



THE DEPARTMENT OF
EXTRANORMAL OPERATIONS

AGENT MANUAL



AN OVERVIEW OF THE DC UNIVERSE'S DEPARTMENT OF
EXTRANORMAL OPERATIONS

DEPARTMENT OF EXTRANORMAL OPERATIONS

AGENT MANUAL

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Look for other *DC Universe Roleplaying Game* products at most
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INTRODUCTION

The *Agent Manual* serves as the perfect pocket reference for agents of the Department of Extranormal Operations. The first half of the book focuses on the department. It includes an overview of the department, brief biographies of the most important or well-known people in the organization, descriptions of select support personnel, and details on some of the equipment available to agents. A response procedure chart helps lead agents through the proper process for dealing with extraordinary events.

The second half of the book aids agents in documenting extraordinary events, people, and technology. There is a guide to classifying metahumans, as well as several forms to assist agents in fully recording the information they have acquired.

It is highly recommended that all agents obtain their own copies of other supplements for the *DC Universe Roleplaying Game*. (You can find a list of currently available products at the back of this book.) These resources provide each agent with the D.E.O.'s official and public view of various metahumans and humans of exceptional ability. As monthly reports come in, agents may find discrepancies between what was known at the time of publication and what has now been revealed. Agents should be certain to note any revelations near the applicable metahuman's write-up. All agents should periodically submit their findings to their supervisors. However, do not be too hasty in revisions, as they may often be explained through existing theories.

GLOSSARY

Although this supplement is intended for use with the *DC Universe Roleplaying Game*, all fans of DC Comics can find plenty of interesting information, even if they aren't familiar with the game. Not only do the character descriptions include physical details and background information on each character, but you'll also find statistics that can be used to compare various characters or to play an adventure. To help those inexperienced with the game, this introduction offers a glossary of terms that are in the write-ups of most characters.

Page numbers in each entry refer to locations where you can find more information about the topic in the DC Universe Roleplaying Game rulebook, unless otherwise specified.

Advantages/Disadvantages: These are benefits and quirks the character has acquired. Advantages have a negative sign in front of their value, while Disadvantages have a positive sign. (See pp. 21-27 of the rulebook, pp. 21-26 of the *Narrator's Screen's* book, pp. 122-123 and 128-130 of the *JLA Sourcebook*, p. 126 of the *Gotham City*

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Sourcebook, pp. 6–9 of the *Magic Handbook* for explanations of Advantages and Disadvantages.)

AV: Armor Value; the value of how much protection an item provides (p. 110).

BDV: Base Damage Value; the value in dice of how much damage an item inflicts before any other factors are taken into consideration (pp. 109–110). *See also Unarmed Base Damage Value.*

Body Points: This value represents the amount of physical and mental damage a character can take before falling unconscious (p. 38).

Character Points: This value describes experience and the ability to reach goals. Values for some characters may seem low, because Character Points are spent for improving skills, powers, and actions (pp. 38, 102–103).

Hero Points: This value conveys the exceptional potential it takes to be a super hero. The more Hero Points the character has, the more heroic he or she is. Hero Points are also useful for improving actions (pp. 38, 103).

Natural Abilities: A section included for those who aren't human, natural abilities refer to characteristics that are innate to the character's species. These could be descriptions of what the ability can do or they could be represented by powers.

PDV: Passive Defense Value; a value that measures the character's innate ability to avoid harm (pp. 36–38, 107–108).

P/bonus: *Physique/lifting* bonus; this value represents the amount of additional damage a character can inflict because of his or her strength (pp. 38, 110).

Powers: These are extra abilities that a member of the character's species wouldn't normally have. (See pp. 56–90 in the rulebook for explanations of some powers and the *Directive on Superpowers* and the *Magic Handbook* for details on a more extensive selection of powers.)

Reflexes, Coordination, Physique, Knowledge, Perception, Presence: These are attributes which represent the character's natural physical and mental abilities (pp. 27–28).

A list of skills in which the character has experience or training follows each attribute. Abilities in parentheses are specializations of the skill they follow. The value next to the specialization is added to the skill's value when figuring out how good a character is at that skill specialization (See pp. 42–54 of the rulebook, p. 127 of the *Gotham City Sourcebook*, and p. 9 of the *Magic Handbook*.)

Speed: The rate the character can move (in feet per round) (pp. 36, 106).

Tech Level: The maximum level of technology this character can use (pp. 36, 233).

Unarmed BDV: Unarmed Base Damage Value; the value in dice of how much unarmed damage the character can inflict. If there are two values, the first refers to how much damage the character can inflict when using the *brawling* skill; the second refers to how much damage the character can do when using the *martial arts* skill (pp. 38, 110). *See also Base Damage Value.*

Villain Points: This value represents how evil a character is. The more Villain Points the character has, the more unscrupulous he or she is (See pp. 38, 110 of the rulebook and p. 12 of the *Magic Handbook*).

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DEPARTMENT OF EXTRANORMAL OPERATIONS

OVERVIEW

The following is a brief examination of the Department of Extranormal Operations. This material is **CLASSIFIED**. Any dissemination of it to the public will result in an investigation and incarceration of the guilty party.

This section has been divided as follows:

- Mission Statement
- Brief History of the D.E.O.
- Organizational Structure
- Office Locations
- Areas of Jurisdiction
- Departmental Divisions
- Research Programs

MISSION STATEMENT

Pursuant to Title 28, United States Code (U.S. Code), Section 553, the Secretary of Metahuman Affairs is authorized to "create and operate an organization charged with the monitoring and enforcing of matters directly or indirectly relating to the presence of individuals of extranormal abilities, otherwise known as metahumans."

The manner in which the Department of Extranormal Operations carries out this mission is extensive. The department investigates any violations of the law by metahumans. It monitors metahumans for potential violations of the law. It maintains a database on known metahumans containing their abilities, *modus operandi*, and aliases for the purposes of protection against various metahumans becoming a threat to national security. It researches methods of enjoining or compelling the coop-

eration of independent metahuman "super heroes." It provides assistance to local law enforcement agencies in the apprehension and detention of metahumans as needed. It maintains a strikeforce composed of government-sanctioned and controlled metahumans, to help in carrying out its enforcement objectives. It constructs facilities to incarcerate metahuman criminals.

The department has furthermore established facilities for the study, recruitment, counseling, training, and support of metahumans. It coordinates the Metahuman Protection Program. It continues to prepare facilities, equipment, and procedures to negate metahuman "super heroes" gone rogue. It has created medical facilities for the study of the physiology of metahuman abilities. These also have facilities for postmortem study of deceased metahumans.

BRIEF HISTORY

In the wake of the Janus Directive, a plot by Kobra to set the various government metahuman agencies against each other, the United States president created the Office of Metahuman Affairs and appointed Sarge Steel as its director. After campaigning by Steel, Senator Pete Ross, Lex Luthor, and others, this was made into a cabinet position and Sarge Steel became the Secretary of Metahuman Affairs. More recently, under the presidency of Lex Luthor, Amanda Blake Waller holds the position.

In the next few years after the position was created, the president and Steel understood that metahuman activity was increasing. There became a need for an organization charged with the duty of monitoring and handling metahuman crises. Working in association with the Internal Security Agency, Defense Intelligence Agency, and Federal Bureau of Investigation, the Office of Metahuman Affairs created the Department of Extranormal Operations.

Heading up the D.E.O. would be the former director of the recently decommissioned Central Bureau of Investigations, King Faraday. Underneath his direction are various other governmental metahuman agencies that had previously worked autonomously for the government.

AREAS OF JURISDICTION

Several federal statutes and Executive Orders allow the Department of Extranormal Affairs to investigate matters similar to those that fall under the auspices of the Federal Bureau of Investigations with the exception that the D.E.O.'s jurisdiction only applies to incidents involving metahumans. Some of these classifications include civil rights, domestic and international terrorism, foreign counterintelligence, organized crime, violent crimes, white-collar crime, and overseeing the federal Metahuman Protection Program.

FUNDING

Funding for the D.E.O. operations comes from a combination of

direct federal support and corporate grants. By maintaining multiple sources, exact funding levels for the D.E.O. can be kept secret. Federal funding for the D.E.O. is derived from allocations received from the budgets of the Bureau of Corrections, the Bureau of Immigration and Naturalization, the Central Intelligence Agency, the Department of Defense, the Federal Bureau of Investigation, the National Security Agency, and others. It is primarily a joint operation of the Office of Metahuman Affairs, Federal Bureau of Investigation, Internal Security Agency, and Defense Intelligence Agency.

As the D.E.O. acquires and studies advanced and extraterrestrial sciences, engineering, and technologies, it makes these results available to participating corporations. In exchange for access to this material, the corporations provide the D.E.O. with funding and materials. Publicly contributing corporations include LexCorp, Kord Enterprises, and WayneTech.

Unofficially, the D.E.O. uses semi-retired super villains to design weapons systems for department use. For example, some branches of D.E.O. ground troops wear uniforms patterned after Deadshot's costume, complete with monocular targeting system.

The D.E.O. also maintains a number of business fronts, used to provide goods and services needed for the agency's myriad operations. For instance, Blackhawk Express now works exclusively for the D.E.O. and its divisions. It provides discrete transport of agents, supplies, metahumans, and classified cargo.

ORGANIZATIONAL STRUCTURE

As a part of the Office of Metahuman Affairs, the Department of Extranormal Operations and all of its members are directly responsible to the O.M.A.'s head, the Secretary of Metahuman Affairs (who is currently Amanda Blake Waller).

Within the D.E.O. itself, the hierarchy is as follows:

Senior Director: The current senior director is King Faraday. This position is appointed by the U.S. president and the Secretary of Metahuman Affairs.

Regional Directors: The country is split up into eight regions, each with its own director, who is selected by the senior director.

Assistant Regional Directors: Beneath the directors are several assistant directors (ADs). The number of ADs per region differs depending on the geographic size of the region and the amount of metahuman activity there.

Special Agents: Reporting to the ADs are a select group of agents who have proven their abilities in the field and promoted because of it. These special agents are normally in charge of specified projects or divisions within the D.E.O.

Agents: Implementing the bulk of the D.E.O.'s mission are its agents. Agents monitor, report, and assist in the apprehension of metahumans.

Support Staff: Staff in support positions make up the remainder of the personnel in the D.E.O. These include security guards, scientists, situation analysts, psychologists, counselors, shock troopers, secretaries, and so on.

OFFICE LOCATIONS

The Department of Extranormal Operations is headquartered in New York City and splits the country into eight regions: Northeastern, Southeastern, Midwest, Northwestern, Southwestern, North (Alaska), West (Hawaii), and Washington D.C.

Each of these regions has its headquarters located in a major city. For example, the Northeastern Region has its headquarters located in New York City, in the same building as the national headquarters.

DEPARTMENTAL DIVISIONS

Under the umbrella of the Department of Extranormal Operations itself are several ongoing organs. Each of these is tasked with investigating or handling a certain aspect of the metahuman cases that come into the D.E.O.

All-Purpose Enforcement Squad: The A.P.E.S. acts as the D.E.O.'s liaison with federal and local law enforcement agencies. They are a multinational cooperative organization whose agents have high-level clearance from other law-enforcement and investigative authorities from around the world.

National Metahuman Research Foundation: The N.M.R.F. was set up by the D.E.O. to support research in the public and private sectors on metahuman physiology and develop technologies designed to interact with them. Some of the companies that benefit from the funding of the N.M.R.F. are S.T.A.R. Labs, the Institute for Metahuman Studies, and Project Cadmus. While not under the control of the N.M.R.F., these organizations may be called upon to offer assistance as needed.

Task Force Delta: This department evolved from a restructuring of several formerly separate government metahuman agencies, including Knightwatch, the Orphanage, the Suicide Squad, and the Wabe.

Knightwatch: Formerly known as Checkmate, Knightwatch is the D.E.O.'s high-powered response and security detail. They are on call 24 hours a day, seven days a week to respond to any metahuman threats as needed. Knightwatch is overseen by the Northwestern Regional Director and is headquartered at Fort Lewis in Washington State.

Orphanage: The D.E.O. maintains metahuman educational facilities in each region, collectively known as the Orphanage. This division of the department is actually a series of boarding schools for metahuman children, where their abilities can be evaluated and the children trained in their use. They also exist as places where the D.E.O. can indoctrinate future super heroes.

Generally, each Orphanage has a strictly regulated environment. Students are not aware they are actually inmates in a discreet security facility. To the outside world, it's just a school.

The typical Orphanage is an isolated compound hidden in a deep forest or valley. A 20-foot fence surrounds the compound and access is controlled by guarded entrances. The main buildings consist of dormitories, classrooms, physical activity centers, and recreational facilities. The administration building, normally forbidden to students, is where the D.E.O. operation is

housed. It is also literally the tip of an iceberg, as the subterranean levels are usually far larger than the surface building.

Suicide Squad: Formerly known as Task Force X, this group of expendable metahuman covert field agents is made up of metahuman criminals working with the government towards gaining themselves pardons. The Suicide Squad was originally under the command of Southeastern Regional Director Amanda Waller, but with her appointment to Secretary of Metahuman Affairs, this position has shifted to General Frank Rock.

Wabe: The Wabe functions as the D.E.O.'s center for the analysis and possible containment of dangerous non-humanoid extra-terrestrial lifeforms. Additionally, terrestrial students who prove unfit or unsuitable for the Orphanage are sent to the Wabe. This is a high security facility that is closer to a prison than a school. The actual details of the Wabe are classified due to possible metahuman intervention into its operation.

Rumor has it the Wabe is being constantly rebuilt and rearranged to prevent anyone from learning its layout. What is public knowledge is that the Wabe has a large detention facility where metahuman inmates are housed in high security conditions.

RESEARCH PROGRAMS

AMAZO 2000 PROJECT

An officially rogue project undertaken by Dr. Andreas Charles and Major Thomas Lutwidge, the

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Amazo 2000 Project involved the construction of a new series of high-powered androids programmed with the powers and skills of known metahumans. The Amazo 2000 prototype was activated prematurely when the current Green Lantern discovered its existence. Unable to cope with Green Lantern's powers, it was destroyed. D.E.O. Director Mr. Bones took custody of the android's remains. Their current location and condition is classified.

PROJECT COLEMAN

Project Coleman is one of a series of such programs intended to recreate the Green Lantern power source. It was initiated shortly after the failure to confiscate the known Green Lantern power source from its possessor. Coleman has proven a controversial project, prone to catastrophic failures. Current work is underway at an orbital facility.

PROJECT GREENLIGHT

Project Greenlight is a LexCorp undertaking to synthesize green kryptonite. Following the erratic results obtained after Superman was exposed to test samples and in consideration of the public backlash

should the project become public knowledge, the plan was cancelled.

PROJECT WHIPLASH

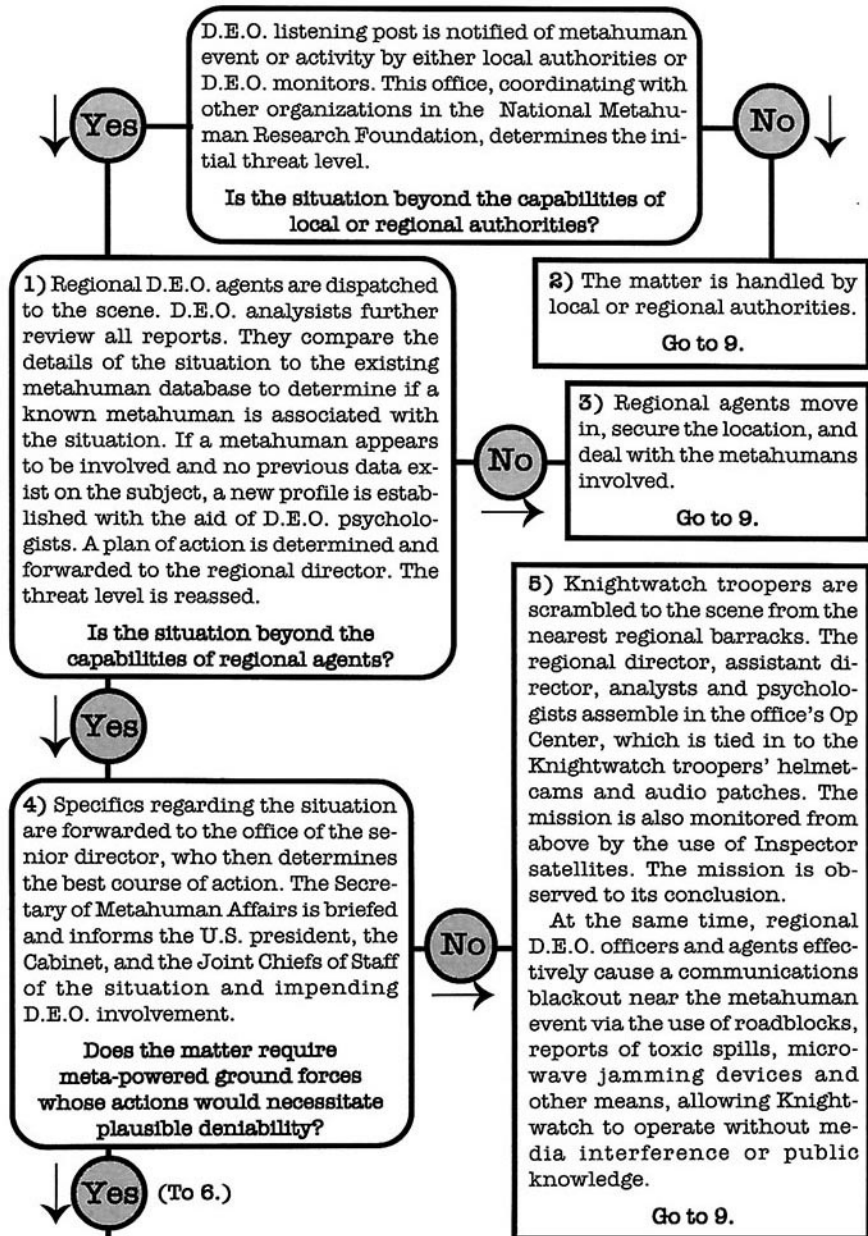
Project Whiplash is one of many activities that focus on creating metahuman-neutralizing weapons. The Whiplash is a subsonic projector that creates a two-Hertz standing wave in a target, theoretically disrupting the target's concentration and thus negating mentally activated powers or equipment.

SCHOOL-AGE TESTING PROGRAM

Under the guise of routine academic testing, the D.E.O. has developed a sophisticated battery of tests to determine potential metahuman before their powers manifest. These tests appear as innocent achievement tests, eye exams, physical fitness tests, and so on. Individually, each test can demonstrate a gift for learning or physical activities. However, through correlation in the D.E.O. database and study by special metahuman analysts, these tests are starting to become an accurate indicator of which individuals will develop metahuman abilities and at what age.

RESPONSE PROCEDURE

For any given metahuman event, invasion, or potentially dangerous situation involving metahumans, strict protocols are always followed by the D.E.O. When operating at peak efficiency, this process should occur in no more than 12 hours total.



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↓ **Yes** (From 4.)

6) Southeast Regional Director is contacted and told to scramble a Suicide Squad detachment to the site, with standard compliance collars and wristbands. D.E.O. agents, who inform the Squad of their mission, rendezvous time, and location, meet the Squad at the site. If the senior director and Southeast Regional Director have determined the mission to have grave enough consequences, pardon waivers, signed by the U.S. president, are shown to the Squad members. The Squad is sent into harm's way, with EyeSpy hovercams to observe Squad activity and behavior, making sure no one violates the conditions of their respective pardons. Knightwatch troopers may also be scrambled and sent to the scene (as in section 5) to insure Squad compliance and to act as backup.

Is the Squad able to deal with the matter effectively?

↓ **Yes**

8) Surviving Suicide Squad members are retrieved from drop point. Bodies of Squad casualties are left on-site with compliance devices removed. All usable tech is retrieved, and if possible, incendiary devices are placed to remove all traces of metahuman activity.

Go to 9.

↓ **No**

7) Surviving Squad members and casualties are removed from site. Regional metahumans in the area of disturbance are contacted regarding the matter. If the situation is of global consequence, the matter is forwarded to the Northeast Regional Director, who then contacts either the JLA or the JSA. All metahumans are briefed regarding the matter. Official D.E.O. involvement ceases.

Go to 9.

9) A description of the entire event, from beginning to end, is documented by D.E.O. accounting officers, complete with audio, video, and holographic references. Captured extraordinary malcontents are turned over to the appropriate agency for safekeeping or containment. Recovered nonagency technology is turned over to S.T.A.R. Labs for analysis. Media damage control is implemented. D.E.O. counselors assist those who may have manifested exotic abilities. A full report is placed on the desks of the senior director, relevant regional director, and, if involved, Southeast Regional Director within 24 hours of the mission's conclusion. Suggestions are noted, and D.E.O. agents, Knightwatch Troopers, and Suicide Squad members review the reports. Follow-up plans are created. If justified by actions during the mission, pardons are granted to Suicide Squad members.

OFFICES

Currently, the D.E.O. has eight regional headquarters located in major cities throughout the United States: Northeastern, Southeastern, Midwestern, Northwestern, Southwestern, Northern (Alaska), Western (Hawaii), and Washington, D.C. The eight regional offices are coordinated by D.E.O. command in New York City.

OVERVIEW

The buildings housing the eight headquarters range in height from 10 to 60 stories, but they are all essentially equipped in a similar fashion. The regional director's office is on the highest floor and is surrounded by the offices of the assistant director and information officers.

Several floors separate the offices of governmental liaisons from the director's for security reasons. These include offices for the NRO (National Reconnaissance Office), DIA (Department of Internal Affairs), CIA (Central Intelligence Agency), NSA (National Security Agency), and Pentagon personnel. The floor with liaison offices normally houses the on-watch area for D.E.O. detectives.

Several floors below the liaison floor is the home of the information officer watch station and the assessment officer's area. Also on this floor is the operations area of the building. The satellite up/down link to the D.E.O.'s Inspector Class Satellites, the E/I stack room, the observer room, and the situation display room fill this cavernous area. Computer tracking systems and

video monitors of varying sizes take up one 40-foot high wall. D.E.O. intelligence officers man the banks of individual workstations in front of the wall. They can contact the director or assistant director within seconds of learning about a meta-human event.

Accounting, secretarial, and service personnel—the majority of whom do not possess security clearance to access the upper floors—occupy the lower levels. There is a distinct difference in appearance between floors as well. While the intelligence-gathering floor has a particular high-tech feel and look, given the banks of tracking equipment, all floors beneath appear to be unassuming business offices, filled with cubicles and workers. In four of the eight offices, dummy companies have been created to fill the remaining floors of the buildings, but all workers in these companies are D.E.O. staff. Additionally, there are always at least two residential levels in a D.E.O. building, which serve as regional barracks for Knightwatch troopers.

The lobby of the building clearly designates it as being operated by the D.E.O. and has ultra high security measures. Receptionists stationed in the lobby are actually hard-light constructs of the real receptionists, who are comfortably seated in offices at least four floors above the entryway. Security guards are in reality Knightwatch troopers, who are rotated through the security detail as part of their training. Guards are armed with Glock .40 Model 23 sidearms and tasers. They

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are also highly trained in all forms of hand-to-hand combat.

Along with common metal and bomb detectors, each D.E.O. lobby houses Organo-Sniffers developed by Kord Enterprises. These sensors can detect all organic compounds near an individual and rapidly determine if any combination of the compounds could be mixed to form any type of potentially harmful item. Finally, the lobbies are equipped with WayneTech Genetic Signature Monitors. They determine the rough genetic sequence of anyone trying to enter the building, making sure that they are the species they claim to be and are not carrying any extra genetic or once-living material. These monitors have proven useful time and again in stopping the progress of shape-shifting spies, as well as weapons made of living material. Some examples include the bone guns favored by the 7th Day Nihilists, and the neural paralysis-inducing worms found in the Marianas Trench preferred by certain Atlantean extremists. Thanks to the cooperation between WayneTech and Kord Industries, both the Organo-Sniffers and the Genetic Signature Monitors have been incorporated into one large flat-panel monitor that guests to the building must walk behind before gaining access to the elevator banks.

Two parking levels located beneath the building provide parking for all D.E.O. employees. The entryway is equipped with a four-inch door made from an alloy of steel, titanium, and lead (Body Points 200; AV 30).

Underneath the parking levels are the mechanical levels where ve-

hicles, weapons, and other equipment are stored and serviced. Below these are one or more Information Conditioning Levels (depending on the region), which houses secure mainframes and the teraflop databases. Further levels below the building are utilized as research facilities, metahuman holding cells, and storage of metahuman and mystic artifacts.

Finally, in cities with subway service, D.E.O. offices have their own stations connected to the main rail line. If agents or other D.E.O. personnel need quick access to the city, they may take the shuttle from the D.E.O. station to a junction station. The D.E.O. shuttle is clearly marked "One Way—Special Use" to discourage civilians from trying to board it.

SURVEILLANCE CAPABILITIES

The D.E.O. monitoring system is composed of a string of 36 Inspector Class Satellites. These can register and record unique metahuman energy signatures and chromosomal wavelengths, as well as discharges or fluctuations of virtually all forms of energy, from electric to chironal. The satellites possess a limited artificial intelligence that allows them to adapt to new energy signatures. They can thus track and assemble a profile of a new metahuman or an individual utilizing extranormal levels of one of the known energies tapped by metahuman abilities.

The D.E.O. also is a silent partner on the International Space Station and numerous space shuttle missions throughout any given

year. Furthermore, the department has listening stations on Earth's moon, Mars, and in orbit on the far side of the sun.

The department actively monitors all events whose effects could trigger metagenes or have a potentially mutagenic effect on any segment of the population, from tainted street drugs to a detailed and ongoing report of residents living near the so-called Tunguska Event.

Finally, each D.E.O. office has a spherical Ops Center located near the top of the building. Here, the director, assistant director and others may assemble to oversee ongoing missions in the field. Communication systems in the Ops Center are tied directly to D.E.O. agents and Knightwatch troopers in the field, as well as satellite views from the Inspector Class Satellites.

SECURITY MEASURES

Entry into the D.E.O. offices is closely guarded. Any civilian coming into the building with a complaint or report of metahuman activity may see an agent immediately. The agent most often comes to the lobby and personally leads the civilian to a conference room on the ground level. Informants needing access to the D.E.O. building are all given code phrases that are psychically shielded and cannot be discovered by anything less than a full mind scan by an advanced telepath. At the slightest hint of trouble in the lobby, all on-duty Knightwatch

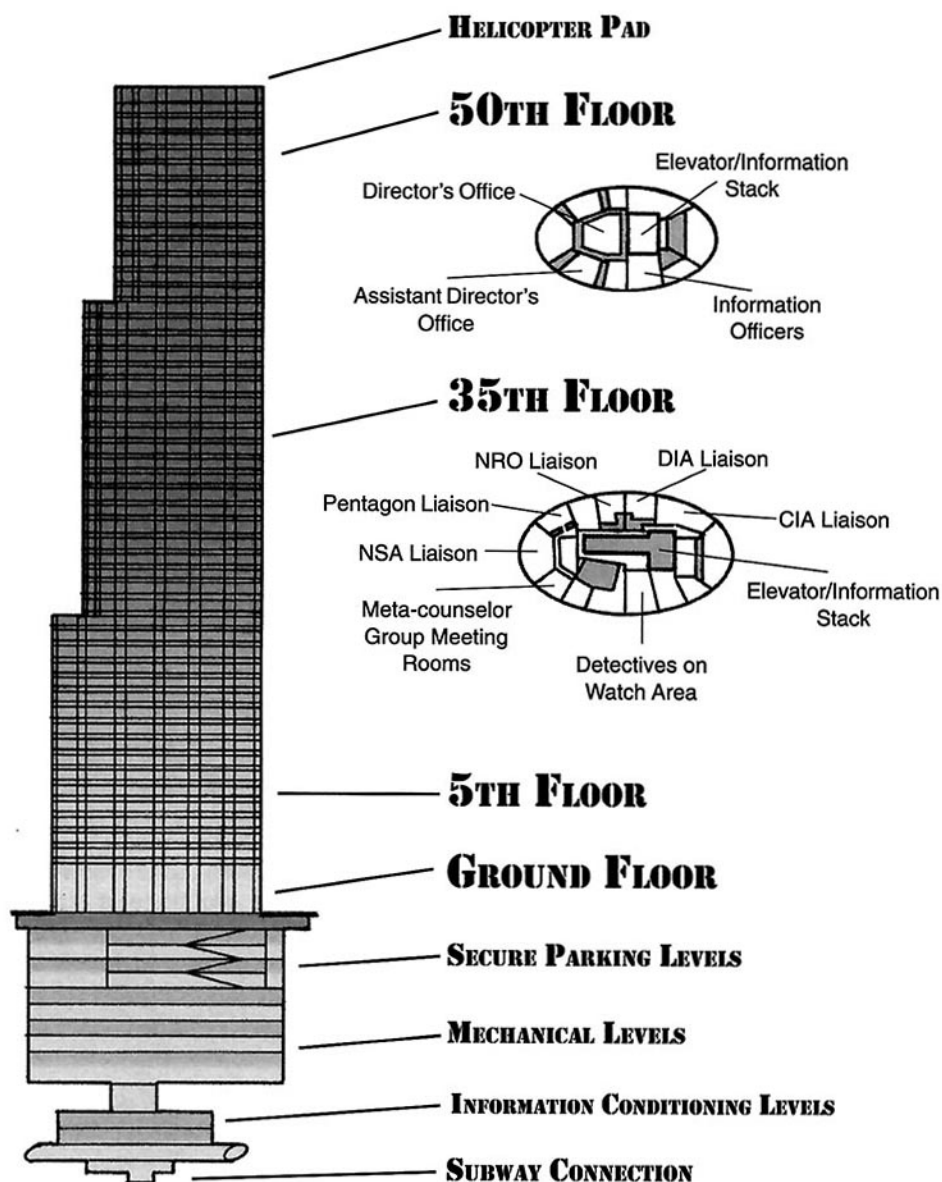
troopers in the building are put on full alert and stand by near their own lobby-access elevators.

All employees are given badges that function as pass cards for specific levels of security clearance. Access to secure areas is strictly enforced. Those without proper clearance cannot use elevators for the higher floors, and stairway doors will not open for them. If a security breach were to occur, all elevators, except those solely used by the Knightwatch troops, and all stairwell doors automatically seal and are unable to be opened from either side. All floors are also equipped with their own emergency oxygen generators. They can be sealed off entirely from the outside for several days.

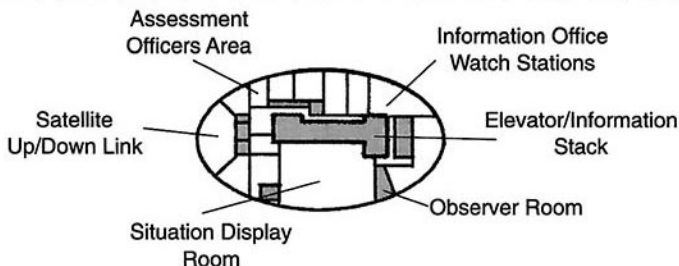
The entire building is equipped with an electromagnetic dampening field, cutting off all non-D.E.O. cell-phones, two-way radios, and even limited telepathy. The roof of the building has four high-caliber machine guns. These can utilize a wide variety of bullets, including lead (BDV 7Dx4), spent uranium (BDV 6Dx8), holy water-filled capsules, and others.

The helicopter platform on the roof is hidden by a hard-light projection of gun banks and guard shacks. Unless the incoming helicopter broadcasts the proper signal, or the proper sequence of buttons is pushed from inside the guard post on the roof, no pad appears on the building.

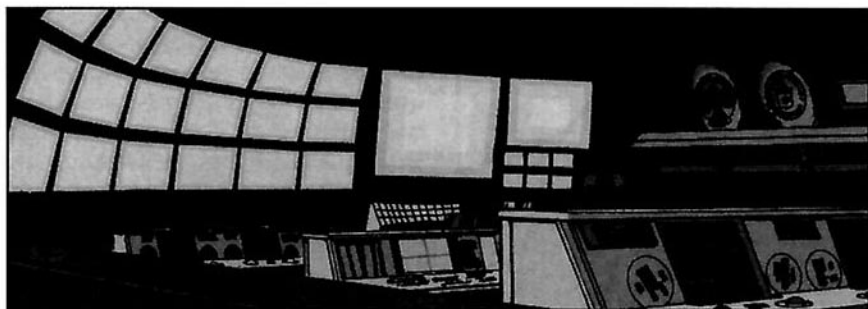
**HEADQUARTERS,
NEW YORK CITY**



AGENT MANUAL



5TH FLOOR



SITUATION DISPLAY ROOM

The Situation Display Room contains high-volume potential access display stations. They provide real-time tracking of hundreds of targets via a ring of specialized surveillance Inspector Class satellites. The satellites can identify and follow targets through a number of means, including individual chromosomal wavelengths.



GROUND FLOOR ENTRANCE

Hidden guards and high-tech security devices protect the lobby of one of the most classified organizations in the United States.

PERSONNEL FILES

KEY PERSONNEL



NAME: Waller, Amanda Blake

ALIAS: The Wall

POSITION: Secretary of Metahuman Affairs, former Southeast Regional Director and head of the Suicide Squad

BASE OF OPERATIONS: Washington, D.C.; formerly Belle Reeve Maximum Security Prison, Louisiana

HEIGHT: 5'1"

WEIGHT: 200 pounds

EYES: Brown

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: A native of Chicago who saw two of her children and her husband killed by inner-city violence, Waller decided to take a proactive stance in improving her community. She attended college, re-

ceived a degree in political science, and became an aide to her local congressman. From her position in Washington, Waller saw the United States and the rest of the world suffering from the same ruthless violence that claimed her family, which drove her to look for possible solutions. What she found was the file on the Suicide Squad. Waller requested and was granted presidential permission to form a new Suicide Squad composed of metahuman villains under her own supervision.

Waller has seen her Suicide Squad through many missions, reveling in its successes and privately mourning the losses of members killed in the line of duty. Waller has excelled at covert operations as well. She served for a time as director of the Checkmate organization. She was removed from her position because of her handling of the Janus Directive operation. She was later personally recruited by King Faraday to serve as the director of the Southeast Region of the D.E.O. While her position and name are recognized in the federal government, the Suicide Squad's existence is known to only a few outside of the president. President Lex Luthor later selected Waller as his new Secretary of Metahuman Affairs.

With her no-nonsense attitude, Waller does not tolerate insubordination from anyone, even those in authority. Yet underneath, she deeply cares about others, only using her influence and experience in ways she believes will save lives and benefit the most people.

Amanda Blake Waller

Reflexes 2D: *Brawling* 3D, *melee weapons* 4D

Coordination 2D

Physique 2D

Knowledge 4D: *Computer ops* 5D, *criminology* 5D, *scholar* 6D (*D.E.O. procedures* +2D, *known metahumans* +2D, *metahuman criminals*, *political science* +4D each), *security* 5D (*Belle Reve* +5D, *D.E.O.* +2D)

Perception 2D: *Streetwise* 5D (*Chicago* +2D), *know-how (politics)* 7D, *survival (urban)* 5D

Presence 3D: *Bluff* 5D, *command* 6D (*D.E.O. personnel* +2D, *Suicide Squad* +4D), *interrogation* 5D, *intimidation* 9D, *persuasion* 8D, *willpower* 8D (*stubbornness* +7D)

ADVANTAGES/DISADVANTAGES: *Charismatic* -3D, *Contact (D.E.O.)* -5D, *Intimidating Grin* -2D, *Leadership Ability* -2D, *Observant* -2D; *Argumentative* +2D, *Extremely Competitive* +2D, *Hides Emotions* +1D, *Obsessive Tendencies* +2D, *Shady Background* +2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 6

VILLAIN POINTS: 2

CHARACTER POINTS: 62

BODY POINTS: 29

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3), various technology of the D.E.O.



NAME: Faraday, King

FORMER ALIAS: I-Spy

POSITION: Senior Director

BASE OF OPERATIONS: Washington, D.C.

HEIGHT: 6'0"

WEIGHT: 185 pounds

EYES: Blue

HAIR: White

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: A gifted intelligence operative, King Faraday originally was an agent with the Central Bureau of Intelligence, where he was placed on the so-called Danger Trail—full of double agents, stolen secrets, and threats to the Western world. He excelled in his work and served with the CBI for over two decades before being named director of CBI operations. During his tenure as director, Faraday aided many covert missions and investigations, from overseeing a revived Suicide Squad to advising the president on

DEPARTMENT OF EXTRANORMAL OPERATIONS

metahuman affairs. When the CBI was decommissioned and broken into separate units, many of the CBI's former duties were transferred to the D.E.O. Realizing he was the perfect candidate for such a position, Faraday's superiors appointed him as the senior director of the D.E.O.

With Faraday as director, the D.E.O. has been quite active in both covert and public missions. Faraday himself had a hand in recruiting agent Cameron Chase and has taken a personal interest in her performance. Faraday, along with Sarge Steel, likewise has often advised the President and Joint Chiefs of Staff on matters concerning metahumans.

King Faraday

Reflexes 3D: *Acrobatics* 4D, *athletics* 6D, *boating* 6D, *brawling* 8D, *climbing* 6D, *dodge* 7D, *driving* 6D, *escape artist* 6D, *martial arts* 6D, *melee weapons* 8D, *piloting* 6D, *riding* 6D, *sneak* 7D

Coordination 3D: *Catch* 4D, *lock-picking* 6D, *marksmanship* 8D, *missile weapons* 7D, *thievery* 7D, *thrown weapons* 8D

Physique 3D: *Leap* 5D, *lifting* 5D, *resistance* 5D, *running* 5D, *swimming* 5D

Knowledge 4D: *Computer ops* 7D, *criminology* 8D, *demolitions* 6D, *forgery* 5D, *languages* 7D, *medicine (first aid)* 6D, *navigation* 6D, *research* 5D, *scholar* 5D (*D.E.O. procedures* +9D, *known metahumans* +7D), *science* 5D

(*D.E.O. equipment* +4D), *security* 7D (*D.E.O.* +6D)

Perception 3D: *Hide* 7D, *know-how (intelligence gathering)* 10D, *know-how (military tactics)* 10D, *repair* 4D, *search* 7D, *shadowing* 7D, *streetwise* 7D, *surveillance* 7D, *survival* 6D, *tracking* 6D

Presence 3D: *Animal handling* 4D, *bluff* 5D, *charm* 6D, *command* 7D (*D.E.O. personnel* +3D), *disguise* 6D, *interrogation* 7D, *intimidation* 7D, *persuasion* 10D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: *Acting Ability* -3D, *Attractive Appearance* -2D, *Charismatic* -3D, *Contact (D.E.O., Federal government, spy community)* -6D each, *Courage* -2D, *Fast Reaction* -4D, *Gifted in Learning* -4D, *Hardiness* -4D, *Leadership Ability* -2D, *Obscure Knowledge* -2D, *Observant* -2D, *Owed Favor (various individuals)* -6D, *Preparedness* -4D, *Speed Draw (handguns, knives)* -1D each; *Enemy (various enemy agents)* +4D, *Hides Emotions* +1D, *Obsessive Tendencies* +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 90

BODY POINTS: 36

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3), various technology of the D.E.O.



NAME: Mr. Bones
POSITION: Northeast Regional Director
BASE OF OPERATIONS: D.E.O. Northeast Regional Office, New York City
HEIGHT: 5'10"
WEIGHT: 160 pounds
EYES: White
HAIR: Invisible
RACE: Human
TECH LEVEL: Modern (1)

BACKGROUND: One of six children whose mother was injected with an experimental mutagenic drug by Dr. Benjamin Love, the African-American infant who would become Mr. Bones was born with transparent skin and organs, superhuman strength, and a poisonous touch. Stolen from his parents, Bones and his five siblings were raised by Love in secret and given names synonymous with their abilities or appearance. After the apparent death of Dr. Love, the six now adolescent youths donned costumes and be-

came a group that called itself Helix. Operating as thieves, the team clashed with Infinity, Inc. on several occasions. A little while later, Helix teamed with Carcharo, another creation of Love, but this was short-lived. During their fallout, Bones lost his left leg to the jaws of Carcharo, and he wound up in the custody of Infinity, Inc. He accompanied the team on several missions, but he was framed for the death of the Infinity leader, Skyman, during a battle. Bones was able to clear himself of the charges, but shortly thereafter, the team disbanded.

While much of Bones's post-Infinity, Inc. adventures are still classified, he was recruited by the D.E.O. shortly after the team disbanded. He served with distinction as an agent and field operative, making him an excellent candidate for the opening of director of the Northeast Region. Since accepting the post, Bones has overseen hundreds of missions. He is Agent Cameron Chase's direct supervisor. While Director Bones only rarely ventures into the field these days, he is acutely aware of all metahuman activities on the planet.

Mr. Bones

Reflexes 2D: *Brawling* 5D, *dodge* 6D, *sneak* 6D

Coordination 2D: *Lockpicking* 4D, *thievery* 6D, *thrown weapons* 6D

Physique 2D (6D): *Lifting* 4D (8D)

Knowledge 2D: *Computer ops* 4D, *criminology* 4D, *scholar* 3D (*D.E.O. procedures* +7D, *known metahumans* +6D), *science* 3D (*D.E.O. equipment* +2D), *security* 4D (*D.E.O. security* +6D)

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Perception 2D: *Hide 6D, search 4D, streetwise 5D*

Presence 2D: *Bluff 5D, command 5D (D.E.O. personnel +7D), interrogation 5D, intimidation 8D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Contact (D.E.O.) -6D, Intimidating Grin -2D, Leadership Ability -2D, Obscure Knowledge -2D, Observant -2D; Hides Emotions +1D, Physically Limited (artificial leg; if the leg is disabled, his Speed is halved) +3D, Psychological Disorder (chain smoker) +2D, Shady Background +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2 (+4)

HERO POINTS: 5

VILLAIN POINTS: 5

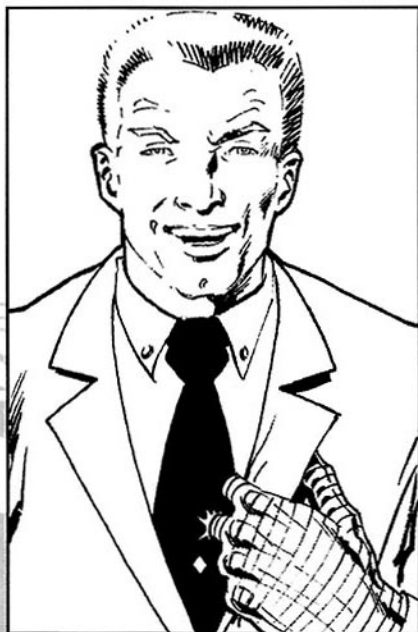
CHARACTER POINTS: 78

BODY POINTS: 49

NATURAL ABILITIES: Transparent skin and organs (skeletal structure is all that is visible; -2 to *Presence* rolls if he's wearing little or no clothing).

POWERS: Superattributes: Physique 4D, Chemical Projection: Poison (cyanide compound) 15D (Limitation/Enhancement: Limited Range: Touch -3D; Self-Invulnerability +3D).

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3), artificial leg (BDV 5D; AV 18; Body Points 35), various technology of the D.E.O.



NAME: "Sarge" Steel

REAL NAME: [REDACTED]

POSITION: Former Secretary of Meta-human Affairs

BASE OF OPERATIONS: Washington, D.C.

HEIGHT: 6'1"

WEIGHT: 205 pounds

EYES: Blue

HAIR: Black, graying

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: As part of the Army Special Forces, Sarge Steel served with distinction in many theaters of conflict around the world, routing out profiteers and spies in the Vietnamese underworld. It was during one of these adventures that he made an enemy of Ivan Chong, a Communist agent attempting to subvert the Saigon government. Chong was captured by Steel, but not before he had one of his minions place a rigged hand grenade on Steel. When Sarge went to use it, it exploded, taking off his left hand.

Steel was fitted with a solid steel prosthetic shaped like a fist (which has since changed to a metallic, functioning prosthetic) and given an honorable discharge. After his tour of duty with the army, Steel became a private investigator for a time. However, given his background, he soon found himself on cases involving international espionage on the so-called Danger Trail. He eventually signed on with the CBI, where he met and became a close friend of King Faraday. Sometime during his experiences, Steel had several encounters with metahumans that led him to view all metahumans with a healthy skepticism.

Since the decommissioning of the CBI and following the so-called Janus Directive, which saw government-controlled metahumans running out of control, Steel briefly served as director of Checkmate. Later, he accepted a position within the federal government as presidential advisor on metahuman affairs. Thanks to strong lobbying by Faraday, Steel, Lex Luthor, Pete Ross, and others in powers, Steel's position was granted full cabinet status. In his position of Secretary of Metahuman Affairs, Steel served as a liaison between many heroes, organizations, and others to the president. As such, he helped found the Department of Extranormal Operations, was instrumental in getting King Faraday as its head, and has recently aided the Marvel family in Fawcett City.

Sarge Steel

Reflexes 3D: *Athletics* 5D, *boating* 5D, *brawling* 7D, *climbing* 5D, *dodge* 6D, *driving* 5D, *martial arts* 5D, *melee weapons* 6D, *piloting* 5D, *sneak* 5D

Coordination 3D: *Lockpicking* 5D, *marksmanship* 6D, *missile weapons* 5D, *thievery* 5D, *thrown weapons* 6D

Physique 3D: *Leap* 4D, *lifting* 4D, *running* 4D, *swimming* 4D

Knowledge 3D: *Computer ops* 4D, *criminology* 6D, *demolitions* 5D, *medicine (first aid)* 4D, *navigation* 5D, *research* 4D, *scholar* 4D (*D.E.O. procedure* +11D, *known metahumans* +8D), *science* 4D (*D.E.O. equipment* +3D), *security* 5D (*D.E.O.* +9D)

Perception 3D: *Artist (actor)* 5D, *hide* 5D, *know-how (information gathering)* 8D, *search* 5D, *shadowing* 5D, *streetwise* 6D, *surveillance* 6D, *survival* 6D, *tracking* 5D

Presence 3D: *Bluff* 5D, *charm* 6D, *command* 9D (*D.E.O. personnel* +3D), *interrogation* 6D, *intimidation* 6D, *persuasion* 7D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Contact (various D.E.O. and government individuals) -6D each, *Courage* -2D, *Hardiness* -4D, *Leadership Ability* -2D, *Obscure Knowledge* -2D, *Observant* -2D, *Owed Favor* (by various individuals) -6D; *Enemy* (various enemy agents) +4D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 14

VILLAIN POINTS: 0

CHARACTER POINTS: 110

BODY POINTS: 38

EQUIPMENT: Steel artificial hand (BDV 5D; AV 10; Body Point: 50).



NAME: Barrett, Sandra
ALIAS: The Bear
POSITION: Agent
BASE OF OPERATIONS: D.E.O. Northeast Regional Office, New York City
HEIGHT: 5'9"
WEIGHT: 135 pounds
EYES: Black
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

BACKGROUND: Sandra Barrett has been with the D.E.O. for a long time and has seen some wild situations. She is a cool-headed individual, a pragmatist, and may seem like a bit of a cold fish when calmly discussing destroying a subject's life. While nominally an office supervisor, she also goes into the field on regular assignments, usually overseeing one or more subordinate agents. She reports directly to Mr. Bones.

Sandra Barrett

Reflexes 2D: *Brawling* 5D, *climbing* 4D, *dodge* 4D, *driving* 5D, *melee weapons* 4D, *sneak* 5D

Coordination 2D: *Lockpicking* 3D, *marksmanship* 6D, *thievery* 4D

Physique 2D: *Leap* 3D, *running* 4D, *swimming* 3D

Knowledge 3D: *Computer ops* 4D, *criminology* 6D, *medicine (first aid)* 4D, *scholar* 4D (D.E.O. procedure +5D), *security* 4D

Perception 3D: *Hide* 4D, *search* 4D, *shadowing* 4D, *streetwise* 4D, *surveillance* 5D, *survival* 5D, *tracking* 4D

Presence 2D: *Bluff* 3D, *charm* 3D, *command* 7D, *interrogation* 4D, *intimidation* 7D, *persuasion* 6D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: *Contact* (D.E.O.) -4D, *Courage* -2D, *Intimidating Grin* -2D, *Leadership Ability* -2D, *Patron* (D.E.O.) -4D, *Preparedness* -4D, *Special Equipment* (D.E.O. resources) -5D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

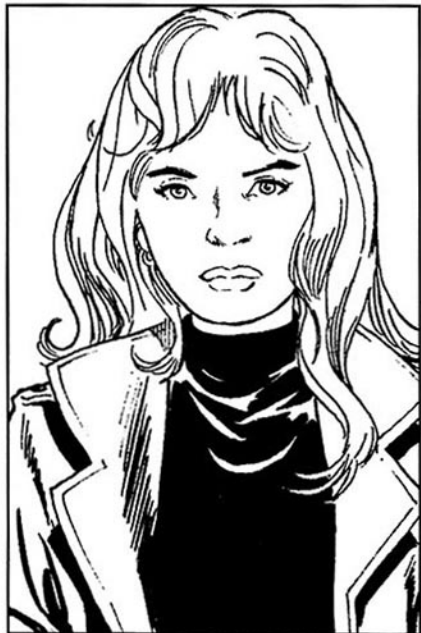
HERO POINTS: 5

VILLAIN POINTS: 0

CHARACTER POINTS: 52

BODY POINTS: 25

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3), personal data assistant, cellular phone, various technology of the D.E.O.



NAME: Chase, Cameron
POSITION: Special field agent
BASE OF OPERATIONS: D.E.O. Northeast Regional Office, New York City
HEIGHT: 5'8"
WEIGHT: 140 pounds
EYES: Green
HAIR: Blonde
RACE: Human
TECH LEVEL: Modern (1)

BACKGROUND: Having seen her father, a small-time super hero called the Acro-bat, killed by Dr. Trapp when she was seven, Chase developed a deep dislike for all metahumans. Following college at Berkley, Chase became a private investigator in the San Francisco area. No matter how she tried to avoid it, she still found herself running afoul of the occasional metahuman or supernatural being, such as Klarion the Witch Boy and the second Air Wave. Demonstrating significant skill at deal-

ing with metahumans, Chase was recruited to serve as an agent by the Department of Extranormal Operations. She accepted the position, perhaps in order to give her a feeling of control over the metahumans she disliked. During her cross-country trip to the D.E.O.'s Northeast Regional office in New York City, Chase encountered the Batman in Gotham City. The two sparked a mutual dislike for each other.

In her time with the D.E.O., Chase has successfully handled several assignments, including rescuing a young metahuman from an angry mob, leading a branch of the Suicide Squad into the jungles of South America, and stopping an alien artificial intelligence. She has also been assigned more mundane cases, such as providing security for the Teen Titans during a public appearance, returning to Gotham City to deduce the secret identity of the Batman, and updating D.E.O. files on numerous heroes and villains. Most recently, her own metahuman abilities have begun to develop, leaving her unsettled.

Cameron watches out for her younger sister, Terry, a starry-eyed idealist and a super-hero enthusiast who knows every bit of gossip printed on the super-hero scene. Terry's fascinated by her sister's job and tries to hang out at D.E.O. headquarters whenever possible.

Chase remains active within the organization. One of the D.E.O. most important agents, she may appear virtually anywhere in the world, investigating any number of extraordinarily powered beings or extranormal events.

DEPARTMENT OF EXTRANORMAL OPERATIONS

Cameron Chase

Reflexes 2D: *Brawling* 4D, *climbing* 4D, *dodge* 4D, *driving* 4D, *melee weapons* 3D, *sneak* 3D

Coordination 2D: *Lockpicking* 3D, *marksmanship* 5D, *thievery* 3D

Physique 2D: *Leap* 3D, *running* 3D, *swimming* 3D

Knowledge 3D: *Computer ops* 5D, *criminology* 6D, *medicine (first aid)* 4D, *scholar* 4D (D.E.O. procedure +3D), *security* 4D

Perception 2D: *Hide* 3D, *search* 4D, *shadowing* 4D, *streetwise* 5D, *surveillance* 4D, *survival* 4D, *tracking* 3D

Presence 2D: *Bluff* 3D, *charm* 4D, *command* 5D, *interrogation* 5D, *intimidation* 4D, *persuasion* 5D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Contact (D.E.O.) -4D, Courage -2D, Leadership Ability -2D, Patron (D.E.O.) -4D, Special Equipment (D.E.O. resources) -5D; Dark Secret (father's life as the super hero Acro-bat) +1D, Dependent (Peter, boyfriend; Terry, sister) +1D each, Enemy (Cult of the Broken Circle) +5D, Extremely Competitive +2D.

SPEED: 30 **PDV:** 2

UNARMED BDV: 3D **P/L BONUS:** +1

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 26

BODY POINTS: 27

POWERS: Probability Manipulation (cause metahuman powers to backfire) 1D (Limitation: Latent Power +4D).

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3), personal data assistant, cellular phone, various technology of the D.E.O.

NOTABLE INCARCERATED PERSONNEL



NAME: Charles, Dr. Andreas
POSITION: Former Director of D.E.O. Northeast Region Orphanage, former Director of Project Cipher
BASE OF OPERATIONS: D.E.O. Holding Facility, Belle Reve, Louisiana
HEIGHT: 5'9"
WEIGHT: 214 pounds
EYES: Brown
HAIR: Black, graying at temples
RACE: Human
TECH LEVEL: Modern (1)

BACKGROUND: A physiologist who specialized in the study of metahumans, Dr. Charles was influenced early on by the writings of those who sought purity among Earth's races. He slowly alienated himself

from his medical colleagues, opting to associate instead with ultra-conservative movements with racist undertones. Charles was able to keep his political and sociological leanings a secret. He was recruited by the D.E.O. on the strength of his work with metahuman teens and refugees from the various crises that have resulted in a number of new metahumans entering the population.

While with the D.E.O., Charles was placed in charge of the North-east Region Orphanage, a D.E.O. facility created to raise and study young metahumans. There he continued his research, collecting and cataloguing data and experimenting on the facility's inhabitants when the opportunity presented itself. During this time, he developed several new paradigms concerning metahumans, including power generation and physiological homeostasis.

After the severity of his experiments were exposed by the members of Young Justice, Charles and his security chief, Major Thomas Lutwidge, were removed from the Orphanage and placed in charge of Project Cipher. Together, the two concocted an unsanctioned plan wherein Green Lantern was duped into gathering detailed information on virtually all of the planet's heroes—information that was to be uploaded into a new version of the Amazo android. Green Lantern and the department derailed their scheme. Charles and Lutwidge were apprehended. They are currently in a federal holding facility.

Dr. Charles Andreas

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 3D: *Computer ops* 6D, *medicine* 4D, *research* 6D, *scholar* 4D (*D.E.O. procedures* +2D, *known metahumans* +3D), *science* 5D (*metahuman physiology* +4D)

Perception 3D: *Engineering* 5D, *invent* 5D, *repair* 5D

Presence 2D: *Bluff* 4D, *command* 3D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (D.E.O.) -5D, Leadership Ability -2D; Delusions of Grandeur +3D, Fanatic (control of metahumans) +3D, Shady Background +2D, Sworn Enemy (Green Lantern) +3D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 2

CHARACTER POINTS: 12

BODY POINTS: 22

EQUIPMENT: Had access to various technology of the D.E.O. before being incarcerated.



NAME: Lutwidge, Major Thomas
POSITION: Former Security Chief
 Northeast Region Orphanage,
 former Assistant Director Project
 Cipher

BASE OF OPERATIONS: D.E.O. Holding
 Facility, Belle Reve, Louisiana

HEIGHT: 6'0"

WEIGHT: 210 pounds

EYES: Blue

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

BACKGROUND: A distinguished Marine, Thomas Lutwidge excelled at his training, quickly passing through Ranger school. During a mission on Santa Prisca at the time of the Dominators invasion of Earth, Lutwidge's squadron was working in conjunction with a branch of the Justice League. After stabilizing the conditions on the island, the League members were called away, unknowingly leaving the Delta forces open to an attack

by alien ground forces from the planet Khundia. After being captured, the Delta survivors were experimented upon by the alien race known as the Psions. Of the soldiers, Lutwidge alone survived and was later rescued by Marines who had stormed the Psion base. Lutwidge was later transferred to the D.E.O. Special Sanctions Division, where he quickly rose through the ranks.

Assigned as security chief of the Northeast Region Orphanage, Lutwidge met and befriended Dr. Andreas Charles, with whom he shared many philosophical beliefs. Lutwidge worked alongside the doctor at the facility, keeping the knowledge of the doctor's experiments from the rest of the D.E.O. After their actions were exposed through the intervention of Young Justice, Lutwidge and Charles (who evidently both had friends in high places) were removed from the Northeast Region entirely and placed in charge of Project Cipher.

There, Lutwidge helped Dr. Charles to develop a plan using Earth's metahumans as a Trojan Horse of sorts and have them unknowingly gather information for the D.E.O.'s files. Lutwidge and Charles planned to download this information into a new version of the Amazo android. While attempts to recruit heroes from Plastic Man to Captain Marvel failed, the two almost succeeded in their plans when Green Lantern bought their cover story and appeared eager to help. Green Lantern ultimately turned the tables on the two, and they were taken into custody by the D.E.O. Both are currently serving time in a federal holding facility.

Major Thomas Lutwidge

Reflexes 3D: *Boating* 4D, *brawling* 5D, *dodge* 5D, *driving* 4D, *martial arts* 4D, *melee weapons* 5D, *piloting* 4D (*D.E.O. powered armor* +2D)

Coordination 3D: *Marksmanship* 5D, *thrown weapons* 4D

Physique 3D: *Leap* 4D, *lifting* 5D, *running* 5D, *swimming* 5D

Knowledge 2D: *Computer ops* 4D, *demolitions* 5D, *medicine (first aid)* 4D, *navigation* 3D, *scholar* 3D (*D.E.O. procedures* +3D, *known metahumans* +4D), *security* 4D (*D.E.O.* +4D)

Perception 2D: *Search* 4D, *street-wise* 3D, *surveillance* 5D, *survival* 5D, *tracking* 4D

Presence 2D: *Command* 5D, *interrogation* 6D, *intimidation* 6D, *persuasion* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: *Contact* (*D.E.O.*) -5D, *Courage* -2D, *Intimidating Grin* -2D, *Leadership Ability* -2D; *Hides Emotions* +1D, *Shady Background* +2D, *Sworn Enemy* (*Green Lantern*) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 1

CHARACTER POINTS: 16

BODY POINTS: 34

EQUIPMENT: Carried a Glock .40 Model 23 (BDV 4Dx3) and had access to various technology of the D.E.O. before being incarcerated.

SUPPORT STAFF

CLERK

Clerks are typical office workers, nameless drones who make any big organization possible. Clerks know little of the overall D.E.O. operation aside from their own department. Many have only a general idea of the D.E.O.'s mission. Most probably will dismiss tales of malevolent activities as malicious gossip from the ill-informed press.

Clerks are not unintelligent. In fact, all are college graduates. A high percentage hold master's degrees, with an tendency toward fields like business administration, computer sciences, political science, and sociology.

Clerk

Reflexes 2D: *Athletics* 3D, *driving* 3D

Coordination 2D

Physique 2D: *Resistance* 3D

Knowledge 3D: *Computer ops* 5D, *languages* 4D, *research* 6D, *scholar* 6D, *science* 4D

Perception 3D: *Artist (writing)* 5D

Presence 2D: *Persuasion* 3D, *willpower* 3D

ADVANTAGES/DISADVANTAGES: *Contact* (low-level D.E.O. clearance) -4D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 2

BODY POINTS: 18

NOTE: These characteristics may be used as a base for listening post monitors, situation analysts, psychologists, and counselors.

DEPARTMENT OF EXTRANORMAL OPERATIONS

FIELD AGENT

Field agents are drawn from a variety of sources, usually from a branch of law enforcement. Agents are routinely recruited from the FBI, NSA, CIA, and police departments from across the country. Some special cases are also recruited from private investigation firms.

Field agents usually dress in civilian clothing in order to move unobtrusively, though they will outfit themselves in close-fitting camouflage jumpers as the situation warrants (such as black attire for night surveillance).

The department supplies all equipment. Agents have no say in what they will receive; their supervisors determine what is best for the current mission.

Field Agent

Reflexes 2D: *Brawling* 4D, *climbing* 3D, *dodge* 3D, *melee weapons* 3D, *sneak* 3D

Coordination 2D: *Marksmanship* 4D

Physique 2D: *Lifting* 3D, *running* 3D

Knowledge 2D: *Computer ops* 3D, *criminology* 4D, *medicine (first aid)* 3D, *scholar* 3D (*D.E.O. procedures* +1D), *security* 3D

Perception 2D: *Hide* 3D, *search* 3D, *shadowing* 3D *surveillance* 4D

Presence 2D: *Interrogation* 4D, *persuasion* 3D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Patron (D.E.O.) -4D, Special Equipment (D.E.O. resources) -5D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D **P/L BONUS:** +1

HERO POINTS: 1 **VILLAIN POINTS:** 0

CHARACTER POINTS: 4 **BODY POINTS:** 20

EQUIPMENT: Depends on the situation, but typically includes an agency credit card, gun, portable computer, and secure phone. See the "Special Resources" section for select options.

KNIGHTWATCH TROOPER

The foot soldiers of the Checkmate organization, Knightwatch troopers are highly trained soldiers personally recruited from the Navy Seal, Army Ranger, and Delta Squad programs. All potential candidates are reviewed by Sarge Steel and given a thorough background check with special emphasis paid to the individual's attitudes toward and experiences with metahumans.

Stationed in regional garrisons, troopers can be dispatched to any location within the continental United States within one hour, and worldwide within 10 hours. Given the highly sensitive nature of their missions, and the risk of revenge against individual troopers and their families, records of trooper identities are available only to those with Top Secret security clearance or higher.

Rotation within a Knightwatch garrison is made up of two 10-trooper teams (eight troopers, one commanding officer, and one technical support). One team remains on duty for 24 hours while the other is off. This allows for one fully rested team to be ready to deploy at a moment's notice.

All troopers undergo rigorous training in the use of specialized weapons. Each trooper is a virtual expert in at least four forms of unarmed combat, as well as numerous sidearms and heavy weapons. They also receive instruction in metahuman-treatment protocols, from advanced metahuman psy-

chology studies to the neutralization of metahuman powers. Each trooper likewise must memorize the names, aliases, and faces of over 300 metahuman criminals and all known metahuman heroes and their capabilities.

Troopers are trained to operate solo or in teams. Solo assignments usually involve covert operations such as surveillance, infiltration, and sabotage. Team assignments typically involve situations where the need for overwhelming destructive force is paramount.

If the need ever arises, Knightwatch troopers can supercede local and federal authority, up to the level of D.E.O. regional director. Knightwatch team commanders can also declare and enforce martial law if required by the scope of their mission.

Knightwatch troopers are all human—no metahuman is permitted within their ranks due to the unreliability of powers and potential conflict of interests should an altercation arise between troopers and a metahuman or metahuman team. All troopers are expected to maintain a disciplined training regimen and are considered official military personnel, although they are obviously not listed with any known branch of the military. Given the stressful and dangerous nature of the work they do, few Knightwatch troopers remain as active field agents for more than five years. Those that do are automatically promoted to other military positions after six years. Serving a full six-year tour as a Knightwatch trooper counts as triple years toward official military service and retirement.



Knightwatch Trooper

Reflexes 3D: *Brawling* 5D, *climbing* 4D, *dodge* 5D, *martial arts* 4D, *melee weapons* 4D, *piloting (D.E.O. powered armor)* 4D, *sneak* 4D

Coordination 3D: *Marksmanship* 5D, *thrown weapons* 4D

Physique 3D: *Leap* 4D, *lifting* 4D, *running* 4D, *swimming* 4D

Knowledge 2D: *Computer ops* 4D, *medicine (first aid)* 3D, *scholar* 3D (known metahumans, metahuman-treatment protocols +2D each), *security* 5D

Perception 2D: *Search* 4D, *shadowing* 3D, *surveillance* 4D, *survival* 4D

Presence 2D: *Willpower* 4D

ADVANTAGES/DISADVANTAGES: Special Equipment (Knightwatch armor and weapons) -10D; Fanatic (following orders) +3D, Hides Emotions +1D, Secret Identity +3D, Sworn Enemy (whomever they are deployed against) +6D.

DEPARTMENT OF EXTRANORMAL OPERATIONS

SPEED: 30

PDV: 2

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4 **BODY POINTS:** 22

POWERS: Knightwatch troopers do not have any powers of which the D.E.O. is aware.

EQUIPMENT:

Knightwatch helmet (AV 18; Body Points 60)

Knightwatch armor (AV 18; Body Points 80)

Left arm: Made of a special latex material that hardens upon impact, increasing the AV by 2 and the Body Points by 20.

Right hand gauntlet: Contains a concealed spring-loaded knife (BDV 2D) and handgun (BDV 5Dx2), giving a +1 to initiative rolls when trying to quick-draw them.

Right arm: Contains compartments for miniature explosive and concussive devices (BDV 5Dx3; range [x 3 feet, when thrown]: PHYS/PHYS+1/PHYS+2; blast radius [in feet]: 2/4/8).

Leg harnesses: Holds a baton (BDV 3D) that can be extended from one foot to six feet, comm-links (max range of four miles) and a spare holster (sized for a Glock .40 Model 23).

Battle vest (AV 20, Body Points 50)

These specially designed flak jackets were created for dangerous operations and contain pockets for extra gear (explosives, ammunition, power dampeners, and so on). Personal trooper choice of belt and vest sometimes serve as a means to identify specific individuals.

M16A1 Modified Assault Rifle (BDV 8Dx3; range [in feet]: 60/180/540)

SUPPORT PERSONNEL AS PACKAGES

While the characteristics for support personnel may be applied as Narrator's characters, players can use them as templates for their own characters. The player subtracts the package cost (listed here) from the Dice Pool indicated by the creation Power Level and distributes the rest of the dice among attributes, skills, Advantages, Disadvantages, and, in the rare instance, powers. The player may include additional dice with any listed skills (at the normal character creation cost), or they can add other skills. Some restrictions do have a bearing on character creation: Realize that few people with known extranormal abilities are allowed into the D.E.O. because of the nature of the department's mission. However, even though no Knightwatch trooper openly has powers, there may be special circumstances (such as is the case with the field agent Cameron Chase) when those with extraordinary abilities are hired.

The normal racial attribute minimums and maximums apply. Because support personnel are adults, there is only a remote possibility that any D.E.O. character would have the Age: Young Disadvantage. Nonetheless, certain teenagers may have such exceptional skills that the department recruits them.

Furthermore, some Disadvantages are not appropriate for D.E.O. personnel. For example, rarely will an employee have Shady Background or Illiterate. For seemingly inappropriate character concepts for D.E.O. personnel, the player and

Narrator should work together to decide why the department hired such a person.

Disadvantages gained with packages do not count toward the maximum number of Disadvantages a character can have at a given creation Power Level. Individual characters may have more Disadvantages or Advantages than what are listed. The total value of additional Disadvantages may not exceed the maximum set by the creation Power Level or the Narrator.

If being a D.E.O. employee interferes with the character's superhero activities, the player may include Employed (D.E.O.) at +4D. This Disadvantage does not count toward the maximum, but it may not be taken if the assignments the D.E.O. gives to the character as an

employee coincide with what the character wants to accomplish. For example, Chase wants to seek out metahumans and classify them, which is exactly the type of missions the D.E.O. sends her on.

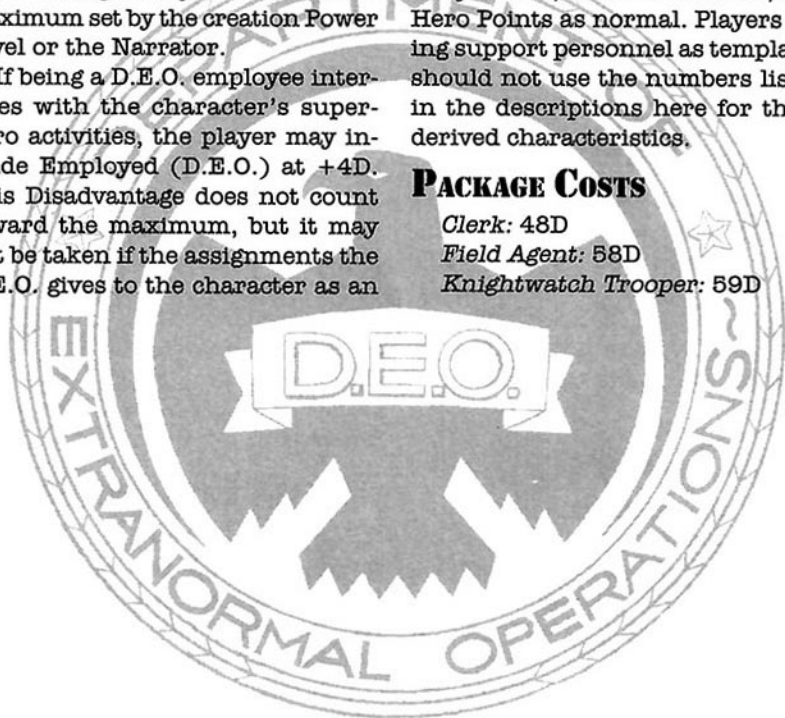
Once the player has distributed all dice from the creation Dice Pool, she should determine the Passive Defense Value, unarmed Base Damage Value, *Physique/lifting* bonus, Body Points, Character Points, and Hero Points as normal. Players using support personnel as templates should not use the numbers listed in the descriptions here for these derived characteristics.

PACKAGE COSTS

Clerk: 48D

Field Agent: 58D

Knightwatch Trooper: 59D



DEPARTMENT OF EXTRANORMAL OPERATIONS

SELECT RESOURCES

This section features a number of special equipment that D.E.O. agents might use. The list is hardly comprehensive, but know that if the D.E.O. thinks its agents need something, they'll get it.

Only special agents, directors, and select other employees of the D.E.O. may requisition equipment. All others will be provided with what has been deemed appropriate for accomplishing each mission.

AGENCY CREDIT CARD

This credit card allows field agents and others who need an expense account to obtain virtually anything. While the card has essentially an unlimited credit limit, all purchases must be justified by the agent to whom the card has been assigned.

FIELD COMPUTER

Field agents, either team leaders or solo agents, typically get a compact computer to assist them in their missions. This computer offers a simple memo program and a basic metahuman database. Secure calls can be made by hooking up a cell phone to a jack on the computer. The computer scrambles messages and boosts reception. The computer can also uplink to the D.E.O. mainframes (and thence the rest of the world).

INVISO-SUIT

For missions requiring the utmost of stealth, the D.E.O. provides a special camouflage suit that makes the wearer virtually invis-

ible. The outfit bends light around the wearer, except those places not covered by the special black cloth. The suit does not cover hands or face. As it requires a great expenditure of energy, it is an inefficient use of D.E.O. resources as a normal part of agent equipment.

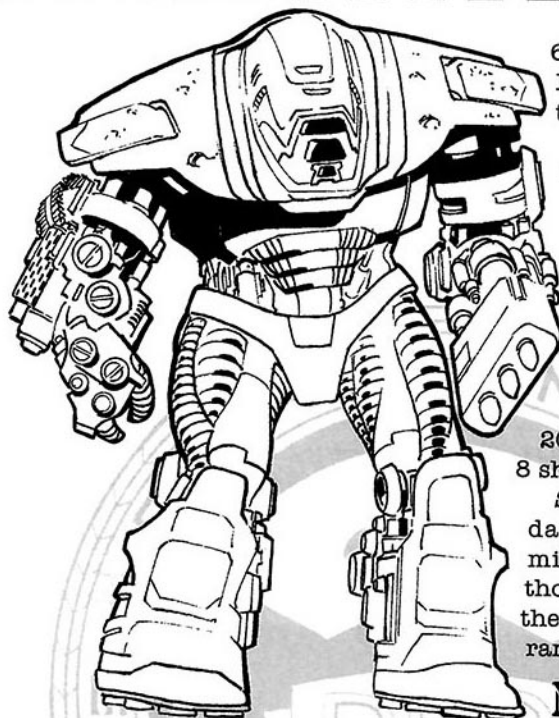
EM-PULSER

The em-pulser fires a directed electromagnetic pulse and can be set at a variable discharge. The lowest setting disrupts a target's electrical systems, stunning living beings or shutting down machines (BDV 4Dx8; damage done lasts 15 minute, after which only those Body Points lost due to the stun beam are recovered). The highest setting is intended to completely melt electrical circuits (BDV 5Dx20). The range in feet is 25/50/100.

MECHA COMBAT SUITS

Mecha combat suits are walking tanks. Jet boots enable each suit to hover and fly. The weapons system includes a customizable mix of missiles, blasters, and projectiles. A sophisticated onboard computer provides navigation and combat advisories. Visual sensors identify a target and the database puts the known information on it in a heads-up display. The self-contained environment gives the pilot hours of breathable air at a comfortable temperature.

Speed: 100 (for suit) plus Flight 3D
Passive Defense Value: same as wearer's, adjusted by Enhancement Modifier



Flame-thrower: BDV 6Dx10; range (in feet): 150/300/600; ammunition: 10 shots.

Machine gun: BDV 5Dx10; range (in feet): 1500/3000/6000; ammunition: 50 shots.

Missiles: BDV 5Dx30; range (in miles): 3/6/12; ammunition: 6 small missiles.

Plasma cannon: BDV 6Dx15; range (in feet): 200/400/800; ammunition: 8 shots.

Stun beam: BDV 5Dx9; damage done lasts 15 minute, after which only those Body Points lost due to the stun beam are recovered; range: 100/200/300.

NEURO- SCRAMBLER

Base Damage Value: hand-to-hand: 4D (plus adjusted *Physique*/lifting bonus); ranged: as per powers/weapons

Fire Arc: forward

Range: as per power/weapon

Rate of Fire: 1

Enhancement Modifiers: *brawling* +2D, *dodge* +2D, *piloting* +2D, *marksmanship* +2D, *thrown weapons* +1D, *lifting* +7D, *running* +2D, *navigation* +2D, *scholar (metahumans)* +10D, *search* +3D, *surveillance* +3D, *tracking* +3D

Armor Value: 30 plus Natural Armor: Plating 7D

Body Points: 125

Weapons: Each suit is custom-designed for its user. Each arm has one or two weapons of choice. These are only a few examples of what a mecha pilot might request.

The neuro-scrambler disrupts neuro-electrical activity, producing headaches and loss of concentration. A target hit by a neuro-scrambler receives a -1D modifier to all rolls (except *resistance* and damage) and gets the Effect Value added to all skill difficulties. The range in feet is 30/75/150.

NIGHTVISION BINOCULARS

Nightvision binoculars enhance superior day and night surveillance activities. They come in handheld and goggle versions. Both types have a dull gray finish to prevent reflection from light. Use of these binoculars provides a +2D bonus

to all sight-related *Perception* rolls without incurring penalties for all but the darkest situations.

SUPERNATURAL CONTAINMENT SPHERE

The supernatural containment sphere is a large, semitransparent globe with numerous mystical symbols on it. It is rolled between locations. A small hole opens from the outside to allow entry or exit of the spirit or demon. It completely neutralizes a supernatural being's abilities. It can only contain one creature at a time. Among its "guests" has been Etrigan the Demon.

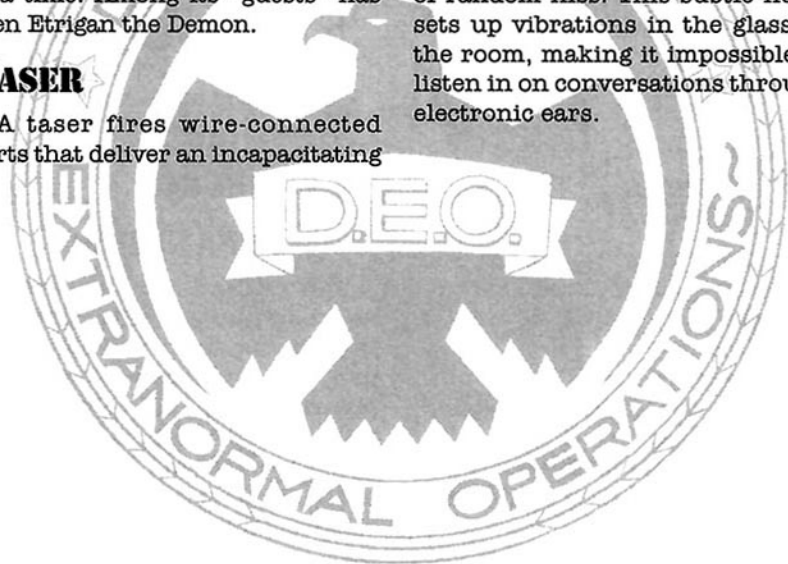
TASER

A taser fires wire-connected darts that deliver an incapacitating

electrical shock. Two firing bays allow a secondary back-up cartridge to be fired should the first pair fail to make contact with the target. The target takes 5Dx8 in temporary damage on the first round. For the next three minutes, all skill difficulties for the target are increased by the Effect Value of the taser shot (with a minimum of +2). The range in feet is 5/10/21.

WHITE NOISER

A handy device that looks like a Fabergé egg on a pedestal, the white noiser makes an incessant stream of random hiss. This subtle noise sets up vibrations in the glass in the room, making it impossible to listen in on conversations through electronic ears.



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DEPARTMENT OF EXTRANORMAL OPERATIONS

CLASSIFICATION OF METAHUMANS

When you discover a new metahuman, be certain to keep track of his or her activities. Once there is sufficient information gathered, D.E.O. analysts quantify the metahuman's ability using the following steps.

1. Select the creation Power level. (Note that, when the metahuman is part of a team, all members are generally of same creation Power Level, though each member of the team will manifest his or her abilities differently.)

Power Level 1: 65D Dice Pool. See page 20 of the rulebook or page 6 of the *Directive on Superpowers*.

Power Level 2: 70D Dice Pool. See page 20 of the rulebook or page 6 of the *Directive on Superpowers*.

Power Level 3: 75D Dice Pool. See page 20 of the rulebook or page 6 of the *Directive on Superpowers*.

Power Level 4: 80D Dice Pool. See page 20 of the rulebook or page 6-7 of the *Directive on Superpowers*.

Power Level 5: 85D Dice Pool. See page 20 of the rulebook or page 7 of the *Directive on Superpowers*.

Power Level E: This custom level is for designing experienced characters. See page 7 of the *Directive on Superpowers* for specifics.

2. Distribute dice for attributes. Paying 2D from the Dice Pool gets 1D in a skill.

3. Select skills. *Martial arts* and *brawling* cost 2D from the Dice Pool for 1D in a skill. Other skills cost 1D from the Dice Pool for 1D in the skill. All specializations cost 1D from the Dice Pool for 1D in the specialization.

4. Distribute dice for powers, if applicable.

5. Select Advantages and Disadvantages and describe how they apply to this character.

6. Determine other details.

Tech Level: See pages 36 and 233 of the rulebook.

Speed: See page 36 of the rulebook.

Passive Defense Value: See pages 36 and 38 of the rulebook.

Unarmed Base Damage Value: See page 38 and specific skill (*brawling* on page 42 and *martial arts* on page 44) of rulebook.

Physique/lifting bonus: See page 38 of the rulebook.

Number of armed or noncombat actions: This is typically 1 action (per five-second round) for normal humans. The Speed Manipulation power increases this base (see pages 84-85 of the rulebook or pages 117-118 of the *Directive on Superpowers* for more information).

Number of unarmed combat actions: This is typically the same

AGENT MANUAL

as the number of armed or non-combat actions. Furthermore, the martial arts skill provides characters with additional combat actions: For every 2D (rounded down) in the skill, the hero receives one additional combat action. Thus, a hero with 5D in martial arts may take three unarmed combat actions without penalty when using this skill. (See page 44 of the rulebook for details on the *martial arts* skill.)

Hero Points: See page 38 of the rulebook and creation Power Level E on page 7 of the *Directive on Superpowers*.

Villain Points: See page 38 of the rulebook and creation Power Level E on page 7 of the *Directive on Superpowers*.

Character Points: See page 38 of the rulebook and creation Power Level E on page 7 of the *Directive on Superpowers*.

Body Points: Roll the character's *Physique* including the Superattributes: Physique power, if applicable. Compare each face of each die rolled to the chart on page 38 of the rulebook. Add together the corresponding number from each die. Remember: a critical success on the Wild Die means you can add 6 to the total and roll again until you get something other than a critical success. Finally, add 20 to the total from the roll to get the final Body Point value.

7. Fill in any other details suggested in the Metahuman File.

8. Update the Metahuman File as changes to the character occur. It is important for the effectiveness of the department's activities and the safety of the world that complete, accurate, and current records are made for each known metahuman.



DEPARTMENT OF EXTRANORMAL OPERATIONS

ATTRIBUTES & SKILLS LISTS

The numbers in parentheses refer to pages in the rulebook or supplements. G is Gotham City Sourcebook, MH is Magic Handbook, N is Narrator's Book, and R is rulebook. Page numbers in italics refer to sidebars.

REFLEXES

Represents the character's balance, limberness, gross motor abilities, and reaction time.

acrobatics (R42, R203)
athletics (G127)
boating (R42, R203)
brawling (R42, R203-204)
climbing (R42, R204, R204)
dodge (R42-44, R109, R204)
driving (R44, R204)
escape artist (G127, G127)
martial arts (R44, R204)
melee weapons (R44, R204)
piloting (R44, R204-205)
riding (R44, R205, R205)
sneak (R44, R205, R205)

COORDINATION

A measure of fine motor skills, manual dexterity, and hand-eye coordination.

catch (R44, R205)
lockpicking (R44, R206, R206)
marksmanship (R44 R206)
missile weapons (R44-45, R206)

sleight of hand (R445, R206, R206)

thievery (R45 R206)

thrown weapons (R45 R206)

PHYSIQUE

Covers raw physical strength and endurance

flying (R45, R106, R206-207, R207)

leap (R45, R207, R207)

lifting (R45, R207, R208)

resistance (R45, R209)

running (R45, R106, R209, R209)

swimming (R45-46, R106, R209, R209-210)

KNOWLEDGE

Deals with the acquisition of knowledge, including the capacity to learn, and governs skills that primarily involve information-gathering and recollection (with secondary emphasis on application).

arcane lore (R46, R210)

computer ops (R46, R210-211, R210)

criminology (R46, R211)

demolitions (R46, R211, R211)

forgery (R46, R211-212, R212)

languages (R46, R212, R213)

medicine (R46, R212-213, R213, R214)

navigation (R46, R213, R214)

research (R48, R214, R215)

scholar (R48, R214)

science (R48, R214)

security (R48, R214-215, R215)

spellbind (MH9)

PERCEPTION

Measures mental quickness, attention to detail, and creativity and includes skills that relate to imaginative application of information and awareness of surroundings.

- artist* (R48, R215)
- engineering* (R48, R215)
- hide* (R48, R205, R215)
- invent* (R48, R216)
- know-how* (R48, R216)
- repair* (R48-49, R216, R216, R228)
- search* (R49, R216, R216)
- shadowing* (R49, R205, R216)
- streetwise* (R49-50, R216, R217)
- surveillance* (R50, R218, R218)
- survival* (R50, R218, R219)
- tracking* (R50, R218, R219)

PRESENCE

Describes emotional strength, personality, and physical attractiveness.

- animal handling* (R50, R218-219, R219)
- bluff* (R50, R219, R220)
- charm* (R50, R219, R220)
- command* (R50, R219-220)
- disguise* (R50, R220, R221)
- interrogation* (R50, R220-221, R221)
- intimidation* (R51, R221, R221)
- persuasion* (R51, R221, R222)
- willpower* (N44, R51, R221-222)

CLOSE COMBAT

SPECIALIZATIONS

These specializations are typically associated with *brawling* and *martial arts*. However, certain maneuvers, such as *blindfighting*, *disarm*, and *lunge*, may be taken with melee weapons at the Narrator's option. While anyone may attempt any of

these maneuvers, the character generally receives no benefit from performing a maneuver in which he has not trained (that is, has as a specialization). However, with exceptional rolls, the Narrator may choose to provide an extra benefit inspired by one of these specializations.



- arm pin* (R51)
- backhand* (R52)
- bear hug* (R52)
- blindfighting* (R52)
- choke* (R52)
- clothesline* (R52)
- disarm* (R52)
- double kick* (R52)
- elbow* (R52)
- flip* (R52)
- flying kick* (R52)
- haymaker* (R52)
- headbutt* (R52)
- instant stand* (R52)
- instant stun* (R52)
- knockout* (R52)
- leg sweep* (R54)
- lunge* (R54)
- pin* (R54)
- slam* (R54)
- spin attack* (R54)
- throw* (R54)
- uppercut* (R54)
- weapon parry* (R54)

DEPARTMENT OF EXTRANORMAL OPERATIONS

POWERS LISTS

The numbers in parentheses refer to pages in the rulebook or supplements. D is *Directive on Superpowers*, J is *JLA Sourcebook*, M is *Metropolis Sourcebook*, MH is *Magic Handbook*, and R is *rulebook*.

The *Directive on Superpowers* and *Magic Handbook* entries refer to the most up-to-date description of the power, but additional references are included in case you don't have the *Directive on Superpowers* and *Magic Handbook*.

The lists of related powers, powers with similar effects, and opposing powers are not meant to be inclusive. They offer some suggestions to get you started; just about any power, when used creatively, can stop any other power.

Related Powers: A brief list of accompanying powers that a hero with a specific main power may also have. The listed powers are a guide for character design, not a way to force character creation along certain lines. Players and Narrators may ignore these as they wish.

Powers with Similar Effects: These are other powers that can either do some (or even all, in the case of some Manipulation powers) of what the power can do, or do something almost identical to a different type of target. They are included primarily for reference, though looking at different powers with similar effects might give the player a fresh perspective on a familiar power.

Opposing Powers: These powers can counter or negate the ability in question. Although they may not be able to neutralize easily the power directly, these powers function in a manner that can defend or get around the power in question. Players may not simply decide that an opposing power doesn't apply to their characters, but they are encouraged to keep the limits in mind. Narrator's characters, after all, are subject to the same weaknesses as a player's character with the same power, barring the use of Enhancements.

PHYSICAL POWERS

Animal Mimesis (D41)

Related Powers: Chemical Mimesis, Natural Weapons, Plant Mimesis, Shapechanging, Speak with Animals

Powers with Similar Effects: Mimicry, Organic Manipulation, Plant Mimicry

Opposing Powers: Organic Manipulation

Bind (D42, M64-65)

Related Powers: Chemical Projection

Powers with Similar Effects: Magnetic Manipulation, Telekinesis

Opposing Powers: Density Manipulation, Speed Manipulation

Chemical Mimesis (D43)

Related Powers: Animal Mimesis, Disease, Chemical Projection, Plant Mimesis, Projectiles

Powers with Similar Effects: Matter Manipulation, Organic Manipulation

Opposing Powers: Matter Manipulation, Organic Manipulation

Chemical Projection (D43-44)

Related Powers: Disease, Chemical Mimesis, Projectiles

Powers with Similar Effects: Matter Manipulation, Organic Manipulation

Opposing Powers: Forcefield, Invulnerability, Natural Armor, Matter Manipulation, Organic Manipulation

Clinging (D44-45, R59)

Related Powers: Chemical Mimesis, Gravity Manipulation

Powers with Similar Effects: Bind, Gravity Manipulation

Opposing Powers: Gravity Manipulation

Dampening (D45)

Related Powers: Gift, Mimicry, Vampirism with Mimicry

Powers with Similar Effects: Mind Control, Reality Manipulation

Opposing Powers: Gift, Power Shield

Digestive Adaptability (D45-46)

Related Powers: Immunity, Organic Manipulation

Powers with Similar Effects: Chemical Projection, Sustenance

Opposing Powers: Matter Manipulation, Organic Manipulation

Disease (D46)

Related Powers: Chemical Projection, Chemical Mimesis

Powers with Similar Effects: Organic Manipulation

Opposing Powers: Immunity, Healing, Invulnerability

Disintegration (D46-47, M71, R59)

Related Powers: Energy Projection, Matter Manipulation

Powers with Similar Effects: Explosion

Opposing Powers: Forcefield, Invulnerability, Matter Manipulation

Elasticity (D47, R60)

Related Powers: Shapechanging, Jump, Natural Armor

Powers with Similar Effects: Shapechanging, Size Manipulation

Opposing Powers: Ice Manipulation, Organic Manipulation

Energy Projection (D48)

Related Powers: Electrical Manipulation, Energy Manipulation, Gravity Manipulation, Light Manipulation, Magnetic Manipulation, Microwave Projection, Projectiles

Powers with Similar Effects: Disintegration, Microwave Projection, Projectiles, Psychic Blast, Psychic Manifestation

Opposing Powers: Forcefield, Invulnerability, Energy Absorption (depending on energy projected), Natural Armor (depending on energy projected), Manipulation power sheathes (depending on the energy projected)

Environment (D48-49)

Related Powers: Forcefield, Invulnerability, Sustenance, Matter Manipulation, Organic Manipulation, Shapechanging

Powers with Similar Effects: Forcefield, Invulnerability, Sustenance

Opposing Powers: Matter Manipulation, Organic Manipulation

Extra Body Part (D49-50)

Related Powers: Flight, Natural Weapons, Shapechanging, Speed Manipulation

Powers with Similar Effects: Elasticity, Organic Manipulation, Shapechanging

Opposing Powers: Bind, Organic Manipulation

DEPARTMENT OF EXTRANORMAL OPERATIONS

Gift (D50)

Related Powers: Power Shield

Powers with Similar Effects: Organic Manipulation, Reality Manipulation

Opposing Powers: Dampening, Power Shield

Immunity (D50-51, M71, R60)

Related Powers: Digestive Adaptability, Environment, Sustenance

Powers with Similar Effects: Chemical Projection, Digestive Adaptability, Organic Manipulation

Opposing Powers: Disease

Infravision (D51, M71, R60)

Related Powers: Supersenses, X-ray Vision

Powers with Similar Effects: Radar Sense, Sonar Sense, Supersenses

Opposing Powers: Fire Manipulation, Light Manipulation

Invisibility (D51-52)

Related Powers: Illusion, Light Manipulation

Powers with Similar Effects: Illusion, Light Manipulation

Opposing Powers: Radar Sense, Sonar Sense, Chemical Projection: Spray

Longevity (D51-53, M71, R60)

Related Powers: Invulnerability, Organic Manipulation

Powers with Similar Effects: Organic Manipulation, Suspended Animation

Opposing Powers: Temporal Manipulation

Microwave Projection (D53, M71, R61)

Related Powers: Fire Manipulation, Disintegration

Powers with Similar Effects: Energy Projection, Fire Manipulation, Explosion

Opposing Powers: Energy Ab-

sorption, Forcefield, Invulnerability, Ice Manipulation

Multiplicity (D53-54, R61)

Related Powers: Speed Manipulation, Temporal Manipulation

Powers with Similar Effects: Redimensionality, Animation

Opposing Powers: Bind, Dampening

Natural Weapons (D54, R61)

Related Powers: Chemical Projection, Projectiles, Superattributes

Powers with Similar Effects: Psychic Manifestation

Opposing Powers: Bind, Forcefield, Invulnerability, Natural Armor

Overlap (D54-55)

Related Powers: Speed Manipulation

Powers with Similar Effects: Gift, Superattributes

Opposing Powers: Organic Manipulation, Temporal Manipulation

Plant Mimesis (D55-56)

Related Powers: Animal Mimesis, Chemical Mimesis, Plant Manipulation, Speak with Plants

Powers with Similar Effects: Animal Mimesis, Chemical Mimesis

Opposing Powers: Plant Manipulation

Projectiles (D56, M71, R63)

Related Powers: Chemical Projection, Energy Projection, Natural Weapons

Powers with Similar Effects: Chemical Projection, Earth Manipulation, Matter Manipulation

Opposing Powers: Forcefield, Invulnerability, Kinetic Manipulation, Natural Armor

Radar Sense (D56)

Related Powers: Supersenses

Powers with Similar Effects:

Infravision, Sonar Sense, Super-senses

Opposing Powers: Energy Manipulation, Magnetic Manipulation

Redimensionality (D57)

Related Powers: Dimensional Travel

Powers with Similar Effects: Elasticity, Shapechanging

Opposing Powers: Dimensional Travel

Shapechanging (D57-58, R63, R223)

Related Powers: Multiplicity, Organic Manipulation

Powers with Similar Effects: Elasticity, Redimensionality, Organic Manipulation

Opposing Powers: Dampening, Ice Manipulation, Organic Manipulation

Sonar Sense (D58-59, M71, R63)

Related Powers: Supersenses

Powers with Similar Effects: Infravision, Radar Sense, Supersenses

Opposing Powers: Sonic Manipulation

Superattributes (D59-62, M72, R63-64)

Related Powers: Speed Manipulation, Superbreath, Supersenses, Ultraventriloquism

Powers with Similar Effects: Speed Manipulation, Supersenses, Telekinesis

Opposing Powers: Bind, Mind Control

Superbreath (D62, R64)

Related Powers: Superattributes, Sustenance, Ultraventriloquism

Powers with Similar Effects: Air Manipulation, Energy Projection, Environment

Opposing Powers: Air Manipulation, Environment

Supersenses (D62-63, M71, R64)

Related Powers: ESP, Infravision,

Sonar Sense, Superattributes: Perception, X-ray Vision

Powers with Similar Effects: ESP, Infravision, Radar Sense, Sonar Sense

Opposing Powers: Chemical Projection, Invisibility, Light Manipulation, Sound Manipulation

Suspended Animation (D63)

Related Powers: Environment, Longevity, Sustenance, Invulnerability, Temporal Manipulation

Powers with Similar Effects: Longevity, Temporal Manipulation

Opposing Powers: Temporal Manipulation

Sustenance (D64, M71, R64, R65)

Related Powers: Environment, Longevity, Superattributes: Physique, Suspended Animation

Powers with Similar Effects: Digestive Adaptability, Environment

Opposing Powers: Organic Manipulation, Temporal Manipulation

Ultraventriloquism (D64-65)

Related Powers: Empathy, ESP, Speak with Animals, Speak with Inanimates, Speak with Plants, Superbreath, Telepathy



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Powers with Similar Effects:
Sonic Manipulation

Opposing Powers: Sonic Manipulation

Vampirism (D65, M71, R65)

Related Powers: Digestive Adaptability, Organic Manipulation

Powers with Similar Effects:
Digestive Adaptability

Opposing Powers: Power Shield, Sustenance

X-ray Vision (D65-66, M71, R66)

Related Powers: Radar Sense, Sonar Sense, Supersenses, Telekinesis

Powers with Similar Effects: ESP

Opposing Powers: Matter Manipulation

MENTAL POWERS

Animation (D67-68, M71, R66)

Related Powers: any Elemental Manipulation power, ESP, Matter Manipulation, Organic Manipulation, Telekinesis

Powers with Similar Effects:
Earth Manipulation, Illusion, Matter Manipulation, Organic Manipulation

Opposing Powers: Forcefield, Gravity Manipulation

Astral Form (D68-69, M71, R66, R223)

Related Powers: Empathy, Illusion, Telekinesis, Telepathy

Powers with Similar Effects: Astral Manipulation, ESP, Telepathy

Opposing Powers: Astral Manipulation, Mind Control, Possession

Empathy (D69-70, M71, R66-67, R223)

Related Powers: ESP, Telepathy

Powers with Similar Effects:
Chemical Projection, Mind Control, Organic Manipulation (hallucino-



gens), Telepathy

Opposing Powers: Mental Shield

ESP (D70-71, M71, R67, R223)

Related Powers: Empathy, Telepathy

Powers with Similar Effects:
Power Sense, Supersenses

Opposing Powers: Illusion, Invisibility

Explosion (D71, M71, R67)

Related Powers: Disintegration, Energy Projection, Matter Manipulation, Microwave Projection

Powers with Similar Effects: Disintegration, Energy Projection, Microwave Projection

Opposing Powers: Invulnerability, Mental Shield

Expulsion (D71-72)

Related Powers: Mental Blast

Powers with Similar Effects: Mental Blast, Mental Shield, Telepathy

Opposing Powers: higher die codes of Mind Control or Possession, Power Shield

Illusion (D72-73, M71, R67, R224)

Related Powers: Animation, any Elemental Manipulation power, Empathy, Energy Manipulation, ESP, Telekinesis, Telepathy

AGENT MANUAL

Powers with Similar Effects: Invisibility, Energy Manipulation, Light Manipulation, Sonic Manipulation, Telepathy

Opposing Powers: Mental Shield

Language Comprehension (D73-74, M71, R67-68)

Related Powers: Speak with Animals, Speak with Inanimates

Powers with Similar Effects: Speak with Animals, Telepathy

Opposing Powers: Illusion, Sonic Manipulation

Mental Blast (D74, M71, R68-69)

Related Powers: ESP, Psychic Blast, Supersenses

Powers with Similar Effects: Energy Projection, Psychic Blast

Opposing Powers: Mental Shield

Mind Control (D74-75, M71, R69)

Related Powers: Empathy, Possession, Telepathy

Powers with Similar Effects: Empathy, Possession, Telepathy

Opposing Powers: Expulsion, Mental Shield

Possession (D75, M71, R69)

Related Powers: Empathy, Mind Control, Telepathy

Powers with Similar Effects: Empathy, Mind Control, Telepathy

Opposing Powers: Expulsion, Mental Shield

Postcognition (D76)

Related Powers: Precognition, Temporal Manipulation

Powers with Similar Effects: Precognition, Speak with Inanimates, Speak with Plants

Opposing Powers: Temporal Manipulation

Power Sense (D76-77)

Related Powers: ESP, Superattribution: Perception, Supersenses, Telepathy

Powers with Similar Effects: ESP, Telepathy

Opposing Powers: Power Shield

Precognition (D77, M71, R69, R224)

Related Powers: Postcognition, Temporal Manipulation

Powers with Similar Effects: Postcognition, Speak with Inanimates, Speak with Plants

Opposing Powers: Temporal Manipulation

Psychic Blast (D77, M71, R69)

Related Powers: ESP, Mental Blast, Psychic Manifestation, Supersenses, Telekinesis

Powers with Similar Effects: Chemical Projection, Energy Projection, Kinetic Manipulation, Mental Blast, Projectiles

Opposing Powers: Forcefield, Invulnerability, Natural Armor

Psychic Manifestation (D77-78, M71, R69-70, R224)

Related Powers: Mental Blast, Psychic Blast

Powers with Similar Effects: Kinetic Manipulation, Natural Weapons

Opposing Powers: Forcefield, Invulnerability, Natural Armor

Speak with Animals (D79, M71, R70)

Related Powers: Animal Mimesis, ESP, Supersenses, Ultraventriloquism

Powers with Similar Effects: Language Comprehension, Speak with Inanimates, Speak with Plants, Telepathy

Opposing Powers: Power Shield

Speak with Inanimates (D78-79, D76 [modifiers])

Related Powers: ESP, Postcognition, Speak with Animals, Speak

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with Plants, Supersenses, Mechanical Manipulation, Ultraventriloquism

Powers with Similar Effects: Language Comprehension, Postcognition

Opposing Powers: Matter Manipulation, Mechanical Manipulation

Speak with Plants (D79, M71, R70)

Related Powers: ESP, Plant Mimesis, Plant Manipulation, Speak with Animals, Speak with Inanimates, Supersenses, Ultraventriloquism

Powers with Similar Effects: Speak with Animals, Postcognition, Telepathy

Opposing Powers: Plant Manipulation

Spirit Channeling (MH13-15)

Related Powers: Astral Form, Astral Manipulation, Superattributes: Presence

Powers with Similar Effects: Mimicry, Spirit Manipulation

Opposing Powers: Mental Shield

Telekinesis (D79-80, M71, R70-71, R224)

Related Powers: ESP, Forcefield, Flight, Psychic Blast, Supersenses

Powers with Similar Effects: Air Manipulation, Energy Manipulation, Flight, Light Manipulation, Psychic Blast, Forcefield, Kinetic Manipulation

Opposing Powers: Gravity Manipulation, Power Shield

Telepathy (D80-81, D70 [modifiers], M71, R71, R223)

Related Powers: Empathy, ESP, Mental Shield

Powers with Similar Effects: Empathy, Mind Control

Opposing Powers: Mental Shield, higher die code in Telepathy



TRANSPORTATION POWERS

Dimensional Travel (D83-84, R71, R224)

Related Powers: Environment, ESP, Sustenance, Teleportation

Powers with Similar Effects: Reality Manipulation, Temporal Manipulation

Opposing Powers: Power Shield

Flight (D84-86, M71, R71-72)

Related Powers: Environment, Speed Manipulation, Sustenance

Powers with Similar Effects: Air Manipulation, Gravity Manipulation, Telekinesis

Opposing Powers: Gravity Manipulation

Jump (D86, R60)

Related Powers: ESP, Superattributes: Physique, Supersenses

Powers with Similar Effects: Superattributes: Physique, Elasticity

Opposing Powers: Bind, Gravity Manipulation

Summoning (MH16-17)

Related Powers: ESP, Supersenses

Powers with Similar Effects: Dimensional Travel, Teleportation

Opposing Powers: Mental Shield

Teleportation (D86-87, R73-74, R224)

Related Powers: Dimensional Travel, Environment, ESP, Super-senses, Sustenance

Powers with Similar Effects: Dimensional Travel

Opposing Powers: Power Shield

PROTECTION POWERS

Energy Absorption (D88-89, M71, R73)

Related Powers: Energy Manipulation, Forcefield, Natural Armor, Power Shield

Powers with Similar Effects: Forcefield, Invulnerability

Opposing Powers: Disease, Explosion, Kinetic Manipulation (blast), Mental Blast, Projectiles, Psychic Blast, Psychic Manifestation

Forcefield (D89, R73)

Related Powers: Kinetic Manipulation, Environment, Power Shield, Telekinesis

Powers with Similar Effects: Energy Absorption, Invulnerability, Kinetic Manipulation, Natural Armor

Opposing Powers: Explosion, Mental Blast

Healing (D89-90, M71, R73-74)

Related Powers: Chemical Projection, Organic Manipulation, Resurrection

Powers with Similar Effects: Resurrection, Organic Manipulation

Opposing Powers: Disease, Chemical Projection, Organic Manipulation, Power Shield

Invulnerability (D90-91, R74-75)

Related Powers: Forcefield, Power Shield

Powers with Similar Effects: Energy Manipulation, Forcefield, Natural Armor, Resurrection

Opposing Powers: Mental Blast, Organic Manipulation, any damage-causing power with a higher value than the Invulnerability die code

Invulnerability (wonders only) (D90, M71)

Related Powers: Forcefield, Natural Armor, Power Shield

Powers with Similar Effects: Energy Manipulation, Forcefield

Opposing Powers: Matter Manipulation, Mechanical Manipulation, any damage-causing power with a higher value than the Invulnerability die code

Mental Shield (D91, R75)

Related Powers: Energy Absorption, Forcefield, Invulnerability, Natural Armor, Power Shield

Powers with Similar Effects: Power Shield

Opposing Powers: Energy Projection, Microwave Projection, Natural Weapons, Projectiles, other physical-based, damage-causing powers

Natural Armor (D91-92, M71, R75-76)

Related Powers: Energy Absorption, Mental Shield, Power Shield

Powers with Similar Effects: Forcefield, Invulnerability

Opposing Powers: Disintegration, Energy Projection, Microwave Projection, Mental Blast, other energy-based, damage-causing powers

Power Shield (D92)

Related Powers: Energy Absorption, Forcefield, Invulnerability, Mental Shield, Natural Armor

Powers with Similar Effects: Reality Manipulation, Mental Shield

DEPARTMENT OF EXTRANORMAL OPERATIONS

Opposing Powers: Energy Projection, Mental Blast, Projectiles, other physical-based, damage-causing powers

Resurrection (D92-93, M71, R76-77)

Related Powers: Longevity, Healing, Invulnerability, Organic Manipulation

Powers with Similar Effects: Healing, Organic Manipulation, Suspended Animation

Opposing Powers: Disintegration, Organic Manipulation, Power Shield

MANIPULATION POWERS

PHYSICAL MANIPULATION

Density Manipulation (D100-102, J103-104, J105, R77-78, R225)

Related Powers: Elasticity, Shapechanging, Size Manipulation

Powers with Similar Effects: Natural Armor, Size Manipulation, Superattributes

Opposing Powers: Organic Manipulation, Matter Manipulation, Power Shield

Mimicry (D102-103, R61)

Related Powers: ESP, Power Sense, Supersenses

Powers with Similar Effects: Animal Mimicry, Chemical Mimicry, Illusion, Plant Mimicry

Opposing Powers: Power Shield

Size Manipulation (D103-104, D101 [modifiers], J104-105, R78-79, R225)

Related Powers: Shapechanging, Density Manipulation

Powers with Similar Effects: Elasticity, Superattributes, Shapechanging

Opposing Powers: Organic Manipulation, Matter Manipulation, Power Shield

Elemental Manipulation

Related Powers: ESP, Supersenses, Ultraventriloquism

Powers with Similar Effects: Animation, Energy Projection, Energy Manipulation, Flight, Matter Manipulation, Organic Manipulation, Projectiles, Telekinesis, Weather Manipulation

Opposing Powers: Energy Absorption or Natural Armor, Forcefield, Invulnerability, opposite Elemental Manipulation of a higher die code

Air Manipulation (D107, J107-108, R79, R79-81)

Darkness Manipulation (D107-108, J108, R79, R79-81)

Earth Manipulation (D108, J108-109, R79, R79-81)

Fire Manipulation (D108-109, J109, R79, R79-81)

Ice Manipulation (D109, J109, R79, R79-81)

Light Manipulation (D109-110, J110, R79, R79-81)

Plant Manipulation (D111, J110, R79, R79-81)

Water Manipulation (DJ110, J112, R79, R79-81)

FORCE MANIPULATION

Electricity Manipulation (D111-113, J112, R81)

Related Powers: Magnetic Manipulation, Mechanical Manipulation

Powers with Similar Effects: Energy Projection, Energy Manipulation

Opposing Powers: Energy Absorption, Forcefield, Invulnerability, Magnetic Manipulation

Gravity Manipulation (D113-114, J112-114, R81-82)

Related Powers: Flight, Kinetic Manipulation

Powers with Similar Effects: Kinetic Manipulation, Telekinesis

Opposing Powers: Gravity Manipulation of higher die code, Teleportation

Magnetic Manipulation (D114-115, J114, R82-83)

Related Powers: Electricity Manipulation, Energy Manipulation

Powers with Similar Effects: Kinetic Manipulation, Mechanical Manipulation

Opposing Powers: Electricity Manipulation, Matter Manipulation, Plant Manipulation

Sonic Manipulation (D115-116, J114-115, R83-84)

Related Powers: Energy Manipulation, Kinetic Manipulation, Ultraventriloquism

Powers with Similar Effects: Earth Manipulation, Ultraventriloquism

Opposing Powers: Air Manipulation, Sonic Manipulation of a higher die code

Speed Manipulation (D116-121, D122, J115-118, R84-85, R125, R225, R226)

Related Powers: Flight, Sonic Manipulation

Powers with Similar Effects: Temporal Manipulation

Opposing Powers: Bind, Ice Manipulation, Illusion, Temporal Manipulation

Spirit Manipulation (MH15-16)

Related Powers: Astral Form, Astral Manipulation, ESP, Superattributes: Presence

Powers with Similar Effects: Astral Manipulation, ESP, Mind Control, Resurrection

Opposing Powers: Mental Shield

Weather Manipulation (D123, J118, R85-86)

Related Powers: ESP, Supersenses

Powers with Similar Effects: Air Manipulation, Environment, Fire Manipulation, Ice Manipulation, Water Manipulation

Opposing Powers: Air Manipulation, Environment, Matter Manipulation

MAGIC MANIPULATION

(J119-120, R86-88, R225)

Sorcery (MH9-11)

Wizardry (MH11-13)

Originally a single power, Magic Manipulation was transformed into a class of powers in the *Magic Handbook*. Generally, a magic user focuses on perfecting her ability in one or both of the Magic Manipulation powers, using spells to mimic any other power she desires. Nonetheless, possible related powers included any Mental power, especially ESP, Mind Control, or Telepathy; Superattributes: Perception and Superattributes: Knowledge; and Flight. Mimicry and Reality Manipulation are most similar to the general idea of Wizardry and Sorcery. Opposing powers include Reality Manipulation and higher die codes of either Magic Manipulation power.

If you would like to switch your characters with Magic Manipulation to Wizardry or Sorcery, see the *Magic Handbook* for details.

UNIVERSE MANIPULATION

Astral Manipulation (D124-125)

Related Powers: Dimensional Travel, Illusion, Telepathy

Powers with Similar Effects: Astral Form

Opposing Powers: Mental Blast

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Energy Manipulation (D125-127, J118-119, R86)

Related Powers: ESP, Illusion, Supersenses

Powers with Similar Effects: Darkness Manipulation, Light Manipulation, Electricity Manipulation, Magnetic Manipulation, Sonic Manipulation

Opposing Powers: Energy Absorption, Darkness Manipulation, Forcefield, Invulnerability

Kinetic Manipulation (D127-128)

Related Powers: Sonic Manipulation, Energy Manipulation

Powers with Similar Effects: Telekinesis, Energy Manipulation

Opposing Powers: Forcefield, Gravity Manipulation, Invulnerability, Natural Armor

Matter Manipulation (D128-130, J120-121, R88)

Related Powers: Energy Manipulation, Organic Manipulation

Powers with Similar Effects: Chemical Projection, Earth Manipulation, Mechanical Manipulation

Opposing Powers: Power Shield

Mechanical Manipulation (D130-131, J121-122, R88-89)

Related Powers: Superattributes: Knowledge, Electricity Manipulation, Magnetic Manipulation, Matter Manipulation

Powers with Similar Effects: Language Comprehension, Magnetic Manipulation, Matter Manipulation

Opposing Powers: Matter Manipulation, Power Shield

Organic Manipulation (D131-134)

Related Powers: Environment, Longevity, Sustenance, Density Manipulation, Size Manipulation, Temporal Manipulation

Powers with Similar Effects: Chemical Projection, Immunity,

Shapechanging, Healing, Plant Manipulation

Opposing Powers: Astral Form, Power Shield

Probability Manipulation (D134-135)

Related Powers: Reality Manipulation, Temporal Manipulation

Powers with Similar Effects: Gift, Reality Manipulation, Superattributes, Temporal Manipulation.

Opposing Powers: Power Shield

Reality Manipulation (D135-137, J122, R89-90)

Related Powers: Probability Manipulation, Temporal Manipulation

Powers with Similar Effects: Superattributes, any Magic Manipulation (see the *Magic Handbook*), Probability Manipulation

Opposing Powers: Reality Manipulation

Temporal Manipulation (D138-139, M65-66)

Related Powers: Dimensional Travel, Speed Manipulation

Powers with Similar Effects: Redimensionality, Precognition, Postcognition, Dimension Travel, Speed Manipulation

Opposing Powers: Power Shield, Speed Manipulation

Subject Metallo



Side #418214522

ENHANCEMENTS & LIMITATIONS LISTS

ENHANCEMENTS

Additional Effect +1D to +3D (D17)

Chain Effect +3D or more (D17-18)

Continuous +2D, +3D (D18)

Deflection +2D, +3D; see also description (D18)

Delay +4D (D18)

Duration Change: Semipermanent +10D (D19)

Expanded Effect +3D (D19)

Extended Range +3D; see also description (D19, R36)

Extended Time Span +3D (D19-20, R36)

Linked Invulnerability +2D (D20, R36)

Magically Empowered +4D, +8D (MH19)

Mastery +6D (D20, R36)

Multiple Targets +2D (D20-21)

The numbers in parentheses refer to pages in the rulebook or supplements. D is Directive on Superpowers, MH is Magic Handbook, and R is rulebook. Page numbers in italics refer to sidebars.

Quicker—see description (D21)

Self-Invulnerability +3D (D21, R36)

WONDER-SPECIFIC ENHANCEMENTS

Imbue +5D, +7D (D21)

Remote +4D (D21, M72)

User-Invulnerability +3D (D21, M73)

LIMITATIONS

Attrition -1D to -9D (D22)

Challenged—see description (D22)

Components -1D to -8D (MH17-18)

Concentration Skill -1D, -3D (D22)

Conditional -1D to -3D (D22-23)

Duration Change -2D (D23-24, R32)

Experience Drain -10D (D24, M72)

Focused -5D (D24)

Incantation -1D to -11D or more (MH18)

Ineffectiveness -1D to -3D (D24, R33)



DEPARTMENT OF EXTRANORMAL OPERATIONS

Latent Power +4D, final cost of power (D24)

Limited Ability -1D to -2D per aspect/feature; see also description (D24-25)

Limited Range -1D to -3D (D25, R33)

Linked Powers—see description (D25-27, R33)

Others-Only -4D (D27, M72, R33)

Overload -5D (D27)

Rechargeable -1D to -6D or more (D27, M72, R33)

Self-Damaging—see description (D28, M73, R33-34)

Self-Only -2D (D28, M73, R34)

Short Circuit -1D, -2D (D28, R34)

Side Effect -1D to -4D (D28-29, M73, R34)

Singularity—see description (D29, R34)

Skill-Linked—see description (D29)

Slow -1D to -3D per round (D29)

Specialist -3D or more (D29-30)

Super-Hero Form -3D (D30,

R34)

Suppressed -2D to -3D (D30)

Uncontrollable -2D, -3D (D30-31, R34)

Vulnerability -2D to -9D (D31, M73, R34)

Weakness -2D to -8D (D31, R34-36)

WONDER-SPECIFIC LIMITATIONS

Delayed Reward -1D to -10D (D31, M72)

Removable -1D to -3D (D31-32, M72-73, R33)

Super-Hero Form (wonder variant) -1D to -6D (D32, M73)

Upkeep -1D to -10D (D32, M73)

User-Damaging—see description (D32, M73)

MAGIC MANIPULATION/ MAGICALLY EMPOWERED LIMITATION

Magical Transformation -2D to -23D or more (MH18-19)



ADVANTAGES & DISADVANTAGES LISTS

ADVANTAGES

- Acting Ability -3D (R21)
- Acute Balance -2D (R21)
- Acute Manual Dexterity -2D (MH6)
- Acute Sense of Direction -2D (R21)
- Acute Senses -2D (per sense) (R21)
- Ally -6D to -27D (G126)
- Animal Friendship -2D (N22)
- Attractive Appearance -2D (R21-22)
- Charismatic -3D (R22)
- Contact -1D to -6D (R22)
- Courage -2D (R22)
- Double-Jointed -2D (R22)
- Familiar -6D to -24D or more (MH6-7)
- Fast Reactions -4D (N22)
- Followers -4D to -30D (G126)
- Gifted in Learning -4D (N21)
- Hardiness -4D (N22)
- Human Appearance -2D (J128; androids only)
- Indomitable Programming -3D (J128; androids only)
- Infamy -1D to -8D (MH7; magic users only)
- Intimidating Grin -2D (R22)
- Leadership Ability -2D (R22)
- Magically Adept -5D per level (MH7; magic users only)
- Magic Resistance -2D or -5D per level (MH7; magic users only)
- Mechanical Aptitude -2D (R22)
- Obscure Knowledge -2D (R22)
- Observant -2D (R22)
- Owed Favor -1D to -6D (N22-23)
- Patron -1D to -6D (R22)

The numbers in parentheses refer to pages in the rulebook or supplements. G is Gotham City Sourcebook, J is JLA Sourcebook, MH is Magic Handbook, N is Narrator's Book, and R is rulebook.

- Photographic Memory -4D (N23)
- Preparedness -4D (R22)
- Renown -1D to -8D (MH7-8; magic users only)
- Resist Harm -2D (J129; androids only)
- Resist Knockout -2D (J129; androids only)
- Self-Healing -4D (N23)
- Sixth Sense -2D (N23)
- Special Equipment -5D (N23)
- Speed Draw -1D (R22)
- System Failures -3D (J129; androids only)
- Tainted -3D per level (MH8; magic users only)
- Technologically Advanced -10D (per Tech Level) (R22)
- Thousand Faces -2D (N23)
- Ventriloquism -1D (N23)
- Wealth -2D, -4D, -6D, -8D (R23)
- Youthful Appearance -2D (N23)

DISADVANTAGES

- Age -24D, -12D, +1D, +9D, +18D (J122-123)
- Argumentative +1D, +2D (N23-24)
- Arrogance +3D (MH8)

DEPARTMENT OF EXTRANORMAL OPERATIONS

Blackout +3D (R23)
 Bond to Creator +2D (J129;
 androids only)
 Bug +1D or more (J129;
 androids only)
 Center of Conversation +2D
 (R24)
 Childish Appearance +1D
 (J123)
 Cowardice +2D (R24)
 Curiosity +2D (J129)
 Dark Secret +1D to +3D
 (R24)
 Debt +2D, +4D, +6D, +8D
 (N24)
 Delusions of Grandeur +3D
 (R24)
 Dependent +1D to +3D (R24)
 Depression +6D (N24)
 Employed +4D (N24)
 Enemy +1D to +6D (R24)
 Extremely Competitive +2D
 (R24)
 Fallback Plan +4D (N24)
 Fanatic +3D (R24)
 Forgetful +4D (J123)
 Fugitive +1D to +3D (R24)
 Hate of Organics +1D to +3D
 (J129; androids only)
 Hides Emotions +1D (R25)
 Hideous Appearance +4D (MH8)
 Illiterate +3D (N24)
 Impulsiveness +1D to +3D (R25)
 Kleptomaniacal Tendencies +2D
 (N24)
 Long Winded +1D to +6D (MH8)
 Low Self-Esteem +2D, +3D (R25)
 Magical Ineptitude +1D per level
 (MH8; magic users only)
 Magic Susceptibility +5D per
 level (MH8)
 Manual Override +10D (J129;
 androids only)
 Medical Problem +6D (R25)
 Mission Superiority +2D (J129)
 Moral Code +2D, +4D, +6D
 (J129, MH8-9)



Narcissistic +3D (R25)
 Nightmares +4D (R25)
 No Limbs +5D, +7D (J129-130;
 androids only)
 Obsessive Tendencies +2D (R25)
 Owes Favor +1D to +6D (N24-
 25)
 Paranoia +3D (R25)
 Pathological Liar +2D (N25)
 Phobia +3D to +7D (R25)
 Physically Limited +3D to +7D
 (R25-26)
 Poor +3D (R26)
 Procrastination +1D (R26)
 Psychological Disorder +2D to
 +4D (N25)
 Secret Identity +3D (R26)
 Secret Program +1D to +6D
 (J130)
 Shady Background +2D (R26)
 Sworn Enemy +1D to +6D (R27)
 Targeted for Assassination +1D
 to +3D (R27)
 Technologically Challenged +5D
 (per Tech Level) (R27)
 Unattractive Appearance +2D
 (R27)
 Uncoordinated +5D (N25)

METAHUMAN FILE

Subject's Name:

Character's Name

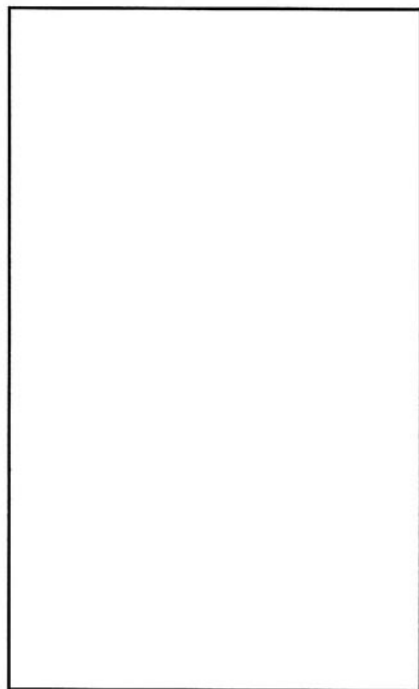
File Begins:

Date of Character's Creation



Creation Power Level:

Power Level Notes:



Artist's Rendition

As you fill out the Metahuman File, you might find it helpful to include the book and page number where you can find the general description of each power, Advantage, Disadvantage, and so on. Include any alterations to the description given in the book.

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DEPARTMENT OF EXTRANORMAL OPERATIONS

PERSONAL INFORMATION

Hero Name: _____

Real Name: _____

Occupation: _____

Base of Operations: _____

Gender: _____ Marital Status: _____

Height: _____ Weight: _____

Eye Color: _____ Hair Color: _____

Physical Description: _____

Race: _____ Tech Level: _____

Speed: _____ PDV: _____

Unarmed BDV: _____

Physique/lifting bonus: _____

Number of armed or noncombat actions: _____

Number of unarmed combat actions: _____

Hero Points: _____ Villian Points: _____

Character Points: _____ Body Points: _____

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ATTRIBUTES & SKILLS

Following each skill that the character has, list the die code, specializations and their die codes, and modifiers received from Advantages or Disadvantages. The numbers in parentheses after the skill name refer to pages in the rulebook or supplements. *G* is Gotham City Sourcebook, *MH* is Magic Handbook, *N* is Narrator's Book, and *R* is rulebook. Page numbers in italics refer to sidebars.

REFLEXES _____

acrobatics (R42, R203) _____

athletics (G127) _____

boating (R42, R203) _____

brawling (R42, R203-204) _____

climbing (R42, R204, R204) _____

dodge (R42-44, R109, R204) _____

driving (R44, R204) _____

escape artist (G127, G127) _____

martial arts (R44, R204) _____

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melee weapons (R44, R204) _____

piloting (R44, R204-205) _____

riding (R44, R205, R205) _____

sneak (R44, R205, R205) _____

COORDINATION _____

catch (R44, R205) _____

lockpicking (R44, R206, R206) _____

marksmanship (R44 R206) _____

missile weapons (R44-45, R206) _____

sleight of hand (R445, R206, R206) _____

thievery (R45 R206) _____

thrown weapons (R45 R206) _____

PHYSIQUE _____

flying (R45, R106, R206-207, R207) _____

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leap (R45, R207, R207) _____

lifting (R45, R207, R208) _____

resistance (R45, R209) _____

running (R45, R106, R209, R209) _____

swimming (R45-46, R106, R209, R209-210) _____

KNOWLEDGE _____

arcane lore (R46, R210) _____

computer ops (R46, R210-211, R210) _____

criminology (R46, R211) _____

demolitions (R46, R211, R211) _____

forgery (R46, R211-212, R212) _____

languages (R46, R212, R213) _____

medicine (R46, R212-213, R213, R214) _____

navigation (R46, R213, R214) _____

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research (R48, R214, R215) _____

scholar (R48, R214) _____

science (R48, R214) _____

security (R48, R214-215, R215) _____

spellbind (MH9) _____

PERCEPTION _____

artist (R48, R215) _____

engineering (R48, R215) _____

hide (R48, R205, R215) _____

invent (R48, R216) _____

know-how (R48, R216) _____

repair (R48-49, R216, R216, R228) _____

search (R49, R216, R216) _____

shadowing (R49, R205, R216) _____

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AGENT MANUAL

streetwise (R49-50, R216, R217) _____

surveillance (R50, R218, R218) _____

survival (R50, R218, R219) _____

tracking (R50, R218, R219) _____

PRESENCE _____

animal handling (R50, R218-219, R219) _____

bluff (R50, R219, R220) _____

charm (R50, R219, R220) _____

command (R50, R219-220) _____

disguise (R50, R220, R221) _____

interrogation (R50, R220-221, R221) _____

intimidation (R51, R221, R221) _____

persuasion (R51, R221, R222) _____

willpower (N44, R51, R221-222) _____

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NATURAL ABILITIES

NAME

EFFECT/MODIFIER

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POWERS

DIE CODE	NAME
----------	------

BDV

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DEPARTMENT OF EXTRANORMAL OPERATIONS

POWERS (CONTINUED)

DIE CODE	NAME
----------	------

BDVThis image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page, leaving small margins at the top and bottom. There is no handwriting or other markings on the paper.

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AGENT MANUAL

EQUIPMENT

WEAPONS

NAME	BDV	RANGE	P/L BONUS?
------	-----	-------	------------

GEAR

NAME	DESCRIPTION/MODIFIER
------	----------------------

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DEPARTMENT OF EXTRANORMAL OPERATIONS

ADVANTAGES

VALUE

NAME _____

EFFECT/MODIFIER

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AGENT MANUAL

DISADVANTAGES

VALUE

NAME _____

EFFECT/MODIFIERThis image shows a full page of white paper with horizontal black lines, resembling notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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METAHUMAN FILE

DEPARTMENT OF EXTRANORMAL OPERATIONS

CHARACTERISTICS

For suggestions on determining additional character information, check out pages 13-20 of the Narrator's Book.

PERSONALITY FEATURES

DISTINCTIVE CHARACTERISTICS

GOALS & MOTIVATIONS

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Include here allies, enemies, contacts, patrons, and other such people. Describe who they are, where they are, and how they are associated with the character.

[illegible]

METAHUMAN FILE

DEPARTMENT OF EXTRANORMAL OPERATIONS

FAMILY

PARENTS & SIBLINGS

SIGNIFICANT CHILDHOOD EVENTS

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MAJOR ENCOUNTERS

Describe here all conflicts or events of significance, including the main character or characters, whether they were heroes or villains, the date relative to the timeline of the metahuman in question, and key incidents of the episode.

[illegible]

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FORMS

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Equipment
Report Form
..... 76

New Power
Report Form
..... 78



Note to Self -
Update Metahuman Files on
subjects Supergirl, Superboy,
and Steel - all have
apparently modified their
existing outfits.

MISSION LOG

Date: _____

Filed By: _____

Mission Name: _____

Report Number: _____

Page of Report: _____

Details of Mission: _____

Attach additional pages as necessary. Include any references to other reports, photographs, eyewitness interviews, newspaper and magazine clips, transcripts, and other support materials as necessary. Submit report to your supervisor as soon as you complete the mission.

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EQUIPMENT REPORT FORM

For more information about using this form, see pages 230–232 of the rulebook. For additional information about creating equipment, see pages 68–74 of the Metropolis Sourcebook.

Name: _____

Type: _____

Size: _____

Crew: _____ Passengers: _____

Cargo Capacity: _____

Maneuverability: _____

Speed: _____

Passive Defense Value: _____

Base Damage Value: _____

Fire Arc: _____ Range: _____

Ammunition: _____

Rate of Fire: _____

Enhancement Modifier: _____

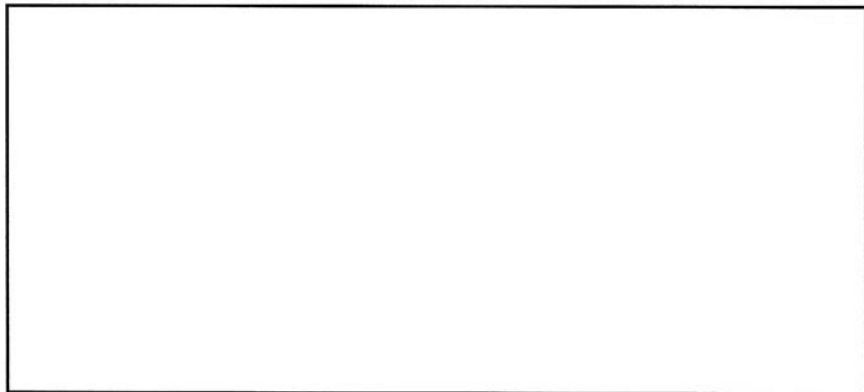
Armor Value: _____

Body Points: _____

Cost: _____

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AGENT MANUAL



Artist's Rendition

Description _____

Additional Information: _____

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DEPARTMENT OF EXTRANORMAL OPERATIONS

NEW POWER REPORT FORM

For information on documenting new extranormal abilities, see page 137 of the Directive on Superpowers.

Name: _____

Class: _____

Base Cost _____

Specialization Base Cost: _____

Duration: _____

Range: _____

Base Damage Value: _____

Managing Skill: _____

Specializations: _____

Description: _____

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ASPECTS

Die Code: Control of Power

[illegible]

FORMS



DEPARTMENT OF EXTRANORMAL OPERATIONS

To: All Agents

From: Sandra Barrett, Agent Supervisor

Subject: DC Universe Roleplaying Game resources

Many of you are already aware of the extensive material that has been printed by one of our publishing organizations, D6Legend/West End Games. All of this material is available for your review in the media stacks at your regional headquarters. However, we strongly recommend that you obtain your own copies of these materials, so that you can make notes in the books as you come across new information related to the material therein. Marking in or stealing D.E.O. property is, of course, an action punishable by termination.

Resources Available as of April 2001

DC Universe Roleplaying Game rulebook (#WEG52000), \$28.95

Hero Dice (#WEG52014), \$7.95

Narrator's Screen (#WEG52002), \$12.00

Deluxe Box Set (rulebook, screen, dice, poster; #WEG52003), \$38.95

Metropolis Sourcebook (#WEG52004), \$15.00

The Daily Planet Guide to Metropolis (#WEG52005), \$15.00

JLA Sourcebook (#WEG52006), \$21.00

JLA Hero Dice (#WEG52007), \$7.95

Gotham City Sourcebook (#WEG52009), \$21.00

The Daily Planet Guide to Gotham City (#WEG52010), \$15.00

Directive on Superpowers (#WEG52012), \$18.00

Magic Handbook (#WEG52011), \$17.00

Naturally, this universe is a big place. More reference material will be published on a regular basis.

You can get your copy of these products at most local or Internet comic, hobby, or book stores. If you don't know where the nearest shop is, contact your supervisor or check the Yellow Pages or the retailers in the Links section of the publisher's Web site (www.westendgames.com) or call the Comic Shop Locator at 1-888-COMIC-BOOK (1-888-266-4226).





Department of Extranormal Operations

To: All Agents
From: D.E.O. Senior Staff
Re: Agent Manual

The material contained within this manual is to be considered highly classified. Inside, you will find briefings on our top personnel, select resources available to you in the field (with proper authorization, of course), and our main headquarters.

Also contained within are metahuman file forms, reference information, a mission log, and other useful materials.

Agent 4182:

Do NOT let this manual fall into anyone's hands other than D.E.O. agents or it will be your head!

Agent Chase

52013

1-930753-14-4 \$10.00



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