce fighter. Lashina has been the second most powerful of the group for a long time; she was never quite as tough as Big Barda and has not yet successfully taken the command of the battalion from Bernadeth.

  Over her blue-black costume, Lashina wears flexible steel bands, known as Lashes. She is master of these whip-like weapons, able to crack a boulder or snap a hero's neck in half with a single blow.
- **Role-Playing:**
  Lashina is constantly trying to prove her superiority. She has openly challenged Bernadeth for leadership of the Furies. She tries to humble her opponents, making them beg for mercy. She is vengeful, never forgetting those who wrong her until she has paid them back as well.

  In a combat situation, Lashina will remove one of her Lashes and attack at full strength; however, she initially avoids combat in an indirect method (such as dismantling all lights in the given area, or finding a good location for an ambush). She always makes good use of Subskills such as Tracking and Demolition. This is one of her greatest tactics, using her mind as well as her body to insure victory.

  When Lashina uses her Lashes, she will try to break weapons and equipment before she hits her foe. If she is badly hurt (BODY: 3 or less), she will escape and find a new ambush location.

The Deep Six are another division of the Special Powers Force, though this is an exclusive group. These aquatic killers are rarely ordered to action by anyone other than Darkseid himself.

SLIG

DEX:	10	STR:	16	BODY:	13
INT:	6	WILL:	9	MIND:	9
INFL:	7	AURA:	4	SPIRIT:	9
INITIATIVE:	25 (25)	HERO POINTS:			65

- **Powers:**
  Disintegration: 18, Invulnerability: 13, Mutation: 9, Water Freedom: 10
- **Skills:**
  Martial Artist: 11, Weaponry: 10
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (Low)
- **Motivation:** Psychopath
- **Occupation:** Servant of Darkseid
- **Wealth:** N/A

JAFFAR

DEX:	8	STR:	14	BODY:	13
INT:	5	WILL:	8	MIND:	7
INFL:	6	AURA:	3	SPIRIT:	9
INITIATIVE:	19 (19)	HERO POINTS:			55

- **Powers:**
  Invulnerability: 13, Mutation: 9, Water Freedom: 8
- **Skills:**
  Weaponry: 8
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (Low)
- **Motivation:** Psychopath
- **Occupation:** Servant of Darkseid
- **Wealth:** N/A

GOLE

DEX:	8	STR:	15	BODY:	13
INT:	4	WILL:	8	MIND:	7
INFL:	5	AURA:	3	SPIRIT:	9
INITIATIVE:	19 (19)	HERO POINTS:			55

- **Powers:**
  Invulnerability: 13, Water Freedom: 8
- **Skills:**
  Martial Artist: 9, Weaponry: 8
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (Low)
- **Motivation:** Psychopath
- **Occupation:** Servant of Darkseid
- **Wealth:** N/A

SHALIGO THE FLYING FINBACK

DEX:	11	STR:	14	BODY:	13
INT:	5	WILL:	8	MIND:	7
INFL:	6	AURA:	3	SPIRIT:	9
INITIATIVE:	24 (24)	HERO POINTS:			55

- **Powers:**
  Flight: 11, Invulnerability: 13, Water Freedom: 11
- **Skills:**
  Martial Artist: 12, Weaponry: 9
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (Low)
- **Motivation:** Psychopath
- **Occupation:** Servant of Darkseid
- **Wealth:** N/A

TROK

DEX:	8	STR:	15	BODY:	13
INT:	4	WILL:	8	MIND:	7
INFL:	6	AURA:	3	SPIRIT:	9
INITIATIVE:	20 (20)	HERO POINTS:			55

- **Powers:**
  Invulnerability: 13, Water Freedom: 8

- **Skills:**
  Martial Artist: 10, Weaponry: 12
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (Low)
- **Equipment:**

  Whirling Axe [STR: 16, BODY: 12]
  Bonuses: The Axe can attack opponents up to 2 Aps away.
- **Motivation:** Psychopath
- **Occupation:** Servant of Darkseid
- **Wealth:** N/A

KURIN

DEX:	9	STR:	14	BODY:	13
INT:	4	WILL:	8	MIND:	7
INFL:	5	AURA:	3	SPIRIT:	9
INITIATIVE:	20 (20)	HERO POINTS:			55

- **Powers:**
  Invulnerability: 13, Water Freedom: 9
- **Skills:**
  Martial Artist: 12, Weaponry: 9
- **Advantages:**
  Area Knowledge (Apokolips), Connection: Apokolips (Low)
- **Motivation:** Psychopath
- **Occupation:** Servant of Darkseid
- **Wealth:** N/A
- **Background:**

The Deep Six are a team of fish-like humanoids born and trained on Apokolips. They came from the deepest underground pools of the planet, where they were hidden for many years. When Darkseid discovered them, he made use of their incredible powers and heartless nature by sending them to Earth to fight the New Genesis warriors, Orion and Lightray.

They captured Lightray and placed him on a giant raft called the Glory-boat. Orion came to the aid of his friend, and after a quick confrontation with Slig, both heroes were attacked by all six humanoids. The Deep Six have not been heard from since; they are assumed to be on Apokolips, waiting for a new mission from their master.

Very little is known about these six creatures. The Gamemaster may want to add a few Powers and Skills if the Players' heroes encounter them in an adventure.

- **Role-Playing:**

Only three of the Deep Six have special Powers: Slig can Disintegrate Characters; Slig and Jaffar can Mutate living things, enabling them to, for example, turn a crayfish into a fire-breathing lizard or a shark into a new villain; and Shaligo can fly. All six are extremely vicious in battle.



Scientists, as the master creators and designers of the Apokolips weapons, are appropriately given a high level of authority. Past mechanical wizards such as Himon, Metron, and Esak have been given nearly every creature and machine on the planet for their use and abuse. Hunger Dogs are used for experimentation on a daily basis.

TECHNO-CHIEFS

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	0	MIND:	0
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:			0

- **Skills:**
  Gadgetry: 12, Scientist (Drawing Plans): 3
- **Advantages:**
  Genius
- **Occupation:** Scientists
- **Wealth:** N/A
- **Background:**

Darkseid has a cadre of special scientists who attend to his personal technological needs. Known as "techno-chiefs," they operate all of his equipment in the highest level of the Tower of Rage and accompany him on any errands throughout the galaxy. They wear protective suits with metallic masks to hide their ghastly features.

Techno-chiefs have no free will; their minds are mechanical, triggered into action only by Darkseid's orders. This denies them any creative Powers.

SCIENTISTS

DEX:	2	STR:	2	BODY:	2
INT:	6	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	10	HERO POINTS:			0

- **Skills:**
  Gadgetry: 12, Scientist: 12
- **Motivation:** Fear
- **Occupation:** Scientists
- **Wealth:** N/A
- **Background:**

Darkseid's current techno-geniuses are of the faceless variety; his failures with Himon, Metron, and Esak have forced him to employ a larger group of less independent scientists to insure security and servitude. They are left to the neurotic solitude of their laboratories and torture chambers, undisturbed as long as they produce new and better engines of evil.

Trainers, or torturers, serve under Granny Goodness, either in the Happiness Home or another orphanage. Their job is to mold footsoldiers into the next fighting class. Granny also has a number of "high-level" trainers who convert any individuals with superpowers into high-ranking minions of Darkseid.

HIGH-LEVEL TRAINERS

DEX:	5	STR:	6	BODY:	6
INT:	2	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	12	HERO POINTS:			10

- **Skills:**
  Charisma: 4, Martial Artist: 6, Military Science: 5, Weaponry: 5, Vehicles: 6
- **Motivation:** Thrill of inflicting pain
- **Occupation:** Military Trainers
- **Wealth:** N/A

TRAINERS

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

- **Skills:**
  Charisma: 3, Martial Artist: 6, Military Science: 4, Weaponry: 4, Vehicles: 3
- **Motivation:** Thrill of inflicting pain
- **Occupation:** Military Trainers
- **Wealth:** N/A
- **Background:**

Granny's trainers/torturers were all hand-picked by the Mistress of Misery herself. They work nonstop and wear masks at all times. Both types of trainers are large, loud, odorous, and sadistic in manner. High-level trainers are more brutal than the others but are otherwise the same. If any of them step out of line, Granny will have him immediately terminated.

Darkseid's Army is the most brutal, active, and numerous of all the forces on Apokolips. For every ten Hunger Dogs there is a soldier. (In fact, every guard, Aero-Trooper, Parademon, and Dog Cavalryman was once a Hunger Dog.) A regular abduction of male "lowlies" is made as Granny's orphanages begin training on the newest arrivals.

Those who survive the violent conditioning form the ranks of the infantry (also known as footsoldiers). Those who show incredible endurance and fighting skill are given a chance to enter the Dog Cavalry or Aero-Troopers. Aero-Troopers who live through countless mid-air battles are blessed with the ultimate fighter conditioning: transformation into a Parademon.

As a soldier moves through the ranks, he becomes tougher (Physical Attributes increase) and smarter (Mental Attributes and Skills increase); however, his free will (Mystic Attributes) is reduced. This is a result of Granny's trademark brainwashing treatment.

Parademons, Darkseid's flying soldiery, make up the highest rank in the Apokolips military. There are two types in this category: captains and soldiers. The captains answer to all ranks above them, and the soldiers to their captains.

PARADEMON CAPTAINS

DEX:	6	STR:	6	BODY:	7
INT:	3	WILL:	4	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:			5

- **Powers:**
  Flight: 8
- **Skills:**
  Military Science: 5, Weaponry: 6, Vehicles: 6,
- **Advantages:**
  Leadership
- **Equipment:** see *Background*
- **Occupation:** Servants of Darkseid
- **Wealth:** N/A

PARADEMON SOLDIERS

DEX:	6	STR:	6	BODY:	6
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	10	HERO POINTS:			0

- **Powers:**
  Flight: 8
- **Skills:**
  Weaponry: 6, Vehicles: 6, Military Science: 4
- **Occupation:** Servants of Darkseid
- **Wealth:** N/A
- **Background:**

Parademon patrols fly over the Apokolips skies looking for criminals. Darkseid also uses them for his major invasions, transporting a force of hundreds through a Boom Tube into another world. While the common Parademon never uses a weapon, half of an invasion force will carry hand weapons. In rare cases, they are sent to quell large riots at important installations by flying over the masses with heavy blasters. Attacks on a single person, such as a hero, are Multi Hand-to-Hand Attacks, often taking place in mid-air. (See *Gadgets and Equipment* for more information.)

The Parademons are Darkseid's elite soldiers and Granny Goodness' greatest accomplishments. Their faces and bodies, a combination of mutated flesh and mechanical armor, are as inhuman as their souls. Parademons fight to the death, never refuse an order, and always attack an intruder. They are encountered in groups of three or more.

Aero-Troopers are much like Parademons in Skill and daily activity. They are, however, less powerful and, therefore, lower in rank. The members are very few because the majority are transformed into Parademons as soon as they have become expert in-flight fighters.

AERO-TROOPERS

DEX:	5	STR:	5	BODY:	6
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:			10

- **Skills:**
  Military Science: 4, Weaponry: 5, Vehicles: 5
- **Equipment:**

  Flight Discs
  [BODY: 9, R#: 2, Flight: 8]
  Uniforms
  [BODY: 4, Sealed Systems: 6]
  Shoulder Radios [BODY: 2, R#: 2, Super Ventriloquism: 14]
- **Occupation:** Servants of Darkseid
- **Wealth:** N/A
- **Background:**

The Aero-Troopers are scouts, rather than warriors. Their combat Skills are used for defense while flying over battlegrounds, riots, and so forth, leaving the Parademons with all the mid-air fighting. They are easily identified by their bald heads and expressionless faces.

Granny's most effective brainwashing techniques are used on the Aero-Troopers, in preparation for their eventual role as Parademons.



They live in a special bunker in the Happiness Home and make regular scout runs across the planet. They spend most of their time in rigorous training sessions conducted by Granny herself. While in the Bunker, the Aero-Troopers are constantly "encouraged" by Granny and her assistants through their shoulder radios.

The Dog Cavalry is one of Darkseid's most prized military divisions. It is a special shock-troop division of the infantry, used for invasions on other planets and defense against heroic intruders.

DOG CAVALRYMEN

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

- **Skills:**
  Animal Handling: 7, Military Science: 5, Weaponry: 6, Vehicles: 4
- **Limitations:**
  Serious Irrational Attraction to violence
- **Equipment:**

Uniforms [*BODY*: 7, Skin Armor: 3]

Dogs

DEX:	5	STR:	6	BODY:	8
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	14	HERO POINTS:			0

- **Powers:**
  Running: 5, Claws: 9
- **Occupation:** Servants of Darkseid
- **Wealth:** N/A
- **Background:**
  Cavalry Captains oversee the tending and training of this force, and continually breed new mounts and train new footsoldiers to prepare for invasions. Each pony-size dog has the ferocity of a tiger, and carries a footsoldier rider. Steppenwolf has been the head of this force since its formation, and always leads the first assault in an invasion.

  Each cavalryman is equipped with the standard uniform/armor of the footsoldier and either small blasters for small groups of 10 to 20, or hand weapons for invasion forces (see *Gadgets and Equipment*). They are not as hard to control as infantry, but they are still very aggressive.

Dog Soldiers are a special infantry division and one of Darkseid's newest military groups. They are the strongest but least intelligent of the planet's army.

DOG SOLDIERS

DEX:	7	STR:	7	BODY:	7
INT:	1	WILL:	2	MIND:	2
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:			0

- **Skills:**
  Martial Artist: 8, Weaponry: 7, Vehicles: 3
- **Limitations:**
  Catastrophic Irrational Attraction to violence
- **Occupation:** Servants of Darkseid
- **Wealth:** N/A
- **Background:**
  Dog Soldiers are well known for their fighting skill, dark humor, and tendency to fail at the simplest missions. Darkseid uses them primarily for invasions, where their inept qualities help cause more damage than normal footsoldiers.

  They are bred in the lower levels of Granny's orphanages and will be encountered rarely. Their training, inability to follow orders, and group descriptions are the same as those for normal infantry.

The Infantry, also known as guards, harassers, or footsoldiers, are the most numerous and weak of the Apokolips military. They number in the thousands and can be found in nearly every location across the planet. Some common activities include: quelling riots, guarding installations, manning mounted weapons along security positions, grabbing Hunger Dogs for the mines and factories, fetching supplies (and subjects) for scientists, and invading other worlds in groups of 500 or more.

INFANTRYMEN

DEX:	4	STR:	5	BODY:	5
INT:	2	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	7	HERO POINTS:			0

- **Skills:**
  Weaponry: 3, Vehicles: 3
- **Limitations:**
  Catastrophic Irrational Attraction to violence
- **Equipment:**

see *Gadgets and Equipment*
- **Occupation:** Servants of Darkseid
- **Wealth:** N/A
- **Background:**
  The Apokolips infantry is cruel, violent, and totally lacking in remorse. Each member has his own personality and appearance, but they are all stocky and dirty, with an evil glint in each eye. They all wear a

uniform that signifies their identity.

An encounter with infantry will always involve fighting. The Gamemaster must roll against their Irrational Attraction to avoid attacking a group of Hunger Dogs, heroes, creatures, or similar intruders. They constantly bark orders and threats to everyone around them, including each other.

Encounters will be determined by the force size of the infantry and the weapons they carry. The constant destruction taking place on Apokolips limits the number of weapons and grenades given to soldiers; the infantry is outfitted according to the importance of their mission and expectation of success.

A group of 100 or more footsoldiers, a *battalion*, will each be armed with a hand weapon and blaster. These will be riot forces and anti-hero armies. Groups of 99 to 40 are *peace-keepers*, who patrol areas prone to uprisings. They will be heavily armed, each carrying a blaster and either a hand weapon or a hand-held grenade. In addition, such a force will also have ten heavy blasters, ten fired grenades, and a demolition bomb in the company.

The *attack* forces of 39 to 15 soldiers are deployed as guard regiments around installations and as patrols in the more quiet areas. They are lightly armed with either a hand weapon or a blaster to each man, and a complement of ten grenades and one heavy blaster distributed among the group. The smallest groups (less than 15) are known as *infiltrators*, armed with only hand weapons and sent on raids into Hunger Dog camps that number a dozen or more (see *Gadgets and Equioment* f0r more information).

The leadership of Darkseid's grunt troops is handled as well as can be expected. Because of Granny's intense brainwashing training techniques, infantry are often too bloodthirsty to listen to orders. When any size armed force is sent on a mission other than "search and destroy," a Dog Cavalryman or Aero-Trooper will address the group and give them a quick set of very simple orders (such as "Wait until the Parademons have made the initial attack, then engage the enemy!"). This, however, rarely works; the Gamemaster must roll against the group's Irrational Attraction as soon as an opportunity for violence presents itself. If the roll fails, the infantry ignores all orders and attacks (even if, from the example above, it puts them in the path of the Parademons).

Drones are Hunger Dogs that cannot be molded into footsoldiers, but show slight signs of intelligence.

DRONES

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	5	HERO POINTS:			0

- **Skills:**
  Gadgetry: 2 **OR** Vehicles: 2
- **Limitations:**
  Skill will be appropriate to the drone's occupation
- **Occupation:** Technicians/Operators
- **Wealth:** N/A
- **Background:**
  Drones are often placed behind the control panels of minor equipment such as Aero-Carriers or monitor screens. They may also do repair work for scientists or work as operators in security installations. Drones must obey anyone who ranks above them, or suffer immediate extermination. They are never given weapons, and are bound by the same laws as Hunger Dogs. (See *Adventuring on Apokolips*)

NOTE: Any new villain introduced by the Gamemaster should be placed within this power structure according to cunning, ability, and role in the adventure.

MANTIS

DEX:	11	STR:	11	BODY:	14
INT:	8	WILL:	8	MIND:	9
INFL:	9	AURA:	6	SPIRIT:	10
INITIATIVE:	30	HERO POINTS:			150

- **Powers:**
  Bomb: 16, Dimension Travel: 8, Energy Absorption: 5, Energy Blast: 10, Flame Project: 13, Flight: 13, Ice Production: 13, Power Reserve: 15, Warp: 65
- **Skills:**
  Charisma: 9
- **Bonuses:**
  Energy Vampirism: Mantis' Power Reserve begins at O APs. The APs of energy absorbed with Energy Absorption Power are added to the Power Reserve until it is at full capacity (15 APs). Absorbed energy is maintained for one hour (10 APs). Power Reserve is usable to augment STR and Energy Blast Power, though Mantis cannot increase either to more than twice its starting value.
  Miscellaneous: Energy Absorption works on Mystical Attacks.
- **Limitations:**
  Miscellaneous: Flame Project and Ice Production both have a Range of Touch; Mantis' Warp Power is powered by the X-Element, which he absorbs into his body. Consider his R#: 4, for the purpose of determining when his supply of X-Element is exhausted.
- **Advantages:**
  Area Knowledge: Apokolips); Connections: Apokolips (High), "Bug" colonies (High); Leadership; Lightning Reflexes
- **Equipment:**

  POWER POD [BODY: 10, Energy Blast: 4]
  NOTE: Mantis can use his Power Pod to absorb energy into his Power Reserve. This amount of energy is equal to tha amount of time he spends in the pod (in APs) plus the pod's APs of Energy Blast.
- **Motivation:** Lust for Power
- **Occupation:** Agent of Darkseid
- **Wealth:** N/A
- **Background:**
  Mantis, a survivor of the "Bug" race of New Genesis, is one of the most powerful beings on Apokolips. Why Darkseid lets him live is unknown, though they seem to have some link from their pasts.

  Mantis first surfaced when he fought the Forever People. He then widened his goals and invaded Earth with an army of Bugs during the Earth War.
- **Role-Playing:**
  Like Darkseid, Mantis is incredibly intelligent and devious. He thinks on a grand scale, trying to attain power through invasions and schemes that endanger the lives of millions.

  Mantis is one of the toughest opponents Apokolips has to offer. By using his Power Pod for an hour or more, he could take on the Justice League International by himself. As he is attacked, his Energy Absorption allows him to become nearly invulnerable, while his Energy Blast reaches atomic levels.

Other Non-Player Characters

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 Area Effect (10 AP Range)
- **Advantages:**
  Area Knowledge (Apokolips and Metropolis Sewers)
- **Drawbacks:**
  Forced Exile (Apokolips), Strange Appearance
- **Motivation:** Lust for Power
- **Occupation:** Mercenary
- **Wealth:** 3
- **Background:**

Sleez is a native of Apokolips, who now lives on Earth. He was born in the underground of the former planet, where he realized how much smarter he was than the other creatures, and learned how to use his special Powers. Darkseid became aware of Sleez and employed him as his chancellor. At this time, the Destroyer himself was still only a prince, and Queen Heggra ruled the planet.

Once Darkseid rose to power, he had no need for Sleez. A blast of the Omega Effect banished him to Metropolis on Earth, in a run-down section called Suicide Slum. After waiting untold years for a chance to regain his former power, Sleez found Big Barda at his mercy. Superman tried to intervene, but without success.

Fortunately, Mister Miracle rescued his wife and the Man of Steel, and the three of them attacked Sleez. He narrowly escaped and is currently at large.

- **Role-Playing:**

Sleez grins and gloats a lot, but is not above taking precautions against any heroes that attack him. He operates in his sewer network, aided by at least one Ash-Crawler pet and many traps. He also employs a few thugs from Suicide Slum to watch for and attack anyone who meddles in his plans.

He is motivated by a Lust for Power, which stems from his former lofty position at Darkseid's side. He loves to humiliate his victims, and his schemes often involve revenge against any New God.

Sleez will use his traps, pets, and any available weapons in combat. One of his favorite tactics is to blackmail or expose those he wants to suffer.

THE PURSUER

DEX:	11	STR:	13	BODY:	10
INT:	6	WILL:	11	MIND:	9
INFL:	6	AURA:	5	SPIRIT:	10
INITIATIVE:	25	HERO POINTS:			95

- **Powers:**
  Density Increase: 6, Energy Absorption: 3, Flame Immunity: 10, Ice Immunity: 10, Systemic Antidote: 10
- **Skills:**
  Military Science (Tracking): 15, Weaponry: 13
- **Advantages:**
  Areas Knowledge (Apokolips), Connection: Apokolips (High), Iron Nerves, Lightning Reflexes, Sharp Eye
- **Equipment:**
  Lance [DEX: 10, STR: 11, BODY: 15, INT: 2, Analytical Smell/Tracking Scent: 16, Energy Blast: 13, Flame Being: 13, Flight: 10, Telepathy: 10] Bonus: The Lance can, at the Pursuer's command, leap onto an opponent and wrap itself around the target (this is a Grappling Attack, using the Lance's DEX/STR as the AV/EV). The Lance's Telepathy only allows Devilance to communicate with the Lance and give it instructions.
- **Alter Ego:** Devilance
- **Motivation:** Psychopath
- **Occupation:** N/A
- **Wealth:** N/A
- **Background:**

Devilance is one of Darkseid's Pursuers, assassins bred to track, find, and utterly destroy their quarry. A Pursuer who fails in his task is himself terminated.

Devilance's last mission was to hunt down and kill the Forever People. Up until that time, Devilance had a long, successful career.

When Devilance had finally cornered the Forever People on a remote Pacific Island, the group yelled the word "TAARU" and traded places with their counterpart, the Infinity Man. The two fought a hard battle that ended when a huge explosion supposedly disintegrated them after they had both tried to take possession of Devilance's lance.

It is not known if the Pursuer was killed in the blast. It is, however, assumed that Darkseid has more of his kind on Apokolips, waiting for their next mission...

- **Role-Playing:**

Like most children of Apokolips, Devilance is savage, cruel, and deadly. He never gives up or pulls his punches; his fear of being destroyed for failure is almost as great as his desire to complete the missions he was assigned.

HIMON

DEX:	7	STR:	5	BODY:	6
INT:	21	WILL:	24	MIND:	15
INFL:	8	AURA:	8	SPIRIT:	9
INITIATIVE:	36	HERO POINTS:			125

- **Powers:**
  Dimension Travel: 8, Warp: 65 (via X-Element)
- **Skills:**
  Charisma: 10, Gadgetry: 20, Scientist: 25, Thief: 5
- **Advantages:**
  Area Knowledge (Apokolips); Connections: Mister Miracle (High), Supertown (High); Genius, Scholar (Scientific Theories, The Source), Sharp Eye

- **Drawbacks:**
  Guilt: Himon is pained over the fact that he discovered the X-Element, thus boosting Darkseid's power.
- **Equipment:**

  Mother Box [Body: 7, Int: 10, Will: 6, Mind: 6, Infl: 6, Aura: 6, Spirit: 6, Hero Points: 75, Danger Sense: 12, Life Sense: 6, Omni-Power: 11]
  Bonuses: (*see Gadgetry*)

  PHASING CIRCUITRY [Body: 2, R#: 2, Teleportation: 18]

  ANDROID DUPLICATES: Himon has constructed several duplicates of himself that have all of his Attributes and Skills. The OV/RV of the Perception Check necessary to detect that the android is not Himon is 15/15.

15 AP ABCD Omni-Gadgets (x2)

- **Motivation:** Responsibility of Power
- **Occupation:** Scientist, Teacher
- **Wealth:** N/A
- **Background:**

Himon is Metron's former partner and one of the DC Universe's greatest scientific minds. He tends to be neutral during any Apokolips/New Genesis conflict, but has been living on Apokolips to support his special group of rebels for the past few years. Himon is also a master escape artist, having been caught and "killed" dozens of times. He always reappears, however, as his captors realize they have assassinated an android replica.

Himon met Scott Free (Mister Miracle), an Aero-Trooper at the time, and tried to teach him the ways of peace and rebellion. When Scott decided to escape to Earth, Himon and Metron joined forces and created a Boom Tube for his journey. Himon now considers himself a foster father to Scott.

Himon is currently being chased across Apokolips, where, with the help of Orion, he is slowly building his rebel groups. Darkseid and Himon play a continual game of cat-and-mouse, trying to outwit the other until one of them is truly dead.

- **Role-Playing:**

Himon is very wise and very egotistical. Reckless and overconfident, he often strolls right into incredibly dangerous situations. He is also very free-willed; he does not take orders from anyone, and will refuse to help heroes if he feels his personal quest is more important.

Himon's Omni-Gadgets get him out of any trap; he uses them as temporary Force Fields, invisibility mechanisms, teleporters, foot rockets for quick escape, mini-bombs, and disorienting lights. He avoids combat by using his Charisma Skill.

METRON

Dex:	7	Str:	6	Body:	7
Int:	25	Will:	23	Mind:	16
Infl:	9	Aura:	2	Spirit:	8
Initiative:	41	Hero Points:			150

- **Skills:**
  Gadgetry: 25, Scientist: 20
- **Advantages:**
  Area Knowledge (Promethian Galaxy); Connections: Darkseid (High), Highfather (High); Genius; Scholar (Astronomy, The Source); Sharp Eye
- **Drawbacks:**
  Catastrophic Irrational Attraction to knowledge
- **Equipment:**

  MOBIUS CHAIR
  [Int: 20, Body: 25, Dimension Travel: 13, Flight: 50, Force Field: 25, Omni-Power: 15, Recall: 60, Sealed Systems: 25, Telekinesis: 50, Time Travel: 50, Warp: 65, R#: 2]
  NOTE: The Mobius Chair is powered by the X-Element.

- **Motivation:** Seeks Knowledge
- **Occupation:** Scientist
- **Wealth:** N/A
- **Background:**

Metron is a cold, neutral native of New Genesis. Except for the time he served as a mentor for Lightray and Orion in their youth, his past is unknown. It was Metron who saved Lightray's life from the attack that gave the warrior his solar powers.

Metron built the Matter Threshold and Boom Tube for Darkseid in exchange for the X-Element. This substance helps him to fly through space in his Mobius Chair and collect information at the edge of the universe.

Metron's former partner was Himon, the master scientist and philosopher. Himon devised the concepts, while Metron built the machines to make them a reality. Through this pair of geniuses came the first Mother Box and hundreds of other incredible mechanisms. The two have infinite respect for but little understanding of each other.

Metron was a frequent player in the events of the Earth War. Since that time, he has traveled beyond the Promethian Galaxy, where he discovered the secret to the Anti-Life Equation. He recently returned in a comatose state, and, through the mind of the Martian Manhunter, revealed his folly in using the Equation to Highfather, Darkseid, and Earth's heroes.

- **Role-Playing:**

Metron seems to care only about knowledge. He has sold the peace of his native planet for the answers to his burning questions. His obsession with the mysteries of The Source is as fierce as Darkseid's desire for the Anti-Life Equation.

Metron has, however, played an important role in the tales of the New Gods. Although he created weapons that began the Great Clash, he also saved Lightray and Orion from certain doom in the Earth War. Metron might have some hidden interest in the New Gods, or he may only be

THE PROMETHIAN GALAXY

At the edge of the physical universe lies a vast expanse of space known as the Promethian Galaxy, the last signpost before entering the heart of The Source. It is here that Metron discovered the Anti-Life Equation.

At the galaxy's edge is a giant wall of stone faces. This is the fate of those beings who sought the secrets of The Source and were naive enough to think they would succeed. A few others float in space before the wall, bloated mockeries of their own intelligence and power.

These floating Promethian giants, each larger than a moon, can be visited and searched. They are treated as if they were small planets, each with some degree of gravity or atmosphere. Surface exploration resembles a flea's point of view. A detailed search will reveal some simple life forms (bacteria, etc.) and a few clues regarding the giant's past.

For visiting Characters, the Promethian Galaxy is a dead end. Only once has the wall been breached successfully, by Metron, and even he did not survive unscathed. To attempt entry will only add to the wall of past failures.

trying to make up for the damage he has caused.

The Mobius Chair, because of its X-Element power source, allows its operator to create a Boom Tube. Metron uses the Chair's high INT to store information, but he draws his own conclusions (thus, it has no WILL or MIND).

Metron uses the Mobius Chair as his weapon in the eventuality of combat; however, he is smart enough to avoid any such confrontation. He will surrender to a foe, then bargain for escape or survival. For example, if attacked by Kalibak, he will give the villain temporary super strength or a special weapon with which to kill Orion in return for his freedom.

HIGHFATHER

DEX:	10	STR:	7	BODY:	12
INT:	18	WILL:	17	MIND:	18
INFL:	13	AURA:	15	SPIRIT:	11
INITIATIVE:		41	HERO POINTS:		200

- **Powers:**
  Invulnerability: 12
- **Skills:**
  Charisma (Persuasion): 15, Weaponry: 11
- **Advantages:**
  Area Knowledge (Supertown), Connection: Supertown (High), Leadership
- **Drawbacks:**
  Catastrophic Irrational Attraction to peace
- **Equipment:**

  Staff [BODY: 16, Precognition: 17, Omni-Power: 17]
  NOTE: Highfather's Staff is directly linked to the Source. Its Powers always function at an AP level equal to its user's WILL.
- **Alter Ego:** Izaya the Inheritor
- **Motivation:** Upholding the Good
- **Occupation:** Leader of Supertown
- **Wealth:** N/A
- **Background:**

Izaya the Inheritor was the original leader of the New Gods of New Genesis when the Great Clash began. After the techno-cosmic war had devastated his homeland, he refused the ways of war and gained his inheritance: a personal link with The Source. Since that time, he has become Highfather, leader of New Genesis and teacher of the ways of peace.

Highfather's Staff, which looks much like a simple shepherd's stick, is always in his hand. By holding it, he can feel the power of The Source and communicate with it subconsciously.

The Mental Attributes of anyone holding the Staff become its Mental Attributes, determining the level of its Powers. Whether any other being can use the Staff is unknown; the Gamemaster may deny any Character other than Highfather the use of its Powers, or, if the Character is a hero who is good of heart (or blood-related, such as Mister Miracle), s/he may be able to use them.

- **Role-Playing:**

Highfather is charismatic and peaceful. He knows how to lead his people and still remain friendly, as if they were all his children. He is also mysterious due to his link to The Source; no one fully understands what power and knowledge he commands.

Highfather does not engage in combat. Any time he is attacked, the Gamemaster must roll against his Irrational Attraction to determine if he will defend himself or not. This roll should also be made to see if Highfather will send any of his people off to war, or if he will declare war on Apokolips.

ORION

DEX:	13	STR:	22	BODY:	15
INT:	10	WILL:	19	MIND:	11
INFL:	10	AURA:	8	SPIRIT:	12
INITIATIVE:		35	HERO POINTS:		175

- **Powers:**
  Invulnerability: 15, Regeneration: 9
- **Skills:**
  Vehicles: 13, Weaponry: 13
- **Advantages:**
  Area Knowledge (Apokolips and Supertown); Connections: Apokolips (Low), Supertown (High); Iron Nerves; Lightning Reflexes
- **Drawbacks:**
  Serious Rage: The darker side of Orion's personality tends to reveal itself in combat. Orion can automatically regain his composure through the use of his Mother Box, but he must be Persuaded to do so. Orion can even try to Persuade himself to recover. although Persuasion is a Dice Action, such an effort only costs Orion one of his two Automatic Actions each phase; after his Rage is triggered, Orion must make a Killing Combat attack each phase until he recovers.
- **Equipment:**

  ASTRO-GLIDER [STR: 8 , INT: 1, BODY: 16, Energy Blast: 25, Flash: 15, Flight: 30, Magnetic Control: 20, Sealed Systems: 14]

  Mother Box [BODY: 7, INT: 10, WILL: 6, MIND: 6, INFL: 6, AURA: 6, SPIRIT: 6, Hero Points: 75, Danger Sense: 12, Life Sense: 6, Omni-Power: 11]
  Bonuses: (*see Gadgetry*)
- **Motivation:** Responsibility of Power
- **Occupation:** Warrior
- **Wealth:** N/A
- **Background:**

Orion is Darkseid's son, a curse he must bear forever. While still a child, Orion was traded with Highfather's son Scott Free (Mister Miracle) to bring a truce to the ongoing war between Apokolips and New Genesis. Orion lived most of his life on New Genesis, learning to love others and value freedom. His best friend and constant companion is Lightray, although their personalities are so different. Orion carries a Mother Box on his shoulder at all times.

Orion has become the greatest warrior of New Genesis, possibly the greatest of all New Gods. It was Orion, backed by Lightray and a small group of humans, that drove Darkseid back to Apokolips in the Earth War. Orion recently fought Superman to a standstill. He currently lives in Supertown with his wife, Bekka.

- **Role-Playing:**

Orion's personality is a combination of Darkseid's evil and the peace loving ways of Highfather. In general, he acts more like a villain than a hero: he is never happy and always wants to fight. In fact, Orion's only real interest is battle. He never laughs or makes light of any situation and is incredibly impatient.

Orion also feels he is bound by destiny. If commanded by The Source, he obeys immediately. It is said that Darkseid will die someday by Orion's hand, the two of them destroyed in the Fire-pits of Apokolips. While another hero might shudder at this thought, Orion dreams of it with a grim smile.

Orion will fight any villain at full-force; the word "fear" is not in his vocabulary. If his opponent(s) enters Killing Combat, he will, too. But he is a hero as well, protecting innocent bystanders, destroying evil machines, and invading the headquarters of those who threaten his allies.

Orion firmly believes in the "Combat Code." This is a personal promise to resist entering a battle between two combatants. Thus, if Lightray was being trounced by Kalibak, Orion could not interfere, even if Lightray died. He expects the same respect from others.

LIGHTRAY

DEX:	10	STR:	6	BODY:	7
INT:	12	WILL:	9	MIND:	8
INFL:	9	AURA:	9	SPIRIT:	9
INITIATIVE:	30	HERO POINTS:			125

- **Powers:**
  Energy Blast: 18, Flash: 12, Flight: 45, Illusion: 12, Sealed Systems: 15
- **Skills:**
  Acrobatics: 10, Gadgetry: 12, Scientist: 8, Vehicles: 10, Weaponry: 6
- **Advantages:**
  Area Knowledge (Apokolips and Supertown), Connection: Supertown (High)
- **Equipment:**

  Mother Box [BODY: 7, INT: 10, WILL: 6, MIND: 6, INFL: 6, AURA: 6, SPIRIT: 6, Hero Points: 75, Danger Sense: 12, Life Sense: 6, Omni-Power: 11]
  Bonuses: (*see Gadgetry*)
- **Alter Ego:** Sollis
- **Motivation:** Upholding the Good
- **Occupation:** Adventurer
- **Wealth:** N/A
- **Background:**

Lightray was originally known as Sollis, a high-spirited warrior from New Genesis. He met Orion when they were both very young, and the two became good friends. One day, while they were flying over the New Genesis countryside, they spotted a large, glowing hole in the ground. A quick investigation revealed a band of monsters from Apokolips. The creatures were made of solar energy, and they attacked the New Genesis warriors immediately. Orion was wounded and Sollis was unconscious when Metron appeared and drove the creatures away.

Sollis lay in a coma for days because of the powerful solar blasts. In time, Metron was able to revive him. Sollis found that he had gained incredible abilities from the ordeal; he could fly and control light, from a blinding flash to laser-like force bolts. He adopted the name Lightray and has become one of Supertown's renowned champions. His friendship with Orion has lasted into adulthood and often leads him into conflicts with the forces of Apokolips.

- **Role-Playing:**

Lightray is compassionate and patient. He is friendly even to his foes, often protecting innocent bystanders before they are even aware they are in danger. He talks constantly of happiness, friendship, and love. He has learned to get along with Orion, although the two have opposite natures, and is always looking out for his best friend.

Lightray will avoid direct combat if he can. He will always look for a way to solve problems without violence, and he has a knack for turning the tide of a battle by thinking first. For example, it was Lightray who saved the Earth from the Bug invasion in the Earth War. When the army arrived, he used a police gizmo to emit a high-pitched frequency sound, causing the Bugs immense pain. The creatures fled back to New Genesis, leaving the Earth in peace.

When Lightray must fight (to protect someone or if he gets angry), he fires his Energy Blast first. He will try to blind opponents with a Flash, or blast the ground under them, knocking them off balance. He rarely uses his Illusion Power.

Lightray is also one of the fastest beings in the universe, able to outrace most spaceships. He wears a small Mother Box on his headband, which he will use for guidance.

FORAGER

DEX:	15	STR:	7	BODY:	9
INT:	8	WILL:	12	MIND:	10
INFL:	9	AURA:	6	SPIRIT:	10
INITIATIVE:	36	HERO POINTS:			95

- **Powers:**
  Jumping: 5, Running: 7
- **Skills:**
  Acrobatics: 12, Martial Artist: 12, Thief: 15, Weaponry: 12
- **Advantages:**
  Area Knowledge (Supertown), Connection: Supertown (High), Iron Nerves, Lightning Reflexes
- **Equipment:**

  ADHESO-GRIPS [BODY: 6, Cling: 7]
  ACID POD [BODY: 7, Acid: 9]
  Shield [BODY: 20]
- **Motivation:** Responsibility of Power
- **Occupation:** Warrior
- **Wealth:** N/A
- **Background:**

Born on the surface of New Genesis, the being known as Forager once lived the life of a "Bug." These Bugs, also known as the Insect Legion, were animalistic humanoids who stole food from the New Gods of Supertown to bring back to their underground dens. Forager, a leader in these raids, kept his true face hidden under a mask, knowing all the time that he was very different from his brothers.

While in conflict about his true identify, Forager discovered the villain, Mantis, getting ready to invade the Earth through a Boom Tube. He attacked Mantis, then jumped into the Boom Tube and found himself on Earth. Here, he befriended Lightray and Orion when he realized that he was a New God just like them.

- **Role-Playing:**

Forager is very lighthearted. He tries to help others and always has an eye out for his friends. He gets along with Lightray and Orion because his personality complements both of them; he craves battle like Orion and is also very humorous and kind, like Lightray. Orion, however, cannot stand Forager because of his prejudice against Bugs.

Forager is very proud of his heritage. He often finds it necessary to tell tales of his former exploits as a Bug and the skills he learned as a colony forager.

Although he generally avoids combat, Forager loves to fight. His first few actions are always a series of leaps and dodges as he sizes up his opponents. He will look for ways to wipe out many villains in one sweep, such as dropping an object on them or dismantling the lights to create confusion. If he is attacked by a large foe, he will use his Acid Pod.

MISTER MIRACLE

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

- **Skills:**
  Acrobatics: 11, Gadgetry: 14, Martial Artist: 6, Military Science: 10, Scientist: 7, Thief: 13, Vehicles: 11
- **Advantages:**
  Connection: Justice League International, Genius, Insta-Change, Iron Nerves, Lightning Reflexes, Luck, Scholar (Military Hardware, Restraints)

- **Drawbacks:**
  Married, Secret Identity
- **Equipment:**

  Flight Discs [BODY: 12, Flight: 8]

  11 AP ABCD Omni-Gadgets (x5)
- **Alter Ego:** Scott Free
- **Motivation:** Thrill of Adventure
- **Occupation:** Escape Artist
- **Wealth:** 5
- **Background:**

Mister Miracle is the son of Izaya (Highfather) and Avia of New Genesis. To end the long war between Apokolips and New Genesis, Highfather gave Darkseid custody of his son, while he himself took custody of Orion, Darkseid's son. Scott was raised in one of Granny Goodness' orphanages, and trained to be an Aero-Trooper. Eventually, Scott escaped to Earth with the help of Himon, Big Barda, and a Boom Tube.

Once on Earth, Scott Free took on the guise of Mister Miracle, master escape artist. The devices he brought from Apokolips help him perform spectacular stunts and escapes. Big Barda eventually quit the Female Furies, joined Scott on Earth, and became his wife.

- **Role-Playing:**

Now that Scott Free is no longer under the tyranny of Darkseid, he is fun-loving, compassionate, and courageous, almost to the point of recklessness. Although he is a skilled combatant, it is hard to imagine Mister Miracle ever causing permanent harm to an opponent.

BIG BARDA

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

- **Skills:**
  Charisma: 8, Gadgetry: 6, Martial Artist: 10, Military Science: 7, Vehicles: 6, Weaponry: 10
- **Advantages:**
  Area Knowledge (Apokolips); Connections: Apokolips Underground (Low), Justice League International (Low); Insta-Change, Iron Nerves, Lightning Reflexes
- **Drawbacks:**
  Married
- **Equipment:**

  BATTLE ARMOR [*BODY*: 14]

  Mega-Rod [BODY: 15, R#: 2, Dimension Travel: 8, Energy Blast: 16, Flight: 8, Gravity Increase: 13, Warp: 65]
- **Motivation:** Upholding the Good
- **Occupation:** ex-Female Fury
- **Wealth:** 4
- **Background:**

Big Barda was a lieutenant in the Female Furies division of the Special Powers Force when she met Scott Free. At the time, Barda was in training to become one of Darkseid's Elite, and Scott was an Aero-Trooper investigating one of Himon's secret rebel headquarters. Barda burst in and grabbed the renegade she was after; but, for reasons she could not understand, did not report Scott.

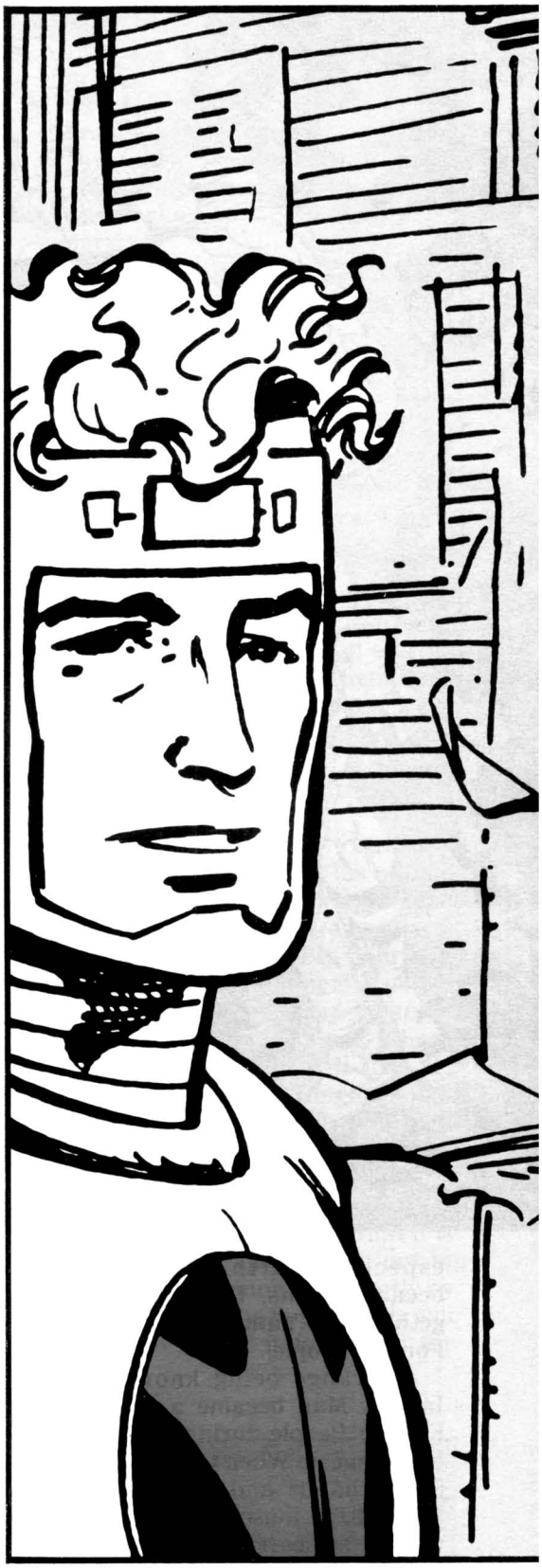
The two met again when Scott attempted to escape from Granny Goodness' Happiness Home. Barda suddenly appeared and made sure he reached the Boom Tube created by Metron. After Free went to Earth and became Mister Miracle, Barda herself escaped the dismal planet of her birth and joined him in many adventures. Eventually, the warrior-woman and escape artist fell in love and were married.

Lately, Big Barda has been very active, often because of her husband. She has been saved by Mister Miracle from two Apokolips natives, Granny Goodness and Sleez, on two different occasions. She has also become directly involved with the adventures of the Justice League International.

- **Role-Playing:**

Big Barda has two sides; one is a tough, demanding attitude created by her harsh experiences on Apokolips, and the other is a loving, feminine vulnerability reserved for her husband. She keeps the harsh side active when dealing with heroes, earning a reputation for being more than a match for any man.

Big Barda uses her incredible strength when she fights, often punching, kicking, throwing, and smashing her enemies to a pulp. She is not above throwing a truck or tearing down a brick wall to crush anyone who gets in her way. If hard-pressed, she will use her Mega-Rod to escape for a moment or blast her opponent(s) to cinders.



The Forever People are five Earthlings whom Highfather decided to bring to New Genesis ages ago. He chose five infants who would have died young after painful lives. He gave them the fields of New Genesis and the wonder of Supertown to inhabit, so that they might grow to adulthood in peace. The children developed special powers, and great teachers taught them about their universe,



especially Earth. When the five became adults, they remained together and named themselves the Forever People.

A strange being known as the Infinity Man became a part of the Forever People during their time on New Genesis. When the five members joined hands and yelled the word "TAARU," a muscular and powerful warrior appeared in their place. The Infinity Man would then speak the magic word, and the Forever People would return and replace him. No one has discovered who the Infinity Man is or why he is linked to this group.

The Forever People are free-willed and noble. From their New Genesis upbringing, they all acquired the desire to fight against evil. From their Earth origins, they gained free, idealistic spirits that allow them to adjust to different lifestyles and opposing opinions. They will not normally kill or initiate violence, and are ever youthful in appearance and action.

Their first adventure began when Darkseid kidnapped Beautiful Dreamer and took her to Earth. The remaining four - Serifan, Vykin, Mark Moonrider, and Big Bear - hopped on their Super-Cycle and returned to their native land through a Boom Tube. With the help of Superman and the Infinity Man, the Forever People vanquished Darkseid's forces and rescued Beautiful Dreamer.

Many more adventures followed. The Forever People defended Earth against Mantis, Glorious Godfrey and the Justifiers, Desaad, and many other evil beings.

Their last battle was against another one of Darkseid's minions, Devilance. The ruler of Apokolips sent Devilance to stop the Forever People from ever meddling in his affairs again. While the Pursuer chased the group, they tried to summon the Infinity Man, but he was trapped on the planet, Adon, where he often rested between appearances for the Forever People. As Devilance closed in, the group finally summoned the Infinity Man and were, in turn, sent to Adon. The Infinity Man and Devilance battled and seemingly disintegrated each other in a blinding explosion.

Meanwhile, the Forever People were stuck on Adon. After realizing they could not leave the planet, they sought to make it their home. They discovered that it was as idyllic as New Genesis, and built a home which they named Forever Town. Tragedy struck, however, when Vykin used the Mother Box to transform Adon's natives into intelligent beings. Although he succeeded, the Mother Box exploded from the effort and killed Vykin.

Recently, the Forever People have returned to Earth. After a peaceful life on Adon, with Big Bear and Beautiful Dreamer expecting their first child and Mark Moonrider married to an Adon native, a strange force known only as The Dark approached Serifan. This force somehow took the Forever People back in time to the days when they first discovered Adon and Vykin was still alive. Although Serifan loved the return to the good old days, the rest of the group were heartbroken at the loss of all they had accomplished over the years. Vykin had to deal with his return from the grave.

The Forever People were soon approached by Maya, the spirit of the Mother Box that had died with Vykin. She transported them to Earth with their new Super-Cycle. There they battled The Dark and their own noble ideals. They triumphed in the end, with the help of the Infinity Man, who returned from the dead and, for the first time, appeared without dis-

placing the Forever People. As The Dark finally fell, the Infinity Man said farewell to his ever-young friends.

Now the Forever People are based on Earth and are trying to adjust to their new home. When last seen, Maya had died and Beautiful Dreamer was pregnant again. It is not known if the Infinity Man will return if summoned, or if Darkseid or Highfather have any knowledge of these events.

BEAUTIFUL DREAMER

DEX:	6	STR:	5	BODY:	6
INT:	8	WILL:	7	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	9
INITIATIVE:	24	HERO POINTS:			75

- **Powers:**
  Mind Probe: 11, Illusion: 14, Phobia: 14, Telepathy: 8
- **Skills:**
  Martial Artist: 6
- **Advantages:**
  Area Knowledge (Supertown); Connections: Forever People (High), Supertown (High)
- **Drawbacks:**
  Married, Physical Limitation: Pregnant
- **Motivation:** Upholding the Good
- **Occupation:** Adventurer
- **Wealth:** 0
- **Role-Playing:**

Beautiful Dreamer is kind and protective of the rest of the Forever People. She has a very strong personality and will openly oppose any proposed ideas that she considers foolish. Villains tend to kidnap her and use her to get to the others.

Beautiful Dreamer always uses her Mind Probe Power in conjunction with her Illusion Power. In combat, she will find the most frightening thought in her opponent's imagination, and then create an Illusion of it. She can also create another Character's utopia, usually confusing and rendering him/her immobile. By using an Illusion, Beautiful Dreamer can convey pertinent information to the rest of the Forever People.

MARK MOONRIDER

DEX:	8	STR:	7	BODY:	7
INT:	7	WILL:	7	MIND:	7
INFL:	7	AURA:	8	SPIRIT:	9
INITIATIVE:	24	HERO POINTS:			75

- **Powers:**
  Bomb: 16, Energy Blast: 16
- **Skills:**
  Martial Artist: 8, Weaponry: 6
- **Advantages:**
  Area Knowledge (Supertown); Connections: Forever People (High), Supertown (High); Leadership
- **Motivation:** Upholding the Good
- **Occupation:** Adventurer
- **Wealth:** 0
- **Role-Playing:**

Mark Moonrider is the leader of the Forever People. Although he is more reckless than everyone but Serifan, the members look up to him and will follow his orders (if they are not too outrageous). Moonrider cares about the others and would sacrifice himself for them, yet he sometimes goes off on his own for short periods of time.

Mark Moonrider possesses the "Megaton Touch," a powerful force that can topple buildings and melt earth into seething lava. In combat, he can use the Megaton Touch (Energy Blast) as a simple Physical Attack at Normal Range. He can also create other effects, such as glancing blows, knocking a piece off a vehicle or gadget, and blasting while he punches. Special effects are all resolved using the Universal Modifier Chart. If Moonrider makes a successful roll on the Action Table with a punch, he can add his Energy Blast APs to his STR for the EV.

When Moonrider melts an object with his Megaton Touch, the Gamemaster should use the damage to the object's BODY to indicate how molten it is. For example, at half BODY, the object would be red hot and dripping; at BODY: 0, it would be slag. A melted object will Physically Attack anyone who touches it, with an AV/EV equal to the number of RAPs it has lost; this effect lasts for half an hour per RAP. Thus, a melted car that lost 8 BODY points would take four hours to cool down, and have an AV/EV of 8/8 for the first half hour, 7/7 after an hour, and so forth. Moonrider's Energy Blast will only melt things if he wants it to; normally, the Power is only a destructive force.

BIG BEAR

DEX:	7	STR:	12	BODY:	9
INT:	7	WILL:	8	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	9
INITIATIVE:	22	HERO POINTS:			75

- **Powers:**
  Density Increase: 2
- **Skills:**
  Gadgetry: 9, Vehicles: 11, Weaponry: 5
- **Advantages:**
  Area Knowledge (Supertown); Connections: Forever People (High), Supertown (High)
- **Drawbacks:**
  Married
- **Equipment:**

  SUPER-CYCLE RADIO [BODY: 7, Telepathy: 17]
  Misc. Drawbacks: Radio only allows Big Bear to communicate with the Super-Cycle.
- **Motivation:** Upholding the Good
- **Occupation:** Adventurer, Pilot
- **Wealth:** 0
- **Role-Playing:**

Big Bear is as protective of the rest of the Forever People as Beautiful Dreamer is. He can often be found standing behind the group, with a stern gaze, watching for attackers and offering opinions if needed. He is in love with Beautiful Dreamer and will become very angry if she is harmed. (He may even enter Killing Combat.)

Although he is already extremely strong, Big Bear can alter his atomic structure to make himself more dense, increasing his strength and durability. In combat, Big Bear will either punch his opponents, or hit them with an improvised weapon, such as a streetlight or a car. If he is losing the battle, he will use his Density Increase to heighten his resistance to injury. He will not, however, raise it to such a level so as to render his DEX useless.

Big Bear is the primary pilot of the Super-Cycle. He makes sure that it is parked in a safe place when not in use, and can summon it instantly by using his radio. (The Super-Cycle will Teleport to him if it is parked far away.)

SERIFAN

DEX:	7	STR:	5	BODY:	6
INT:	5	WILL:	6	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	8
INITIATIVE:	20	HERO POINTS:			65

- **Powers:**
  Telepathy: 5
- **Skills:**
  Gadgetry: 6, Weaponry: 5
- **Advantages:**
  Area Knowledge (Supertown); Connections: Forever People

(High), Supertown (High); Scholar (History: Old West)

- **Drawbacks:**
  Minor Irrational Attraction to artifacts from and knowledge of the Old West
- **Equipment:**
  Cosmic Cartridges
  NOTE: These are 11 AP ABC Omni-Gadgets (x20).
- **Motivation:** Upholding the Good
- **Occupation:** Adventurer
- **Wealth:** 0
- **Role-Playing:**

Serifan is the most reckless and fun-loving member of the Forever People, but he is also the most insecure. During an adventure, Serifan is likely to get into trouble, worsen a situation, make friends with people he shouldn't, and come up with off-the-wall solutions to serious problems.

Serifan wears a brightly-colored cowboy outfit and carries twenty or more Cosmic Cartridges in his hatband. The Cartridges look like shiny golden bullets, and each has a different Power. Serifan will pull one from his hat whenever the need arises, producing anything from an Energy Blast to a simple mind link. No one knows where Serifan gets these Omni-Gadgets, or who makes them.

Each Cartridge can be used only once. Some common Powers used through the Cosmic Cartridges include: Energy Blast, Force Field, Gravity Control, Heat Vision, Awareness, and Illusion. Serifan also uses these gadgets to add Powers to vehicles and other gadgets.

Serifan seems to have a small amount of ESP; the Forever People call him a "sensitive." This is his Telepathy Power, which he uses only rarely.

VYKIN THE BLACK

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

- **Powers:**
  Analytical Smell/Tracking Scent: 11, Dimension Travel: 8, Magnetic Control: 9, Warp: 65
- **Skills:**
  Gadgetry: 13, Martial Artist: 7, Scientist: 8
- **Advantages:**
  Area Knowledge (Supertown); Connections: Forever People (High), Supertown (High); Genius; Scholar (Mother Box)
- **Equipment:**
  Mother Box [BODY: 7, INT: 10, WILL: 6, MIND: 6, INFL: 6, AURA: 6, SPIRIT: 6, R#: 2, Hero Points: 75, Danger Sense: 12, Life Sense: 6, Omni-Power: 11]
  Bonuses: *(see Gadgetry)*
- **Motivation:** Upholding the Good
- **Occupation:** Adventurer
- **Wealth:** 0
- **Role-Playing:**

Vykin is distant, intelligent, and resourceful. He only offers suggestions to the rest of the Forever People if the situation calls for his expertise. He is a master of machines and metals, and the others often call on him to solve technical problems.

Vykin's Analytical Smell/Tracking Scent is his ability to discern the atomic structures around him and follow the traces others leave in them. This Power always has an OV/RV of 11/11 and is never affected by weather or time.

In combat, Vykin will physically battle foes that are not superhuman. He often uses his Magnetic Control Power to create barriers or to block attacks. He is, however, smart enough to avoid combat and tends to leave fighting to the others.

SUPER-CYCLE

DEX:	0	STR:	11	BODY:	13
INT:	4	WILL:	0	MIND:	0
INITIATIVE:	0			R#:	2

- **Powers:**
  Dispersal: 15, Energy Blast: 9, Flight: 17, Force Field: 10, Invisibility: 10, Life Sense: 12, Teleportation: 11
- **Background:**

The Forever People's Super-Cycle is a large three-wheeled vehicle usually piloted and controlled by Big Bear. All its Powers are conferred on its passengers; thus, when the Super-Cycle Disperses through a wall, everyone riding in it will also Disperse and pass through. The Cycle's Energy Blast and Force Field are only used in combat.

The Super-Cycle's Invisibility works against all senses, making the vehicle silent, noncorporeal, and/or unseen at any given time. The on-board computer (the vehicle's INT) is an autopilot when the Forever People are not in the Cycle and will also chart travel courses for the group. Big Bear's radio allows him to communicate and control the Cycle Telepathically. He often leaves the vehicle hovering in a cloud, with its Invisibility Power intact, when it is not in use.

INFINITY MAN

DEX:	12	STR:	16	BODY:	13
INT:	12	WILL:	11	MIND:	10
INFL:	9	AURA:	7	SPIRIT:	10
INITIATIVE:	35	HERO POINTS:			*special*

- **Powers:**
  Energy Blast: 17, Flight: 15, Magnetic Control: 13, Matter Manipulation: 15, Telekinesis: 13
- **Skills:**
  Weaponry: 12
- **Bonus:**
  Link with Forever People: When the Infinity Man is formed, he has a number of Hero Points equal to the Hero Point total of all the Forever People combined. Any Hero Points spent by the Infinity Man are charged to the Forever People (divide expenditures as evenly as possible amongst them). The Infinity Man automatically knows everything known to the Forever People when he appears.
- **Advantages:**
  Connection: Forever People (High), Lightning Reflexes
- **Drawbacks:**
  Miscellaneous: Infinity Man can only be formed by all six Forever People and their Mother Box.
- **Motivation:** Upholding the Good
- **Occupation:** N/A
- **Wealth:** N/A
- **Role-Playing:**

The Infinity Man is not a member of the Forever People. Rather, he will switch places with the group, fight their foes, and then return to whence he came. He has not revealed his origins and seems disinterested in anything other than fighting against evil.

In combat, the Infinity Man will spare no force. He uses all of his Powers to knock out as many opponents as possible. He is almost always flying or moving around so as not to be captured or pinned down.

The Infinity Man's memory and Hero Points are formed once the Forever People say the magic word, "TARRU!" Thus, he will know all that they do when he appears.

Gadgets and Equipment

Apokolips Gadgets

Since the end of the Great Clash, when techno-cosmic weapons were used, Apokolips has become extremely dependent on technology. The conclusion of the Earth War brought the planet to its current state, consisting of vast communication networks, robotic assassins, mounted energy cannons, and new weapons capable of eliminating an entire population in minutes.

Apokolips, however, has a hard time keeping its machines in working order, due to the chaotic nature of the planet. Because the Hunger Dogs can never work fast enough, there are not enough raw materials. Weapons are destroyed during the violent riots, new vehicles are broken in use, and hundreds of experiments meet with fatal failures.

The most common gadgets and weapons are listed below. They are used by many of the inhabitants of Apokolips; see the listings for infantry, Hunger Dogs, incident rolls during adventures, and most planetary features for descriptions of their use.

Designing New Gadgets

All new gadgets should be appropriate for the style of the planet. Darkseid's scientists are not brilliant or imaginative; they have very little time to design, and their minds are as warped as their master's. This causes their creations to be single-purposed, and unreliable, thus all gadgets tend to have high Reliability Numbers (R#s). Because of this lack of imagination, the gadget's purpose is always very simple; a single word such as kill, hunt, destroy, search, or move will instigate it.

Safety features are often taken for granted by Earthlings who visit Apokolips. There are no seat belts, fire extinguishers, mechanical failure signals, safety-catches on guns, or override controls for robots.

Darkseid's scientist never buy parts; tools and resources necessary for constructing any gadgets are always on hand.

ROBOTS

Darkseid's robots keep getting bigger, but never seem to get smarter (perhaps Darkseid distrusts total automation). The majority of Apokolips robots look more like vehicles than mechanical warriors. They are colored black, dead green, or gray.

Patrol robots are sent out on "missions," a release period in which they patrol an area, then respond to their programming if they encounter a particular event.

Most of the robots have Bomb (a self-destruct mechanism); see each listing for these values. The self-destruct has two uses: to prevent Hunger Dogs from salvaging the parts for use against Darkseid's forces, and as a last attack. The bomb, distributed throughout all parts of the machine, will completely destroy the robot (no roll needed) into a smoldering pile of shrapnel. A Physical Attack is made on everyone within Range except the user, AV/EVs equal the APs of Bomb Power.

Self-destruct mechanisms go off when the robot's BODY is low; if its BODY is 0 or less, the machine is completely incapacitated, including its self-destruct. Thus, an attack that brings the BODY to zero before the bomb can go off will avoid the blast.

MAXI-MONSTER

DEX:	8	STR:	13	BODY:	13
INT:	4	WILL:	4	MIND:	4
R#:	3				

- **Powers:**
  Energy Absorption: 5, Energy Blast: 9, Extended Hearing: 4, Flame Project: 8, Flash: 10, Sealed Systems: 3, Skin Armor: 5, Super Ventriloquism: 3, Telescopic Vision: 3, Thermal Vision: 3, Bomb: 14 (This robot's self-destruct Bomb Power goes off when its current BODY condition reaches 1.)
- **Background:**
  A Maxi-Monster is a huge, bug-like machine sent out after a hero or other powerful intruder. They are not much good at finding their quarry; so, after the target has been located and occupied, Parademons will drop it into the battle. Each Maxi-Monster is equipped with two energy cannons (Energy Blast), and an atomic flame thrower (Flame Project) resides in its chest cavity.

PATROL-BOT

DEX:	6	STR:	8	BODY:	12
INT:	3	WILL:	3	MIND:	3
R#:	4				

- **Powers:**
  Extended Hearing: 3, Sealed Systems: 3, Super Ventriloquism: 3, Telescopic Vision: 4, Thermal Vision: 4, Bomb: 9 (The Patrol-Bot self-destructs when its current BODY condition reaches 1.)
- **Background:**
  Patrol-Bots are crude humanoid machines over ten feet tall, weighing 7 APs each with a speed of 4. They travel in packs of five, walking through the slum areas looking for criminals. Each has a camera built into its optical circuitry, linking everything it sees to a control center in Armagetto.

  Lightray reprogrammed a group of these once, resulting in the destruction of an entire installation.

PACIFIER

DEX:	9	STR:	18	BODY:	10
INT:	3	WILL:	3	MIND:	3
R#:	3				

- **Powers:**
  Bomb: 10, Extended Hearing: 4, Flame Project: 15, Sealed Systems: 3, Skin Armor: 6, Super Ventriloquism: 3, Thermal Vision: 3, Telescopic Vision: 3 (This robot releases a Glommer when its current BODY condition reaches 2.

The self-destruct mechanism goes off when BODY: 1.)

- **Background:**

A Pacifier is a special attack robot much like the Maximonster. Although its operation is the same, it has one main difference: a creature as its cargo. Each Pacifier, in addition to its normal abilities, has a Glommer or similar Apokolips beast inside of it.

EVIL EYE

DEX:	10	STR:	4	BODY:	9
INT:	5	WILL:	3	MIND:	3
R#:	2				

- **Powers:**

Energy Blast: 6, Extended Hearing: 2, Flight : 5, Life Sense: 8, Sealed Systems: 3, Super Ventriloquism: 2, Thermal Vision: 4, Telescopic Vision: 4, Ultravision: 6, Bomb: 5 (The self-destruct mechanism goes off at BODY: 2 or less.)

- **Background:**

Evil Eyes are small, spherical robots, that float along the alleys and underground of Apokolips, recording all they see through their optical devices. Each Evil Eye has a direct link to the intelligence center in the Tower of Rage, as well as many other surveillance installations across the globe. If attacked by a Hunger Dog or weaker creature, it will fire Energy Blasts; a stronger opponent will cause it to immediately fly to the home base, as it releases emergency signals.

An Eye can be used in tracking mode, allowing a skilled operator to manually control the robot and seach an area as if he were actually there. Operation requires the use of the Vehicles Skills.

SOUND SHARK

DEX:	10	STR:	4	BODY:	9
INT:	5	WILL:	3	MIND:	3
R#:	2				

- **Powers:**

Directional Hearing: 6, Energy Blast: 6, Extended Hearing: 6, Flight: 5, Life Sense: 8, Sealed Systems: 3, Super Ventriloquism: 3, Bomb: 5 (Self-destruct mechanism goes off when this robot's BODY reaches 3 or less.)

- **Background:**

This is another type of robotic surveillance robot. It is exactly like an Evil Eye except for detection; it has Directional Hearing in place of Ultravision.

MEKKANOID

DEX:	6	STR:	14	BODY:	9
INT:	3	WILL:	3	MIND:	3
R#:	3				

- **Powers:**

Claws: 7, Extended Hearing: 3, Sealed Systems: 3, Skin Armor: 6, Super Ventriloquism: 3, Thermal Vision: 3, Telescopic Vision: 3, Bomb: 7 (This robot's self-destruct mechanism goes off at BODY: 3 or less.)

- **Background:**

Each Mekkanoid model is vaguely humanoid, with six to eight arms, but no obvious head. Each arm, a metallic tentacle used for Grappling Attacks, is 20 feet (1 AP) long and ends in a blade (Claws). A Mekkanoid can attack once for each arm. They are used primarily in Armagetto with a single, day-long programmed command to attack and destroy all non-Apokolips intruders.

VEHICLES

Darkseid's scientists have designed many vehicles, each equipped with weapons and armored shells. The military vehicles are operated by infantry soldiers, often three to a craft, and the Aero-Carriers are piloted by drones.

GROUND CAR

DEX:	0	STR:	9	BODY:	9
R#:	4				

- **Powers:**

Energy Blast: 7, Full Vision: 5, Life Sense: 8, Sealed Systems: 12, Skin Armor: 2, Super Ventriloquism: 5, Telescopic Vision: 5

- **Background:**

Ground Cars are much like the tanks of Earth. They are huge, bulky metal vehicles, packed with weapons and armor casing. Footsoldiers drive them through the streets of Apokolips in search of criminals and creatures. Each is equipped with a monitor screen.

PATROL CRUISER

DEX:	0	STR:	7	BODY:	8
R#:	3				

- **Powers:**

Flame Project: 7, Flight: 5, Life Sense: 10, Sealed Systems: 12, Super Ventriloquism: 5, Telescopic Vision: 8

- **Background:**

The Patrol Cruiser, a very rare and expensive craft, is a flying search vessel the size of a luxury car. Each is manned by five infantry soldiers, one of whom serves as company commander and primary pilot.

GRAPPLER

DEX:	5	STR:	15	BODY:	12
R#:	3				

- **Powers:**

Full Vision: 5, Super Ventriloquism: 5, Skin Armor: 4

- **Background:**

A Grappler has two giant arms used to tear down walls and smash other large vehicles (STR: 15).

AERO-CARRIER

DEX:	0	STR:	8	BODY:	9
R#:	3				

- **Powers:**

Energy Blast: 6, Flight: 4, Sealed Systems: 8, Super Ventriloquism: 5

- **Background:**

Aero-Carriers are used to transport footsoldiers to a riot zone and to pick up Hunger Dogs for the mines and factories. Each Carrier can hold 250 human-sized bodies comfortably (or 300 if they are packed like sardines).

MOLE MACHINE

DEX:	0	STR:	12	BODY:	10
R#:	3				

- **Powers:**

Digging: 25, Energy Blast: 6, Life Sense: 7, Radar Sense: 10, Sealed Systems: 16, Skin Armor: 2

- **Background:**

The Mole Machine is a subterranean vehicle with motorized arms and a giant drill (Digging) mounted on the front. It is used to carve new underground levels and tunnels between installations. Each sports two energy cannons (Energy Blast) to aid in digging and to deal with rebellious creatures.

EQUIPMENT AND WEAPONS

The following gadgets are common across Apokolips. Although some Characters may always have one or more of the weapons in his/her possession, it is up to the Gamemaster to determine just how many are available to the rest of the Characters.

MONITOR SCREENS

DEX:	0	STR:	0	BODY:	5
R#:	2				

- **Powers:**
  Extended Hearing: 5, Life Sense: 6, Telescopic Vision: 6
- **Background:**
  Every installation and major building in Darkseid's organization has a few communication rooms, each with a giant monitor screen surrounded by computer controls. These screens are half of a large planet-wide network to allow scientists and henchmen immediate contact over large distances.

CAMERAS

DEX:	0	STR:	0	BODY:	2
R#:	2				

- **Powers:**
  Telepathy: 12
  Misc. Drawback: Telepathy only transmits visual information.
- **Background:**
  The other half of the network are the cameras. There are thousands of hidden "eyes" across the globe attached to vehicles, on top of buildings, in deep corners of the mines, along the ceilings of factories, and camouflaged in Hunger Dog alleys.

Standard Blaster

DEX:	0	STR:	0	BODY:	3
EV:	5				

- **Background:**
  The standard Apokolips blaster is a crude, bulky energy pistol.

Heavy Blaster

DEX:	0	STR:	0	BODY:	3
EV:	8				

- **Background:**
  Heavy blasters look like rifles or bazookas. They are almost exactly like the standard blaster, except for an Effect Value of 8 APs.

Xtra Heavy Blaster

DEX:	0	STR:	0	BODY:	3
EV:	12				

- **Background:**
  These blasters are the same size as all others, but the Effect Value is much higher.

Hand Weapons

DEX:	0	STR:	0	BODY:	3
EV:	5				

- **Background:**
  Apokolips hand weapons are quickly-fashioned spiked clubs, iron truncheons, and axes.

Grenades

DEX:	0	STR:	0	BODY:	4

- **Powers:**
  Bomb: 8
- **Background:**
  The standard grenade is a hand-held metal cylinder often used by the infantry.

MISCELLANEOUS GADGETS

The following Apokolips gadgets have been encountered by various heroes over the years. The Gamemaster should feel free to use these devices or develop others appropriate to the adventure.

BRIMSTONE

DEX:	9	STR:	21	BODY:	20
INT:	4	WILL:	2	MIND:	20
INFL:	10	AURA:	2	SPIRIT:	20

- **Powers:**
  Energy Absorption: 8, Flame Being: 8, Growth: 8
- **Equipment:**
  Flame Sword [EV: 16]
- **Background:**
  The creature called Brimstone is an animated form made of burning plasma held together by a complex magnetic field. In fact, he is a gadget, capable of creating his fiery form (Flame Being) and controlled by a small built-in computer (Mental Attributes).
  Lying in the heart of Brimstone is a magnetic "techno-seed" that holds the creature together. It is impossible to attack Brimstone with a Critical Blow or Devastating Attack unless the attacker is familiar with this weakness. Brimstone can be destroyed by making a successful Magnetic Control roll against 30/30. Growth is always on and is reflected in his statistics above.

WAR DOGS

DEX:	8	STR:	8	BODY:	10
INT:	2	WILL:	1	MIND:	1

- **Powers:**
  Claws: 9, Skin Armor: 4
- **Background:**
  Darkseid's War Dogs were used during the Operation: Legends campaign. They resemble metallic canines the size and weight of a compact car. Each War Dog is operated by two human-sized pilots, using the Vehicles Skill.

MEMORY MACHINE

DEX:	0	STR:	0	BODY:	7
R#:	3				

- **Powers:**
  Mind Drain: 14, Mind Probe: 14
- **Background:**
  The Memory Machine draws information out of a living creature while causing intense pain. If the operator does not feel that the initial Drain was enough, the subject is held until s/he heals, then the test is repeated. This often results in a few weeks of pain for the subject and sheer enjoyment for the torturer.

PRESSURE PRESS

DEX:	0	STR:	40	BODY:	20
R#:	2				

- **Background:**
  The Pressure Press is one of Granny Goodness' favorite torture/test gadgets. It consists of a circular platform, computer console, and mechanized arm extending over the platform. The arm pushes down against the subject, testing the being's strength.
  The arm will begin pressing down at 3 APs of STR, increasing at will. The tested subject cannot control the Pressure Press.

MIND-TWISTER

DEX:	0	STR:	0	BODY:	3
R#:	2				

- **Powers:**
  Mind Blast: 16
- **Background:**
  The Mind-Twister is used to test the mental strength of its subjects. The machine looks like a toaster giving birth to a series of tubes and cables, with a large metal headset to be worn by the subject/victim. The Mind Blast level can be set as low as 2 APs, or as high as 16 APs.

NEW GOD GADGETS

THE SOURCE

DEX:	75	STR:	75	BODY:	75
INT:	75	WILL:	75	MIND:	75
INFL:	75	AURA:	75	SPIRIT:	75
HERO POINTS:	500				

- **Powers:**
  Omni-Power: 50, Precognition: 75, Recall: 100

- **Advantages:**
  Leadership
- **Background:**

"Serene, omnipotent, all-wise...the ultimate mystery hidden behind the final barrier..." are the words Metron uses to describe The Source. This force has become a major part of the New God saga. It is said to contain the ultimate knowledge of the universe and the Life Equation, two closely-related concepts. It rests beyond the Promethian Galaxy, and manifests itself for mortal eyes in the form of a giant glowing wall.

Because The Source has the Leadership Advantage, it can pass on a supply of Hero Points to anyone it so desires. One can commune directly with The Source by passing through the Final Barrier located in the Promethian Galaxy (although doing so requires a Dimension Travel roll against 75/75). Anyone who successfully breaks this barrier adds fifteen to all of his/her Mental and Mystical Attributes, receives 200 Hero Points, and becomes an NPC.

Located around The Source are a number of small pocket-dimensions known as Alephs. Many travellers seeking The Source slip into an Aleph by accident, and mistakenly believe that they have achieved their goal (this once happened to Metron). Jumping into an Aleph requires a Dimension Travel roll against 35/35. Anyone successfully breaching an Aleph receives 25 Hero Points and a vision of the future (as per Precognition: 25).

Mother Box

DEX:	0	STR:	0	BODY:	7
INT:	10	WILL:	6	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	6
HERO POINTS: 75					

- **Powers:**
  Danger Sense: 12, Life Sense: 6, Omni-Power: 11
- **Advantages:**
  Leadership
- **Background:**

The first Mother Box was created by Himon from The Source. Only a few dozen are currently in use. Each Mother Box is a free-thinking entity, a living computer with incredible power. Mister Miracle, Orion, Lightray, and many other New Gods carry their personal models for companionship and service.

Mother Box is a special Omni-Gadget because she can be used over and over again like a standard gadget. They range in size from a deck of cards to a small suitcase.

Because Mother Box has the Leadership Advantage she can transfer some of her Hero Points to her user. In addition, through his/her own affection for Mother Box, the user can transfer some of his/her Hero Points back to her. This requires a successful Action Check using INFL/AURA as the AV/EV against an OV/RV of 6/6 (Mother Box's SPIRIT). Only one such attempt may be made per day, while Mother Box can transfer Hero Points to her user at any time, with no roll necessary for success. Note that all Hero Points spent for the use of Omni-Power must come from Mother Box herself.

Mother Box can also be repaired by the user's affection. Treat this as a normal Repair attempt, though no tools are necessary, and the AV/EV is equal to the user's INFL/AURA.

Only Characters who are spiritually worthy can use Mother Boxes. This means that only those with heroic Motivations (Responsibility of Power, Upholding the Good, Seeking Justice, Unwanted Power, or Thrill of Adventure) can use the box; those with villainous Motivations (Psychopath, Lust for Power, Mercenary, Thrill Seeker) cannot.

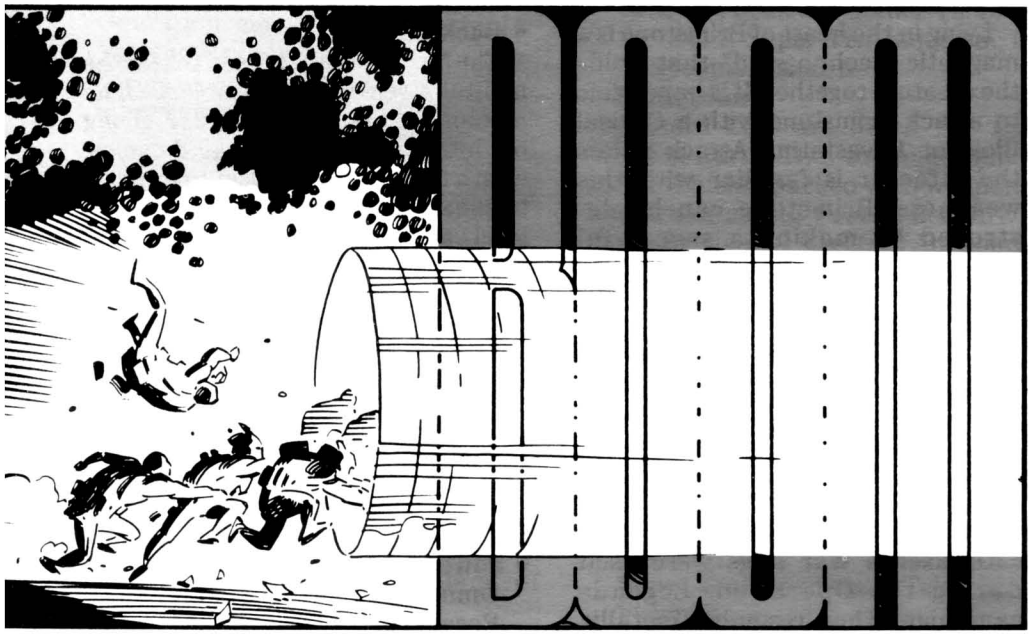
X-Element and Boom Tubes

- **Background:**

Another of Himon's discoveries was the X-Element, drawn from The Source itself. It is an unstable energy force, with no real Physical qualities. It is used to create Boom Tubes and Star Gates which carry the New Gods from place to place. With a sample of the X-Element, the user automatically has the Warp Power rated at 65 APs and the Dimension Travel Power rated at 8 APs.

Each use of either of these Powers slowly depletes the supply of X-Element. In game terms, this means you must make a Reliability Check each time the X-Element is used to invoke either of these Powers. If this check fails, the user has run out of X-Element and cannot Warp or Dimension Travel until s/he gains more of the substance. For Darkseid, this is rarely a problem, having a huge cache of it hidden on Apokolips; but Metron is often reduced to bartering with Darkseid and his minions for spare X-Element when he runs out.

A Character who possesses a sample of the X-Element does not have to carry it in a physical way; it is effectively "absorbed" into the Character's clothing or skin. When it must be produced, it can appear anywhere on the Character's person. It can be seen, but it cannot be thrown, broken, or felt.



Life As a Hunger Dog

Hunger Dogs are the refuse and lifeblood of Apokolips. Outnumbering all other creatures, they could easily rise up and crush the forces that hunt them.

But the Hunger Dogs are ruled by fear. Hundreds are killed every day as subjects of new weapon tests. They are abducted by the dozens from their filthy homes and streets to be brainwashed into bloodthirsty guards and troops. Darkseid's spies often pose as Hunger Dogs to flush out rebellion. These poor souls are forced to devote their lives to a master who thinks less of them than the machines that kill them.

HUNGER DOGS

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	1
INITIATIVE:	6	HERO POINTS:			0

- **Skills:**
  Thief (Stealth): 5
- **Limitations:**
  Catastrophic Fear of Darkseid
- **Equipment:**
  (see *Background*)
- **Motivation:** Fear
- **Occupation:** Various
- **Wealth:** N/A
- **Background:**

Average Hunger Dogs are weak-willed and sickly. They dress in rags, and are dirty, smelly, underfed, and unshaven. Ten percent of all Hunger Dogs will be suffering from some sort of disease; these are usually grouped together in a quarantine compound.

Each Hunger Dog owns a crude weapon of some sort: a metal club, knife, or thrown debris (all having BODY: 4, EV: 5). Any other equipment is stolen from Darkseid's forces. These are usually blasters or hand-held bombs. (See *Gadgets and Equipment* for more information.)

A few above-average Hunger Dogs have one or two low AP Skills, minor equipment, or higher Attributes than normal Hunger Dogs. They can have Charisma, Artist, Gadgetry, Thief, Vehicles, and/or Weaponry (GM's call), but the total APs of all Skills should never exceed 8 APs. These individuals will be prominent Non-Player Characters among the population, and, unless they disguise their ability, will be relatively well-known to Darkseid and his forces.

DARKSEID'S LAW

On Apokolips, hope, freedom, and individuality are illegal. So are rebellious activities, organizations of any kind (including families, gangs, and friends) and the possession of scientific equipment. Penalty for any offense is death.

Hunger Dogs who break the law, however, are not always immediately exterminated. When discovered, an agent from Darkseid's forces will be sent to monitor the individual. The spy can take the form of a new recruit in a rebel group, a stealthy tracker, or a series of cameras. The monitored Hunger Dog will be used as a weapon or example.

For instance, an exceptional specimen might have Charisma, used to bring the "lowlies" together as a group. Darkseid's spies would detect this crime and send their agents. The Hunger Dog could be ordered to preach the laws of Darkseid; if he refused, he would be set free and allowed to continue his illegal activity. When he had gained enough influence, the agents would assassinate him in public, sending a powerful warning to the rest of the population.

Darkseid looks upon Hunger Dogs with complete indifference. He would order the death of thousands without a second thought. To Darkseid, they are mere tools used to build his machines of destruction, breed more soldiers, and test his new techniques for attaining and securing power. In other words, Darkseid uses his own version of the Anti-Life Equation to learn how to rule the universe from this small part of the cosmos.

LIFESTYLE

The daily lives of Hunger Dogs are miserable and violent. The majority of their time is spent finding food, water, and shelter. All of these necessities are in short supply, but they have learned over time to find what they need. They will often fight for these necessities, since cooperation is a form of organization to Darkseid and thus, a crime.

The time spent away from forced labor (the mines and factories) allows Hunger Dogs to build shelters and eventually, homes. They get to know their local Slum Area, learning of some hiding places, connections to the underground, sources of water, and where to find food; thus each has an Area Knowledge of Apokolips. The average Hunger Dog avoids rebel groups.

Homes

The average home is a three-walled shelter. A Fire-pit is located inside, but water is found at a community well. These hovels are never owned for long; the inhabitants rotate with the arrivals and departures of the "recruitment" Aero-Carriers.

The best homes are ruinous "apartments" of two or three rooms. These establishments are secure from the shockwaves of a distant explosion, located far from the main streets, and sometimes slightly furnished. Any of the more luxurious apartments will have an indoor well near the Fire-pit. Some have beds made from hides and doors between rooms; however, even the most civilized home can be destroyed in an instant by Darkseid's forces. Hunger Dog apartments are routinely discovered,

searched, and then wrecked. This makes them quite rare.

Food

Small, harmless, edible animals can often be found. They all have a grotesque appearance, from multi-legged lizards to rodents a few yards long. They taste good enough, though; the Hunger Dogs know how to cook each one to its best flavor. Breeding and raising animals is illegal unless the meat is used to feed soldiers.

Water

All drinkable water comes from underground. Wells are the standard source in a Hunger Dog slum area; streams and springs can only be found in the subterranean tunnels located far from the heat of the Fire-pits.



PSYCHOLOGY

The minds and attitudes of Hunger Dogs are different from those of normal humans. As a result of being hunted, tortured, beaten, and treated like machines or animals, their ways of thinking are unlike any on Earth.

Influence

The Hunger Dogs are unintelligent and easily influenced. There are large groups that have been brainwashed to complete devotion for Darkseid; these will happily give their lives to serve their master. Other groups oppose Darkseid, waiting for a chance to rebel against their ruler. But the majority of Hunger Dogs just want to survive. They aren't concerned either way.

Hunger Dogs will react to any kind of leadership. When Darkseid or his minions address the mobs, they immediately succumb; but, if a rebellion is incited the following day, they will turn in the opposite direction.

Because of this, Darkseid employs his own spies. The Hunger Dogs' lack of confidence tends to create riots for any reason. New installations are always met with a swarm of violent Hunger Dogs, and guards are needed for a few days to beat the crowds back into submission.

Attention and Paranoia

All Hunger Dogs avoid attention. They only act in groups when rioting, so that they cannot be singled out for punishment. Possessing a useful Skill or becoming a leader are ideas only one percent of them would understand.

They are also hounded by suspicion. Spies are everywhere and in any form. The most secure headquarters of rebel groups have been discovered and destroyed as public examples, making all Hunger Dogs continuously paranoid.

New Things

When Hunger Dogs encounter somthing new to them, such as a hero, unidentified machine, or new creature, they will react as a group. Fleeing is the most common reaction, while an attack occurs only if the object has not yet displayed the ability to kill. The group will surround and grab an item that looks useful, and worship anything that can move and communicate in some manner.

These reactions are sudden, unamimous, and not always logical. For example, a huge pack of Hunger Dogs rushed on top of Superman when he was suddenly transported from Earth. Although he is not an obviously "useful" item, they seemed to think he was.

REBELLION

Rebellion is illegal but expected. Darkseid's forces are always hunting for potential rebels to terminate as examples for the others.

Group Operation

Rebel groups have seven to twelve members. Any group smaller than this is useless, while larger groups are easily found and eliminated. They operate from secret underground bases or within ruined buildings, often stealing weapons and secrets from nearby factories or labs. Rebel groups avoid detection either by dropping out of sight completely, or reorganizing in their headquarters only once or twice a month. Every member knows that he will die if caught; this makes a rebel's life short, exciting, and dangerous.

Operations take the form of terrorist-like attacks. Bombs are planted in troop carriers, riots are sparked near weapon factories, and the planet's secrets are stolen and collected. Any group will know the local underground tunnel network by heart, as well as the name of each above-average Hunger Dog in the area. Contacts are made, and plans are built.

Treachery

Each group falls by a traitor and violent attack. If a meeting place is discovered, one of the members is approached and convinced to devote his life to Darkseid. This member then rejoins the group until Darkseid's forces decide to eliminate it. At this point, soldiers, Parademons, and/or the Female Furies (whatever it takes) break in and capture the rebels, including the traitor. All are tortured and transformed into shock troops or guards, never to rebel again. This system is altered slightly for large or loose groups. The end result is always the same.

Himon's Ways

The most famous and successful rebels are those trained by Himon, the genius scientist of New Genesis. As the inventor of the Mother Box, discoverer of the X-Element, and master of survival, Himon has become the great underground leader of "criminal" activities.

Himon's tactics, however, are very different from those of the average rebel Hunger Dog group. He teaches his subjects to love, care, and act with free thought. By nature, Hunger Dogs do not understand these concepts, so Himon's work is laborious and slow. If discovered, these "converted" Hunger Dogs must be eliminated and cannot become soldiers. His groups are eagerly sought by Darkseid's minions.

Adventuring on Apokolips



From space, Apokolips looks like a hard, black ball, with the glowing flames of Fire-pits lighting its uneven surface. The landscape is a complex maze of ruined buildings and broken streets. Crumbling structures are contrasted by gleaming metal installations, all surrounded by fences, trenches, craters, and rusty machines. Every inch of the globe has been built upon, destroyed, and rebuilt, again and again.

There are no known forests, lakes, rivers, or mountains. Moisture can only gather underground, away from the Fire-pits. Because of the complete lack of sunlight in the underground, the only plants on the planet are strains of fungi, algae, and lichen.

Any visitors who do not take precautions will be detected upon entering Apokolips airspace. New arrivals who appear immediately on the surface (from a Boom Tube or similar mode of transportation) are harder to find. Because Darkseid often expects the arrival of meddling heroes, the Gamemaster should either have this information set prior to the adventure, or make an incident roll, using all modifiers for size, loudness, and so forth (see the chart under *Incidents*). Coming from space is an additional three Column Shift penalty on an incident roll. A failed roll (no RAPs) means that the visitors have been spotted and identified.

Creatures

There are many strange and dangerous beasts on and in Apokolips. The number of powerful creatures of animal intelligence is few, however, because the smart ones are found and enrolled in Darkseid's training schools to become part of his organization. The dull beasts with meager powers are either eaten by Hunger Dogs or hunted by bored footsoldiers.

The few beasts that survive are vicious killers, instinctive survivalists, and evaders of anyone they don't want for breakfast.

A few of these creatures are described below. Each beast is given a threat rating, which indicates its viciousness, ferocity, and size to the Gamemaster. If s/he wishes to create a new creature, it should be classed as a Major, Minor, or No Threat.

ASH-CRAWLER

DEX:	9	STR:	7	BODY:	10
INT:	0	WILL:	3	MIND:	3
INFL:	1	AURA:	0	SPIRIT:	2
INITIATIVE:		20		*Major Threat*	

- **Powers:**
  Energy Absorption: 21, Flame Immunity: 30, Sealed Systems: 20
- **Background:**

Ash-Crawlers live in and near the Fire-pits. They are disgusting beasts, three to four feet long, with pinkish bodies and ten or twelve similarly-colored tentacles.

Ash-Crawlers move by crawling on their tentacles, often pulling themselves to high areas to ambush their prey. They are extremely rare away from the pits, but one to a dozen can be encountered within a quarter-mile of their homes.

These creatures live off the heat of the raging fires, attracted much as mosquitoes are to light. They can also be found in large numbers near (or clinging to) the furnaces of the underground mines or in the giant boiler rooms of any factory. They live by absorbing heat into their bodies (Energy Absorption) to an almost limitless degree, due to their Sealed Systems and Flame Immunity Powers. They also enjoy a snack of fresh meat when available.

An attack is always vicious and mindless, with every effort taken to crush and devour the prey. Killed animals,

including humans and Hunger Dogs, will be ripped apart as the creature tries to absorb the heat from its victim's skin and blood.

On a roll of 15 or less, a wounded Ash-Crawler might try to hide in an available fire, where it will be safe from most attackers. If the roll fails, the Ash-Crawler will continue to attack at full force.

GLOMMER

DEX:	13	STR:	15	BODY:	12
INT:	1	WILL:	3	MIND:	5
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE:	14		*Major Threat*		

- **Powers:**
  Control: 13, Ultra Vision: 5
- **Background:**

Glommers are rare, lizard-like beasts, originating in the underground of Apokolips. Their bodies are large and green, with two powerful forearms and a short tapered tail; they have no back legs. Their mouths are enormous, and their eyes are small.

A Glommer is commonly used inside of a Pacifier robot. There, it is linked to the electronic nervous system of the machine, allowing the creature to walk about like a soldier in a powered suit.

A Glommer's normal habitat is among the darkest and wettest pits in the underground. They are solitary beings that will be sleeping when discovered. Their diet consists of lichen and mutated fish, but they can easily be taught to eat fresh humanoid meat.

If attacked, a Glommer will fight until its BODY reaches 5 or less. At this point, it will retreat to the depths. Its first attack is always a Physical one, made with its mouth, and then followed by a Grappling Attack with the tail. In most cases, the large mouth will completely cover the victim's head and shoulders, negating normal vision, speech, and hearing.

On the second and further phases after a successful mouth attack, the Glommer's Control Power is used. This Power causes the victim's nervous system to lose control, any RAPs being subtracted from the victim's DEX. The Character will find his/her muscles spasming, and many Powers will be activated on their own.

For every phase the Glommer's mouth is around the victim's head and a successful Control roll has been made, the Gamemaster must roll using the APs of Control (as the AV/EV) and each of the victim's Powers, DEX, and STR as the OV/RV. For every roll that fails, that Attribute or Power goes "out of control": all Powers activate themselves (with disastrous effects such as random Energy Blasts or mind-numbing Telepathic scanning), DEX drops to zero (a total loss of muscle control), and STR drops to zero (with the appropriate loss of combat damage and lifting/throwing ability). All control (and full AP values) will return one hour (10 APs) after the Glommer lets go.

SLUD

DEX:	8	STR:	10	BODY:	15
INT:	0	WILL:	1	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	1
INITIATIVE:	9		*Minor Threat*		

- **Powers:**
  Cling: 7, Stretching: 7, Sealed Systems: 19
- **Background:**

Sluds can be found in the lower levels of ruined buildings and at the base of rubble-filled craters. These creatures feed on stray animals and Hunger Dogs who are looking for salvageable tools. They were only recently discovered and are assumed to be the product of another of Darkseid's scientists' experiments. Soldiers have been seen hunting them for amusement.

A Slud looks like a translucent blob of gelatin, clear white or gray-green in color. Two glowing red orbs, its eyes, can be seen in the center. Its body grows by 1 AP of volume for every man-sized meal (or four small animals) it consumes.

When a Slud attacks, its skin sticks to the victim as it slowly sucks its prey into its body in an attempt to suffocate it. To break free, a Character should use his/her STR as the AV/EV against an OV/RV equal to the Slud's STR. Once engulfed (which takes 1 phase for a small animal, 3 phases for a human), the victim loses 1 BODY every phase, unless s/he has the Sealed Systems Power. Unconscious victims are dissolved in the number of hours equal to their BODY. Equipment is damaged but excreted after the victim's body is gone.

Getting Lost

When travelling across the dismal urban landscape, heroes can easily get lost. The Gamemaster should make a roll after every hundred yards of travel, using each Character's INT as the Acting Value and WILL as the Effect Value. The OV/RV is 5/2, with the RAPs equal to the distance the Character can travel before another roll is required. A failed roll means the hero is lost, and Gamemasters should accurately depict this disadvantage. There is safety in numbers; all but one Character can fail the roll, and still no one will be lost.

High Speeds

High speed travel requires agility. It is hard to navigate from the air due to the rough terrain (skewed pipes, twisting alleys, and walls will suddenly present themselves in the paths of flying travellers). Quick chases on foot can also be dangerous due to pits, craters, loose debris, sudden dead ends, and so forth.

When Player Characters are moving at any speed faster than walking, the Gamemaster should subtract 2 APs from all movement rates (1/4 Speed).

Incidents

Heroes will encounter many natural hazards and not-so-natural beings on Apokolips. As long as the heroes are on the planet, the Gamemaster can make continuous checks to determine if an "incident" occurs.

An incident is any unplanned event that relates to the Player Characters, but does not immediately relate to the plot. An incident is anything that can affect the heroes, such as, an attack from a creature, riot, or fire, distant Parademon scout parties, or the discovery of an important item.

To determine if there is an incident, the Gamemaster should use the Character's abilities as the Acting and

Effect values; personal Skill will determine who the heroes find or who finds them. If they are trying to locate someone or something, or get to a specific place, the lowest INT and WILL in the group should be used for the AV and EV. If the heroes are moving while trying to avoid detection, the Gamemaster should use the lowest DEX and WILL as the AV and EV. Any anti-detection Power or Skill (such as Invisibility) can also be used in this situation, with the APs used as the AV/EV.

The Gamemaster is encouraged to make an incident roll every fifteen minutes (8 APs), increasing or decreasing the frequency of these checks according to the party's strength and the tone of the adventure.

The Opposing and Resistance Values range from 5/5 for passive, low-violence areas, to 11/11 for riotous areas such as Armagetto. Each roll will have Column Shift penalties.

Condition	CS Penalty
Heroes are extremely loud	+2
Very active (combat, construction, etc.)	+3
Party size: ten or more, or any full-size vehicle	+1
Brightness (the use of Flame Project, Flash, etc.)	+2

Incident Types

The RAPs determine the degree of threat for the incident, the worst being 0 RAPs; 10 RAPs means there was no incident or it was a favorable one. For example:

Incident Type	RAPs
Parademon attack group	None
Major experimental disaster	None
Infantry "peace-keepers"	1
Robot Patrol	2
Creature, Major Threat	2
Infantry "attack" force	2
Dog Cavalry unit	2
Patrol vehicle, ground	2
Creature, Major Threat	2
Creature, Minor Threat	3
Harmful pollution cloud	3
Evil Eye/Sound Shark	3
Rioting Hunger Dogs	4
Diseased Hunger Dogs	5
Indifferent Hunger Dogs	6
Helpful Hunger Dogs	7
Rebels or minor NPC	8
Major helpful NPC	9

Playing Incidents

When an incident occurs, the Gamemaster must answer several questions. Have the heroes noticed the encountered group, or will they be surprised by a sudden attack? What is the distance between the two groups? If a disaster or collapse has occurred, what happens to the heroes? How can they avoid it?

Many encounters with living things will require an initial reaction between them and the heroes; see the descriptions for creatures, Hunger Dogs, and Darkseid's soldiers for details. All soldiers will report their findings to the communication network. If the heroes are particularly tough or well-known, reinforcements will soon arrive.

Pollution/Weather

Weather and pollution are one and the same on Apokolips. Smoke from mines and factories, radiation from space, the heat of the Fire-pits, and the broken landscape have destroyed any real weather patterns. Wind is broken by the high buildings and canal-like streets; the Fire-pits have created a single, sticky climate; and precipitation comes in the form of acid rain or clouds of dust.

There is only one climate on Apokolips, giving the entire planet a constant temperature of 65 to 70 degrees Fahrenheit. Warmer temperatures can be found near the Fire-pits or from heavy machinery such as the smelting cauldrons in the mines. These areas are uncomfortable with heat, sometimes fatally so.

There is neither wind nor storms on Apokolips, except for those created by Darkseid's minions. On a few occasions, a tornado-maker or similar weapon has been tested, often leveling a few square miles of the landscape.



Changes in weather come in the form of pollution clouds. They settle on an area, then begin to move across the landscape very slowly. Eventually they evaporate, leaving minor but widespread damage.

Light Clouds are made of dust and harmless pollutants. Each takes one day (15 APs) to form and is about 15 to 20 APs in volume. It will settle for two to ten days, then slowly disappear. Once it has settled, the cloud obscures vision to half that of normal Range and lowers the temperature by 20 degrees. It has no other effects.

Thick Clouds can only form within a mile (10 APs) of a factory, mining area, or Fire-pit. Each begins as a light cloud, but becomes dangerously thick on the second day (15 to 20 APs in size). A thick cloud lasts for seven to twelve days, reducing the local temperature by 50 degrees and cutting vision to one quarter standard range (-2 APs). When the thick cloud's duration is over, it becomes a light pollution cloud for a day, then evaporates completely.

Acid Rain is rare on Apokolips, occurring only once or twice a year. A storm of this type will cover a volume of 16 to 22 APs and will last for only one hour (10 APs). The clouds build quickly, without warning or hindrance of normal vision. They are thick and gray, often mistaken for light pollution clouds, until the murky rain burns skin and

clothing upon contact.

Anyone caught in acid rain takes a Physical Attack. The Acting and Effect Values are the APs of time the Character has been exposed. (The maximum AV/EV should not exceed 7/7.) Shields and shelter also take damage at the same rate; however, if the exposure is interrupted by shelter of some kind, the AV and EV return to zero.

For example, an unprotected Hunger Dog (DEX: 2, BODY: 2) is caught by a sudden acid rain storm. After two phases (1 AP of time), he must resist a Physical Attack by an AV/EV of 1/1. The roll fails, and he runs for shelter. It takes him 2 APs, 15 seconds, to get under a stretched cloth in an alleyway. The Gamemaster rolls another attack, this time with an AV/EV of 2/2. The roll is successful, and the Hunger Dog takes 1 point of damage to his BODY. If he gets under the cloth, he is safe for the moment. But the rain will get through a blanket almost as fast as skin...

An acid rain cloud will move at a speed of 1 or 2 APs. To come up with a surface distance of a cloud with a volume of 15 to 22 APs, subtract 13 APs. For example, a 20 AP cloud has a surface (street-level) diameter of 7 APs. This distance is needed when Hunger Dogs wait out the storm from a secure shelter, or when a hero must escape the rain by running in the opposite direction that it is moving.

Harmful Pollution Clouds consist of dust, gases, and deadly chemicals. There are three types: poison inhalation clouds, poison contact clouds, and a combination of both. The inhalation clouds form from the pollution made by Darkseid's secret labs and power installations; the skin-burning contact clouds are usually formed from a violent accident in one of the installations.

The forming time, size, and so forth for harmful pollution clouds are identical to those of thick or light clouds. Their harmful aspects will not be obvious until the victims feel the chemicals attack their bodies.

A Character in a poison inhalation cloud is attacked by a Poison Touch with the AV/EV ranging from 3/3 to 8/8 versus the Character's OV/RV of BODY/BODY. This attack is rolled every phase. Sealed Systems can be used as the Resistance Value, and a more rudimentary protection such as a cloth over the face or gas mask will offer Column Shift bonuses from +1 to +3. Systemic Antidote can be used as well.

Disease

Disease and illnesses come in many forms on Apokolips. They are not very common because the majority of the population, the Hunger Dogs, can resist the average malady. Darkseid and his minions, however, will create a disease from time to time and test it in a small section of the planet. From these tests, new strains of illness emerge, contracted from wandering creatures, contaminated water, or an infected area.

To contract a disease or disorder, the Character is exposed, and the Gamemaster rolls for infection. Every illness has an AV/EV from 1/1 to 8/8, versus the Character's BODY/BODY. Systemic Antidote (if applicable) is added to the RV. A roll is made every phase the Character is exposed.

RAPs, if any, are subtracted from the victim's BODY. Once infected, the Character continues making Resistance rolls during the time that s/he is exposed. Thus, the longer a Character is exposed to a disease, the sicker s/he gets. If the Character avoids contact with carriers, the disease does not immediately worsen.

Damage from disease can only be Recovered through Resting Recovery or the use of a Power. This loss cannot be healed by other Recovery Checks. For example, a Character suffering 4 RAPs from a virus and 7 RAPs of BODY damage from the last brawl can Recover a maximum of 7 RAPs through Bashing Recovery. The damage from an illness, however, is not easily healed overnight; for every day the Character retains the disease, the Gamemaster should add a Column Shift (+1) to the Opposing Value for Recovery Checks. This causes the sickness to worsen with time while the RAPs of BODY damage decrease.

An example: The Batman and Robin have arrived on Apokolips after chasing Sleez through a Boom Tube. The slimy villain has escaped, and the Dynamic Duo arrive to explore the avenues of Armagetto. They encounter a sickly band of Hunger Dogs, all suffering from a viral infection called Purpleblotch. The disease causes its victims to break out in purple skin-sores, in addition to standard health loss.

Purpleblotch has an AV/EV of 3/6. The Duo is at medium range (distance APs = AV - 3) from the group, but not close enough to touch (no modifier). The Batman's skin is covered (+1 to OV); Robin's bare legs cause him to lose that advantage.

The Gamemaster rolls a 15 for the Batman and a 6 for Robin. The Caped Crusader suffers 1 RAP loss to his BODY. If he removes his glove, he will notice the thick purple spots. The Gamemaster rolls again, in the next and further phases, as long as the heroes are exposed to these carriers. If they leave, Robin will still have to avoid contracting the disease from the Batman.

The Gamemaster may want to create a special disease, with effects beyond a simple subtraction of BODY. In this case, an effect such as a withered limb or loss of hearing occurs after a period of time in which the disease is still retained. For example, leprosy might have an AV/EV of 2/4, with a loss of hair after two days, and a crippled limb every other week. Any effects will create restrictions on the Character, from lowered STR due to a weak arm, to complete blindness. For any disease with damaging effects, the Gamemaster must determine all penalties for each effect.

Disease Modifiers

Use the following modifiers for each roll. Column Shifts apply to the exposed Character's Opposing Value and are cumulative.

Long range from carrier (distance APs = disease AV - 2): ..... +2
Short range from carrier (distance APs = disease AV - 4): ..... -1
Physical contact with carrier: ..... -1
Skin covered while exposed: ..... +1
Mouth covered while exposed: ..... +1
Consumed contaminated substance: ..... -2
In quarantined area: ..... -3

How to Use This Book

This book is a supplement for use with the **DC Heroes Role-Playing Game**, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the **DC Heroes Role-Playing Game**. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. 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 the Gamemaster.

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 occured 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 its 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 represent 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 text* is meant to be read directly to the Players.

Gamemaster's Introduction: This section provides the GM with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occassionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the 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 Characters**
OV	**Opposing Value**
RAP(s)	**Result Attribute Point(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, him or her" in all instances where it is used to imply a generic person. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

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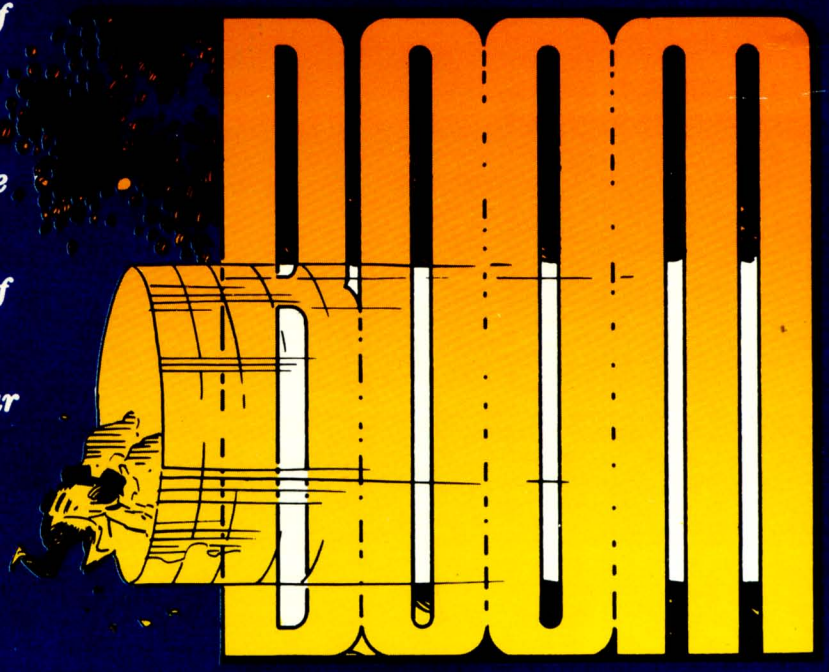
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The Apokolips Sourcebook is the first supplement for use with the second edition of the **DC HEROES Role-Playing Game**, and also can be used with the first edition. It is a travel guide to this murky planet, and includes:

• New Statistics and Background Information on *all* the New Gods • Map of Armagetto™ • Features of Apokolips • Outline of Darkseid's Organization • Gadgets and Equipment • Life As a Hunger Dog • Important Information for Adventurers

Planet Kritter

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