DC ADVENTURES

HEROES & VILLAINS: VOL. 1

ALLIES AND ENEMIES FROM THE DC UNIVERSE

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WHY ARE SOME OF THESE ENTRIES GREEN?

The characters listed in green text denote a character whose power point total is correct for a character of that power level. For example, Adam Strange (see page 11) is a PL10 super hero who costs 150 power points, just as Bolt (see page 80) is a PL11 super-villain who costs 165 points.

MICHAEL TURNER

FOREWORD

"Legacy." Remember that word. We're going to get back to it in a bit.

You hold in your hands a roleplaying sourcebook over 75 years in the making. *Action Comics* #1, the first appearance of Superman, the first super hero, was published in 1938.

Now, you could argue that many RPG's draw from much older source material. But no other genre draws from a body of work that seems as if it were designed *from the ground up* as a massive crowdsourced RPG book. "Hey..." one might say if one were Steve Kenson, or rather some sort of uber-Kenson floating on the Mobius Chair adrift in the Void, "... I want to design a superhero game and populate it with iconic characters. But I'm going to need 75 years of the smartest writers, most visually arresting artists, and razor-sharp editors to forge this Monstrous Story Engine." What one would design, then, through subtle manipulation of the timestream, is DC Comics. Because DC comic books are not just comic books, they are a *living legacy*.

75 years of character designs. Those characters then taken for a spin by 75 years of other players (writers) in different stories, testing them out, seeing what powers were interesting, what needed juicing, and what needed nerfing. Creators like Siegel and Shuster, Jack Kirby, Gardner Fox, Robert Kanigher, Denny O'Neil, Grant Morrison, Alan Moore and Mark Waid coming up with cliffhangers, plot twists, character vices and virtues. So many characters, it took more than one universe to contain them! First a universe, then a multiverse! (then just one universe again, then back to a multiverse, I think…)

And your playtesters, the people who said "I like this, this works, this doesn't, this guy is lame ..." Your playtesters are the *millions* of people who read the books over the course of those years. Market response, then letters to the editor, feedback on the internet—all those people's opinions went into the book you now hold in your hand.

Or, to put it more simply: Characters in books, novels, and short stories never change. But Superman used to jump instead of fly, and Batman once had a Bat-Hound. That's a living legacy.

To be fair, I miss Ace the Bat-Hound.

"Legacy" in this sense doesn't mean some dead collection of heroes. It means a living, vibrant, pulpy playground. When Keith Giffen, Cully Hamner and I created the new Blue Beetle in 2006, we were extending the life of a character that had existed since 1939. We updated him, gave him a new design, new powers, new problems, but we built on the legacy of the last 75 years of stories, from Golden Age Dan Garrett (see page 72) to Silver Age Ted Kord (see page 73) to our modern-era Jaime Reyes (see page 75).

What's the value of using that legacy? Well, Jaime Reyes is a kid in an armored suit. The Blue Beetle is a hero who has been trained by Batman, mentored by Superman, beaten up by Green Lantern and gets the magic-user Traci 13 as his girlfriend. At the same time, he faces challenges unique to him, combats brand new foes, and interacts with the DC Universe in ways no other character quite could.

So go play. Pit the best of your imagination against the best of an entire universe. Break these heroes and villains, bend them, draw from them and, this is the cool part, add to them. Join the greatest heroes who ever lived, and show 'em what you've got.

—John Rogers

John Rogers is a screenwriter and gamer who has also performed as a stand-up comic, and written for television, film, comic books and animated series. He created the TV show LEVERAGE, about a group of PL6 thieves who rob from the rich and give to the poor.

JIM
LEE
HOPE

INTRODUCTION

This book, DC Adventures: *Heroes & Villains, Volume I* , is the first of three books that explore the DC Universe. Inside this volume alone you'll find over 280 characters to use in your DC Adventures games! Now, you and your friends can play characters of your own creation right alongside the heroes and villains you read about every week in DC Comics. Or, if you prefer, you can choose a character out of these pages to play in your series; find out what it's like to be the Atom, or Batgirl, or Blue Beetle, or even one of the big-league heroes like Batman or Green Lantern!

The DC Adventures: *Hero's Handbook* gave you the rules you needed to play a game set in the DC Universe. This book gives you a wide selection of heroes and villains to populate that world and make it feel like the real thing! Welcome to the DC Universe! Welcome to DC Adventures: Heroes & Villains, Volume I!

OVERVIEW

DC Adventures: *Heroes & Villains, Volume I* is a collection of characters from all over the DC Universe. Rather than trying to break characters up by theme (magic, alien, metahuman), location (Metropolis, Gotham, Gorilla City), or some other way, this book is organized alphabetically. Once you turn the page you'll be thrown into a world full of fantastic characters with amazing powers. Each character includes game information (statistics or "stats") that work with the rules presented in the DC Adventures: *Hero's Handbook*, along with a description of their personality, powers and abilities, allies, enemies, and history.

The information on these pages is meant to present an iconic view of the characters to help keep your gameplay true to the comics. History is only included if it provides significant insight into the character's psyche. Unless it's vital to the character, you won't find references to recent storylines and events. There's no way this book could accurately present the complete history of a character like Batman or even Ambush Bug (*Hey!—AB*), so instead, these pages are filled with the highpoints of the characters' careers. The important pieces of their history that define them, and make them the heroes and villains you know so well!

HOW TO USE THIS BOOK

As a collection of heroes and villains with different powers, abilities, and backgrounds, this book can be used in a number of ways, depending on your needs.

First, it's a resource for the Gamemaster. With more than 300 characters included in this one book, you should be able to find any number of allies and enemies for your players' characters to face. All the work of writing up the characters has been done for you, so you can spend your time coming up with a fun game to run for your friends!

Second, this book is *filled* with information to inspire story ideas. From something as simple as Bolt trying to assassinate a visiting dignitary to Psimon and the Fearsome Five attempting to steal a dangerous virus to wipe out all non-metahumans!

Third, a number of these characters can be used for your players. Beast Boy, Blue Beetle (Jaime Reyes), Damage, Hourman, Ice, and many others are all positioned at just the right point value for new characters, depending on your game's power level. If someone is playing for the first time, forgot their character, or just wants to sit in for a game session, just grab one of these characters and start playing!

Fourth, you can use the information here to create your own heroes and villains. Pick and choose powers you like, adapt them to the character concept and power level you want and with a little bit of work you have a new creation that's all your own!

Really, there's no wrong way to use this book. It's a resource for you. If it helps make your games more fun and interesting, then it's doing its job!

HOW THIS BOOK IS ORGANIZED

The characters and groups on the following pages are arranged alphabetically. For most characters this is as simple as looking under 'B' for Batman, but characters who don't have a codename or super-heroic identity are alphabetized by last name. So John Constantine is listed under 'C', Jonah Hex and Timothy Hunter are under 'H'. In addition, there are heroic identities that have had multiple people use that name, such as the Green Lanterns. They're listed under 'G' for 'Green Lantern' and then alphabetized by each Green Lantern's last name. No matter the character or group you're looking for, you should be able to find them quickly and easily.

HOW TO READ THE CHARACTERS

Every character entry and many of the team entries include game information that you can use in your games. Each entry follows a few rules to make them consistent and easier to understand at a glance.

- All characters are presented in their super-powered identity. This means when you look at Blue Beetle Jaime Reyes, what you're seeing is him with his armor active, not when he's in normal Jaime Reyes form. If you *need* to know what Jaime's Strength is, just subtract the bonuses provided by his armor. In addition, characters who have

NOT WHAT YOU EXPECTED?

Each of the characters in this book is someone's favorite. Each of these characters is unique and has a story to tell. That also means each of these characters may not match up exactly with your expectation of how that character should be presented in terms of the DC Adventures game. That's unfortunate, but while designing these characters, the writers and developer had to make choices, settle on numbers they felt best represented the character, and move onto the next character. Our goal was to make the characters as iconic and representative as possible.

As with all games, realism often took a backseat to writing up a character that was effective given his or her role in the DC Universe. So, some characters may have an ability score, attack or defense value, or power that just doesn't look right to you. That may very well be. These characters were created to reflect how they appear to operate in the comic books. Maybe Abra Kadabra's Dodge and Parry should be lower, but if that were the case he wouldn't be much of a challenge for the Flash. Since he is a challenge, his values needed to reflect that.

You are, of course, welcome to change any of these characters to suit your tastes; the goal of the authors was to present you with playable, useful characters that measured up to the characters as they appear in the comic books... and on the whole they do that, even if some of the details may not mesh with your concept of the character.

We hope you enjoy our efforts.

permanent modifiers to their abilities due to a power are presented with their modifiers already taken into account in their characteristics.

- If a character can vary their abilities in some way, say due to the Growth power or because they can change forms somehow, then there are two numbers separated by a slash. Giganta, for instance, has Strength and Stamina of 16/4; the number that comes first is when she's at giant size and the second number is when she's at normal size. Characters like this are also accompanied with asterisks and notes to call attention to what scores are affected and when they have their higher scores or their lower scores. Lastly, just because a character like Giganta is listed with a 16 Strength, doesn't mean she *has* to grow to that size. Unless a character's powers say otherwise, you can always choose to have them operate at less than full power if it fits your game better.
- Characters that lack Powers, Equipment, Advantages, or Skills don't have a space for that category of ability. For example, Batman doesn't have any powers, so you won't see a **Powers** entry for him, instead it goes right to **Equipment**, then **Advantages** and **Skills**.
- A character with the Equipment advantage may have only some of their equipment points spent. If this is the case, then you can spend the remaining points as you see fit. Usually this means that character varies his or her arsenal depending on their mission. You may also elect to leave those points unspent to avoid the additional bookkeeping. Those characters accompanied by a list of equipment always show what that character typically carries, such as Batman with his Utility Belt.
- Skills and Advantages granted by a power (using the Enhanced Trait effect) appear both in the listing for that power and in the **Skills** or **Advantages** section of the character in *italics*. These aren't the same skill or advantage purchased multiple times, instead they're included under their appropriate headings for ease of reference.
- The **Offense** section of a character includes shorthand notations about the character's attack values and powers. This section does not list all the information about those powers and may not even include all of the powers or abilities that character is capable of using. Be sure to look at the full write-up of the character's powers and advantages in order to learn exactly what they're capable of and what your options are.
- Characters whose point values exactly match the starting number of power points for their designated power level are printed in green in the table of contents (see pages 2 and 3). They are useable as player characters, either with their name and history intact or as the basis of similar characters with a different name and background of your own creation.

Overall, the characters should be easy to decipher, but the notes above will help if something is unclear. If a character breaks any of the guidelines above, that will be made clear in the character's entry, either with notes called out using asterisks or with information in that character's **Powers & Abilities** section.

DC ADVENTURES

HEROES & VILLAINS

A-K

ABRA KADABRA

Citizen Abra hails from 64th-century Earth, a time in which advanced technology has erased the line between science and sorcery, and an oppressive regime has ground the remaining sense of wonder from people's lives. Abra's dream of becoming a stage magician made him an anachronism, and a most unhappy one at that. He fled at the first opportunity, stealing a time machine bound for the 21st century.

When his magic act flopped yet again, he lost what remained of his sanity and began using his advanced technology for crime. This led to the first of many clashes with the second Flash. Repeated defeats at his hands made Abra crave vengeance as well as applause, his hatred continuing unabated even after the Flash mantle passed to Wally West.

Kadabra has suffered a series of setbacks throughout his criminal career. He was left horribly burned and disfigured in his first confrontation with Wally West had assumed the mantle of the Flash, and a deal with the demon Neron for true magical ability proved temporary, leaving him powerless, amnesiac, and imprisoned in Iron Heights.

ABRA KADABRA — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	1	3	2	4	4	2

POWERS

Technological Magic: Array (56 points)

- **Mind over Matter:** Move Object 11, Damaging, Perception Area, Perception Range, Precise • *56 points*
- **Disappearing Act:** Teleport 11, Accurate, Easy, Extended, Increased Mass • *1 point*
- **Hypno-Ray:** Affliction 11 (Resisted by Will; Dazed, Compelled, Controlled), Cone Area, Cumulative, Perception Range, Reversible • *1 point*
- **Nanotechnological Transformation:** Affliction 11 (Resisted by Fortitude; Hindered, Immobile, Transformed), Perception Range, Progressive, Reversible • *1 point*
- **Nanotechnological Transmutation:** Transform 8 (solids into other solids), Continuous, Perception Range • *1 point*
- **Teleport Ray:** Teleport 11, Attack (Resisted by Dodge), Extended, Increased Mass, Perception Range • *1 point*

ADVANTAGES

Daze (Deception), Defensive Roll 3, Fascinate (Deception), Improvised Tools, Inventor

SKILLS

Deception 6 (+8), Expertise: Science 15 (+19), Expertise: Stage Magic 10 (+14), Intimidation 6 (+8), Persuasion 6 (+8), Sleight of Hand 6 (+9), Stealth 6 (+7), Technology 7 (+11)

OFFENSE

Initiative +1

Technological Magic —	Perception, Move Object 11, others
Unarmed +2	Close, Damage 2

DEFENSE

Dodge	10	**Fortitude**	9
Parry	12	**Toughness**	7/4*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	44	**Skills**	31
Powers	61	**Defenses**	31
Advantages	7	**Total**	174

COMPLICATIONS

Power Loss: Kadabra derives his powers from sub-dermal implants acquired in his native future era. Authorities with sufficient know-how (like Iron Heights wardens) can remove them, leaving Kadabra without powers.

Recognition: Kadabra sometimes acts out of greed or revenge, but the common element in all of his schemes is his insane, ruthless craving for applause and attention. His actions are often showy, even when subtlety is needed.

REAL NAME: CITIZEN ABRA
OCCUPATION: FORMER STAGE MAGICIAN, NOW PROFESSIONAL CRIMINAL
BASE: 21ST AND 64TH CENTURY EARTH

Kadabra eventually healed and recovered his memory, but his abilities remain in flux. At times he's capable of taking on Superman and two Flashes at once, while on other occasions he's nearly powerless and forced to work with the likes of Inertia. Given Abra's history, however, a comeback seems inevitable.

PERSONALITY

Abra is insanely unpredictable, ruthlessly bent on recognition, riches, and always playing the demented magician role.

POWERS & ABILITIES

Abra's trademark is using advanced technology to inflict bizarre transformations on his foes (turning the Flash into a living marionette, for instance). He invariably hypnotizes bystanders into applauding his crimes. Like any good showman, he always debuts at least one never-before-seen trick with each new appearance—perfect for a power stunt or new invention.

ALLIES

Kadabra has worked with the Rogues, the Injustice Gang, and the Secret Society of Super-Villains over the years, but no one trusts him for long.

ENEMIES

Kadabra's most frequent enemy is the Flash (usually Barry Allen or Wally West), but he has also run afoul of Professor Zoom.

ADAM STRANGE

An adventurous archaeologist, Adam Strange had only just discovered the lost Incan city of Caramanga when he was suddenly struck by a Zeta Beam that transported him to the planet Rann. There, he fell in love with Alanna, the Rannian woman who first discovered him. Strange befriended Alanna's father Sardath, the Zeta Beam's inventor, who furnished him with highly advanced weapons and equipment. As Strange defended the planet from alien invaders and its own strange monsters, he was quickly recognized as the official champion of Rann. Strange married Alanna and together they have a daughter, Aleea.

PERSONALITY

Adam Strange is a born adventurer, but his role as Rann's protector has tempered his bravado with responsibility. He is all that stands between danger and his adopted world and he can't afford to take any risks.

POWERS & ABILITIES

Strange's father-in-law, Sardath, has equipped him with advanced Rannian technology. From spacesuits and jetpacks to ray blasters and hard-light displays, Adam Strange does just fine without superpowers.

ALLIES

Strange's first and greatest allies are the armies and people of Rann, but he also has many friends among the heroes of Earth. The Justice League has even come to Rann several times to assist Strange. Bonding during their year-long voyage together after they were stranded in space, Adam Strange has become close friends with Starfire and Animal Man. Strange occasionally fights threats to the galaxy alongside space-faring adventurers like the Omega Men, the L.E.G.I.O.N., and the Green Lantern Corps.

REAL NAME: ADAM STRANGE
OCCUPATION: ARCHAEOLOGIST AND ADVENTURER
BASE: RANN

ADAM STRANGE — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	6	5	3	3	4	3

POWERS

Jet Pack: Flight 7 (250 MPH), Removable (–3 points) • *11 points*
Rannian Eyes: Senses 3 (Darkvision, Infravision) • *3 points*
Ray Guns: Ranged Damage 7, Easily Removable (–6 points) • *8 points*
Space Suit: Immunity 10 (Life Support), Removable (–2 points) • *8 points*
Zeta Beamer: Movement 3 (Space Travel), Uncontrolled, Easily Removable (–1 point) • *2 points*

ADVANTAGES

Assessment, Defensive Attack, Defensive Roll 4, Evasion, Favored Environment (Flying), Improved Aim, Improved Critical (Ray Guns), Inspire 2, Leadership, Move-by Action, Quick Draw

SKILLS

Acrobatics 4 (+10), Close Combat: Unarmed 6 (+9), Expertise: Archaeology 9 (+12), Expertise: Military Tactics 7 (+10), Insight 4 (+8), Perception 7 (+11), Ranged Combat: Ray Guns 8 (+13), Technology 6 (+9), Vehicles 5 (+10)

OFFENSE

Initiative +6

Ray Guns +13	Ranged, Damage 7, Crit. 19-20
Unarmed +9	Close, Damage 2

DEFENSE

Dodge	12	**Fortitude**	7
Parry	7	**Toughness**	6/2*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	56	**Skills**	28
Powers	32	**Defenses**	21
Advantages	15	**Total**	150

COMPLICATIONS

Defender of Rann: Adam Strange is the chosen hero of the planet Rann. He serves as both planetary champion and leader of the Rannian armies in times of crisis and times of war.

Family: Adam Strange's greatest motivation to defend the planet Rann is the protection of his wife, Alanna, and their daughter, Aleea.

Outsider: Though he is the champion of Rann, Adam Strange is an Earthling who must prove himself worthy of the honor bestowed upon him.

ENEMIES

From the Tornado Tyrant to the would-be conqueror Kanjar Ro, Adam Strange has battled numerous threats to the planet Rann. On several occasions, he has allied himself with other heroes to battle powerful menaces like the Starbreaker, Lady Styx, the armadas of Starro the Conqueror, the Thanagarian demon Onimar Synn and the survivors of the destroyed planet Thanagar.

AGENT LIBERTY

Benjamin Lockwood was originally a CIA agent, but he grew to despise the agency after a mission he was on went sour and they disavowed knowledge of him and his activities. Subsequently, he was held prisoner overseas for years and when he managed to escape, the CIA refused to reinstate him. Dissatisfied with the U.S. government, Lockwood joined the rogue political organization known as the Sons of Liberty.

The Sons of Liberty provided Lockwood a high-tech uniform and arsenal and he took on the identity of Agent Liberty to fight the corrupt government. When the Sons of Liberty ordered Lockwood to assassinate a politician, he refused and turned against the organization, leaking their secrets to the press.

Lockwood fell into a depression after his ideals were betrayed for a second time by the Sons of Liberty. After some soul searching, Lockwood resumed the mantle of Agent Liberty in times of great need, including the Infinite Crisis and the Battle of Metropolis. Though apparently killed by Superwoman, Agent Liberty's mission to preserve the American way endures.

REAL NAME: BENJAMIN LOCKWOOD
OCCUPATION: COVERT AGENT, SUPER HERO
BASE: MOBILE

PERSONALITY

Agent Liberty is an idealist and a patriot, fighting to protect the country he loves, and shape it according to his own principles.

POWERS & ABILITIES

Agent Liberty's "powers" come from his equipment. His liberty suit provides a bulletproof force field and is equipped with built-in arm blades. His jetpack allows flight, and his plasma pistol incinerates the foes of freedom.

ALLIES

Agent Liberty places his ideals before his alliances. Once a member of the CIA and later the Sons of Liberty, he now regards both groups as enemies. When necessary, he forms temporary alliances with super-hero groups in order to combat a common foe.

ENEMIES

Agent Liberty opposes any perceived threat to his country. From super-villains to the U.S. government, whom he views as corrupt and morally bankrupt, no enemy is safe. His extreme views and heavy-handed methods draw him into conflict with other heroes who do not share his radical ideology.

AGENT LIBERTY — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	4	6	5	10	1	2	2

POWERS

Jetpack: Flight 6 (120 MPH), Removable (–2 points) • *10 points*
Liberty Suit: Enhanced Strength 2; Impervious Protection 5; Strength-based Damage 3 (Arm Blades), Removable (–3 points) • *14 points*
Plasma Pistol: Ranged Multiattack Damage 6, Easily Removable (–8 points) • *10 points*

ADVANTAGES

Close Attack 2, Connected, Defensive Attack, Improved Aim, Instant Up, Move-by Action, Power Attack, Precise Attack (Ranged, Cover), Quick Draw, Takedown 2

SKILLS

Acrobatics 2 (+8), Athletics 6 (+11), Close Combat: Unarmed 1 (+11), Deception 2 (+4), Expertise: Law 7 (+8), Expertise: Law Enforcement 10 (+11), Expertise: Streetwise 5 (+6), Insight 4 (+6), Intimidation 8 (+10), Investigation 10 (+11), Perception 8 (+10), Persuasion 4 (+6), Ranged Combat: Guns 9 (+14), Stealth 6 (+11), Technology 4 (+5)

OFFENSE

Initiative +6	
Arm Blades +12	Close, Damage 8
Plasma Pistol +14	Ranged, Multiattack Damage 6
Unarmed +13	Close, Damage 5

DEFENSE

Dodge	11	**Fortitude**	12
Parry	11	**Toughness**	9/4*
Will	8	*Without Liberty Suit.	

POWER POINTS

Abilities	66	**Skills**	43
Powers	34	**Defenses**	20
Advantages	12	**Total**	175

COMPLICATIONS

Motivation: Agent Liberty is a patriot who strives to make his country more like the "real America" he envisions.

Secret Identity: Benjamin Lockwood keeps his identity a closely guarded secret.

AIR WAVE

Hal was the only son of Larry Jordan, who fought crime during the 1940s as the original Air Wave. When an escaped convict murdered his father, young Hal became determined to follow in his footsteps. Soon after, his metahuman ability to become pure energy manifested itself, and he sought out his cousin Green Lantern as a mentor. Under Green Lantern's tutelage, Hal trained as a super hero part-time while he finished high school.

Finally out on his own, Hal joined a corporate-backed super hero team known as the Captains of Industry. His sponsors arranged for the criminal scientist Dr. Moon to alter him genetically, increasing his powers, but also making them more unstable. After the Captains disbanded, Hal was next seen as a prisoner of Kobra, who attempted to use his powers to seize control of global communication channels. He was eventually rescued by the JSA, and soon after became a reserve member of that team, assisting them on a number of cases.

PERSONALITY

Hal had a strong passion for justice, along with the naiveté typical of a young man his age. This drawback occasionally blinded him to the full consequences of his choices.

POWERS & ABILITIES

Hal could transform himself into coherent fields of electromagnetic radiation, such as microwaves and radio waves. Using his powers, he could ride electromagnetic emissions

REAL NAME: HAROLD LAWRENCE "HAL" JORDAN
OCCUPATION: ADVENTURER
BASE: DALLAS, TX

and travel at tremendous speeds. He was also able to use his powers to tune in to the broadcast communication spectrum, allowing him to monitor television programs, cell phone calls, and police bands.

ALLIES

Air Wave was close friends with Green Lantern Hal Jordan, his cousin. He was also close with Green Arrow and Black Canary, who trained Air Wave to become a hero. Airwave also maintained contacts from his days with the short-lived Captains of Industry and served as a reserve JSA member.

ENEMIES

The Sunspotter was Hal's most recurrent foe.

AIR WAVE — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	2	2	2	0	1	1

POWERS

Energy Form: Damage 7 (Reaction); Flight 19 (1,000,000 MPH); Immunity 10 (Life Support); Insubstantial 3 (Electromagnetic Energy Form); Activation (Move Action) • *90 points*

EMR Reception: Senses 1 (radio) • *1 point*

ADVANTAGES

Attractive, Beginner's Luck, Close Attack, Defensive Roll, Evasion 2, Move-by Action

SKILLS

Close Combat: Energy Form 8 (+10)

OFFENSE

Initiative +2

Energy Form +11	Close, Damage 7
Unarmed +3	Close, Damage 3

DEFENSE

Dodge	13	**Fortitude**	7
Parry	13	**Toughness**	5/4*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	30	**Skills**	4
Powers	91	**Defenses**	35
Advantages	7	**Total**	167

COMPLICATIONS

Responsibility: Throughout his life, Hal strove to emulate the heroism of his father, the original Air Wave.

Weakness: Hal was sensitive to electromagnetic radiation emissions, like sunspot activity and broadcast communications. At sufficient levels, they rendered him impaired, disabled, powerless, or in danger of dying.

ALL-STAR SQUADRON

On December 6, 1941, President Franklin D. Roosevelt was unsuccessful in his attempt to contact the Justice Society of America, hoping to keep them on call to check any Japanese aggression against the United States. Unbeknownst to FDR, the JSA had been captured after a series of targeted supervillain strikes.

In their absence, the attack FDR feared came on December 7, prompting the president to call for all the country's mystery men to band together for the good of the war effort. The group was granted unprecedented autonomy, subject only to the War Department and President Roosevelt himself. Within six months, virtually every costumed hero in America had joined the new team, dubbed the All-Star Squadron. Liberty Belle was elected chairwoman for the war's duration, later joined by Hawkman as co-chair.

The Squadron's initial foray aimed to take its awesome might directly to Tokyo and end the war in a day. Unfortunately for the team, they encountered a magic shield engulfing all Axis-held territory, which instantly converted any magically-empowered heroes into fascist slaves. With its most potent members neutralized, the Squadron was forced to restrict most of its operations to the home front for the duration of the war.

Despite their disappointment, there was still plenty to be done. America was rife with Axis saboteurs, fascist mystery men, and domestic supercriminals looking to take advantage

BASE: NEW YORK CITY, NY DURING THE SECOND WORLD WAR
HEADQUARTERS: THE TRYLON & PERISPHERE **VEHICLES:** "THE ALL-STAR SPECIAL" AIRCRAFT
MEMBERS: AIR WAVE (LARRY JORDAN), AMAZING MAN (WILL EVERETT), THE ATOM (AL PRATT), BILLY GUNN, BLACK CONDOR (RICHARD GREY, JR., AKA THOMAS WRIGHT), CAPTAIN TRIUMPH, COMMANDER STEEL, THE CRIMSON AVENGER (LEE TRAVIS), DOCTOR FATE (KENT NELSON), DOCTOR MID-NITE (CHARLES MCNIDER), DOCTOR OCCULT, DOLL MAN (DARRELL DANE), DYNA-MITE, FIREBRAND (DANETTE REILLY), THE FLASH (JAY GARRICK), FLYING FOX, FURY, GREEN LANTERN (ALAN SCOTT), GUARDIAN (JIM HARPER), HAWKGIRL, HAWKMAN, HOURMAN (REX TYLER), THE HUMAN BOMB (ROY LINCOLN), IRON MUNRO, THE JESTER, JOHNNY QUICK, JOHNNY THUNDER, JUDOMASTER (HADLEY "RIP" JAGGER), LIBERTY BELLE (LIBBY LAWRENCE-CHAMBERS), MANHUNTER (PAUL KIRK), MIDNIGHT, MISS AMERICA, MISTER AMERICA (TEX THOMPSON), MISTER TERRIFIC (TERRY SLOANE), NEPTUNE PERKINS, PHANTOM LADY (SANDRA KNIGHT), PLASTIC MAN, MAX MERCURY, THE RAY (LANFORD "HAPPY" TERRILL), RED BEE (RICK RALEIGH), ROBOTMAN (ROBERT CRANE/PAUL DENNIS), SANDMAN (WESLEY DODDS), SANDY THE GOLDEN BOY, SARGON THE SORCERER, SHINING KNIGHT (JUSTIN ARTHUR), THE SPECTRE (JIM CORRIGAN), THE SPIDER, STARMAN (TED KNIGHT), STAR-SPANGLED KID (SYLVESTER PEMBERTON), STRIPESY, STUFF THE CHINATOWN KID, THE TARANTULA, TIGER, TIGRESS (PAULA BROOKS), TNT, TSUNAMI, UNCLE SAM, VIGILANTE (GREG SAUNDERS), THE WHIP (JOHNNY LASH), WILDCAT (TED GRANT), WING, ZATARA, POSSIBLY OTHERS.

of the wartime chaos. The Squadron performed its counter-subversive duties well, but not without cost. Heroes such as TNT and the Red Bee valiantly gave their lives during the struggle.

By the spring of 1942, the Squadron had expanded to somewhat unwieldy numbers. This led to the formation of a number of splinter groups, which remained formally associated with the Squadron, but largely pursued their own anti-Axis objectives for the remainder of the war. These splinter groups included the JSA and the Seven Soldiers of Victory (or Law's Legionnaires, as they were sometimes called), which had formed before the war. Also, the super-charismatic Uncle Sam convinced a number of mystery men to relocate with him to the Washington, D.C. area, to establish the Freedom Fighters. Lastly, a half-dozen teenage heroes served a probationary membership as "the Young All-Stars" before being accepted as full members.

Throughout the turmoil and revolving *ad hoc* membership, the Squadron still evolved a core group of heroes who took part in most missions. These formally solo operatives included Liberty Belle, Johnny Quick, Robotman, Amazing Man, the second Firebrand, and the Tarantula. Typically, the core members were joined by whatever other Squadron members were needed to accomplish the task at hand.

The All-Star Squadron's activities during the remainder of the war are largely unrecorded. However, the Squadron achieved its fundamental aim of contributing to the Allied victory, helping out as only superhumanly gifted individuals can. With its mission accomplished, the Squadron disbanded in 1945. However, its heroic legacy endures to this very day, most visibly in the modern Justice Society of America.

ALLIES

The All-Star Squadron enjoyed support from the various wartime Allied governments (and their associated mystery men) and cordial relationships with the American costumed heroes not already associated with the team, like those in Fawcett City (Bulletman, Spy Smasher, *et al*).

ENEMIES

All Axis operatives were the Squadron's sworn foes.

RESOURCES

The All-Star Squadron converted two structures left over from the 1939-40 World's Fair in New York, the Trylon and Perisphere, into its base of operations. A robot previously exhibited at the Fair was rechristened Gernsback and became the base's butler and watchman. The Trylon served as a hangar for the team's specially customized prop plane, "the All-Star Special", while the Perisphere contained additional facilities.

HEADQUARTERS: THE TRYLON & PERISPHERE • *17 PTS*

Size: Huge **Tou** 10 **Features:** Communications, Computer, Gym, Hangar, Laboratory, Living Space, Security System 2, Workshop, Minion 3 (Gernsback)

VEHICLE: THE ALL-STAR SPECIAL • *18 POINTS*

Size: Huge **Str** 8 **Speed** 8 **Def** 8 **Tou** 9

GERNSBACK — PL8 MINION • 45 POINTS

Abilities: Str 9 **Sta** – **Agl** 0 **Dex** 0 **Fgt** 6 **Int** – **Awe** 2 **Pre** –

Powers: Protection 10; **Immunity 30** (Fortitude Effects, Mental Effects); **Senses 1** (Ultravision)

Offense Initiative +0, Unarmed +6 (Damage 9)

Defense Dodge 0, Parry 6, Fortitude Immune, Toughness 10, Will Immune

Totals Abilities 4 + Powers 41 + Advantages 0 + Skills 0 + Defenses 0 = 45

AMAZO

REAL NAME: AMAZO OCCUPATION: NONE BASE: MOBILE

The android known as Amazo was built by the diabolical Professor Ivo (see **Vol. II**) for one purpose: to aid the evil scientist in cheating death and achieving immortality. Designed with "absorbo-cells," Amazo was able to steal the powers of the founding members of the Justice League of America in an attempt to make Professor Ivo immortal. Unfortunately, replicating the powers of super heroes also granted Amazo their weaknesses, allowing the JLA to defeat the android and lull him into stasis.

As the membership of the JLA expanded with new heroes possessing their own unique powers, so too did Professor Ivo improve upon the design of Amazo. Each conflict with Amazo forced the JLA to come up with more resourceful ways of defeating a villain that possessed all their powers. Over the years, Amazo's obsession with destroying the JLA increased, and his programming developed its own sense of self-preservation which led him to believe that he, like all machines, had only one option—upgrade or die.

AMAZO PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
19	—	10	8	11	8	7	7

POWERS

Absorbo Cells: Variable Effect 20 (All Abilities, Powers, and Skills), Continuous, Limited to only those traits a target possesses, Limited to targets in near vicinity • *120 points*
Android Body: Immunity 40 (Fortitude Effects, Mental Effects) • *40 points*
Aquatic: Movement 1 (Environmental Adaption: Aquatic); Senses 1 (Low-Light Vision) • *3 points*
Flight: Array (30 points)
Flight: Flight 15 (64,000 MPH) • *30 points*
- **Running:** Speed 20 (2,000,000 MPH) • *1 point*
- **Space Flight:** Movement 1 (Space Travel) • *1 point*
- **Swimming:** Swimming 10 (500 MPH) • *1 point*

Vision Blasts: Array (30 points)
- **Heat Vision:** Ranged Damage 15 • *30 points*
- **Martian Vision:** Ranged Damage 11 (force) • *1 point*

Marine Telepathy: Array (57 points)
- Summon Marine Life 8 (120 points), Horde, Mental Link, Multiple Minions 2 (4 minions), Variable General Type (Marine Life), Limited to in or near water • *57 points*
- Summon Marine Life 4 (60 points), Horde, Mental Link, Multiple Minions 7 (128 minions), Variable General Type (Marine Life), Limited to in or near water • *1 point*
- Comprehend Animals 2, Mental Communication 4, Limited to Marine Life • *1 point*

Martian Morphology: Dynamic Array (21 points)
- **Intangibility:** Insubstantial 4, Dynamic • *21 points*
- **Invisibility:** Visual Concealment 4, Dynamic • *2 points*
- **Shapeshifting:** Morph (Any Form) 4, Dynamic • *2 point*

Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*
Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*
Super-Senses: Senses 16 (Acute and Extended Hearing, Extended Vision 3, Infravision, Mental Awareness, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment) • *16 points*
Super-Speed: Enhanced Defenses 12 (Dodge and Parry), Enhanced Advantages 18 (Agile Feint, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000) • *77 points*
Telepathy: Mental Communication 5, Mind Reading 11 • *42 points*

ADVANTAGES

Agile Feint, Assessment, Diehard, Eidetic Memory, *Evasion 2,* Favored Foe (Active Members of the JLA), Fearless, *Improved Initiative 10, Interpose, Instant Up,* Languages 8, *Move-by Action,* Power Attack, *Seize Initiative, Takedown*

SKILLS

Acrobatics 8 (+18), Athletics 6 (+25), Deception 8 (+15), Expertise: Criminology 13 (+21), Expertise: Journalism and Politics 6 (+14), Expertise: Streetwise 13 (+21), Expertise: Survival 4 (+12), Insight 10 (+17), Intimidation 15 (+22), Investigation 15 (+23), Perception 13 (+20), Persuasion 5 (+12), Ranged Combat: Bow 8 (+16), Stealth 13 (+23), Sleight of Hand 8 (+16), Technology 8 (+16), Treatment 5 (+13), Vehicles 8 (+16)

OFFENSE

Initiative +50

Heat Vision +8	Ranged, Damage 15
Martian Vision +8	Ranged, Damage 11
Unarmed +11	Close Damage 19

DEFENSE

Dodge	12	**Fortitude**	Immune
Parry	12	**Toughness**	18
Will	10		

POWER POINTS

Abilities	130	**Skills**	89
Powers	449	**Defenses**	6
Advantages	14	**Total**	688

COMPLICATIONS

Hatred: Amazo's sole objective is the destruction of the Justice League of America.
Obsessed: Amazo continually upgrades and improves himself.

PERSONALITY

Originally a mindless robot, Amazo has developed a distinctive personality over the years, one that is obsessed with the total destruction of the Justice League of America.

POWERS & ABILITIES

Early versions of Amazo have the capacity to replicate the powers and abilities of any superpowered beings in his immediate vicinity. Later, the android develops the ability to mimic even artificial powers provided by gadgets and devices, allowing him to recreate Green Lantern's power ring and Wonder Woman's golden lasso.

ALLIES

Along with his creator Professor Ivo, Amazo has allied with fellow robot Kid Amazo and the Secret Society of Super-Villains.

ENEMIES

Any member of the Justice League of America, past or present, can be considered an enemy of Amazo.

AMBUSH BUG

My history is shrouded in mystery and smothered in secret sauce.

EDITOR'S NOTE: Nobody knows where Schwab got a hold of the suit, and he seems incapable of giving a straight answer.

PERSONALITY

I'm loaded with personality! I've made more cameo appearances in the last ten years than Funky Flashman and Glorious Godfrey combined! And not just because I work for less than scale.

EDITOR'S NOTE: Ambush Bug might mean well, but he's annoying. Seriously annoying. Despite some initial plays for attention as a super-villain, now he's aspiring to be a hero. Also, he paid us to appear in this sourcebook.

POWERS & ABILITIES

I can teleport pretty much anywhere, and I've read everything DC Comics has ever published, including the rules to this game, and the fine print in my contract. I also have the able assistance of my adopted son and sidekick, Cheeks.

EDITOR'S NOTE: Nothing to add. That's actually all he brings to the table. Somehow he makes it work.

CHEEKS THE TOY WONDER

Cheeks isn't comfortable telling you anything about his past. Move along, pal.

EDITOR'S NOTE: No matter what Ambush Bug says (or believes), Cheeks is a doll... sorry, an "action plush" and should be a piece of equipment, not a sidekick! But it was in his contract...

CHEEKS THE TOY WONDER	PL-2.375 • -34 POINTS
Abilities: Str -5 **Sta** -5 **Agl** -5 **Dex** -5 **Fgt** 1 **Int** 2 **Awe** 0 **Pre** 0	
Offense: Initiative -5, Unarmed +1 (Damage -5)	
Defense: Dodge -5, Parry 1, Fortitude -5, Toughness -5, Will 0	
Totals: Abilities -34 + Powers 0 + Advantages 0 + Skills 0 + Defenses 0 = -34	

ALLIES

Superman is my best friend, and I once had a sleepover at the Batcave. I'm even a member of the Justice League–the real one, not Extreme Justice or Justice League Elite. I'm also pals with Jonni DC, the Continuity Cop, and she gave me her badge.

EDITOR'S NOTE: Given how annoying he is, no hero really considers Ambush Bug an ally, though he was actually in the Justice League for a day. Yes, it's hard to believe, but it's true. As for Jonni DC, Ambush Bug stole her badge.

ENEMIES

I think it was Shecky Green who said, "An enemy is just a friend who hasn't worked out their aggression yet."

EDITOR'S NOTE: Ambush Bug has many, many enemies. There's even an Ambush Bug Revenge Squad; we meet on Wednesday nights. Argh!Yle! the living sock continually plots against Ambush Bug. Jonni DC would also like her badge back.

AMBUSH BUG — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	1	0	-1	1	3	5

POWERS

But Under the Green Suit I Bruise Like a Peach!: Protection 10, Subtle • *11 points*

Deputy Continuity Cop: Senses 1 (Continuity Awareness) • *1 point*

POP!: Teleportation 19 (2,000 Miles), Accurate, Change Direction, Change Velocity • *59 points*

- **And You're Coming With Me!:** Teleport 13 (30 miles), Accurate, Change Direction, Change Velocity, Affects Others, Attack (Parry), Quirk--Must teleport with target of attack, Increased Mass 6 (3,200 lbs.) • *1 point*

Popping Over to Earth-C: Movement 3 (Dimension Travel) • *6 points*

That's Not in My Contract: Luck Control 1 (Negate use of Luck or GM-imposed complication) • *3 points*

EQUIPMENT

50 feet of silk rope, Copy of DC Adventures Hero's Handbook, Turkey club sandwich

ADVANTAGES

Benefit 4 (Cipher), Evasion, Improved Initiative 2, Improvised Weapon 2, Luck 5, Redirect, Seize Initiative, Sidekick 1 (Cheeks), Taunt, Well-informed

SKILLS

Acrobatics 6 (+7), Close Combat: Unarmed 1 (+0), Deception 8 (+13), Expertise: DC Comics 17 (+18), Insight 5 (+8), Investigation 4 (+5), Perception 11 (+13), Persuasion 8 (+13)

OFFENSE

Initiative +9

Cheeks +0	Close, Damage 1 (Improvised Weapon)

DEFENSE

Dodge	8	**Fortitude**	3
Parry	6	**Toughness**	10
Will	4		

POWER POINTS

Abilities	18	**Skills**	30
Powers	81	**Defenses**	17
Advantages	19	**Total**	165

COMPLICATIONS

In a Game: Bad enough that I've had to deal with agents and comic editors determining my fate. Now I have to trust what happens to dice?

Out of Milk: Not much of a complication, you say? You try getting down to the corner bodega to pick up a pint at your next game session without the Fearsome Five or the Legion of Super-Pets tearing the place up.

ANIMAL MAN

Buddy Baker's super-hero career began near the Adirondack Mountains in upstate New York. There he discovered what looked like a crashed spaceship and as he investigated the ship exploded. The aliens aboard the ship rebuilt Buddy, providing him with morphogenetic grafts that granted him the power to mimic the abilities of nearby animals.

Taking the name Animal Man, Buddy battled small-time crooks in his hometown. Eventually he retired the Animal Man persona, took work as a stuntman, and proposed to his longtime girlfriend, Ellen.

Buddy donned his Animal Man costume again when he joined the Forgotten Heroes. Led by the Immortal Man, several retired heroes gathered together to stop Vandal Savage from conquering the world. Afterwards, the team disbanded and Animal Man went back into retirement.

Ellen worked as a storyboard artist and Buddy continued to work as a stuntman to support their growing family. Their children, Cliff and Maxine, were both in elementary school when Buddy decided to make a comeback as a super hero. S.T.A.R. Labs asked Buddy to investigate a break-in committed by the former super hero B'Wana Beast. While fighting each other at the San Diego Zoo, Buddy learned that Djuba, a long-time companion of B'Wana Beast, was being subjected to experiments with militarized strains of anthrax. B'Wana Beast had broken into S.T.A.R. Labs to free his friend. Afterwards, Buddy became a vegetarian and a dedicated advocate of animal rights. The Martian Manhunter arranged for Buddy's inclusion in the Justice League because of his position on animal rights.

Buddy's zeal took him to the fringes of the animal rights movement. During a break-in at an animal testing facility, the extremists Buddy was working with started a fire that injured two firemen and killed a third. Realizing he'd gone too far, Buddy ceased his activism work, quit the Justice League, and retired as Animal Man.

Animal Man was forced out of retirement when the Psycho-Pirate unleashed several alternate-reality versions of heroes and villains in the world. He managed to stop the menace, but was confounded when the Psycho-Pirate simply ceased to exist.

After this event, Buddy adventured as Animal Man part-time, but he was pulled out of semi-retirement when he started losing control of his powers. At times he experienced animalistic outbursts, displaying animal features, and causing the animals around him to act out in strange ways. The culmination of these outbursts resulted in the accidental deaths of every animal at the San Diego Zoo.

Buddy's wife, Ellen, was finally pushed over the edge when their daughter, Maxine, developed animal powers similar to Buddy's. Ellen took Maxine and moved to a farm in Vermont, leaving their son Cliff with Buddy. Slipping deeper into de-

pression and barely able to maintain his grasp on reality, Buddy didn't even notice when Cliff ran away from home.

Buddy eventually found Cliff and reunited his family. He resumed part-time super-hero work until the Infinite Crisis, which left Animal Man stranded in space with Starfire and Adam Strange. The heroes were pursued by Lady Styx and her agents, who managed to kill Buddy with an alien neurotoxin.

Resurrected once again by the aliens who originally endowed him with alien powers, Buddy found himself endowed with the power to mimic the abilities of any animal life in the universe. Borrowing the powers of a nearby Sun-Eater, Buddy headed home.

Buddy's homecoming was interrupted by alien mercenaries sent by Lady Styx. The timely arrival of friend and fellow super hero Starfire saved Buddy, Ellen, and their children.

Though not committed to resuming full-time super hero work, Buddy continues adventuring as Animal Man.

PERSONALITY

Animal Man is courageous in battle and a passionate advocate for animal rights, but he struggles to balance his heroic adventures with his familial duties as a husband and father. Prone to depression, he often quits his Animal Man career to pursue a "normal" life, but his civilian periods are usually brief, as he is unable resist a call to action. Animal Man's self-doubt is his greatest weakness, but he can still be counted on to rally against evil, with or without his animal powers.

POWERS & ABILITIES

Animal Man's connection to the Morphogenetic Field allows him to adopt the powers and abilities of any creature in the universe.

ALLIES

Animal Man frequently goes on adventures with his fellow animal-powered heroes Vixen and B'Wana Beast. He became close friends with Adam Strange and the Tamaranean princess Starfire after the trio spent a year stranded in space together. His relationship with Starfire sometimes vexes his wife, Ellen—but Animal Man's heart belongs to her and his children, Cliff and Maxine.

ENEMIES

Animal Man is an enemy to all those who abuse animal life. He repeatedly battles Mirror Master and the Psycho-Pirate, and he has even taken down enemies as powerful as the Nazi Superman from an alternate Earth, Overman. During his adventures in space, Animal Man was killed by Lady Styx. Animal Man is also an enemy of the African spider god Anansi, who claims to be responsible for Animal Man's powers. Being that Anansi is a trickster god, the truth of this is uncertain.

REAL NAME: BERNHARD "BUDDY" BAKER
OCCUPATION: FORMER STUNT DIRECTOR, SUPER HERO
BASE: SAN DIEGO, CA

ANIMAL MAN — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	1	1	4	1	3	2

POWERS

Animal Mimicry: Variable 8 (Physical Traits of Animals, 40 power points), Move Action • *56 points*

ADVANTAGES

Animal Empathy, Beginner's Luck, Chokehold, Defensive Roll 3, Improved Defense, Move-by Action, Redirect

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 4 (+8), Expertise: Animal Rights 5 (+6), Expertise: Animal Powers 8 (+9), Expertise: Environmentalism 5 (+6), Insight 4 (+7), Perception 4 (+7), Persuasion 6 (+8)

OFFENSE

Initiative +1

Unarmed +8	Close, Damage 2

DEFENSE

Dodge	6	**Fortitude**	6
Parry	6	**Toughness**	6/3*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	34	**Skills**	20
Powers	56	**Defenses**	15
Advantages	9	**Total**	134

AQUAMAN

The son of Queen Atlanna and the demigod spirit of Atlan, Orin was rejected by his own people, the Atlanteans, who feared that his blond hair and ability to communicate with sea creatures marked him with the curse of Kordax, an ancient Atlantean monster. Orin was abandoned, and left to die on Mercy Reef, until a dolphin named Porm came to his rescue. Orin lived as a feral child with his dolphin family until the day he was discovered by Arthur Curry, a lighthouse keeper. Arthur took the boy into his home and taught him to speak.

Orin took his adoptive father's name and traveled north. During his travels, he fell in love with an Inuit woman named Kako. Unbenknownst to Arthur, he fathered a child with Kako. He was kidnapped by Atlantean soldiers before he learned of the child's existence.

In the lost city of Poseidonis, part of the sunken Atlantean continent, Arthur learned for the first time that his mother was of royal blood. It was there that he befriended Vulko, a fellow prisoner, who helped him escape captivity. Upon reaching the surface, he stumbled upon the Flash (Barry Allen) battling the Prankster. Impressed by Arthur's power, the Flash invited him to the United States.

Taking the name Aquaman, Arthur Curry used his powers to become protector of the Seven Seas and friend to the surface world. Aquaman was a founding member of the Justice League of America, making him one of the most famous heroes in the world.

AQUAMAN PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	8	4	2	11	2	3	3

POWERS

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation: Aquatic), Senses 1 (Low-Light Vision) • *6 points*

Marine Telepathy: Array (57 points)

- Summon Marine Life 8 (120 points), Horde, Mental Link, Multiple Minions 2 (4 minions), Variable General Type (Marine Life), Limited to in or near water • *57 points*
- Summon Marine Life 4 (60 points), Horde, Mental Link, Multiple Minions 4 (16 minions), Variable General Type (Marine Life), Limited to in or near water • *1 point*
- Comprehend Animals 2, Mental Communication 4, Limited to Marine Life • *1 point*

Swimming: Swimming 10 (500 MPH) • *10 points*

ADVANTAGES

All-out Attack, Animal Empathy, Benefit 3 (King of Atlantis), Defensive Roll 3, Favored Environment (Aquatic), Improved Initiative, Languages (Atlantean), Power Attack, Precise Attack (Close; Concealment)

SKILLS

Acrobatics 4 (+8), Athletics 4 (+14), Close Combat: Unarmed 2 (+13), Expertise: Atlantean Lore 7 (+9), Insight 6 (+9), Intimidation 6 (+9), Perception 5 (+8), Ranged Combat: Throwing 6 (+8), Stealth 4 (+8), Technology 3 (+5), Vehicles 3 (+5)

OFFENSE

Initiative +8

Unarmed +13	Close, Damage 10

DEFENSE

Dodge	11	**Fortitude**	11
Parry	11	**Toughness**	11/8*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	86	**Skills**	25
Powers	75	**Defenses**	19
Advantages	13	**Total**	218

COMPLICATIONS

Relationships: Aquaman has a wife, Mera, ties with his former ward, Tempest, and his friends in Atlantis.

Responsibility: As King of Atlantis, Aquaman must attend to the needs of his people and his duty to the Seven Seas, which can occasionally come into conflict with his responsibilities to the JLA.

Temper: Aquaman is known for his fierce temper.

Weakness: Aquaman dehydrates when away from water for an extended period of time, becoming impaired, disabled, and finally incapacitated before his condition becomes life threatening. Immersion in water immediately removes all accumulated conditions.

PERSONALITY

Aquaman is defined by his dual nature. He's not truly a member of the human race, nor a member of the Atlantean race, but he takes his responsibility to protect both worlds very seriously. Often, those responsibilities weigh on him heavily, but he is a fighter, unwilling to knuckle under to any pressure, whether its from a political problem in Atlantis or a super-villain in the surface world. Although Aquaman is a caring man who values his family and friends, his pride and devotion to duty can sometimes distance him from them.

POWERS & ABILITIES

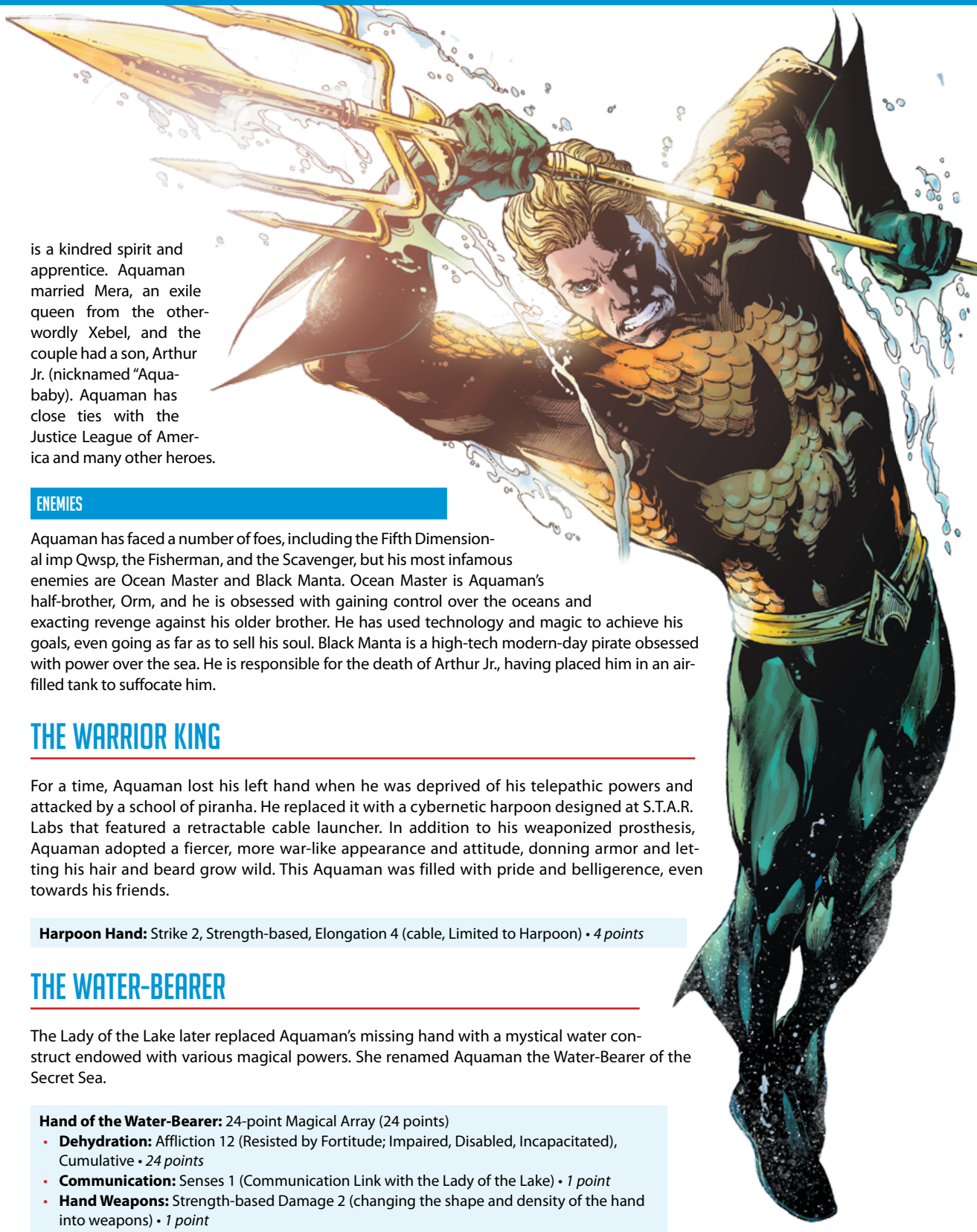
Aquaman's marine telepathy is capable of summoning a vast array of sea creatures to his aid. From giant squid to schools of fish, no sea creature, however large or small, can deny Aquaman's call. The GM may want to handle a large school of fish like a single giant-sized creature with a rank or two of Insubstantial to reflect their dispersed mass. The Sea King has been known to perform various power stunts with his telepathy, particularly affecting the "primordial" level of more evolved brains, like those of humans, with a Perception Ranged Affliction or Damage effect.

Aquaman is slightly below his power level limits in some areas (particularly offense) but his Favored Environment advantage tends to make up the difference when he is fighting underwater.

ALLIES

In Atlantis, Aquaman's closest ally is his regent Vulko. His adopted son Garth, also known as Aqualad (and now Tempest)

REAL NAME: ARTHUR CURRY; ORIN (ATLANTEAN NAME)
OCCUPATION: KING OF ATLANTIS
AFFILIATION: JUSTICE LEAGUE OF AMERICA BASE: ATLANTIS



is a kindred spirit and apprentice. Aquaman married Mera, an exile queen from the otherwordly Xebel, and the couple had a son, Arthur Jr. (nicknamed "Aquababy). Aquaman has close ties with the Justice League of America and many other heroes.

ENEMIES

Aquaman has faced a number of foes, including the Fifth Dimensional imp Qwsp, the Fisherman, and the Scavenger, but his most infamous enemies are Ocean Master and Black Manta. Ocean Master is Aquaman's half-brother, Orm, and he is obsessed with gaining control over the oceans and exacting revenge against his older brother. He has used technology and magic to achieve his goals, even going as far as to sell his soul. Black Manta is a high-tech modern-day pirate obsessed with power over the sea. He is responsible for the death of Arthur Jr., having placed him in an air-filled tank to suffocate him.

THE WARRIOR KING

For a time, Aquaman lost his left hand when he was deprived of his telepathic powers and attacked by a school of piranha. He replaced it with a cybernetic harpoon designed at S.T.A.R. Labs that featured a retractable cable launcher. In addition to his weaponized prosthesis, Aquaman adopted a fiercer, more war-like appearance and attitude, donning armor and letting his hair and beard grow wild. This Aquaman was filled with pride and belligerence, even towards his friends.

Harpoon Hand: Strike 2, Strength-based, Elongation 4 (cable, Limited to Harpoon) • *4 points*

THE WATER-BEARER

The Lady of the Lake later replaced Aquaman's missing hand with a mystical water construct endowed with various magical powers. She renamed Aquaman the Water-Bearer of the Secret Sea.

Hand of the Water-Bearer: 24-point Magical Array (24 points)

- **Dehydration:** Affliction 12 (Resisted by Fortitude; Impaired, Disabled, Incapacitated), Cumulative • *24 points*
- **Communication:** Senses 1 (Communication Link with the Lady of the Lake) • *1 point*
- **Hand Weapons:** Strength-based Damage 2 (changing the shape and density of the hand into weapons) • *1 point*
- **Healing Touch:** Healing 12 • *1 point*
- **Mystic Portals:** Dimensional Travel 2 (mystic dimensions), Portal • *1 point*
- **Nullify Magic:** Nullify Magic 8, Braod Simultaneous • *1 point*
- **Scalding Blast:** Ranged Damage 12 (blast of scalding water) • *1 point*

The Hand has potential for a great number of other magical and water-related power stunts, with the Gamemaster's permission.

MERA	PL10 • 160 POINTS
Abilities: Str 9 **Sta** 7 **Agl** 4 **Dex** 3 **Fgt** 8 **Int** 1 **Awe** 3 **Pre** 3	
Powers: Aquatic (see **Aquaman**); **Hard Water Powers:** Create 10. Movable, **AE:** Damaging Move Object 10; **Swimming 8** (120 MPH)	
Advantages: All-out Attack, Benefit 3 (Queen of Atlantis), Defensive Roll, Favored Environment (Aquatic), Languages (Atlantean), Power Attack	
Skills: Acrobatics 3 (+7), Athletics 3 (+12), Close Combat: Unarmed 2 (+10), Insight 4 (+7), Perception 4 (+7), Ranged Combat: Throwing 4 (+7)	
Offense: Initiative +4, Unarmed +10 (Damage 9)	
Defense: Dodge 12, Parry 12, Fortitude 11, Toughness 8, Will 9	
Totals: Abilities 76 + Powers 44 + Advantages 8 + Skills 10 + Defenses 22 = 160	

MERA

Queen Mera was a descendent of Atlantean political dissidents, imprisoned for generations in a prison called Xebel behind a force field in the Bermuda Triangle. Escaping to kill the king of Atlantis, Mera instead fell in love with Aquaman. Together they had a son, Arthur, Jr.

Tragedy struck when Black Manta murdered Arthur, Jr. Although Mera and Aquaman attempted to move on with their lives, their marriage deteriorated. Mera suffered bouts of mental illness, exile from both Atlantis and her home dimension, and the influence of outside forces seeking to control Atlantis. Her considerable strength of will has allowed her to weather these storms.

After she was attacked by Xebelians, Mera revealed that she had ulterior motives for coming to Earth. She was actually sent to kill Aquaman, but instead she fell in love with him. Now her people are determined to finish what she could not, and Mera is torn between her allegiance to Xebel and her heart's desire.

In addition to her aquatic adaptations, similar to those of the Atlanteans, Mera has the power to increase the density of water, creating solid constructs of "hard water." She can also use her powers to open temporary underwater portals to Dimension Aqua, but does it so rarely that it is best handled as an occasional power stunt of her hard water powers.

TEMPEST

Like his mentor, Aquaman, Garth was exiled from Atlantis as a child. He was banished for having purple eyes, which were considered a sign of genetic inferiority. Garth's eye color was really an indication of his sorcerous potential. The son of the rulers of the Idyllists, a pacifistic Atlantean colony, Garth became Aquaman's ward and sidekick, Aqualad. It was during this time that Aqualad met Tula, the young ward of the previous Atlantean king, and the two began a romantic relationship.

Estranged from his mentor in the wake of Tula's death, Garth sought out the truth surrounding his origins. He trained with the immortal Atlantean sorcerer Atlan and unlocked his own mystical potential. Donning a new uniform based on the Idyl-

list flag, Garth adopted the name Tempest. His ongoing relationship with Aquaman has been stormy. Both have sought to protect Atlantis, but they have also come into conflict, namely when Aquaman's lover Dolphin left him to be with Tempest. Garth's uncle Zath, the sorcerer known as the half-human Slizzath, is one of his primary foes. Slizzath attempted to conquer the Hidden Valley of the Idyllists, and was exiled to an other-dimensional netherworld.

Tempest is a skilled sorcerer trained in ancient Atlantean magic. He can command the elements, open dimensional portals, and perform a variety of other feats, given time to prepare (generally through use of the Ritualist advantage and his Expertise: Magic skill).

DOLPHIN

Dolphin was little more than a child when she was lost at sea. A race of aliens used Dolphin as a subject in their experiments to create aquatic humans, providing her with adaptations for undersea life. She eventually escaped their lab and wandered the seas in isolation. Found with no memory of her former life by the crew of an oceanology vessel, she was given the nickname "Dolphin."

After becoming a friend and ally of Aquaman, Dolphin learned that Kordaz (a legendary Atlantean villain) had freed her from the alien lab and used mind control to turn her into a sleeper agent. Kordaz planned for her to infiltrate the royal house of Atlantis, but she overcame his influence. She was Aquaman's lover for a time, but eventually Tempest reappeared and won her affections.

TEMPEST — PL10 • 160 POINTS

Abilities: Str 9 **Sta** 8 **Agl** 3 **Dex** 3 **Fgt** 7 **Int** 2 **Awe** 4 **Pre** 2

Powers: Aquatic (see **Aquaman**); **Magic 11** (common spells include Dimensional Travel 2 (Mystic Dimensions), Move Object 11, and Ranged Damage 11); **Swimming 9** (250 MPH)

Advantages: Accurate Attack, Animal Empathy, Defensive Attack, Defensive Roll, Favored Environment (Aquatic)

Skills: Acrobatics 3 (+6), Athletics 4 (+13), Close Combat: Unarmed 2 (+9), Expertise: Magic 8 (+10), Insight 6 (+10), Intimidation 4 (+6), Perception 4 (+8), Ranged Combat: Magic 6 (+9), Stealth 3 (+6)

Offense: Initiative +3, Magic Blast +9 (Damage 11), Unarmed +9 (Damage 9)

Defense: Dodge 11, Parry 11, Fortitude 9, Toughness 9, Will 11

Totals: Abilities 76 + Powers 39 + Advantages 5 + Skills 20 + Defenses 20 = 160

DOLPHIN — PL8 • 109 POINTS

Abilities Str 8 **Sta** 6 **Agl** 3 **Dex** 2 **Fgt** 4 **Int** 1 **Awe** 2 **Pre** 2

Powers Aquatic (see **Aquaman**); **Swimming 9** (250 MPH)

Advantages: Evasion, Favored Environment (Aquatic), Improved Initiative

Skills: Acrobatics 4 (+7), Athletics 4 (+12), Close Combat: Unarmed 4 (+8), Expertise: Oceans 4 (+5), Insight 4 (+6), Perception 4 (+6), Stealth 4 (+7)

Offense: Initiative +7, Unarmed +8 (Damage 8)

Defense: Dodge 10, Parry 10, Fortitude 9, Toughness 6, Will 7

Totals: Abilities 56 + Powers 15 + Advantages 3 + Skills 14 + Defenses 21 = 109

AQUALAD

Jackson Hyde was raised by two loving parents in landlocked Silver City, New Mexico. He'd been told by his parents that he had been "born different," with the ability to control water and breathe through gills that were hidden when he wasn't submerged. He and his parents kept his abilities a secret, but eventually Jackson began to feel pent up. At that point, his father explained Jackson had been given to them by a young Mera, who said the child's real parents didn't deserve him. Before he could explain more, Siren, her Death Squad, and Black Manta—who revealed he was Jackson's biological father—attacked. The pair managed to escape with the help of Aquaman, who'd been sent to save Jackson.

Aquaman and Jackson explored more of the boy's history and found out he was born in the extradimensional Atlantean penal colony known as Xebel, the door to which is the Bermuda Triangle. As a newborn, Jackson had been experimented on and turned into a living key, able to lock and unlock the way to Xebel. Now the Xebelians had sent Siren and Black Manta to recover the key and it didn't matter to them if Jackson was willing or not. In addition to learning all this, Jackson received a Xebelian soldier's uniform and "Water Bearers" used to focus his water control powers into weapons. So armed, he took up the mantle of Aqualad and helped Aquaman and Mera put down the Xebelian invasion by locking the invaders (and Black Manta) in Xebel.

AQUALAD — PL9 • 135 POINTS

Abilities: Str 9 **Sta** 7 **Agl** 2 **Dex** 3 **Fgt** 4 **Int** 1 **Awe** 2 **Pre** 0

Powers: Aquatic (Immunity 3 (Cold, Pressure, Drowning); **Dimensional Key** (Feature 1 (Dimensional Key); **Burst Area 5 (500 feet) Movement 1** (Dimensional Travel—Xebel), Affects Others, Limited to at the Bermuda Triangle (-2)); **Xebelian Powers:** (Array (21 points), **Electrical Blast** (Ranged Damage 10, Accurate), **AE: Control Water** (Damaging Move Object 7 (3 tons)), **AE: Shape Water** (Create 7, Movable); **AE: Water Bearers** (Strength-based Damage 1, Penetrating 4, Reach 4, Split); **Swimming** (Swimming 10 (500 MPH))

A**dvantages:** Close Attack 4, Defensive Roll 1, Ranged Attack

Skills: Athletics 4 (+13), Perception 6 (+8), Ranged Combat: Xebelian Powers 2 (+5)

Offense: Initiative +2, Water Bearers +8 (Close, Damage 10, Penetrating 4, Reach 4, Split), Electrical Blast +8 (Ranged, Damage 10), Unarmed +8 (Close, Damage 9)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 8/7*, Will 8 *Without Defensive Roll.

Totals: Abilities 56 + Powers 45 + Advantages 6 + Skills 6 + Defenses 22 = 135

Complications: Enemy: Black Manta has sworn revenge on Aqualad and the Xebelians certainly have plans for him. **Motivation—Responsibility:** Aqualad didn't ask for his powers, but he's accepted his fate. **The Key:** Aqualad is a living key, capable of opening or closing the Bermuda Triangle's portal to the extradimensional Xebel.

ARES

Since the dawn of mankind the irrepressible god of war has worked from the shadows, fomenting innumerable conflicts and scheming against his fellow Olympians.

Ares' enmity for the Amazons dates back many thousands of years to the moment of their creation. Artemis, Ares' sister, petitioned Zeus for the right to create a race of women dedicated to peace and harmony to guide mankind and foster loyalty to the gods. Disgusted by Artemis' plan, Ares counter-proposed to lead an army down to Earth to conquer its peoples and force them to worship the Olympians. Once he lost this debate, the bitter war god began a covert campaign to sabotage Artemis' endeavor. He eventually persuaded his half-brother Heracles to make war on the Amazons. It was this conflict that set in motion the chain of events that led Hippolyta and her sisters to turn their backs on the affairs of men and exile themselves to the paradise of Themyscira.

Although Ares spent the last few millennia spreading discord and engineering conflicts between great nations, he has been forced to work through intermediaries, exercising his influence with discretion. In particular, Ares loathes Princess Diana of the Amazons, dispatched as ambassador to "Man's World" to foil his schemes.

Wonder Woman used her magic lasso to help Ares understand how easily unchecked warfare between modern armies could lead to the destruction of all mankind. Subsequently, this would lead to the demise of Ares and his fellow Olympians as well. In an attempt to preserve both himself and his continued enjoyment of power, Ares has lowered the scale of his endeavors, but not tempered their viciousness.

The modern era has led to more shifts in Ares' power, resources, and status than all of the prior millennia combined. His "closest" children, Phobos, Deimos, and Harmonia have all perished in various conflicts (though this hasn't stopped him from continuing to use others in his scheming, such as Lycus, who Ares has sent to cause Wonder Girl problems). Acting

ARES — PL16

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	16	5	5	16	6	10	6

POWERS

Arsenal of Areopagus: Penetrating 16 on Strength damage (Precise, Reach) • *18 points*
Body of a God: Enhanced Strength 4 (Lifting only, Lifting Str 20; 25,000 tons), Immortality 16 (Limited to Non-magical Damage), Immunity 30 (Fortitude Effects), Morph 4 (Anything) • *62 points*
Divine Armor: Impervious on Toughness 16 • *16 points*
Godly Magic: Array (35 points)
- **Divine Flames:** Ranged Damage 16, Indirect 3 • *35 points*
- **Divine Gifts:** Create 11, Continuous, Innate, Precise, • *1 point*
- **Divine Images:** Illusion 7, All Senses • *1 point*
- **Divine Inspiration:** Perception Area Affliction 16 (Resisted by Will; Dazed, Compelled, Controlled), Limited to Negative Emotions Only • *1 point*
- **Divine Will:** Transform 7, Anything into Anything • *1 point*

Mind of a God: Comprehend Languages 3, Immunity 10 (Mental Effects, Limited to Half Effect), Senses 12 (Divine Awareness (Mental, Extended 3), True Sight (Vision Counters Concealment, Vision Penetrates Concealment, Vision Counters Illusion)) • *23 points*

EQUIPMENT

HEADQUARTERS: AREOPAGUS • *19 POINTS*

Size: Awesome **Tou:** 14 **Features:** Defense Systems (wards, bindings, and monsters), Deathtraps, Dimensional Portal, Holding Cells, Living Space, Personnel (thralls and bound spirits), Isolated (pocket dimension), Security Systems 3 (wards and spells, DC 30), Self-Repairing

REAL NAME: ARES, SON OF ZEUS
OCCUPATION: GOD OF CONFLICT
BASE: POCKET DIMENSION OF AREOPAGUS

ADVANTAGES

Accurate Attack, All-out Attack, Assessment, Benefit 5 (Status and resources of Olympian god of war), Chokehold, Daze (Intimidate), Defensive Attack, Equipment 4, Fascinate (Deception), Fearless, Improved Defense, Improved Critical 4 (Archaic Ranged Weapons), Improved Critical 4 (Guns), Improved Critical 4 (Melee Weapons), Improved Critical 4 (Unarmed), Improved Disarm, Power Attack, Precise Attack (Close, Concealment), Ritualist, Weapon Bind, Weapon Break

SKILLS

Athletics 4 (+20), Deception 12 (+18), Expertise: Magic 6 (+12), Expertise: Olympus 12 (+18), Expertise: Warfare 20 (+26), Insight 6 (+16), Intimidation 14 (+20), Perception 6 (+16), Persuasion 6 (+14), Stealth 4 (+9)

OFFENSE

Initiative +5

Melee Weapons +16	Close, Damage 16, Crit. 16-20
Ranged Weapons +16	Ranged, Damage varies, Crit. 16-20
Unarmed +16	Close, Damage 16, Crit. 16-20

DEFENSE

Dodge	16	**Fortitude**	18
Parry	16	**Toughness**	16
Will	14		

POWER POINTS

Abilities	160	**Skills**	45
Powers	158	**Defenses**	17
Advantages	40	**Total**	420

COMPLICATIONS

Godly Nature: Ares is a slave to his nature, even when it is *obviously* not in his best interest.

Trail of Blood: Ares has had millennia to make powerful enemies, of which he has *many*.

GOD OF WAR, GOD OF DEATH

Ares literally draws his strength from human conflict, misery, and destruction. As more and more soldiers are drawn to battle, the more powerful he becomes. That's why he spends so much effort fomenting war and suffering. His ultimate aim is to accumulate enough power to depose his father and claim Zeus' throne for himself.

The statistics here depict Ares as he's typically encountered. During a major conflict he benefits from a constant minor advantage (a +2 bonus). In the midst of a conflict on the scale of a World War this becomes a constant major advantage (+5 bonus).

After assuming his uncle's former mantle as King of the Underworld, Ares also gains at least one additional Alternate Effect to his array: a Summon effect for bringing forth spirits, animated corpses, and other forms of undead.

under the mortal guise of a crime lord, Ares had a child with the immortal witch, Circe. Finally, Ares managed to add the mantle of God of Death to his purview after his uncle Hades was overthrown.

Despite his apparent death in battle against Wonder Woman, Ares is a god that actually possesses a degree of control over the powers of death and the Greek afterlife. Just how permanent the mortal concept of "death" is when dealing with gods is uncertain, and even that concern assumes his physical death wasn't an elaborate ruse or a means to a further magical development.

PERSONALITY

Ares is the immortal embodiment of conflict, hate, malice, and violence. This is not a matter of nature or psychology—these traits are the very essence of his divine being. He can no more deny them than a mortal could deny their internal organs and it's doubtful that he can actually *not* scheme.

POWERS & ABILITIES

As the God of Conflict and the son of Zeus, Ares is a figure of tremendous magical power. His physical form and combat skills know few equals, and he can bend reality itself as an act of will alone. Ares is immortal and his very presence can turn crowds into ferocious mobs. His ability to empower others is best handled as a plot element.

ALLIES

The God of Conflict neither invites nor recognizes allies, only servants. He has any number of tools among powerful spirits, his various children, and violently inclined minor gods and demi-gods. There are also armies of malefic creatures and hordes of monsters, spirits, and beasts that he can call on as he sees fit. During conflicts that threaten Olympus or its power, Ares usually sides with his kin only long enough to end the threat.

ENEMIES

Any champion of peace, such as Wonder Woman, finds an enemy in Ares. Wonder Girl (see **Vol. II**) has made this list for other reasons. Ares still nurses hateful grudges against other gods, such as Heracles, dating back into antiquity. Anyone who would threaten Olympus, such as Darkseid, will also find Ares an implacable obstacle—he covets Olympus and its power as his own. Despite fathering her child, Ares and Circe never get along well for long and their alliances always end acrimoniously.

ARSENAL

As a boy, Roy Harper was orphaned when his park ranger father died in a forest fire. Raised by a Navajo medicine man named Brave Bow, Harper became an incredible archer. When Harper was discovered by Green Arrow, the hero adopted the boy not only as his ward but as his sidekick, Speedy.

Harper joined other young heroes to found the Teen Titans, and dated fellow teammate Wonder Girl until the team broke up. While Green Arrow was away on a cross-country journey with Green Lantern, Harper experimented with heroin and quickly became addicted. Harper and Green Arrow had a falling out when his habit was discovered, leaving Black Canary to take Harper in and help him through the painful withdrawal period that followed.

After his recovery, Harper first became a drug enforcement agent and then an agent of Checkmate. On a mission, Harper met the international terrorist Cheshire, and the two had a brief affair, resulting in the birth of their daughter Lian.

With Lian in his care, Harper retired for a time to concentrate on fatherhood, but returned to heroics when Sarge Steel recruited him to lead the Titans. Expanding the array of weaponry he carried, Harper took on a new codename to match: Arsenal. When the Titans once again disbanded, Arsenal recruited a group of heroes to form a new team of Outsiders, stepping aside as leader to make way for his best friend Nightwing.

ARSENAL — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	5	5	6	1	2	2

EQUIPMENT

Arsenal: Array (6 points)
- **Throwing Knives:** Ranged Damage 2, Multiattack • *6 points*
- **Short Sword:** Strength-based Damage 2, Penetrating 2 • *1 point*
- **Batons:** Strength-based Damage 2, Split • *1 point*

ADVANTAGES

Accurate Attack, Attractive, Chokehold, Close Attack 5, Connected, Defensive Roll 3, Equipment 2, Evasion, Improved Aim, Improved Critical (Arsenal) 2, Improved Initiative, Improvised Weapon 2, Power Attack, Precise Attack 3 (Close; Cover and Concealment. Ranged; Cover), Quick Draw, Ranged Attack 5, Throwing Mastery 2

SKILLS

Acrobatics 3 (+8), Athletics 9 (+11), Close Combat: Arsenal 5 (+11), Deception 7 (+9), Insight 6 (+8), Intimidation 5 (+7), Investigation 7 (+8), Perception 8 (+10), Persuasion 7 (+9), Ranged Combat: Arsenal 6 (+11), Ranged Combat: Bows 5 (+10), Vehicles 4 (+9)

REAL NAME: ROY HARPER, JR.
OCCUPATION: HERO BASE: STAR CITY, CA

OFFENSE

	Initiative +9
Batons +16	Close, Damage 4, Split, Crit. 18-20
Short Sword +16	Close, Damage 4, Penetrating 2, Crit. 18-20
Throwing Knives +16	Ranged Damage 2, Multiattack, Crit. 18-20
Unarmed +11	Close, Damage 2

DEFENSE

Dodge	15	**Fortitude**	8
Parry	15	**Toughness**	5/2*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	36
Powers	0	**Defenses**	31
Advantages	33	**Total**	150

COMPLICATIONS

Bereaved: Arsenal recently lost his daughter Lian in the destruction of Star City, an event that left him an angry, broken man, riding the line between hero and villain.

Junkie: When he was younger, Arsenal was addicted to heroin. While he beat his addiction and was clean for many years, the loss of his daughter has driven him back to drugs and caused him to have severe hallucinations.

Green Lantern approached Arsenal and invited him to join the Justice League. While a member of the League, he renamed himself Red Arrow and wore a costume similar to Green Arrow's. The two finally healed their years-long rift and Harper returned to Star City to continue raising his daughter.

When Green Arrow formed a splinter team of Justice Leaguers dedicated to taking more proactive action, Harper stood with the heroes who tried to prevent them from taking rash actions—only to be attacked by the villain Prometheus, who cut off Harper's right arm and left him for dead.

Harper recovered, and was given a cybernetic arm to replace his missing limb. But he discovered that while he was unconscious, the schemes of Prometheus had resulted in the destruction of Star City—and the death of Lian. Consumed by grief and rage, Harper pushed away the friends who tried to console him and returned to his drug addiction. Haunted by hallucinations of his dead daughter, he once again took on the name Arsenal along with the weapons that allowed him to more directly mete out both justice and pain. Alone, he set out to discover if he is truly a hero... or if his rage will consume him once and for all.

PERSONALITY

Arsenal is a hero, but also a man driven by his baser urges. From rage and passion to addiction and stubborn courage, Arsenal follows his instincts... and not always for the better.

POWERS & ABILITIES

Arsenal possesses no metahuman powers, but since picking up a bow as a child he has trained with a wide variety of weaponry and martial arts. Recently, he has set aside bows and carries only blades and bludgeoning weapons.

THE EXPANDED ARSENAL

Arsenal currently carries only blades and batons. However, in the past he has carried a wide variety of weaponry, including not only the bows he used in his days as Speedy, but also crossbows, throwing stars, nunchucks, an electrified bolo, boomerangs, grenades, and even occasionally some of the trick arrows used by Green Arrow. Representing Arsenal at a different point in his career is as simple as redistributing his Equipment points into the desired weaponry.

ALLIES

Arsenal's first mentor was Green Arrow, and the hero remains a father figure in his life. His closest friends are the other heroes who founded the Teen Titans alongside him; he considers Nightwing his best friend. Over the years, Arsenal has been a member not only of the Titans, but also Checkmate, the Outsiders, and the Justice League.

ENEMIES

Arsenal is his own worst enemy, but he has ongoing conflicts with the villains Cheshire, Vandal Savage, Prometheus, and the Electrocutioner, as well as the enemies of the teams he has served on, including Titans villains such as Brother Blood and Deathstroke.

THE ATOM

Over the decades, three very different men have called themselves The Atom.

THE ATOM (AL PRATT)

Al Pratt, the stereotypical scrawny weakling, was the target of bullies in his youth. That changed the day he bought a meal for a homeless man. The man was Joe Morgan, a famous trainer of athletes and fighters. In return for Pratt's act of kindness, down-on-his-luck Joe offered to train Pratt. Morgan succeeded in turning Pratt into a physical and athletic powerhouse. Instead of following Morgan's dreams and entering the boxing ring, however, Pratt put on a mask to help those less fortunate and unable to face down their own bullies.

Al Pratt took custody of the infant daughter of deceased super-criminal Cyclotron, and was later godfather to her son, Albert, who grew up to become the hero Atom Smasher. Pratt also had a son he never knew, due to Vandal Savage faking

REAL NAME: ALBERT "AL" PRATT
OCCUPATION: PROFESSOR OF NUCLEAR PHYSICS
BASE: CALVIN CITY, CT

THE ATOM (AL PRATT) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	4	5	3	6	2	1	2

POWERS

Atomic Punch: Penetrating 8 on Strength damage, Distracting, Noticeable • *3 points*
Atomic Strength: Enhanced Strength 4, Leaping 1 (15 feet), Protection 4, Speed 1 (4 MPH) • *14 points*
Extended Vitality: Immunity 2 (Age (Limited to Half Effect), Radiation) • *2 point*

ADVANTAGES

All-out Attack, Chokehold, Close Attack 3, Defensive Attack, Defensive Roll 2, Diehard, Improved Defense, Improved Initiative, Power Attack, Seize Initiative, Takedown, Ultimate Effort (Toughness)

SKILLS

Acrobatics 4 (+9), Athletics 6 (+10), Close Combat: Unarmed 3 (+9), Expertise: Physics 7 (+9), Insight 4 (+5), Intimidation 6 (+8), Perception 4 (+5), Stealth 2 (+7), Technology 4 (+6), Treatment 2 (+4)

OFFENSE

Initiative +9

Unarmed +12	Close, Damage 8

DEFENSE

Dodge	10	**Fortitude**	9
Parry	10	**Toughness**	10/8*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	54	**Skills**	21
Powers	19	**Defenses**	20
Advantages	15	**Total**	129

COMPLICATIONS

Hotheaded: The Atom is reckless, impulsive, and has a quick temper when it comes to "short" jokes.

Secret Identity: The Atom's identity as Al Pratt is a secret to all but his most trusted friends and teammates.

the infant's death. He was raised with the name Grant Emerson and grew up to become the metahuman Damage.

The Atom was active with his JSA teammates until their final battle as a team during Zero Hour, when he perished fighting the villain Extant.

PERSONALITY

The Atom is headstrong and impulsive; he tends to think with his fists in a fight.

POWERS & ABILITIES

Pratt began his career as a highly-skilled but non-metahuman. Later, he manifested atomic powers, the result of his exposure to Cyclotron's radiation. He also benefits from Ian Karkull's shadow energies, which provided him and other members of the Justice Society with an extended lifespan.

ALLIES

The Atom is a founding member of the Justice Society of America and has a good relationship with the Justice League and the Atom (Ray Palmer).

ENEMIES

Pratt has no personal enemies, but shares his teammates' adversaries such as Vandal Savage, Solomon Grundy, and the rest of the Injustice Society.

THE ORIGINAL ATOM

The game information above represents the Atom later in life, after gaining "atomic" powers. For the original Atom—non-powered Mystery Man—simply drop all of his powers (note his Strength and Close Damage attack both become 4 without his Enhanced Strength and his Toughness drops to 6), and he's a PL8 Golden Age hero!

THE ATOM (RAY PALMER)

A physicist experimenting with reducing the size of objects, Ivy University Ray Palmer was on a spelunking expedition with a high school nature club when a cave-in trapped them underground. Using a lens he had fashioned out of white dwarf star matter to shrink himself, Palmer escaped the cave through a small crack to go get help. In the aftermath, Palmer decided to fashion a costume to go with his equipment and became the size-changing hero known as the Atom.

After several adventures in his home of Ivy Town, NY, the Atom attracted the attention of the Justice League of America and was one of their earliest recruits. His new and adventurous lifestyle also gave him the courage he needed to ask his girlfriend Jean Loring to marry him. However, their marriage eventually fell apart as Palmer focused his attention on science and heroics, while Loring turned toward her law career.

Following his divorce, Palmer journeyed into the South American jungle in search of another piece of white dwarf matter. Instead, he found a colony of six-inch tall aliens, and he joined them as their sword-wielding protector. Though the Atom defended the colony from many threats, he was unable to stop its apparent destruction at the hands of a fire that consumed the jungle.

Ray returned to Ivy Town and re-entered the world of heroics as the Atom, once again battling old nemeses like Chronos and new ones like the inhuman Humbug. When a blast of chronal energy from the villain Extant de-aged Palmer to 18 years-old, he joined and led the Titans for a time until he reverted to his proper age.

When Ray learned of the role his ex-wife had in the death of Sue Dibny (see **Elongated Man**), he literally shrank away from the world and didn't return for more than a year. Since then, the Atom has returned in force.

PERSONALITY

The Atom is driven by curiosity and a desire to understand the universe in scientific terms. His inspiration to teach his fellow super heroes, specifically the younger generation, stems from his curious nature. Despite his accomplishments and adventures, the Atom prefers to keep a low profile.

POWERS & ABILITIES

The Atom's costume grants him the ability to control his size—from his actual height down to the subatomic. He can also control his mass, enabling him to become as dense or light as necessary. Initially, he had to use a control on his belt (and later in his gloves) but can now he can change his size or mass at will, as long as he's wearing his belt.

At a height of six inches (Shrinking 14, Atom's usual "action size") he has a +7 bonus to his active defenses. As he gets smaller, he becomes even harder to hit with anything other than Perception Ranged or Area effects (which is a good thing, as he suffers proportionately greater damage from direct attacks). Attackers can make use of the accurate attack maneuver (*Hero's Handbook,* **Chapter 8**) to get a better chance of hitting a foe like the Atom, with the Accurate Attack advantage making the maneuver even more effective.

ALLIES

The Atom's best friend is Carter Hall, Hawkman. Ray is also a long-time member of the Justice League and counts many heroes among his allies. When he was de-aged, the Atom temporarily served as a member of the Teen Titans. One of his fellow Titans at the time, Hotspot, is among several heroes who are now students of the Atom at Ivy University. When Ray Palmer embarked on his journey to explore the multiverse, he left the Atom legacy in the hands of fellow Ivy physics professor Ryan Choi.

ENEMIES

The Atom's archenemy is Chronos, the Time Thief, but he has also battled the Bug-Eyed Bandit and the Floronic Man. Intelligence agencies have long sought to equip their spies with size-changing technology, and have made several attempts to steal it from the Atom. After she suffered a mental breakdown and murdered one of their friends, the Atom's ex-wife Jean Loring became the host for the supernatural demon known as Eclipso.

REAL NAME: RAY PALMER
OCCUPATION: SCIENTIST AND COLLEGE PROFESSOR
BASE: IVY TOWN, NY

THE ATOM (RAY PALMER) PL 11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	3	3	3	9	5	2

POWERS

Ride Air Currents: Flight 4 (30 MPH), Gliding, Limited to While Using Shrinking • *2 points*
Size and Mass Control: Shrinking 20, Atomic, Continuous, Normal Strength, Removable (-16 points) • *65 points*
Telephone Travel: Teleport 20, Limited to While Using Shrinking, Medium (open electromagnetic connection) • *10 points*
White Dwarf Costume: Feature 1 (Can change into Atom costume as a free action) • *1 point*
White Dwarf Punch: Strength-based Damage 8, Activation (Move Action), Limited: Must start the turn shrunk and end it full size • *3 points*

ADVANTAGES

All-out Attack, Defensive Roll 2, Hide in Plain Sight, Improved Initiative, Improved Trip, Improvised Weapon 3, Inventor

SKILLS

Acrobatics 6 (+9), Close Combat: Swords 5 (+8), Close Combat: Unarmed 6 (+9), Expertise: Science 11 (+20), Investigation 3 (+12), Perception 5 (+10), Technology 6 (+15), Treatment 2 (+11)

OFFENSE

Initiative +7

Unarmed +9	Close, Damage 2
Improvised Weapon +9	Close, Damage 4
White Dwarf Punch +9	Close, Damage 10

DEFENSE

Dodge	14/7*	**Fortitude**	5
Parry	14/7*	**Toughness**	4/2**
Will	9		

*Without typical Shrinking bonus (see Powers & Abilities).
**Without Defensive Roll.

POWER POINTS

Abilities	58	**Skills**	22
Powers	81	**Defenses**	25
Advantages	10	**Total**	196

COMPLICATIONS

Curiosity: The Atom's drive toward a scientific understanding of the universe has been the cornerstone of his success, both as a super hero and a scientist.

Compassion: Despite great loss and betrayal in his past, the Atom remains empathetic to both those who have known similar pain and those who cause it.

Scientific Advisor: The Atom enjoys sharing his knowledge and his joy of scientific discovery with his fellow heroes, and with younger heroes in particular.

THE ATOM (RYAN CHOI)

Ryan Choi grew up loving science. As a child he sent a fan letter to Ray Palmer, the diminutive Atom, beginning a life-long correspondence. Choi studied physics in college, and specialized in nanotechnology. When Ray Palmer disappeared, Choi left his home in Hong Kong and moved to Ivy Town. Ryan took up Palmer's teaching load at Ivy University and moved into his office. There he discovered several clues left by the missing scientist, which led him to Palmer's size-changing belt.

Choi used the belt and began adventuring as the new Atom. In his early adventures, Choi fought a sub-atomic menace known as the Waiting and their enemy M'nagalah. The Waiting employed a psychopathic size-changer named Dwarfstar to attack Choi. Dwarfstar was trapped in a sub-atomic dimension when Choi stole his size-altering belt.

With the help of Donna Troy, Jason Todd, and a Monitor nicknamed Bob, Choi traveled the newly restored multiverse in search of Ray Palmer. Ryan Choi eventually found Ray Palmer and brought him back to Earth. On their return to Ivy Town, the Atoms fought off an attempt by Chronos to destroy it.

This happy reunion was short-lived. Returning home after an adventure, Choi was assassinated by Deathstroke, who had been hired by Dwarfstar.

REAL NAME: RYAN CHOI
OCCUPATION: PHYSICS PROFESSOR, SUPER HERO
BASE: IVY TOWN, NY

PERSONALITY

Ryan Choi is a scientist whose perpetual curiosity and desire to learn serves him well as a super hero. Choi is also a physics professor and prone to pontification on any scientific matter.

POWERS & ABILITIES

Ryan can use his bio-belt to precisely control his size and weight, ranging from normal size down to the sub-atomic. Ryan uses these powers to travel to microscopic worlds and traverse long distances via phone transmissions.

Like Ray Palmer, Choi usually shrinks to a height of six inches (Shrinking 14) and has a +7 bonus to his active defenses. As he gets smaller, he becomes even harder to hit with anything other than Perception Ranged or Area effects (which is a good thing, as he suffers proportionately greater damage from direct attacks). Attackers can make use of the accurate attack maneuver (*Hero's Handbook,* **Chapter 8**) to get a better chance of hitting a foe like the Atom, with the Accurate Attack advantage making the maneuver even more effective.

ALLIES

Ryan has worked closely with Donna Troy, Ray Palmer, and Checkmate. As a close friend to Ray Palmer, Ryan can call on many of Ray's friends for help.

THE ATOM (RYAN CHOI) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	3	3	3	6	3	2

POWERS

Bangstick: Flight 5 (60 MPH), Platform, Limited to While Using Shrinking, Easy Removable (-2 points) • *1 point*
Size and Mass Control: Shrinking 20, Atomic, Continuous, Normal Strength, Removable (-16 points) • *65 points*
White Dwarf Costume: Feature 1 (Can change into Atom costume as a free action) • *1 point*
White Dwarf Punch: Strength-based Damage 8, Activation (Move Action), Limited: Must start the turn shrunk and end it full size • *3 points*

ADVANTAGES

Beginner's Luck, Improved Trip, Inventor, Move-by Action, Skill Mastery (Expertise: Science)

SKILLS

Acrobatics 4 (+7), Athletics 3 (+5), Close Combat: Unarmed 5 (+8), Expertise: Nanotechnology 9 (+15), Expertise: Science 9 (+15), Insight 2 (+5), Investigation 4 (+10), Perception 4 (+7), Technology 4 (+10), Treatment 2 (+8)

OFFENSE

Initiative +3

Unarmed +8	Close, Damage 2
White Dwarf Punch +8	Close, Damage 10

DEFENSE

Dodge	13/6*	**Fortitude**	5
Parry	13/6*	**Toughness**	2
Will	5	*Without typical Shrinking bonus (see **Powers & Abilities**).	

POWER POINTS

Abilities	48	**Skills**	23
Powers	70	**Defenses**	10
Advantages	5	**Total**	156

COMPLICATIONS

Enemy: The psychotic villain Dwarfstar is determined to kill the Atom.

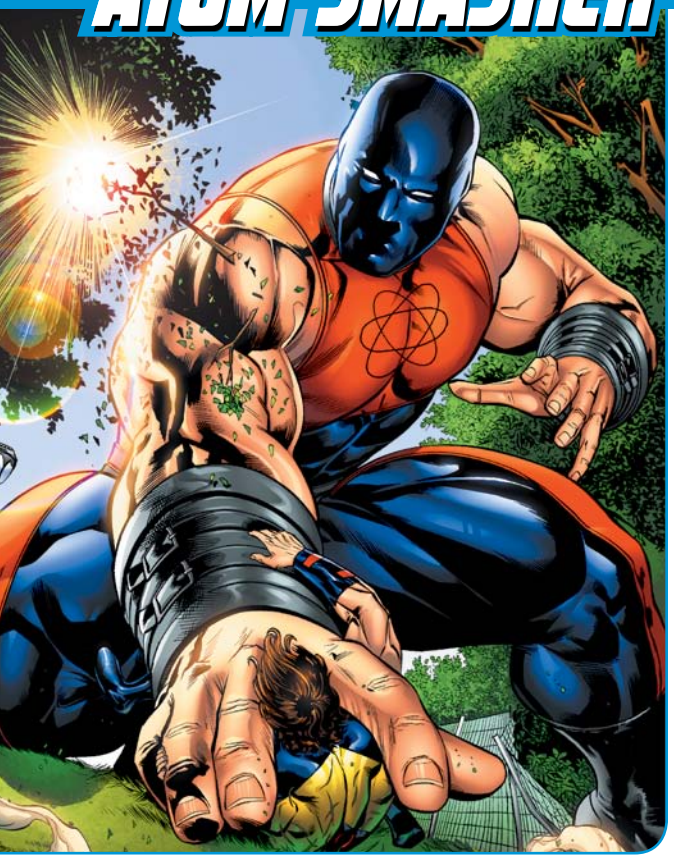
Motivation—Responsibility: The Atom feels it's his duty to fill his friend, Ray Palmer's, shoes.

Quirk—Center of Strangeness: The Atom's adopted home of Ivy Town has been affected by his physics-warping powers and it's now a magnet for weird occurrences that the Atom usually has to deal with.

ENEMIES

In his short career as the Atom, Ryan battled the sub-atomic race the Waiting and the entity M'nagalah. Ryan has also faced Dwarfstar, a size-changing psychopath Ryan trapped in a microscopic realm. Several of Ray Palmer's old enemies, including Chronos, threaten Ryan on a regular basis.

ATOM SMASHER



Albert Rothstein was the grandson of the World War II villain Cyclotron and the godson of Al Pratt, the first Atom. His growth during puberty ended with him over seven feet tall. As a young adult, the metagene passed down from his grandfather gave him the ability to alter his body's atomic cohesion. Operating under the name "Nuklon," Albert, alongside other Justice Society legacy heroes, helped found the team Infinity, Inc.

Later, when the Justice Society reformed to fight Mordru, Rothstein eagerly joined, taking the name Atom Smasher and donning a mask similar to Pratt's in homage to his godfather's memory.

Shortly after Rothstein's mother was killed in a plane crash engineered by the terrorist Kobra, the JSA faced the time-traveling villain Extant. With the help of the New God Metron, Atom Smasher went back in time and switched Extant with Terri Rothstein, saving her life at the expense of the villain's. Albert's moral compass went further astray when he helplessly watched the Cult of Kobra blackmail authorities into releasing their leader. Atom Smasher left the JSA with Black Adam, who killed Kobra for him in exchange for Albert's help taking over Black Adam's homeland of Kahndaq. Atom Smasher later fell at the Spectre's hands, turned himself over to American authorities, and faced trial for his actions. After a brief time in jail and a mission with the Suicide Squad, Rothstein was a free man again.

Controversially readmitted to the JSA, he walks a careful path to moral redemption under his teammates' watchful eyes.

REAL NAME: ALBERT JULIAN ROTHSTEIN
OCCUPATION: ADVENTURER AND CRIME FIGHTER
BASE: NEW YORK CITY, NY

ATOM SMASHER — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15/5*	15/5*	2	2	5	1	1	2

POWERS

Atomic Expansion: Growth 10 Linked to Enhanced Impervious Toughness 5, Stacks with Tough • *25 points*
Tough: Impervious Toughness 5 • *5 points*

ADVANTAGES

All-out Attack, Daze (Intimidation), Fast Grab, Improved Grab, Interpose, Languages (Kahndaqi), Power Attack, Startle

SKILLS

Athletics 5 (+10), Deception 2 (+4), Expertise: Vehicle Repair 10 (+11), Insight 4 (+5), Intimidation 6 (+12/+8*), Perception 5, (+6), Persuasion 4 (+6), Ranged Combat: Throwing 3 (+5), Technology 4 (+5), Vehicles 7 (+9)

OFFENSE

Initiative +2

Unarmed +5	Close, Damage 15/5*
Throwing +5	Range varies, Damage varies

DEFENSE

Dodge	5/10*	**Fortitude**	15/5*
Parry	5/10*	**Toughness**	15/5*
Will	5	*Without Growth	

POWER POINTS

Abilities	46	**Skills**	25
Powers	30	**Defenses**	17
Advantages	8	**Total**	126

COMPLICATIONS

Checkered Past: Atom Smasher has skirted a number of gray areas during his relatively short career.

Responsibility: Albert tries to honor his godfather's memory and reputation.

PERSONALITY

Earnest and brave, Al is also headstrong and prone to lapses in judgment when his temper comes into play.

POWERS & ABILITIES

Atom Smasher can increase his size and corresponding strength, mass, and durability. Over time, his size control has increased at the apparent loss of his ability to alter his density.

ALLIES

Atom Smasher has been a member of the Justice Society of America and is one of the few heroes on good terms with Black Adam.

ENEMIES

Al has no personal enemies of note, sharing instead in his team's many adversaries.

ATOMIC SKULL

In the 1930s, secret agent Joe Martin squared off against the evil Doctor Electron in the National Studios serial T*he Curse of the Atomic Skull*. Early in the story, Martin was bathed in radiation and transformed into the titular walking nightmare by one of Electron's insidious experiments. The experiment bestowed him with strange powers that he used to eventually take down the doctor and his minions during the serial.

Decades later, film student Joseph Martin had his metagene forcibly triggered, turning him into an irradiated monster. Martin was so traumatized by his transformation and such a big fan of *The Curse of the Atomic Skull* that he began to confuse himself with his namesake in the serial. Soon he expanded his delusion by convincing himself that Superman was Doctor Electron and Lois Lane was Zelda, the love interest in the movie serial.

Martin has continued to drift in and out of his fantasy reality. Over the years his delusions have taken an enormous toll on his psyche, rendering him a dangerous psychopath.

REAL NAME: JOSEPH MARTIN
OCCUPATION: PSYCHOPATH, FORMER FILM STUDENT
BASE: METROPOLIS

ATOMIC SKULL — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	8	6	2	4	1	1	2

POWERS

Atomic Blast: Ranged Damage 11 • *22 points*
Superhuman Reflexes: Enhanced Advantage 1 (Improved Initiative); Enhanced Agility 5 • *11 points*
Superhuman Resilience: Enhanced Stamina 6; Enhanced Strength 10; Impervious Toughness 8; Protection 4 • *44 points*

EQUIPMENT

VEHICLE: MOTORCYCLE • *10 POINTS*
Size: Medium **Str** 1 **Speed** 6 **Def** 10 **Tou** 8

ADVANTAGES

Chokehold, Close Attack 6, Equipment 2, Improved Hold, *Improved Initiative*, Power Attack, Startle

SKILLS

Acrobatics 4 (+10), Athletics 4 (+16), Expertise: Film History 6 (+7), Expertise: Movie Serials 8 (+9), Intimidation 6 (+8), Perception 8 (+9), Ranged Combat: Blast 8 (+10), Vehicles 10 (+12)

OFFENSE

Initiative +10

Atomic Blast +10	Ranged, Damage 11
Unarmed +10	Close, Damage 12

DEFENSE

Dodge	10	**Fortitude**	10
Parry	10	**Toughness**	12
Will	8		

POWER POINTS

Abilities	30	**Skills**	27
Powers	77	**Defenses**	19
Advantages	12	**Total**	165

COMPLICATIONS

Delusional Psychotic: Joe believes that he is playing the part of the hero in his delusional recreation of his favorite Depression-era movie serial.

Macabre Appearance: The Atomic Skull's skull shows visibly and burns endlessly.

PERSONALITY

The Atomic Skull is bombastic and immersed in his delusion of being a pulp hero.

POWERS & ABILITIES

Joe's metagene gives him enhanced strength, durability, and reflexes, as well as the ability to discharge a deadly energy blast.

ALLIES

The Atomic Skull has no allies, but several canny villains have duped him into working for them as muscle.

ENEMIES

"Doctor Electron" (a role Superman plays in Joe's delusion) is the only enemy Joe recognizes.

THE FIRST ATOMIC SKULL

"The Atomic Skull" was the alias of an earlier villain who operated years before Joseph Martin's transformation. Albert Michaels was a S.T.A.R. Labs administrator who was fitted with a radium-powered brain implant by the criminal syndicate known as SKULL. Albert is not related to Joseph and was unaware of the 1936 serial when he assumed his alter-ego. He is no longer active.

ATROCITUS

REAL NAME: ATROCITUS
OCCUPATION: RED LANTERN BASE: YSMAULT

One of only five beings who survived the Manhunters' purge of Sector 666, Atrocitus and his fellows formed the Five Inversions, a terrorist group dedicated to destroying the Guardians of the Universe. The Inversions carved out an "Empire of Tears" in their quest, but were ultimately defeated and imprisoned on the planet Ysmault.

The Green Lantern Abin Sur journeyed to Ysmault in search of answers about the prophesied Blackest Night from Atrocitus, who had performed a blood ritual to learn the future. Convincing Abin Sur to release him so he could lead the Green Lantern to the prophesized place of origin of the Blackest Night, Atrocitus played on his fears as they journeyed to Earth. Weakened by fear, Abin Sur fell prey to Atrocitus, who escaped and leapt from the spaceship to go in search of William Hand, the herald of the Blackest Night. Atrocitus located Hand, but Sinestro and Abin Sur's replacement, Hal Jordan, recaptured him.

Back on Ysmault, Atrocitus murdered the other Five Inversions in a ritual to create his Red Lantern ring and Power Battery, anointing his battery with blood as he beat fellow Inversion, Qull, to death.

ATROCITUS — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	6	2	2	6	1	2	4

POWERS

Power Ring • *87 points*
- **AI and Database:** Feature 2 (AI and Database), Senses 1 (Communication link to Central Power Battery) • *3 points*
- **Flight:** Flight 14 (32,000 MPH), Movement 4 (Environmental Adaption (Zero-G), Space Travel 3) • *36 points*
- **Force Field:** Protection 10, Impervious; Immunity 10 (Life Support) • *30 points*
- **Heartless:** Feature (Heart or equivalent vital organs are no longer essential to survival), Regeneration 1 • *2 points*
- **Red Light of Rage:** Array (32 points)
  - **Burning Blood:** Damage 10, Reach 2, Sustained Duration (extinguished by a cessation of rage or the Blue Light of Hope) • *32 points*
  - **Fires of Rage:** Ranged Damage 16 • *1 point*
  - **Lifting:** Create 16 • *1 point*
- **Power of Rage:** Senses 3 (Acute Detect Rage); Feature 3 (Lanterns other than Blue lose ring power more quickly than normal defending against the Red Light) • *6 points*
- **Universal Translator:** Comprehend Languages 4 • *8 points*

Claws: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-out Attack, Close Attack 3, Leadership, Power Attack, Ritualist

SKILLS

Athletics 4 (+14), Close Combat: Burning Blood 4 (+10), Close Combat: Claws 2 (+8), Deception 3 (+5), Expertise: Magic 7 (+8), Intimidation 6 (+10), Ranged Combat: Power Ring 8 (+10)

OFFENSE

Initiative +2	
Burning Blood +13	Close, Sustained Damage 10, Reach 2
Claws +11	Close, Damage 13
Power Ring +10	Ranged, Damage 16
Unarmed +9	Close Damage 10

DEFENSE

Dodge	10	**Fortitude**	16
Parry	10	**Toughness**	16
Will	10		

POWER POINTS

Abilities	66	**Skills**	12
Powers	75	**Defenses**	30
Advantages	7	**Total**	215

COMPLICATIONS

Power Loss: Atrocitus' ring exhausts its power with time and use. It needs to be recharged using a Red Lantern battery.

Servant of Rage: Like all Red Lanterns, Atrocitus cannot remove his ring without risking death. Unlike his fellow Red Lanterns, Atrocitus seems immune to the ring's tendency to inspire mindless rage in its bearer. The light of a Blue Lantern ring can help counteract these effects, not that Atrocitus seems to care.

Weakness: Red Lantern Corps power rings depend on the ability of the wielders to feel rage. The maximum rank of the ring's effects is equal to the user's Fortitude Rank to reflect the being's capacity for raw fury. Calming thoughts and hopeful feelings, such as those inspired by the Blue Lanterns, can cause the ring to fail.

Seeking revenge against Sinestro, Atrocitus sent Red Lantern rings into space searching for victims of the fear-powered Sinestro Corps. The nascent Red Lantern Corps captured Sinestro, killing members of the Green Lantern and Sinestro Corps who tried to stop them. With the aid of Hal Jordan, Sinestro managed to escape. Atrocitus has vowed revenge.

PERSONALITY

To say that Atrocitus has a temper is an understatement. Rage is not only what powers his ring, but it is what defines and sustains him.

POWERS & ABILITIES

Atrocitus wields a red power ring, one of the most powerful weapons in the universe. While wielding it, Atrocitus possesses a wide variety of abilities. Without the ring Atrocitus is still incredibly strong and durable. Note that unlike many of the Red Lanterns, Atrocitus has learned to use his ring to create Red Light Constructs. Atrocitus is also an adept occultist with a fondness for blood magic.

ALLIES

Atrocitus is the founder and leader of the Red Lantern Corps and has worked alongside members of the other Lantern Corps in the past.

ENEMIES

Atrocitus swears he'll have revenge against the Guardians of the Universe and the Green Lanterns. His vendetta has grown to include Sinestro and his Sinestro Corps.

AZTEK

Since before history was written, the secret society known as the Q Foundation has trained warriors to serve as the human vessel for the Aztek god Quetzalcoatl. As Aztek, the warriors await the time when they will undertake the final battle with their god's brother, the dark god Texcatlipoca. The latest in this heroic lineage was a man named Uno, trained by the Foundation and then sent out to practice his skills in the city of Vanity.

In Vanity, Aztek took over the identity of a doctor named Curt Falconer, and quickly made an array of enemies. He also befriended a number of heroes and was invited to join the Justice League of America. It was only then that he discovered the Q Foundation had been financed in recent years by Lex Luthor, in an effort to place a hero under his control into the JLA. Ashamed, Aztek resigned but returned to fight alongside the JLA when they faced the interstellar war machine known as Mageddon.

PERSONALITY

Aztek has trained from childhood to be the champion of Quetzalcoatl, and is both comfortable and capable among other heroes. However, his training took place far from civilization and didn't involve social niceties, often leaving him hopelessly adrift when he takes off the Aztek uniform and walks among civilians.

POWERS & ABILITIES

In addition to decades of physical and mental training, Aztek has a variety of equipment given to him by the Q Foundation, all powered by the fourth-dimensional battery that makes up the heart of his uniform. Aztek's helmet has been worn by generations of champions, and holds all of their knowledge and experience.

REAL NAME: UNO OCCUPATION: CHAMPION
BASE: VANITY, OR

AZTEK — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	5	4	4	5	4	3	3

POWERS

4-D Gauntlets: Array (24 points)
- **Plasma Blasts:** Ranged Damage 12 • *24 points*
- **Netcaster:** Affliction 12 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Ranged, Limited Degree • *1 point*

Costume of the Champion: Array (15 points)
- **Wing Units:** Flight 7 (250 MPH), Dynamic• *15 points*
- **Density Control:** Protection 7 Linked to Feature 3 (Increased Mass, 1,600 lbs.), Dynamic • *2 points*
- **Super-Strength:** Enhanced Strength 5, Dynamic • *2 points*
- **Invisibility:** Visual Concealment 4 , Dynamic • *2 points*

Helmet of Quetzalcoatl: Array (9 points)
- **Heightened Senses:** Senses 9 (Extended Hearing 2, Infravision, Radio, Tracking, Vision Penetrates Concealment 4) • *9 points*
- **Experience of Champions Past:** Enhanced Advantage 5 (Close Combat 5) • *1 point*
- **Metahuman Database:** Enhanced Advantage (Assessment), Enhanced Skill 6 (Insight +12) • *1 point*
- **Vibrational Transformation:** Feature 1 (Can change into costume and gauntlets as a free action) • *1 point*

ADVANTAGES

Accurate Attack, Benefit 2 (Patron: Q Foundation), Fearless, Improved Disarm, Precise Attack (Ranged; Cover), Ultimate Resistance (Will)

SKILLS

Acrobatics 4 (+8), Athletics 5 (+8), Close Combat: Unarmed 4 (+9), Expertise: Combat Strategy 4 (+8), Insight 4 (+19/+7*), Investigation 1 (+5), Perception 5 (+8), Ranged Combat: 4-D Gauntlets 6 (+10), Treatment 7 (+11) *Without Metahuman Database

OFFENSE

Initiative +4	
Unarmed +14	Close, Damage 8
Plasma Blasts +10	Ranged, Damage 12
Netcaster +10	Ranged, Affliction 12, Resisted by Dodge

DEFENSE

Dodge	10	**Fortitude**	7
Parry	10	**Toughness**	12/5**
Will	9	**Without Density Control	

POWER POINTS

Abilities	62	**Skills**	20
Powers	58	**Defenses**	20
Advantages	7	**Total**	165

COMPLICATIONS

Motivation—Responsibility: Aztek has trained since childhood with the Q Foundation to be the champion of the Aztec god Quetzalcoatl and battle evil in the world.

Naive: Though a stalwart hero, Aztek has lived most of his life in the isolation of the Q Foundation's South American enclave and is often uncomfortable interacting with the larger world. Power Loss: Aztek needs to use the Helmet of Quetzalcoatl to summon his 4-D Gauntlets and Costume of the Champion. He still has access to their powers if he loses the helmet after summoning them, however.

ALLIES

Soon after coming to Vanity, Aztek became friends with Green Lantern Kyle Rayner, and not long thereafter he won the respect of Batman and Superman. With their sponsorship, Aztek became a member of the Justice League of America.

ENEMIES

Aztek's greatest foe is the malevolent god Tezcatlipoca. Other formidable foes include a former champion, now called the Lizard King, and the Q Foundation itself, when it was revealed that the ancient and benevolent society is actually funded by Lex Luthor.

AZRAEL

REAL NAME: MICHAEL WASHINGTON LANE
OCCUPATION: EX-MARINE AND EX-POLICE OFFICER
BASE: GOTHAM CITY

Michael Lane's life seemed to be one tragedy after another. After losing his football scholarship he joined the Marines and served in Iraq for two years. Returning to civilian life, he joined the Gotham City Police Department and was selected to undergo a series of experiments by Dr. Simon Hurt. The experiments aimed to create a replacement Batman in the event that anything should happen to the Dark Knight. Not long after the experiments, Michael's young son was killed. His wife committed suicide a year later. Six months afterwards, Michael's brother and sister, his last living relatives, were murdered by a Satanic cult. This unrelenting string of tragedies pushed Michael over the edge and resulted in his dismissal from the police force.

After the death of Batman, Michael was approached by the Order of Purity to reclaim the honor of Azrael after the Order of Dumas' latest agent went insane and killed an undercover police officer. Like the Azraels before him, Michael bore the flaming Sword of Sin and wears the Suit of Sorrows; the same suit that drove his predecessor Abraham Arlington insane after wearing it for just six weeks..

Michael had early success as Azrael when he defeated Talia al Ghül, who wanted his Suit of Sorrows for her son Damian. It remains to be seen whether he will continue on his hero's journey or be dragged down the dark path of madness.

AZRAEL PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	3	8	5	8	2	5	5

POWERS

Suit of Sorrows: Enhanced Feat 1 (Improved Initiative), Enhanced Strength 3, Enhanced Agility 3, Protection 6, Removable (-4 points) • *15 points*

Swords of Sin and Salvation: 9 points, Removable (-2 points) • *7 points*

- **Twin Swords:** Strength-based Damage 4, Improved Critical, Split
- **Flaming Aura:** Enhanced Damage 2 (Fire), Linked to Twin Swords, Split

ADVANTAGES

Close Attack 2, Defensive Attack, Evasion, *Improved Initiative*, Power Attack, Precise Attack (Close; Concealment), Quick Draw, Takedown

SKILLS

Acrobatics 5 (+13), Athletics 8 (+14), Close Combat: Unarmed 2 (+10)Insight 8 (+13), Intimidation 8 (+13), Investigation 8 (+10), Expertise: Current Events 7 (+9), Expertise: Streetwise 9 (+11), Treatment 3 (+5), Vehicles 4 (+9)

OFFENSE

Initiative +12

Twin Swords +11	Close, Damage 10/8*, Crit. 19-20
Twin Flaming Swords +11	Close, Damage 12/9*, Crit. 19-20
Unarmed +12	Close, Damage 6

*Split evenly between two targets

DEFENSE

Dodge	11	**Fortitude**	7
Parry	11	**Toughness**	9
Will	8		

POWER POINTS

Abilities	72	**Skills**	31
Powers	22	**Defenses**	13
Advantages	8	**Total**	146

COMPLICATIONS

Cursed: The Suit of Sorrows slowly drives Michael insane.

Temper: The Suit of Sorrows makes its wearer more violent, often causing them to enter a berserker rage in combat.

PERSONALITY

Michael is a charming man who appears to be suave and in control, while in reality, he is haunted by the deaths of his loved ones.

POWERS & ABILITIES

Michael has GCPD and marine training as well as advanced combat abilities provided by Doctor Hurt's experiments.

ALLIES

Michael Lane was once part of the Gotham City Police Department, and as Azrael works with the Order of Purity.

ENEMIES

Azrael's most enduring enemies are the rogue agents of the Order of St. Dumas. He has also faced a number of Batman's foes over the years, especially those who operate in and around Gotham City.

JOHN-PAUL VALLEY

Michael Lane is the latest in a long line of men to bear the identity of Azrael. Before Lane, a young man called John-Paul Valley operated under the name and rose to prominence in Gotham City working alongside Batman, Robin, and Batgirl. Valley was a talented man, a graduate student in the field of computer science, a natural detective, and trained by the Sacred Order of Saint Dumas to be their assassin and enforcer. Secretly subjected to a lifetime of physical and psychological conditioning known as "the System," Valley suffered from a split personality as a result; one personality was Valley, the other Azrael.

While the backgrounds of Valley and Lane differ, the statistics presented here can be used for either character. Add the following to Valley's list of skills: Technology 10 (+12). In addition, he has Split Personality as a complication.

BANE

Bane's father, the mercenary called King Snake, worked for anti-Communist revolutionaries in the Caribbean Republic of Santa Prisca. King Snake was an unscrupulous British hired gun and occasional crime lord who viewed political conflict as a means to line his pockets. He fled Santa Prisca when his allies found themselves on the losing end of war, and left behind a pregnant girlfriend who gave birth to the child the world would come to know as Bane.

The Santa Priscan government decided that the child would serve for the crimes of the father and threw Bane in Pena Duro prison. The young Bane looked for opportunity rather than giving into despair. Devouring books, receiving an education from an imprisoned Jesuit priest, and honing his athletic skills, Bane gradually adapted to life in prison, although it often meant violent conflict.

Through his intelligence and physical prowess, Bane eventually came to rule the prisoners in Pena Duro. Fearing they no longer controlled him, the wardens selected Bane for experimentation, injecting him with a drug called Venom. The result of this experimentation was a radical physical transformation that bestowed Bane with incredible strength. Thus began Bane's lifelong need to keep a steady supply of the highly addictive drug in his bloodstream, lest he suffer intense and potentially fatal withdrawal.

Bane saw Batman's fearsome rule of Gotham City much the same way he saw his own rule in prison. It was this perceived similarity that lead to his desire to study the Dark Knight firsthand. Bane escaped and travelled to Gotham City, where he quickly deduced that Bruce Wayne and Batman were one and the same. Deciding to weaken Batman before mounting his attack, Bane loosed a veritable army of inmates from Arkham Asylum, forcing the Dark Knight to systematically hunt down each criminal before facing Bane himself. Bane defeated an exhausted and worn down Batman, breaking his spine and leaving the Caped Crusader paralyzed. Bane threw Batman's body into the middle of a public street, and declared to the horrified crowd that he was the one who 'broke the Bat,' thus breaking Batman's grip of fear over Gotham's criminals.

Azrael (Jean-Paul Valley) took over the mantle of Batman while Bruce Wayne fought to recover, and eventually defeated Bane by severing the tubes that kept him fed with Venom. Bane suffered severe withdrawal and eventually kicked his Venom habit while incarcerated in Blackgate Prison. Upon his release, Bane fought alongside Batman to eliminate a Venom-like drug threat on the streets of Gotham and left the city with Batman's blessing so that Bane could find his father. He eventually found, battled and defeated King Snake. On his journey Bane met Talia al Ghūl and was introduced to her father, Rā's al Ghūl, who recognized Bane's superior intelligence and physical ability and decided to name him his heir. This arrangement was short-lived as Bane did not share Ra's' view of mortals as pawns to be manipulated. Ra's disowned Bane as a result. Since then, Bane has skirted both sides of the law, using his intelligence and physical prowess as a tool for change—for good or ill.

Bane eventually joined the Suicide Squad, a band of criminals doing the U.S. government's dirty work in foreign countries. He helped engineer a democratic revolution in his native Santa Prisca, finally bringing an end to the corrupt government responsible for his imprisonment and addiction to Venom. After Bane discovered the first democratic elections were rigged, he turned against the new government and led his

BANE — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7/5*	7/5*	7	7	12	8	6	8

POWERS

Venom: Enhanced Strength 2; Enhanced Stamina 2; Healing 6, Limited to Self; Protection 1; Activation (standard action, -2 points), Removable (-3 points) • *11 points*

ADVANTAGES

Accurate Attack, All-out Attack, Assessment, Defensive Roll 3, Eidetic Memory, Improved Critical (Unarmed), Improved Hold, Languages 4 (Latin, Persian, Spanish, Urdu, and four others), Leadership, Power Attack, Startle, Taunt

SKILLS

Acrobatics 6 (+13), Athletics 7 (+14/+12*), Close Combat: Unarmed 7 (+19), Deception 4 (+12), Expertise: Philosophy 2 (+10), Expertise: Sociology 2 (+10), Expertise: Theology 2 (+10), Insight 8 (+14), Intimidation 4 (+12), Perception 6 (+12), Persuasion 6 (+14)

OFFENSE

Initiative +5	
Unarmed +19	Close, Damage 5*, Crit. 19-20
Unarmed +19	Close, Damage 7, Crit. 19-20

DEFENSE

Dodge	15	**Fortitude**	13/11*
Parry	15	**Toughness**	11/8*/5**
Will	10	*Without Venom **Without Defensive Roll or Venom.	

POWER POINTS

Abilities	104	**Skills**	27
Powers	11	**Defenses**	26
Advantages	17	**Total**	185

COMPLICATIONS

Venom Addiction: Although Bane has kicked the habit, Venom is highly addictive and he may go back to using the drug for its strength or healing effects as he has in the past. Withdrawal symptoms begin occurring 12 hours after the last use. Stats to the left of the slash (/) represent Bane's abilities while using Venom.

REAL NAME: UNKNOWN
OCCUPATION: CRIMINAL, BLACK OPS AGENT, REVOLUTIONARY LEADER
BASE: GOTHAM CITY; SANTA PRISCA

supporters in a civil war, deciding the stronger faction should rule rather than a puppet regime.

Bane currently serves as the leader of the Secret Six, although it is a position he has grown into grudgingly. He has his teammates' respect, and they recognize his intelligence, empathy, and experience (and reluctance to assume the mantle) as the makings of a natural leader.

PERSONALITY

Bane is incredibly intelligent and well-educated. He is also a master of reading people's emotions. In recent years he has become far less manipulative, earning his place as a respected leader among his current teammates in the Secret Six. He can be a sardonic conversationalist and acts as a Socratic teacher to his allies.

POWERS & ABILITIES

Bane had genius-level intelligence and bodybuilder's strength even before the government of Santa Prisca imbued his body with the experimental Venom drug. He is a master fighter although he received no formal training. When using Venom, Bane's strength and pain threshold greatly increase. It also causes him to heal at a greater rate and become resistant to wounds that would otherwise incapacitate him.

Recently, Bane has sworn off using Venom except in the most dire of circumstances. If this is the case in your series, then Bane is PL12 and ignore the higher values (located to the far left) for his Strength, Stamina, Athletics, Fortitude, and Toughness. If he has no access to venom, his total point value drops from 186 to 174

ALLIES

Bane is the Secret Six's current leader. His teammates include Deadshot, Catman, Scandal Savage, Ragdoll, and Jeannette. His past allies include his Suicide Squad teammates (Bronze Tiger, Deadshot, Mutliplex, Plastique, Count Vertigo, and Nightshade) and Ra's al Ghül, who once viewed Bane as his heir. He and Batman enjoy a relationship of professional respect. Bane has even assisted the Dark Knight on occasion, helping maintain order in Gotham as needed.

ENEMIES

Bane originally viewed Batman as an enemy, going so far as to render the Caped Crusader a paraplegic. He opposed Azrael, who took over as Batman following this event, and whose increasingly violent methods disgusted Bane. As a black ops agent first with the Suicide Squad and later the Secret Six, Bane comes into conflict with a number of adversaries.

BATGIRL

Three women have donned the cowl and called themselves Batgirl.

BATGIRL (STEPHANIE BROWN)

Stephanie Brown is the daughter of Arthur Brown, the villain sometimes known as the Cluemaster. He was in and out of prison during his daughter's childhood, and when he was released, she took on the identity of Spoiler in order to stalk him and "spoil" his crimes. She retained this identity for a long while afterwards, teaming with Robin and eventually Cassandra Cain to fight crime.

After Cassandra left Gotham, Stephanie had to prove herself to the rest of the Batman family. After she defeated the Scarecrow (with Oracle's help), Barbara swore to watch out for her and assist in her training. Oracle also gave Stephanie a new Batgirl costume so she could officially take her place alongside Batman and Robin in Gotham City.

PERSONALITY

Stephanie is still relatively new to the life of a costumed adventurer, and her inexperience has been a stumbling block more than once. She has yet to develop the confidence of her older counterparts, and the skill to balance her life as Batgirl against her life as a college student. Stephanie is impulsive, somewhat stubborn, and talkative.

REAL NAME: STEPHANIE BROWN
OCCUPATION: CRIME FIGHTER, STUDENT
BASE: GOTHAM CITY

POWERS & ABILITIES

Batgirl has no superpowers, but she is an excellent acrobat and martial artist. She has trained extensively with Oracle, Robin, and Batman, as well as her friend Cassandra Cain.

ALLIES

Stephanie Brown is part of the Batman family, fighting alongside Batman and Robin in Gotham City. She has a close relationship with Oracle and works with the Birds of Prey. She is familiar with some of the Teen Titans. She is very close with Cassandra Cain, her predecessor as Batgirl.

ENEMIES

Batgirl battles some of the more notorious villains of Gotham, and was instrumental in stopping the Scarecrow's distribution of the drug Thrill. She has also battled Livewire and Mister Freeze.

BATGIRL (CASSANDRA CAIN)

Designed from conception to be an assassin without peer, Cassandra Cain fled from her father's tutelage after committing her first murder at age 8. She emerged in Gotham City and came to the attention of Batman and his allies, who eventually gained her trust and allowed her to become Batgirl.

Cassandra hung up her cape several times during her career, sometimes of her own accord, and others the result of outside manipulation. Following the apparent death of Bruce Wayne, she left Gotham City for parts unknown, warning her friend and successor Stephanie Brown not to follow her.

PERSONALITY

Cassandra Cain is a very troubled young woman. While she works with Batman, Robin, Nightwing, and Oracle to overcome her violent childhood, social norms and customs still present an ongoing learning experience.

POWERS & ABILITIES

Trained in combat since early childhood, Cassandra furthers this training with instruction from Batman, Black Canary, and Lady Shiva. Although she carries many of the same devices as other women who have worn the Batgirl suit, she seldom uses them, preferring to rely on hand-to-hand combat.

ALLIES

Cassandra is Bruce Wayne's adopted daughter, and has close relationships with Oracle, Robin, Nightwing, and her succes-

BATGIRL (STEPHANIE BROWN) PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	4	4	8	1	3	3

EQUIPMENT

Bo Staff: Strength-based Damage 2, Reach • *3 points*
Armored Costume: Protection 2 • *2 points*
Flashlight: Feature 1 (Illumination) • *1 point*
Grapnel Gun: Super-Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Plasti-Cuffs: Feature 1 (Restraint) • *1 point*
Wireless Relay: Communication 3, Limited to Oracle • *6 points*
Utility Belt: Array (12 points)

- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *12 points*
- **Batarangs:** Strength-based Ranged Damage 2 • *1 point*
- **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile) • *1 point*
- **Cutting Torch:** Damage 1 Linked to Weaken Object's Toughness 1 • *1 point*
- **Explosive Batarangs:** Ranged Burst Area Damage 4 • *1 point*
- **Flash Bombs:** Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • *1 point*

ADVANTAGES

Agile Feint, Close Attack 5, Defensive Attack, Defensive Roll, Equipment 7, Grabbing Finesse, Hide in Plain Sight, Improved Initiative, Improved Trip, Move-by Action, Power Attack, Quick Draw, Set-up, Weapon Bind, Weapon Break

SKILLS

Acrobatics 8 (+12), Athletics 6 (+7), Deception 6 (+9), Insight 4 (+7), Intimidation 5 (+8), Investigation 7 (+8), Perception 5 (+8), Persuasion 6 (+9), Ranged Combat: Throwing 7 (+11), Sleight of Hand 6 (+10), Stealth 8 (+12), Treatment 4 (+5), Vehicles 4 (+8)

OFFENSE

Initiative +8

Bo Staff +13	Close, Damage 3, Reach
Batarang +11	Ranged, Damage 3
Unarmed +13	Close, Damage 1

DEFENSE

Dodge	11	**Fortitude**	8
Parry	11	**Toughness**	5/4*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	52	**Skills**	38
Powers	0	**Defenses**	21
Advantages	25	**Total**	136

COMPLICATIONS

Inexperienced: Stephanie is still finding her place as a member of the Batman family, and has not fully integrated herself with the team. Her on-again, off-again romance with Tim Drake is also a source of conflict.

BATGIRL (CASSANDRA CAIN) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	5	5	10	1	4	1

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*
Grapnel Gun: Super-Movement 1 (Swinging) • *2 points*
Plasti-Cuffs: Feature 1 (Restraint) • *1 point*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Utility Belt: Array (12 points)

- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *12 points*
- **Batarangs:** Strength-based Ranged Damage 2 • *1 point*
- **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile) • *1 point*
- **Cutting Torch:** Damage 1 Linked to Weaken Object's Toughness 1 • *1 point*
- **Explosive Batarangs:** Ranged Burst Area Damage 4 • *1 point*
- **Flash Bombs:** Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • *1 point*

VEHICLE: MOTORCYCLE • *11 POINTS*

Size: Medium **Str** 1 **Spd** 6 **Def** 10 **Tou** 8 **Features:** Navigation System

ADVANTAGES

Agile Feint, Assessment, Benefit 1 (Cipher), Close Attack 3, Defensive Attack, Defensive Roll, Equipment 7, Grabbing Finesse, Great Endurance, Hide in Plain Sight, Improved Critical (Unarmed), Improved Initiative, Improved Trip, Instant Up, Power Attack, Ranged Combat 3, Skill Mastery (Insight), Uncanny Dodge

SKILLS

Acrobatics 7 (+12), Athletics 7 (+9), Close Combat: Unarmed 5 (+15), Insight 8 (+12), Intimidation 4 (+5), Investigation 6 (+7), Perception 7 (+11), Ranged Combat: Batarang 5 (+10), Sleight of Hand 4 (+9), Stealth 7 (+12), Vehicles 4 (+9)

OFFENSE

Initiative +9

Unarmed +18	Close, Damage 2, Crit. 19-20
Batarang +13	Ranged, Damage 4

DEFENSE

Dodge	15	**Fortitude**	10
Parry	15	**Toughness**	5/4*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	64	**Skills**	31
Powers	0	**Defenses**	27
Advantages	28	**Total**	150

COMPLICATIONS

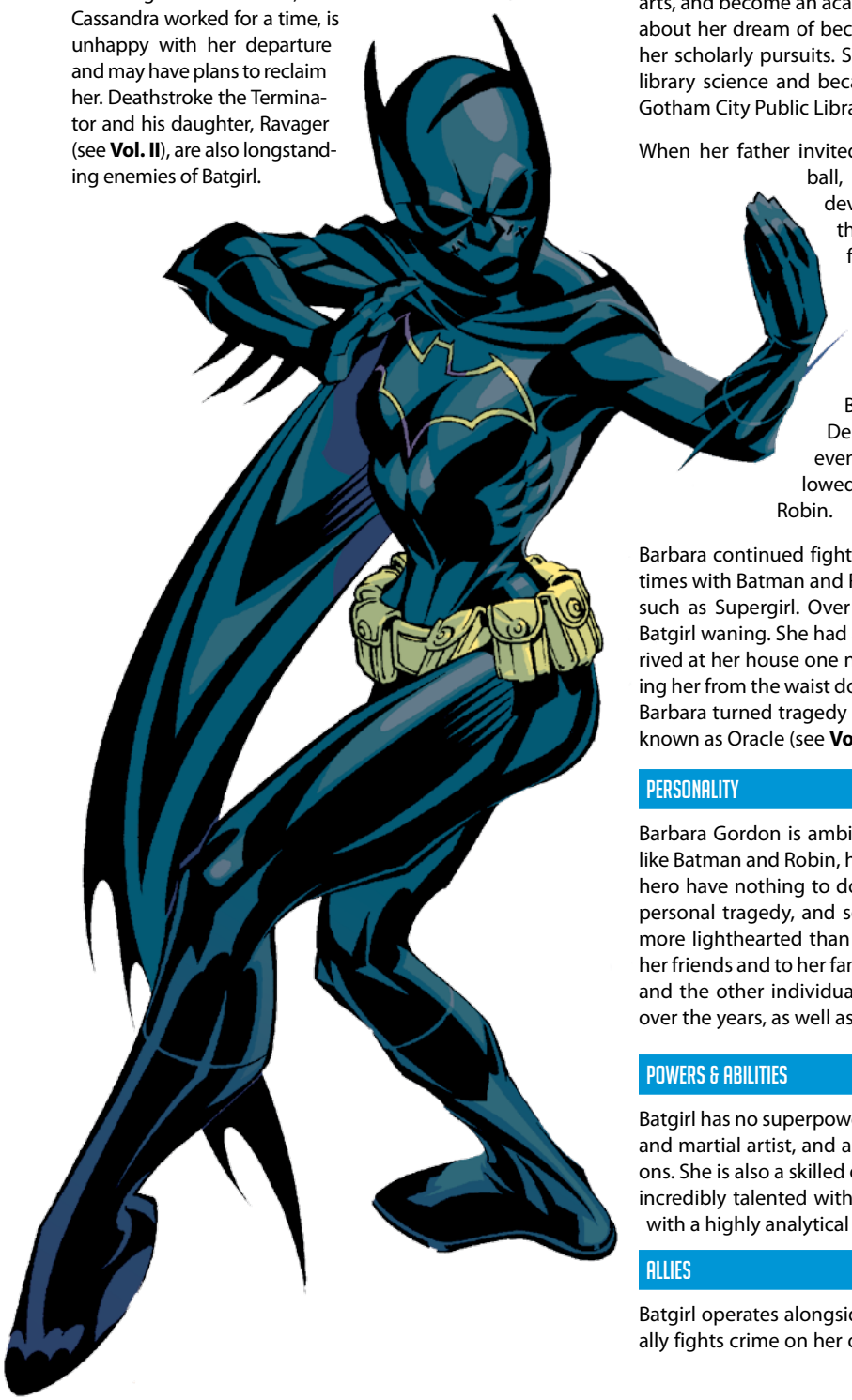
Fear of Abandonment: Cassandra's brutal upbringing has left her with a serious fear of abandonment, and a vulnerability to mental manipulation.

REAL NAME: CASSANDRA CAIN
OCCUPATION: CRIME FIGHTER, ASSASSIN
BASE: GOTHAM CITY; HONG KONG, CHINA

sor, Stephanie Brown. She also has friends in the Outsiders (see **Vol. II**).

ENEMIES

The League of Assassins, for whom Cassandra worked for a time, is unhappy with her departure and may have plans to reclaim her. Deathstroke the Terminator and his daughter, Ravager (see **Vol. II**), are also longstanding enemies of Batgirl.



BATGIRL (BARBARA GORDON)

Barbara Gordon was enthralled by super heroes from an early age. After the accidental death of her parents, she was sent to live with her uncle, James Gordon (who later adopted her). Barbara, gifted with a photographic memory and a keen desire to learn about fighting crime, hid in her uncle's room one night when he held a meeting with Batman. Barbara, starstruck by the Dark Knight's presence, devoted herself to becoming a super hero like him.

She pushed herself to excel physically, master the martial arts, and become an academic prodigy. Over time, she forgot about her dream of becoming a super hero and focused on her scholarly pursuits. She eventually earned a doctorate in library science and became the head reference librarian at Gotham City Public Library.

When her father invited her to a policeman's masquerade ball, Barbara designed a costume and devices based on Batman's, going to the party as Batgirl and surprising her father. When she got there, however, she discovered that Killer Moth and his thugs had already crashed the party and taken Bruce Wayne hostage.

Batgirl intervened, "rescuing" Wayne. Despite his initial disapproval, Batman eventually agreed to train her, and allowed her to fight alongside himself and Robin.

Barbara continued fighting crime as Batgirl for years, sometimes with Batman and Robin, others alongside other heroes such as Supergirl. Over time, she found the thrill of being Batgirl waning. She had all but given it up when the Joker arrived at her house one night. The madman shot her, paralyzing her from the waist down. Overcoming even this adversity, Barbara turned tragedy into triumph, becoming the heroine known as Oracle (see **Vol. II**) and leader of the Birds of Prey.

PERSONALITY

Barbara Gordon is ambitious, intelligent, and outgoing. Unlike Batman and Robin, her motivations for becoming a super hero have nothing to do with revenge and don't stem from personal tragedy, and so her style of crime-fighting is a bit more lighthearted than theirs. Barbara is extremely loyal to her friends and to her family, including Batman, Dick Grayson, and the other individuals that have fought alongside them over the years, as well as Commissioner Gordon.

POWERS & ABILITIES

Batgirl has no superpowers, but she is a highly skilled acrobat and martial artist, and an expert in the use of thrown weapons. She is also a skilled driver (especially on her motorcycle), incredibly talented with computers, and a superb detective with a highly analytical mind and a photographic memory.

ALLIES

Batgirl operates alongside Batman and Robin, and occasionally fights crime on her own. Outside of the super hero com-

REAL NAME: BARBARA "BABS" GORDON
OCCUPATION: CRIME FIGHTER
BASE: GOTHAM CITY

munity, she works for the Gotham Public Library, and her father is the police commissioner of Gotham City.

ENEMIES

As Batgirl, Barbara Gordon battles many of the villains that plague Gotham City, including the Joker, the Riddler and Clayface. She also combats the street-level thugs that infest Gotham City. Her first foray into crime fighting pitted her against Killer Moth.

BATGIRL (BARBARA GORDON) PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	4	5	9	4	4	3

POWERS

Cowl Sensors: Senses 2 (Infravision, Tracking), Removable (-0 points) • *2 points*

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*
Grapnel Gun: Super-Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Rebreather: Immunity 2 (Suffocation), Limited • *1 point*
Utility Belt: Array (12 points)

- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *12 points*
- **Batarangs:** Strength-based Ranged Damage 2 • *1 point*
- **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile) • *1 point*
- **Cutting Torch:** Damage 1 Linked to Weaken Object's Toughness 1 • *1 point*
- **Explosive Batarangs:** Ranged Burst Area Damage 4 • *1 point*
- **Flash Bombs:** Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • *1 point*

VEHICLE: MOTORCYCLE • *11 POINTS*

Size: Medium **Str** 1 **Spd** 6 **Def** 10 **Tou** 8 **Features:** Navigation System

ADVANTAGES

Accurate Attack, Agile Feint, Beginner's Luck, Close Attack 2, Contacts, Defensive Attack, Defensive Roll 2, Eidetic Memory, Equipment 7, Evasion 2, Hide in Plain Sight, Improved Defense, Improved Disarm, Improved Initiative, Improved Trip, Instant Up, Jack-of-all-trades, Ranged Attack 3, Redirect, Set-up, Well-informed

SKILLS

Acrobatics 8 (+12), Athletics 8 (+11), Close Combat: Unarmed 4 (+13), Deception 5 (+8), Expertise: Law Enforcement 6 (+10), Expertise: Research 10 (+14), Insight 5 (+9), Investigation 8 (+12), Perception 7 (+11), Persuasion 5 (+8), Ranged Combat: Batarang 5 (+10), Stealth 7 (+12), Technology 6 (+10), Vehicles 10 (+15)

OFFENSE

Initiative +8

Batarang +13	Ranged, Damage 5
Unarmed +15	Close, Damage 3

DEFENSE

Dodge	14	**Fortitude**	8
Parry	14	**Toughness**	4/2*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	70	**Skills**	47
Powers	2	**Defenses**	24
Advantages	32	**Total**	175

COMPLICATIONS

Family: Babs is dedicated to her father, Commissioner Jim Gordon, and also her extended family in the super-hero community, namely the Batman family and the Birds of Prey.

BATMAN

Young Bruce Wayne had it all: the only son of respected physician Thomas Wayne, he was the sole heir to the Wayne family fortune. But Gotham City is full of tragic stories, and young Bruce's is one of them. While on their way home from a family outing, the Waynes cut through what would become known as Crime Alley. A petty thief named Joe Chill attempted to rob them and murdered Bruce's parents before his eyes. Over his parents' graves, Bruce swore an oath to avenge their deaths, and so began his battle against crime.

REAL NAME: BRUCE WAYNE
OCCUPATION: INDUSTRIALIST, PHILANTHROPIST, CRIME FIGHTER
BASE: THE BATCAVE, GOTHAM CITY

Raised and cared for by the Wayne family's loyal butler Alfred Pennyworth, Bruce became obsessed with his chosen mission from that night forward. As a young man, he left Gotham

BATMAN — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	7	7	14	8	7	7

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*
Grapnel Gun: Super-Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Rebreather: Immunity 2 (Suffocation), Limited • *1 point*
Utility Belt: Array (12 points)

- **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile) • *12 points*
- **Batarangs:** Strength-based Ranged Damage 2 • *1 point*
- **Cutting Torch:** Damage 1 (heat) Linked to Weaken Object's Toughness 1 • *1 point*
- **Explosive Batarangs:** Ranged Burst Area Damage 4 • *1 point*
- **Flash Bombs:** Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • *1 point*
- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *1 point*

HEADQUARTERS: THE BATCAVE • *20 POINTS*

Size: Huge **Tou** 10 **Features:** Communications, Computer, Concealed, Defense System, Dock, Garage, Gym, Hanger, Infirmary, Laboratory, Library, Living Space, Power System, Workshop.

VEHICLES: ARRAY (49 POINTS)

• BATPLANE • *49 POINTS*

Equivalent to a fighter jet (see the **Gadgets & Gear** chapter of DC Adventures) without machine guns (but with air-to-air missiles) and with the Remote Control feature.

• BATMOBILE • *1 POINT*

Size: Huge **Str** 8 **Spd** 6 **Def** 8 **Tou** 10 **Features:** Alarm 3 (DC 30), Caltrops, Hidden Compartments, Navigation System 2 (+10 bonus), Oil Slick, Remote Control; Impervious Toughness 8

• BATBOAT • *1 POINT*

Equivalent to the Batmobile, but with water speed in place of ground speed and without the Caltrops or Oil Slick features.

PL12, 283 POINTS?!

No one blows past the point limit for their power level more than Batman. And that's fine. You could do the same in your series by giving out power points normally, but rarely (if ever!) increasing the power level. This approach is particularly good for "street-level" games.

ADVANTAGES

Assessment, Benefit 5 (Billionaire), Close Attack 6, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Equipment 19, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Inventor, Jack-of-all-trades, Languages 4, Move-by Action, Power Attack, Precise Attack (Ranged; Cover), Quick Draw, Ranged Attack 7, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Skill Mastery (Investigation), Startle, Takedown, Trance, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+15), Athletics 11 (+15), Deception 8 (+15), Expertise: Criminology 13 (+21), Expertise: Streetwise 13 (+21), Insight 10 (+17), Intimidation 15 (+22), Investigation 14 (+22), Perception 13 (+20), Persuasion 5 (+12), Stealth 13 (+20), Sleight of Hand 8 (+15), Technology 8 (+15), Treatment 5 (+12), Vehicles 8 (+15)

OFFENSE

Initiative +11

Batarang +14	Ranged, Damage 6
Unarmed +20	Close, Damage 4

DEFENSE

Dodge	14	**Fortitude**	9
Parry	14	**Toughness**	8/4*
Will	13	* Without Defensive Roll.	

POWER POINTS

Abilities	116	**Skills**	76
Powers	0	**Defenses**	19
Advantages	72	**Total**	283

COMPLICATIONS

Flashbacks: Batman is sometimes stunned by traumatic flashbacks to the night his parents were murdered, especially in connection to Crime Alley, where the killings took place.

Nemesis: Batman has a number of recurring foes, but the Joker is the most dangerous of all.

Obsession: Crime fighting.

Relationships: Although he may appear to be a loner, Batman has a number of important people in his life, including Nightwing, Robin, Oracle, Alfred Pennyworth (the faithful Wayne family butler) and Police Commissioner James Gordon.

Responsibility: Batman considers Gotham his city, and his responsibility.

Secret Identity: Bruce Wayne.

and traveled the world, seeking out the best teachers in all the various disciplines his missions would require, from the martial arts to criminology and escapology. By the time he returned home years later, the young heir to the Wayne fortune and business empire was ready to begin.

Bruce was still left with a dilemma. He possessed considerable skills and resources, but lacked a final, vital, element in his war on crime. Gotham's criminals were not simply going to roll over for one man, no matter how capable. He was brooding on the matter one night in the study of Wayne Manor, when a bat flew in through the window and startled him. It was then that Bruce realized the missing element was *fear*. "Criminals are a cowardly and superstitious lot," he reasoned, and so he adopted the costumed identity and cowl of... the Batman!

PERSONALITY

Batman is a man defined by the vow he made over his parents' graves to avenge their deaths. He is dedicated to his self-appointed mission to the point of obsession. Although he maintains Bruce Wayne's lifestyle as a wealthy playboy to cover for his nocturnal activities, Batman's sole interest is in protecting Gotham City and the world. Grim and intense typically describe his all-business attitude when dealing with most people, although his true friends get an occasional glimpse at Batman's dry sense of humor and compassionate side.

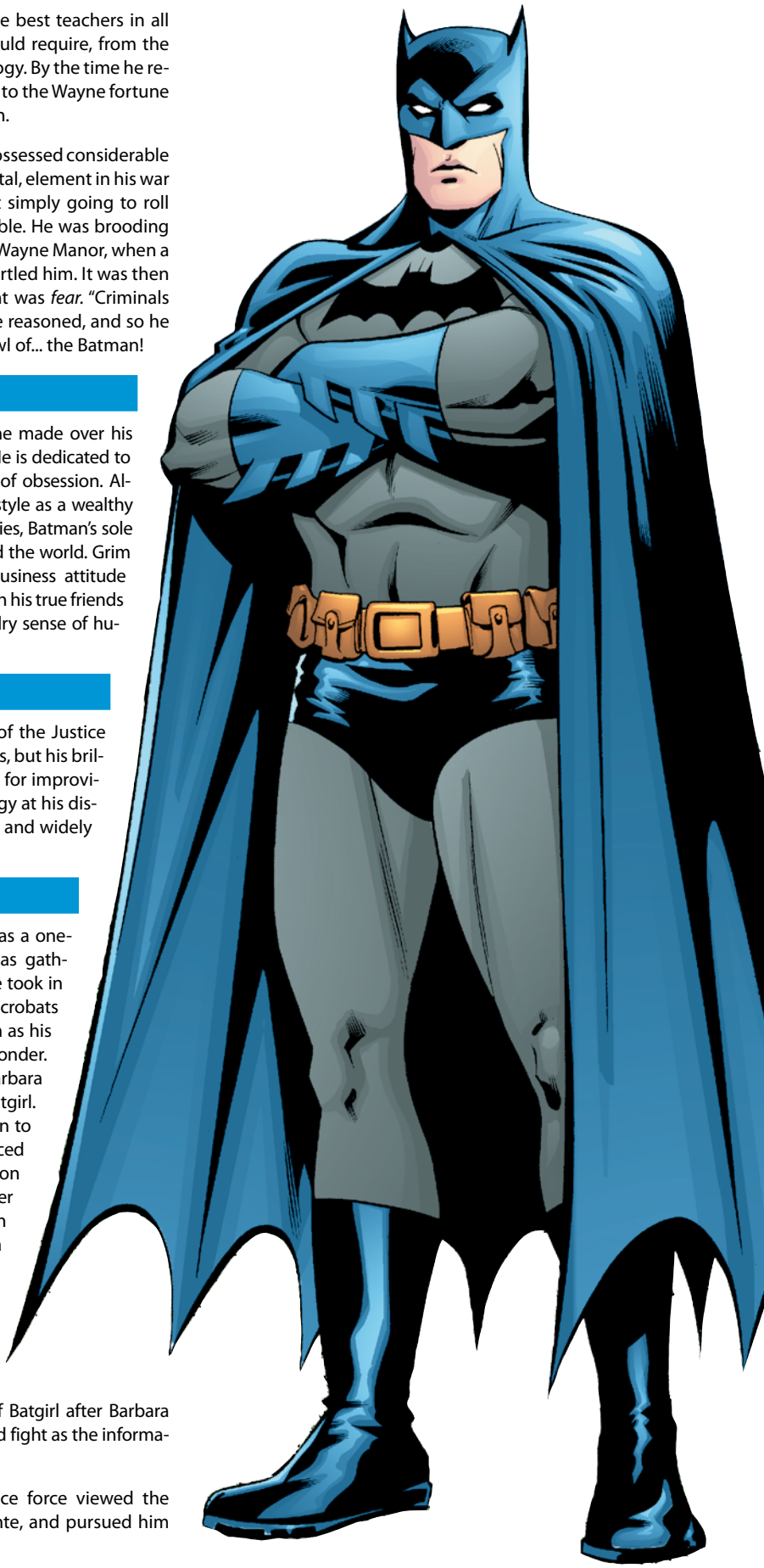
POWERS & ABILITIES

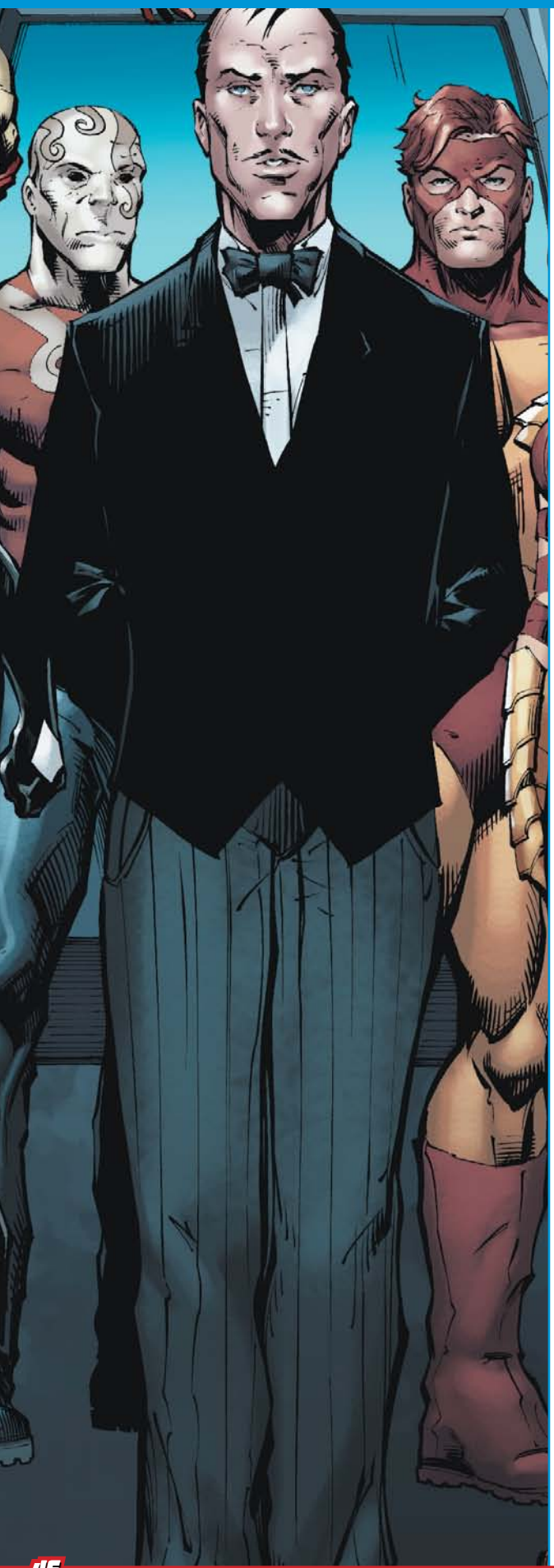
Batman is the sole founding member of the Justice League without any metahuman powers, but his brilliant mind, unbreakable will, and talent for improvisation using the wide array of technology at his disposal makes him the equal of any hero, and widely respected (even feared) by his peers.

ALLIES

Although he embarked on his mission as a one-man crusade against crime, Batman has gathered an adoptive family around him. He took in young Dick Grayson, the son of circus acrobats murdered by mobsters, and trained him as his crime-fighting partner, Robin the Boy Wonder. Commissioner Gordon's daughter Barbara adopted the costumed identity of Batgirl. Eventually, Grayson left the role of Robin to become Nightwing, and he was replaced by Jason Todd. The Joker murdered Jason and shot Barbara Gordon, leaving her paralyzed from the waist down. Batman worked without partners for a time as a result, until the resourceful Tim Drake cracked the secret of his identity and convinced Batman to take him on as the new Robin. Others inspired by Batman's example include Batwoman (Kate Kane), and several young women who have taken the identity of Batgirl after Barbara Gordon, who continues to fight the good fight as the information-broker and organizer Oracle.

Initially, Gotham's largely corrupt police force viewed the Caped Crusader as a dangerous vigilante, and pursued him





as forcefully, if not more so, than they did the city's criminal element. Batman's exploits eventually earned him allies in the Gotham City P.D., namely Lt. James Gordon, who went on to become police commissioner. Gordon made the unorthodox decision to work with the Caped Crusader, even setting up a "Bat-Signal" to contact him by projecting his emblem into the sky with a powerful spotlight.

ENEMIES

Batman's presence in Gotham also seems to attract crazed and costumed criminals, from the Riddler and the Penguin to the infamous jewel thief Catwoman. The most insane and deadly of his foes by far is the Joker, the Clown Prince of Crime, and Batman's nemesis.

ALFRED PENNYWORTH

Bruce Wayne's closest confidant is Alfred Thaddeus Crane Pennyworth. Alfred is the Wayne family's faithful butler, who practically raised Bruce after his parents' deaths. Known simply as "Alfred" to his charges, he cares for Wayne Manor and Bruce Wayne's day-to-day affairs while also tending to the Batcave and Batman's equipment. Alfred led a colorful life prior to entering service with the Wayne family (to honor the wishes of his father, Jarvis) and his skills as an actor, cook, medic, and even tactician have been invaluable. Even more important are Alfred's dry wit and sincere care and compassion for his young charges, including "Master Bruce."

LUCIUS FOX

While Alfred is Batman's closest confidant, Lucius Fox is most assuredly Bruce Wayne's greatest ally. Lucius is the man who helps keep Wayne Enterprises running smoothly, allowing Bruce the luxury of maintaining his "billionaire playboy" facade and the time to operate as Batman.

ALFRED PENNYWORTH — PL5 • 62 POINTS

Abilities: Str 0 **Sta** 1 **Agl** 0 **Dex** 1 **Fgt** 3 **Int** 3 **Awe** 3 **Pre** 2

Advantages: Connected, Improvised Tools, Languages 2

Skills: Close Combat: Unarmed 2 (+5), Deception 5 (+7), Expertise: Butler 6 (+9), Insight 6 (+8), Investigation 3 (+5), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Guns 4 (+5), Sleight of Hand 3 (+4), Stealth 4 (+4), Treatment 5 (+8)

Offense: Initiative +0, Shotgun +5 (Damage 5) Unarmed +5 (Damage 0)

Defense: Dodge 3, Parry 3, Fortitude 4, Toughness 1, Will 6

Totals: Abilities 26 + Advantages 4 + Skills 23 + Defenses 9 = 62

LUCIUS FOX — PL5 • 38 POINTS

Abilities: Str 0 **Sta** 0 **Agl** 0 **Dex** 0 **Fgt** 0 **Int** 4 **Awe** 2 **Pre** 2

Advantages: Benefit 3 (CEO of Wayne Enterprises)

Skills: Expertise: Business 6 (+10), Insight 4 (+6), Perception 3 (+5), Persuasion 5 (+7), Technology 2 (+6)

Offense: Initiative +0, Unarmed +0 (Damage 0)

Defense: Dodge 2, Parry 2, Fortitude 2, Toughness 0, Will 5

Totals: Abilities 16 + Advantages 3 + Skills 10 + Defenses 9 = 38

DR. LESLIE THOMPKINS — PL5 • 34 POINTS

Abilities: Str –1 **Sta** 0 **Agl** 0 **Dex** 2 **Fgt** 0 **Int** 2 **Awe** 2 **Pre** 1

Skills: Expertise: Physician 8 (+10), Insight 6 (+8), Perception 4 (+6), Persuasion 4 (+5), Treatment 8 (+10)

Offense: Initiative +0, Unarmed +0 (Damage –1)

Defense: Dodge 2, Parry 1, Fortitude 2, Toughness 0, Will 4

Totals: Abilities 12 + Skills 15 + Defenses 7 = 34

Lucius originally came onboard as CEO of Wayne Enterprises to help mend some of the damage caused by Bruce Wayne's neglect of the business (ostensibly due to his playboy lifestyle, actually due to his activities as Batman). Since then, Fox has refused various lucrative offers to work for other companies, given the considerable freedom he enjoys in running Wayne Enterprises and the trust Bruce Wayne places in him. He remains business manager and CEO of the Wayne family of companies, as well as head of the Wayne Foundation charity he helped to create.

DR. LESLIE THOMPKINS

Dr. Leslie Thompkins was a close friend and colleague of Dr. Thomas Wayne and godmother to the Waynes' son, Bruce. She took it upon herself to help look after Bruce when his parents were murdered. Years later, when Bruce began his costumed career as Batman, Leslie was the only M.D. he could trust with the secret of his true identity, and he comes to her on occasion for medical treatment beyond Alfred's abilities.

A lifelong pacifist and believer in the sanctity of human life, Dr. Thompkins philosophically disapproves of Bruce's one-man war on crime in Gotham, but helps him nonetheless. She runs a free clinic in Gotham for the treatment of drug addicts and the underprivileged, which quietly receives anonymous donations from the Wayne Foundation.

GADGETS GALORE

Batman is *the* equipment character in the DC Universe. Even ignoring some of his more *outré* gadgets, it's safe to say Bats has all the best toys. The items listed under **Equipment** for him are merely the most commonly-used. Fortunately, in DC Adventures game terms, Batman has plenty of options for breaking out the odd or unusual piece of equipment.

First, assume Batman has various minor items of equipment useful for using his different skills, but not listed among his game traits. For example, his Utility Belt may be assumed to include things like lockpicks, an evidence kit, and other necessary tools for his Investigation and Technology skills. These simply overcome the circumstance penalties normally applied for using those skills *without* tools.

Second, as Bruce Wayne, Batman has access to considerable wealth and mundane resources, covered by his Benefit advantage and not listed. He doesn't have to worry about getting an ordinary car, plane, vacation home, or common item of electronics, for example, so long as Bruce's credit card is on the job.

Next, he can use power stunts (see DC Adventures, page 20) in conjunction with his Utility Belt Array or other equipment to jury-rig or "happen to have" a particular useful item. Like any other power stunt, this piece of equipment is generally good for one scene in the adventure, but the GM is encouraged to be flexible when it comes to Batman's gear.

Finally, Batman has the Inventor advantage and sufficient ranks in Technology that he can routinely come up with inventions worth 15 points, more if he's willing to make the skill check. This typically allows him the opportunity to prepare equipment that he knows he will need in advance, from a special fire-retardant suit to an antidote for a foe's deadly toxin.

BATWOMAN

Wealthy heiress Kate Kane is no stranger to hardship. When Kate was twelve, gunmen kidnapped her, her twin sister Beth, and their mother. Her father, US Army Colonel Jake Kane, led a rescue mission. Kate was saved, but her mother and sister were killed.

Later, Kate enrolled at West Point until a lesbian affair led to her resignation. Kate moved to Gotham City to continue school and lead the life of a wealthy socialite. Lacking direction, Kate filled her life with parties and socializing. It was during this time that she met and began dating Renee Montoya. The couple fell in love, but fought over Montoya's unwillingness to reveal her sexuality to her friends and co-workers at the GCPD.

It was after such a fight Kate encountered Gotham's Dark Knight, the Batman. Attacked by muggers, Kate fought her attackers until the Batman arrived and took them down. This brief encounter motivated Kate to put on a cape. She fought crime with stolen military hardware until her father discovered her activities. Jake Kane agreed to prepare his daughter for her newfound purpose. For years, he trained Kate for her role as a masked vigilante, and now she fights crime as Batwoman.

PERSONALITY

Batwoman is driven by past tragedy and a desire to make a difference. She is sometimes reckless and impulsive, but less so since she became a masked hero.

POWERS & ABILITIES

Batwoman possesses no powers but she is a highly-trained combatant, athlete, and crime fighter. She uses equipment based off of experimental military designs and the gear used by the Batman.

REAL NAME: KATHERINE KANE
OCCUPATION: SOCIALITE, ADVENTURER BASE: GOTHAM CITY

BATWOMAN — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	6	5	11	3	4	3

EQUIPMENT

Body Armor: Protection 1 • *1 point*
Flashlight: Feature 1 (Illumination) • *1 point*
Gauntlets: Strength-based Damage 1; Enhanced Skill 4 (Athletics +4, Limited to Climbing checks) • *2 points*
Grapple: Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Night-Vision Lens: Senses 1 (Low-Light Vision) • *1 point*
Utility Belt: Array (12 points)

- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *12 points*
- **Batarangs:** Ranged Damage 2, Strength-based • *1 point*
- **Explosives:** Ranged Burst Area Damage 4 • 1 point
- **Flash-Bangs:** Cloud Area Dazzle 4 (Visual) • 1 point
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • *1 point*

BUNKER: BUNKER UNDER HOME • *15 POINTS*

Size: Medium **Tou** 10 **Features:** Communications, Computer, Concealed, Defense System, Garage, Gym, Infirmary, Library, Living Space, Power System, Sealed, Workshop

MOTORCYCLE: MOTORCYCLE • *10 POINTS*

Size: Medium **Str** 1 **Speed** 6 **Def** 10 **Tou** 8 **Features:** Navigation System

ADVANTAGES

Assessment, Accurate Attack, Attractive, Benefit 4 (Multi-millionaire) , Close Attack 4, Connected, Defensive Attack, Defensive Roll 3, Equipment 10, Evasion, Grabbing Finesse, Hide in Plain Sight, Improvised Tools, Instant Up, Languages 3, Move-by Action, Precise Attack (Close; Concealment), Quick Draw, Ranged Attack 3, Redirect, Seize Initiative, Takedown, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 9 (+15), Athletics 10 (+13), Close Combat: Unarmed 1 (+12), Deception 8 (+11), Expertise: Military 10 (+13), Expertise: Streetwise 5 (+8), Insight 8 (+12), Intimidation 6 (+9), Investigation 9 (+12), Perception 10 (+14), Persuasion 8 (+11), Ranged Combat: Throwing 6 (+11), Sleight of Hand 5 (+10), Stealth 10 (+16), Technology 6 (+9), Treatment 6 (+9), Vehicles 9 (+14)

OFFENSE

	Initiative +6
Batarangs +14	Ranged, Damage 5
Unarmed +16	Close, Damage 4 (3 without Gauntlets)

DEFENSE

Dodge	13	**Fortitude**	8
Parry	13	**Toughness**	7/4*
Will	12	*Without Defensive Roll.	

POWER POINTS

Abilities	76	**Skills**	63
Powers	0	**Defenses**	22
Advantages	46	**Total**	207

COMPLICATIONS

Enemy: Alice Liddel; the Religion of Crime.

Flashbacks: Batwoman sometimes has traumatic flashbacks to tragic events of her past, such as the kidnapping and murder of her mother and sister.

Relationships: Her father Jacob, her cousin Bette "Flamebird" Kane, her stepmother Catherine, and her former lover and friend Renee Montoya, aka the Question (see **Vol. II**).

Secret Identity: Kate Kane, wealthy heiress and socialite.

ALLIES

Batwoman works with numerous heroes, including Batman, Nightwing, and the Question (Renee Montoya). Her cousin, Bette Kane, is the young heroine Flamebird. Recently Batwoman joined the Justice League of America.

ENEMIES

She has fought various Batman villains, but her primary enemies are the murderous cultists of the Religion of Crime. This group believes Kate is "the twice named daughter of Caine," a figure of religious significance. One of their leaders, who calls herself Alice Liddel after the girl who inspired Lewis Carrol's writings, claims to be Kate's dead twin, Beth.

BEAST BOY

Gar Logan's scientist parents brought their son on an African research expedition where the young boy was stricken with *sakutia*, a disease deadly to humans—but not animals. In a desperate attempt to save him, Gar's father exposed him to an experimental device designed to locate common genetic factors between animals and humans. The treatment worked, but permanently imbued Gar with green pigmentation and the ability to morph into any animal form.

After a boating accident killed his parents, Gar fell into the hands of a series of mostly unfit guardians. The worst of these guardians, Galtry, emptied the boy's trust fund. As an act of rebellion, Gar began hanging out with the Doom Patrol, sharing in their adventures as the masked hero Beast Boy. Eventually, his teammates Steve and Rita Dayton adopted Gar and saved him from Galtry's malfeasance.

REAL NAME: GARFIELD "GAR" LOGAN
OCCUPATION: ADVENTURER
BASE: TITANS TOWER, SAN FRANCISCO, CA

Gar was devastated by the apparent deaths of his adoptive mother, father, and Doom Patrol teammates. In time, he found a new family with the Teen Titans. He has remained with the team virtually ever since, through disbandings, reunions, and numerous membership changes.

PERSONALITY

Gar is perpetually upbeat, gregarious, and carefree nearly to the point of flippancy. His opponents can expect a steady stream of barbs and witticisms, even in battle.

POWERS & ABILITIES

Gar can adopt the physical form of any animal, albeit green in color. He is skilled enough to imitate creatures as far-fetched as an insect colony or a *Tyrannosaurus rex*.

BEAST BOY — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	8	4	2	3	2	2	3

POWERS

Shapeshift: Variable (Animal Forms) 9, Move Action, Limited to Animals, Quirk (Always Green) • *62 points*

ADVANTAGES

Taunt, Teamwork

SKILLS

Deception 6 (+9), Insight 6 (+9), Persuasion 6 (+8)

ALLIES

Gar was a member of the original Doom Patrol, and remains close to its members. He later was a founding member of the new Teen Titans, and has been part of virtually every incarnation of the team since.

ENEMIES

A longtime Titan, Gar shares many of the team's longstanding enemies (see **Vol. II**).

OFFENSE

Initiative +4

Unarmed +3*	Close, Damage 3*

*Varies based on Shapeshifting.

DEFENSE

Dodge	10	**Fortitude**	12
Parry	10	**Toughness**	8
Will	8		

POWER POINTS

Abilities	54	**Skills**	9
Powers	62	**Defenses**	23
Advantages	2	**Total**	150

COMPLICATIONS

Thrills: Gar inherited his parents' love of excitement and adventure, seeking thrills in super heroics just as they did in their scientific endeavors.

Relationship: Gar has lived most of his life as an outsider, and is especially close to past and present teammates who share that condition, namely Robotman and Cyborg. He also has a knack for complicated romantic entanglements, falling for the traitorous Terra then the demonically influenced Raven.

BIG BARDA

Barda was born 250 years ago on the planet Apokolips. As a young girl, she was groomed as a warrior and soldier for Darkseid's army. Sent to Granny Goodness' Home for Orphaned Youth, Barda was trained in the ways of warfare and personal combat. Her impressive and devastating flair for combat caught the attention of Granny Goodness herself, who decided that Barda should lead the Female Furies: Darkseid's personal honor guard.

She first met Scott Free, the son of Highfather of New Genesis and also a student in one of Granny Goodness' schools, while performing her duties as a Female Fury. Barda discovered that Scott was working with rebels against Darkseid and fell in love with him. When Darkseid punished the rebels, Scott decided to escape Apokolips. Barda risked everything to ensure his success, but at the last minute chose not to follow him to Earth. Eventually, Barda turned her back on Granny Goodness and the Furies and went to Earth to be with Scott, now an escape artist named Mister Miracle.

Barda tried desperately to fit in on Earth. Her naïveté about the ways and customs of Earth life didn't stop her from relishing her role as wife and homemaker. She traveled with Scott on his tour of the world as a daredevil, and even served stints in both the Justice League and the Birds of Prey. She amply demonstrated her abilities as a front-line combatant, and trained both super heroes and ordinary citizens in the art of self-defense and combat.

REAL NAME: BARDA FREE
OCCUPATION: SUPER HERO AND WIFE
BASE: NEW YORK CITY, NY, THE CONNECTICUT SUBURBS, AND NEW GENESIS/APOKOLIPS

PERSONALITY

Big Barda was born, raised, and trained an Apokalyptian warrior. Originally handpicked for Darkseid's shock troops, Barda knows that helping those in need, rather than squashing them by force, is much more fulfilling. Loyal to her friends, she will drop everything to come to their aid.

WHO ARE THE NEW GODS?

Big Barda is the first of a number of characters to be identified as being a member of the New Gods. The New Gods hail from the planets New Genesis and Apokolips. They are opposites in every way; where New Genesis is covered in rolling green hills and pristine natural vistas, Apokolips is covered in fiery ruins and harsh slums which few survive.

A handful of New Gods, including Darkseid and Orion, appear in DC Adventures: *Heroes & Villains Volumes I and II*, and more information about them appears in DC Adventures: *Universe*.

BIG BARDA — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	15	8	8	11	2	4	6

POWERS

Aero Disks: Flight 6 (120 MPH), Platform, Removable (-1 point) • *5 points*
Apokoliptian Armor: Enhanced Strength 5, Enhanced Stamina 5, Removable (-4 points) • *16 points*
Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 8 • *19 points*
Mega Rod: Array (20 points), Easily Removable (-10 points)
- **Concussive Blast:** Ranged Damage 10 • *20 points*
- **Flight:** Flight 5 (60 MPH) • *1 point*
- **Mega Mace:** Penetrating 10 on Strength damage • *1 point*
- **Teleport:** Teleportation 5 (900 feet) • *1 point*
- **Transwarp Drive:** Movement 3 (Space Travel) • *1 point*

Mother Box: Feature 2 (Intelligence); Healing 8; Movement 3 (Space Travel); Removable (-5 points) • *20 points*
Strength of Apokolips: Enhanced Strength 4, Limited to Lifting (lifting Str 19; 12,000 tons) • *4 points*

ADVANTAGES

Accurate Attack, All-out Attack, Assessment, Great Endurance, Improved Initiative, Interpose, Leadership

SKILLS

Athletics 4 (+19), Expertise: Tactics 5 (+7), Insight 2 (+6), Intimidation 4 (+10), Perception 4 (+8), Ranged Combat: Mega Rod 3 (+11)

OFFENSE

Initiative +12

Unarmed +11	Close, Damage 15
Mega Rod +11	Close, Damage 15, Penetrating 10
Mega Rod +11	Ranged, Damage 10

DEFENSE

Dodge	10	**Fortitude**	11
Parry	11	**Toughness**	15
Will	9		

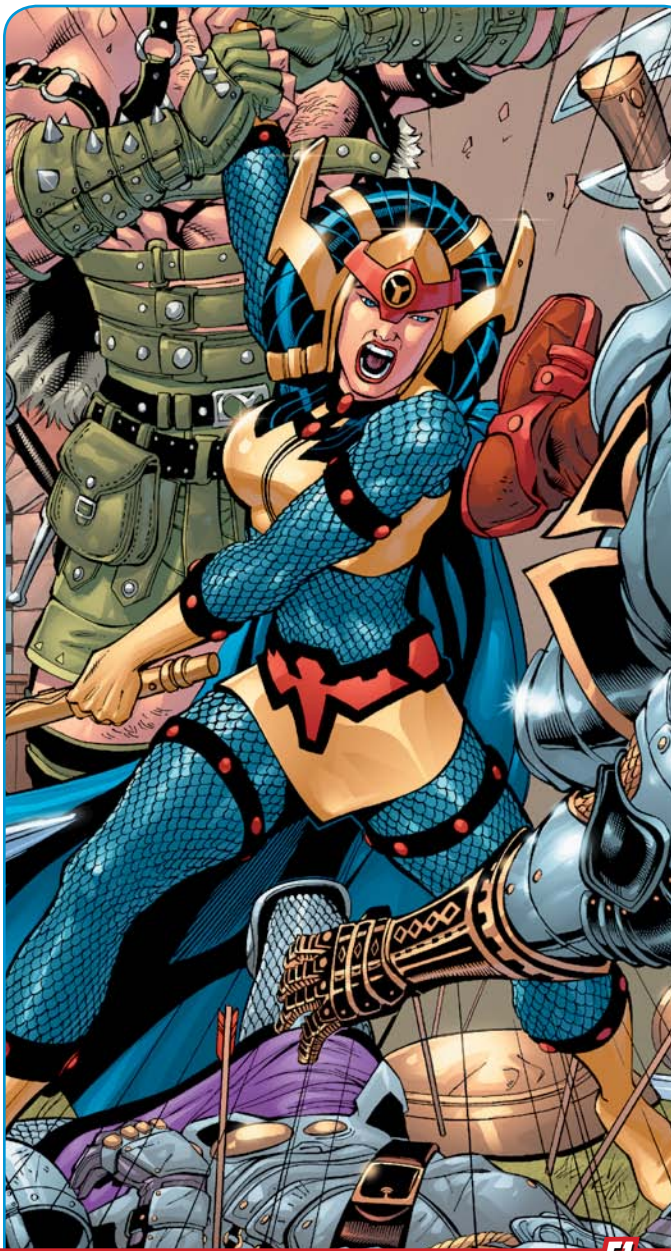
POWER POINTS

Abilities	118	**Skills**	11
Powers	77	**Defenses**	6
Advantages	7	**Total**	219

COMPLICATIONS

Love: Big Barda's love for Scott Free means she will always be more concerned with his safety than her own.

Enemies: When she left Apokolips, Big Barda was marked a traitor by Granny Goodness, the Female Furies, and even Darkseid himself (see **Darkseid**).



POWERS & ABILITIES

Big Barda is a master of all forms of combat, one of the strongest women known, and virtually indestructible. As a New God, she stopped aging before her thirtieth year. Barda is able to summon Aero Discs, which allow her to fly. In battle she wears Apokoliptian armor that amplifies her strength, making her nearly invulnerable. She wields the Mega Rod, a device that gives her awesome abilities, like powerful concussive blasts, gravity manipulation, and teleportation. Barda also owns a Mother Box, a sentient supercomputer capable of miraculous feats.

ALLIES

Barda is married to Scott Free, the hero known as Mister Miracle (see **Vol. II**). She has joined the New Gods of New Genesis and fights on their behalf against Darkseid. She is also a loyal member of the Justice League of America who works with some of Earth's greatest heroes.

ENEMIES

Counted among Barda's enemies are the New Gods she left behind on Apokolips, particularly Granny Goodness and the other Female Furies. The enemies of her new home, Earth, or of her husband, Scott Free, are her enemies, too.

BIRDS OF PREY

As she recovered from an attack by the Joker that left her paralyzed from the waist down, Barbara Gordon dedicated herself to honing her computer skills. She adopted the name Oracle, and offered her services to the Suicide Squad. Her growing expertise soon made her a source of intelligence and information for Batman and the Justice League of America, but Oracle felt a growing need to take a more proactive role in the war on crime.

With Black Canary as her partner, Oracle drew on her substantial contacts among the metahuman community to assemble teams that could be sent on targeted missions around the world. While some agents only assisted Oracle on a single mission, others like the Huntress and Lady Blackhawk stayed longer to form the nucleus of a team Lady Blackhawk nicknamed the "Birds of Prey."

For years, Oracle kept in contact with her globetrotting agents from a secret headquarters, hidden inside a clock tower in Gotham City. When a massive Gotham gang war culminated in the destruction of the clock tower, Oracle joined her agents in the field by constructing a new, mobile base inside a high-tech aircraft dubbed Aerie One. The Birds operated out of Metropolis for a time, then moved to Platinum Flats on the West Coast, and finally settled back in Gotham City in the new Kord Tower.

HEADQUARTERS: KORD TOWER • *22 POINTS*

Size: Large **Tou** 12 **Features:** Communications, Computer, Fire Prevention System, Garage, Gym, Hangar, Infirmary, Library, Living Space, Personnel, Power System, Secret 4 (+25 to DC), Security Systems, Workshop

LADY BLACKHAWK — PL8/PL11* • 136 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 5 **Dex** 6 **Fgt** 6 **Int** 2 **Awe** 3 **Pre** 2

Equipment: Commlink, Heavy Pistol
Vehicle: Array (66 points)

AERIE ONE JET • *66 POINTS*

Size: Huge **Str** 10 **Spd** 12 **Def** 8 **Tou** 10 **Features:** Machine Gun (Ranged, Multiattack Damage 6), Rockets (Ranged Damage 11, Burst 8, Homing 6)

AERIE TWO HELICOPTER • *1 POINT*

Size: Huge **Str** 8, **Spd** 8, **Def** 8, **Tou** 11 **Features:** Machine Gun (Ranged, Multiattack Damage 6), Rockets (Ranged Damage 9, Burst 8, Homing 6) 20

*Lady Blackhawk is PL11 when piloting Aerie One or Aerie Two.

Advantages: Accurate Attack, Attractive, Defensive Attack, Defensive Roll 5, Equipment 16, Evasion, Fast Grab, Improved Disarm, Improved Hold, Improved Trip, Languages 4, Move-by Action, Power Attack, Skill Mastery (Vehicles), Teamwork

Skills: Athletics 6 (+8), Close Combat: Unarmed 6 (+12), Expertise: History 3 (+5), Perception 6 (+9), Ranged Combat: Heavy Weapons 6 (+12), Ranged Combat: Pistols 6 (+12), Technology 4 (+6), Treatment 5 (+7), Vehicles 10 (+16)

Offense: Initiative +5, Heavy Pistol +12 (Damage 4), Unarmed +12 (Damage 2); Aerie Machine Guns +12 (Ranged Damage 6, Multiattack), Aerie Rockets—(Ranged Damage 9 or 11, Burst 8, Homing 6)

Defense: Dodge 8, Parry 8, Fortitude 8, Toughness 8/3, Will 8

Totals: Abilities 58 + Powers 0 + Advantages 37 + Skills 26 + Defenses 15 = 136

Complications: Enemy: Killer Shark. **Quirk:** Lady Blackhawk is displaced in time. Her mannerisms seem outdated.

BASE: GOTHAM CITY
CURRENT MEMBERS: BLACK CANARY, DOVE, HAWK, HUNTRESS, LADY BLACKHAWK, ORACLE
FORMER MEMBERS: BIG BARDA, BLACK ALICE, BLUE BEETLE, CATWOMAN, GYPSY, INFINITY, JUDOMASTER, LADY SHIVA, MANHUNTER, MISFIT, POWER GIRL, SAVANT, VIXEN
HEADQUARTERS: KORD TOWER

Recently, Oracle gathered her one-time agents, friends and partners, to form a new Birds of Prey, united against dangerous new threats.

LADY BLACKHAWK

Though the famous Blackhawks dismissed female pilots who sought to fly with their team, they had to acknowledge the skills of Zinda Blake after she saved the squad from the sky pirate Scavenger. Flying alongside them on many missions, Blake earned the name Lady Blackhawk and the respect of the entire squad.

Thrown through time by the temporal crisis known as Zero Hour, Lady Blackhawk ended up in the modern era. For a time she acted as a private pilot for Guy Gardner and the now-corporate Blackhawk Airways until she was recruited to join the Birds of Prey as pilot for the team's flying headquarters, Aerie One.

If you're using Lady Blackhawk back in her original time period as a member of the Blackhawks, replace the Aerie One and Aerie Two with the Skyrocket the squad uses.

PERSONALITY

Lady Blackhawk is determined and reckless, both in action and at leisure. Though far from the era she was born into, she embraces the modern day with gusto and a classic flair.

POWERS & ABILITIES

Lady Blackhawk has no powers, but she is a highly trained pilot and skilled hand-to-hand combatant.

ALLIES

In World War II, Lady Blackhawk flew alongside the Blackhawks before she was brought to the modern day. Among current heroes, she counts Guy Gardner and Big Barda as her friends, and the Birds of Prey are her new family.

ENEMIES

An enemy of the Blackhawks or the Birds of Prey is an enemy of Lady Blackhawk. The 1940s villain Killer Shark had a particular dislike for her and trained his grandson to take his place and hunt her in the modern day.

REAL NAME: ZINDA BLAKE OCCUPATION: PILOT
BASE: MOBILE

MISFIT

Charlie Gage-Radcliff grew up in the slums of Metropolis with her single mother until a fire broke out in her apartment building. The young girl's powers allowed her to escape the blaze, but they didn't allow her to bring her mother along. Wracked with guilt, she used her powers to find the Birds of Prey and join the team—whether they wanted her or not.

Adopting the name Misfit, she finally convinced the Birds of Prey to train her in the ways of crime fighting. Her youthful impulsiveness often got in the way of her training, though, and eventually led to a catastrophe that leveled several blocks of Metropolis. Yet with the guidance and example of the female heroes around her, Misfit is slowly becoming the hero she wants to be.

PERSONALITY

Misfit is an impulsive and reckless teenager, still trusting instinct over discipline, much to the annoyance of the Birds of Prey. Driven by the death of her mother and mistakes she made early in life, Misfit hopes to use her powers to help others.

POWERS & ABILITIES

Misfit has a powerful teleportation ability she calls "bouncing," as well as regenerative abilities and super-strength. She is also nearly invisible to mechanical surveillance.

REAL NAME: CHARLOTTE "CHARLIE" GAGE-RADCLIFFE
OCCUPATION: STUDENT BASE: MOBILE

ALLIES

Misfit is a surrogate daughter to the women of Birds of Prey and has an open invitation to join the Titans.

ENEMIES

Misfit frequently clashes with the powerful teen mystic metahuman Black Alice.

MISFIT — PL9 • 203 POINTS

Abilities: Str 8 **Sta** 3 **Agl** 3 **Dex** 3 **Fgt** 3 **Int** 2 **Awe** 3 **Pre** 2

Powers: Bouncing (Teleportation 20 (4,000 miles; Accurate, Change Direction, Changed Velocity, Easy, Extended, Turn About, Limited: Can't Teleport Other Organic Matter); **Healing 6** (Source: Must Teleport First); **Concealment 10** (Limited: Machine Only))

Equipment: Batarang: Ranged Strength Damage 8, **Batline:** Movement 1 (Swinging)

Advantages: Defensive Attack, Defensive Roll 3, Equipment 2, Evasion, Interpose, Move-by Action, Power Attack,, Seize Initiative

Skills: Acrobatics 5 (+8), Athletics 5 (+13), Close Combat: Unarmed 7 (+10), Ranged Combat: Batarang 7 (+10)

Offense: Initiative +3, Batarang +10 (Ranged Damage 8), Unarmed +10 (Damage 8)

Defense: Dodge 12, Parry 12, Fortitude 9, Toughness 6/3, Will 9

Totals: Abilities 54 + Powers 96 + Advantages 11 + Skills 12 + Defenses 30 = 203

Complications: Responsibilities: To Oracle and the Birds of Prey. **Rivalry:** With Black Alice.

BIZARRO

BIZARRO PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
19	14	2	2	8	-2	-2	1

POWERS

Arctic Vision: Ranged Damage 15 (cold) • *30 points*
Falling: Array (30 points)
- **Down, Down, and Here!:** Flight 15 (64,000 MPH) • *30 points*
- **Earth Flight:** Movement 1 (Space Travel) • *1 point*
- **Slower than Speeding Bullet!:** Speed 15 (64,000 MPH) • *1 point*

Flame Breath: Cone Area Damage 12 (fire)t • *24 points*
Super-Senselessness: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment (only lead)) • *13 points*
Super-Slow: Quickness 8 • *8 points*
Super-Weakness: Enhanced Strength 4, Limited to Lifting (lifting Str 23; 200,000 tons) • *4 points*
Vulnerability: Protection 4; Impervious Toughness 18; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *27 points*

ADVANTAGES

Power Attack, Ultimate Effort (Toughness checks)

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Bizarro World 15 (+13), Ranged Combat: Arctic Vision 8 (+10)

OFFENSE

Initiative +2

Arctic Vision +10	Ranged, Damage 15
Unarmed +11	Close, Damage 19

DEFENSE

Dodge	10	**Fortitude**	15
Parry	10	**Toughness**	18
Will	9		

POWER POINTS

Abilities	84	**Skills**	13
Powers	138	**Defenses**	22
Advantages	2	**Total**	259

COMPLICATIONS

Acceptance: Everything he does, no matter how inexplicable, stems from a heartfelt desire to find his place in the (Bizarro) world.

Quirk: As best he can, he strives to uphold the Bizarro Code: "Us do opposite of all Earthly things! Us hate *beauty*! Us love *ugliness*! Is big crime to make anything perfect on Bizarro World!"

Weakness: Blue kryptonite weakens Bizarro in the same manner the green variety hurts Superman. See the Blue Kryptonite sidebar.

Relationship: Despite their fittingly odd marriage, Bizarro Lois Lane is the most important person in his life.

REAL NAME: NONE OCCUPATION: BIZARRO
BASE: BIZARRO WORLD

Bizarro #1 was created by the Joker while he possessed the near-omnipotent abilities of Mister Mxyzptlk. Even after Mxyzptlk reclaimed his power and reversed most of what the Joker had done, he allowed Bizarro to remain.

Superman feels responsible for the childlike Bizarro, and tries to help him adjust to a life he barely comprehends. The results have been mixed, to say the least. In his brief existence, Bizarro has tried to aid others in his own inimitable style, but has also committed horrific crimes. The most notorious of his deeds was inadvertently beating the original Human Bomb to death, distracted by the fireworks caused by his blows.

Whatever his deeds, Bizarro is just as much sinned against as sinning. The Secret Society manipulated him into his most heinous acts, and Lex Luthor held him prisoner for an extended period of time. General Zod did likewise, and brutally tortured Bizarro simply because he reminded Zod of Superman.

Bizarro finally found purpose when he developed the ability to create others just like himself, and he set about populating the cube-shaped world he dubbed Bizarro World. With some coaching from the Man of Steel, Bizarro has become his world's greatest champion, and settled into a very happy, very odd marriage with Bizarro Lois Lane.

PERSONALITY

Bizarro's childlike mentality leaves him vulnerable to manipulation by less scrupulous individuals. He is easily confused,

and his responses are unpredictable. He may be a tremendous threat one day, and an unexpected blessing the next.

POWERS & ABILITIES

Bizarro duplicates Superman's tremendous strength, speed, resistance to harm, sensory capabilities, and ability to fly. His arctic vision and flame breath are the reverse of the Man of Steel's powers.

ALLIES

Bizarro's most frequent ally is the equally twisted Batzarro. He is often duped into temporary partnerships with more malicious parties, like the Secret Society of Super-Villains.

BLUE KRYPTONITE

Bizarro's greatest weakness is blue kryptonite. Its radiation saps Bizarro's Strength and powers, leaving him impaired, disabled, and eventually debilitated in terms of Strength and power effects. Long-term exposure (usually a matter of minutes, less for a large enough amount) imposes the dying condition and may lead to death.

ENEMIES

While he usually doesn't intend harm, Bizarro's actions sometimes endanger others. When they do, it's a job for Superman.

BLACK ADAM

In the ancient Middle Eastern nation of Kahndaq, around the 13th century B.C.E., the hero known as the Champion chose Teth-Adam as his successor. By speaking the magic word "Shazam" he was transformed into the Mighty Adam, with powers granted by the gods: Shu (stamina), Heru (speed), Amon (strength), Zehuti (wisdom), Aton (power), and Mehen (courage).

For centuries, the Mighty Adam used his powers as a force for good, eventually serving as champion to the Pharaoh Ramses II and the Egyptian prince Khufu. When the villain Ahk-ton, a servant of Vandal Savage, conquered Adam's homeland of Kahndaq and murdered the hero's wife and children, he went mad and killed his foe. He then swore to reclaim Kahndaq by any means necessary. Upon learning of this, the Champion—now known as the wizard Shazam—stripped Adam of his powers, placing them in a mystic scarab. Restored to his true, mortal age, the former hero turned into a mummified cadaver. Shazam had both the scarab and the body of "Khem-Adam" (Black Adam) entombed.

Thousands of years later, Theo Adam, assistant in an archeological dig led by C.C. and Marilyn Batson, discovered the tomb of Khem-Adam. Overcome with desire for the ancient scarab, Theo Adam murdered the Batsons and stole it. The wizard Shazam recruited the Batsons' orphaned son Billy as his new Champion, Captain Marvel. Upon seeing Captain Marvel's costume and resemblance to C.C. Batson, Theo Adam realized he was a reincarnation of Teth-Adam. Holding the scarab and speaking the name "SHAZAM" he was transformed... into Black Adam!

BLACK ADAM — PL16

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
19	16	2	2	10	1	10	3

POWERS

Stamina of Shu: Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *30 points*
Swiftness of Heru: Array (30 points)
- Flight 15 (64,000 MPH) • *30 points*
- Dimensional Travel 1 (Rock of Eternity) • *1 point*
- Quickness 15, Speed 15 (64,000 MPH) • *1 point*

Strength of Amon: Enhanced Strength 4, Limited to Lifting (lifting Str 23; 200,000 tons) • *4 points*
Wisdom of Zehuti: Enhanced Awareness 7, Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades) • *18 points*
Courage of Mehen: Enhanced Will 5, Impervious Will 10 • *15 points*

ADVANTAGES

Assessment, Beginner's Luck, Eidetic Memory, Great Endurance, Improved Initiative, *Jack-of-all-trades,* Move-by Action

SKILLS

Close Combat: Unarmed 3 (+13), Expertise: Tactics 9 (+10), Insight 2 (+12), Intimidation 8 (+11), Perception 2 (+12)

OFFENSE

Initiative +6

Unarmed +13	Close, Damage 19

DEFENSE

Dodge	11	**Fortitude**	16
Parry	11	**Toughness**	18
Will	16		

POWER POINTS

Abilities	112	**Skills**	12
Powers	99	**Defenses**	11
Advantages	3	**Total**	237

COMPLICATIONS

Power Loss: Black Adam loses his powers and reverts to his mortal form when he speaks the magic word "Shazam." His Strength, Stamina, and Awareness become 3.

Relationship: With his wife, Isis (Adrianna Tomaz) and brother-in-law, Osiris (Amon Tomaz).

Temper: Black Adam is infamous for his towering rages.

PERSONALITY

Black Adam is defined by power and tragedy. Chosen as a champion, he proved unable to save those he loved. He is a believer in harsh justice and the idea that might makes right. His arrogance makes him unable to acknowledge his mistakes, and his temper makes him vengeful and quick to anger. Black Adam is devoted to those he considers his friends and family, and they are the only ones who can sometimes cool his fury.

POWERS & ABILITIES

Black Adam is among the world's mightiest mortals, possessed of powers bestowed by the ancient gods. He is tremendously strong, virtually invulnerable, and inhumanly fast, in addition to being a skilled warrior with centuries of experience.

ALLIES

Initially an enemy of Captain Marvel and the Marvel Family, Black Adam later attempted to reform and reclaim his role as a hero, blaming much of his initial behavior following his rebirth on the criminal influence of Theo Adam. He worked with the Justice Society of America for a time, but his antiquated and often brutal ideas about justice created friction with other members of the team. Black Adam eventually split from the JSA, taking several younger heroes under his guidance to administer their own form of justice. This included overthrowing the military dictatorship ruling Adam's ancient homeland of Kahndaq and liberating its people.

REAL NAME: TETH-ADAM
OCCUPATION: CONQUEROR, CHAMPION BASE: KAHNDAQ

Black Adam used the mystic amulet that once held his powers to empower Adrianna Tomaz, a former slave, as the heroine Isis. The two of them fell in love and were later married. Adam also bestowed a portion of his power on Adrianna's brother, Amon, transforming him into Osiris, the third member of the "Black Marvels" (see **Isis** for more information).

ENEMIES

Captain Marvel and the Marvel Family are Black Adam's greatest foes and rivals. His other enemies are political: foes concerned by Black Adam's ambitions to impose his own brand of order and justice on the world. They range from the super-hero community at large (particularly the Justice Society) to the governments of nations like China and Bialya (responsible for the creation of the Horsemen of Apokolips).

BLACK CANARY

Two women have carried the name Black Canary into the fight against evil-doers.

BLACK CANARY (DINAH DRAKE LANCE)

When Dinah Drake applied to follow her father into the ranks of the Gotham City police department, despite her degree in criminology she was turned away for no reason other than her gender. Following the sudden death of her father, Dinah's disappointment blossomed into frustration, and she used her inheritance to open a florist shop—but only as a cover for her new chosen mission: to become a costumed vigilante, the Black Canary.

Early in her career, the Black Canary posed as a criminal to infiltrate the ranks of organized crime. This led to some confusion when she first met members of the Justice Society, but she was soon welcomed into their ranks.

During many of her adventures in Gotham City, the Black Canary worked alongside private investigator Larry Lance. After the two fell in love and were married, they had a baby daughter, Dinah. Years later, a battle with the villain Aquarius alongside both the JSA and the JLA killed Larry Lance and inflicted Black Canary with severe radiation poisoning. Following the Black Canary's death from cancer, her daughter followed in her footsteps, taking over both the floral shop and the mantle of the Black Canary.

PERSONALITY

Black Canary is driven by a strong sense of justice she learned from her father, but has an inner strength all her own. She can be tough as nails while still remaining feminine.

POWERS & ABILITIES

Black Canary has no powers, but she is a well-trained martial artist and a skilled criminal investigator.

ALLIES

Black Canary is a member of the Justice Society of America. In Gotham City, her closest ally is her detective husband.

ENEMIES

Many of Black Canary's enemies are mobsters and other organized criminals.

BLACK CANARY (DINAH LAUREL LANCE)

Dinah Laurel Lance is the daughter of Gotham City police officer Larry Lance and Dinah Drake Lance, the first Black Canary and a member of the Justice Society of America. Raised around her mother's former Justice Society of America colleagues, the younger Dinah wished to follow in her footsteps and become a crime fighter, even though her mother forbade it, believing the life of a costumed vigilante too dangerous. Her daughter possessed an added edge, however: a metagene-provided ultrasonic scream she dubbed her "canary cry."

Dinah sought out training with a number of experienced heroes, including her mother's old teammate Wildcat, who taught her hand-to-hand combat. She adopted the identity of the Black Canary, operating in Gotham City while maintaining a civilian identity working in her mother's florist shop.

Black Canary was an early member of the Justice League of America, where she first met Green Arrow (Oliver Queen). Although she initially disliked Queen, they eventually became

REAL NAME: DINAH DRAKE LANCE
OCCUPATION: FLORIST BASE: GOTHAM CITY

BLACK CANARY (DINAH DRAKE LANCE) PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	4	3	10	3	3	4

EQUIPMENT

VEHICLE: MOTORCYCLE • *10 POINTS*

Size: Medium **Str** 1 **Spd** 6 **Def** 10 **Tou** 8

ADVANTAGES

Agile Feint, Attractive, Choke Hold, Defensive Roll 4, Equipment 2, Evasion, Fascinate (Persuasion), Improved Disarm, Improved Hold, Improved Initiative, Power Attack, Set-up, Takedown, Teamwork, Well-informed

SKILLS

Acrobatics 6 (+10), Athletics 6 (+8), Close Combat: Unarmed 6 (+16), Deception 5 (+9), Insight 5 (+8), Intimidation 4 (+8), Investigation 9 (+13), Perception 6 (+9), Persuasion 8 (+12), Stealth 6 (+10), Vehicles 7 (+10)

OFFENSE

Initiative +8

Unarmed +16	Close, Damage 2

DEFENSE

Dodge	12	**Fortitude**	9
Parry	10	**Toughness**	6/2*
Will	9	*Without Defensive Roll	

POWER POINTS

Abilities	62	**Advantages**	19
Defenses	21	**Powers**	0
Skills	34	**Total**	136

COMPLICATIONS

Doing Good: Black Canary's detective father instilled her with a strong sense of right and wrong, along with a need to protect the innocent and bring justice to the guilty.

Relationships: Black Canary is married to private investigator Larry Lance and is mother to Dinah Laurel Lance, the second Black Canary. Among her many friends in the Justice Society, she was especially close to Ted Knight, the first Starman, and the two once momentarily considered having an affair.

romantically involved. After leaving the JLA, they moved to Seattle, where Dinah opened a shop called "Sherwood Florist" on the ground floor of the building where the couple lived. Their relationship eventually soured due to Queen's history of womanizing.

During a failed drug bust, Dinah was tortured, resulting in the loss of her canary cry. She regained her power from exposure to one of Ra's al Ghül's Lazarus Pits. Renewed, she worked with Oracle to recruit an entire team of female operatives known as the Birds of Prey.

Following Green Arrow's return from death, he and Black Canary cautiously renewed their relationship, and she rejoined the Justice League of America, serving for a time as the team's chairwoman due to the tactical and leadership skills she developed with the Birds of Prey.

PERSONALITY

Black Canary is a force to be reckoned with as an opponent, or as an ally. She is fiercely devoted to the people and causes she cares about, particularly her extended family, but she also likes a good fight simply for its own sake. Although willing to help others, she is independently-minded and has a difficult time accepting help herself. Sometimes her competitive streak gets the better of her, but she is an excellent strategic and tactical thinker.

POWERS & ABILITIES

Black Canary has the power to emit an ultrasonic scream—her "canary cry"—capable of shattering steel and rendering even superhuman opponents unconscious. She can maintain the effect of her canary cry by continuing to scream, like a singer holding a high note. She prefers not to use her canary cry against human-level opponents, reserving it for foes too tough or dangerous to take on in hand-to-hand combat.

REAL NAME: DINAH LAUREL LANCE
OCCUPATION: ADVENTURER BASE: GOTHAM CITY

Black Canary is among the very best unarmed fighters in the world. She is a capable covert operative (having worked as one for some time with Oracle), a skilled detective, a brilliant tactician, and charismatic leader. One of her only blind spots is her dislike of technological gadgets, particularly computers. She doesn't trust them, and the feeling is apparently mutual. Gamemasters should feel free to have any technology Black Canary relies on break down or fail at the most inopportune times.

ALLIES

After Green Arrow's death, Black Canary was adrift and began working with the mysterious Oracle. The job gave her new direction and her growing friendship with Oracle offered her support. It was some time before Black Canary learned her partner was actually Barbara Gordon—the first Batgirl—crippled by the Joker, but still fighting the good fight using her technological skills (one area where Dinah does *not* excel).

ENEMIES

Black Canary's foes range from Lady Shiva (with whom she shares a grudging respect) to members of the Injustice Gang. She has also acquired various foes from her time working with Green Arrow, Green Lantern, and the Justice League.

BLACK CANARY (DINAH LAUREL LANCE) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	5	3	11	2	3	3

POWERS

Canary Cry: Array (30 points)

- Burst Area Affliction 10 (Hearing Impaired, Hearing Disabled, Hearing Debilitated), Cumulative, Concentration • *30 points*
- Cone Area Damage 4, Concentration Linked to Cone Area Affliction 4 (Hearing Impaired, Hearing Disabled, Hearing Debilitated), Cumulative, Concentration • *1 point*
- Burst Area Affliction 10 (Dazed, Stunned, Incapacitated), Cumulative, Concentration • *1 point*
- Burst Area Damage 10, Concentration • *1 point*
- Cone Area Damage 10, Concentration • *1 point*

EQUIPMENT

VEHICLE: MOTORCYCLE • *10 POINTS*

Size: Medium **Str** 1 **Spd** 6 **Def** 10 **Tou** 8

ADVANTAGES

Agile Feint, All-out Attack, Daze (Intimidation), Defensive Attack, Defensive Roll 3, Equipment 2, Evasion, Grabbing Finesse, Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Hold, Improved Trip, Leadership, Move-by Action, Power Attack, Precise Attack (Close; Concealment), Ranged Attack 3, Redirect, Seize Initiative, Takedown, Weapon Bind

SKILLS

Acrobatics 6 (+11), Athletics 8 (+10), Close Combat: Unarmed 5 (+16), Deception 6 (+9), Insight 5 (+8), Intimidation 6 (+9), Investigation 6 (+8), Perception 8 (+11), Persuasion 4 (+7), Stealth 7 (+12), Treatment 3 (+5), Vehicles 8 (+11)

OFFENSE

Initiative +9

Unarmed +16	Close, Damage 2
Canary Cry	Area, Affliction 10 or Damage 10

DEFENSE

Dodge	12	**Fortitude**	9
Parry	14	**Toughness**	6/3*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	64	**Skills**	36
Powers	34	**Defenses**	24
Advantages	28	**Total**	186

COMPLICATIONS

Computer Illiterate: Dinah does not work well with computers, and they don't much like her, either.

Power Loss: Injuries to her throat or effects rendering her mute rob Black Canary of her canary cry.

Relationship: Married to Green Arrow (Oliver Queen).

BLACK HAND

William Hand's family ran a mortuary and he grew up fascinated with death and the dead. He sublimated his fascination with studying and practicing taxidermy and embalming, but when he killed the family dog in order to "practice," young William began seeing a series of psychologists and therapists. He remained impervious to efforts to treat his obsession, merely learning how to better conceal it.

As an adult, William Hand was caught in a battle between the alien criminal Atrocitus and the Green Lanterns Hal Jordan and Sinestro. Unbeknownst to him, Atrocitus had come to Earth following an ancient prophecy about the "Blackest Night," seeking the being responsible for unleashing the forces of darkness in the cosmos – William Hand himself. During the battle, a mysterious voice urged Hand to pick up a weapon Atrocitus dropped. He escaped, and later broke into a morgue to steal a corpse. When a security guard discovered him, Hand used the alien weapon to kill the man.

The same voice that urged Hand to steal Atrocitus' weapon instilled in him a hatred of Green Lanterns. He learned the weapon could absorb the residual energy left behind by a Green Lantern power ring, allowing it to duplicate many of the ring's functions. Fashioning a costume out of a body bag, decorated with the Hand family crest used in their business, he became a criminal known as "Black Hand," a play on his name and role as the "black sheep" of his family.

REAL NAME: WILLIAM HAND
OCCUPATION: CRIMINAL, NECROMANCER
BASE: COAST CITY, CA

PERSONALITY

An outcast and loner, Black Hand has always wanted to be important, special. He lauds his own cleverness and achievements, and becomes angry when others refuse to acknowledge him. He loves the sound of his own voice, and has a difficult time resisting an opportunity to gloat about his success or his enemies' inevitable defeat.

POWERS & ABILITIES

Black Hand wields a power siphon able to tap into the energy of a Green Lantern's power ring, store it, and use it in a similar fashion. The siphon needs to be used against a Green Lantern, or in an area where a green power ring was used, on a regular basis in order to maintain its charge. Failure to do so means a gradually dropping energy level and lowering of the device's ranks until it becomes powerless.

BLACK HAND — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	1	2	2	4	3	2

POWERS

Power Siphon: Removable (–12 points) • *52 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
Force Manipulation: Array (28 points)
- **Force Blast:** Ranged Damage 14 • *28 points*
- **Force Constructs:** Create 14 • *1 point*
- **Lifting:** Move Object 14 • *1 point*

ADVANTAGES

Diehard

SKILLS

Close Combat: Unarmed 4 (+6), Deception 4 (+6), Expertise: Death 8 (+12), Insight 4 (+7), Intimidation 6 (+8), Perception 4 (+7), Ranged Combat: Power Siphon 6 (+8), Technology 4 (+8), Treatment 2 (+6)

OFFENSE

Initiative +1

Force Blast +8	Ranged, Damage 14

DEFENSE

Dodge	8	**Fortitude**	7
Parry	8	**Toughness**	13/0
Will	14	*Without Force Field	

POWER POINTS

Abilities	30	**Skills**	21
Powers	52	**Defenses**	30
Advantages	1	**Total**	134

COMPLICATIONS

Arrogant: Black Hand has a very high opinion of himself and his abilities, and loves to gloat given the opportunity.

BLACK LANTERN

After several humiliating defeats, including an instance where the Spectre turned one of his hands into coal, Black Hand sank deeper and deeper into madness. While being transported to prison once again, he was taken to the dead world of Ryut, resting place of the Black Power Battery and the source of the mysterious voice that urged and advised him. Returned to Earth, Black Hand continued to hear the voice of death calling to him. He went to the Hand family home outside of Coast City and murdered his parents and brothers, before committing suicide.

The corrupt Guardian Scar appeared at William Hand's side and produced the first black power ring, which restored Hand's awareness and mobility, raising him as the first Black Lantern. He learned that he was the avatar of death, just as Parallax, Ion, and the Predator were avatars of different aspects of the emotional spectrum. The ancient prophecy would be fulfilled, and through the Black Hand, the Blackest Night would come.

As a Black Lantern, Black Hand is power level 13. He has no Stamina rank or Fortitude defense. His Expertise in Death becomes rank 16 (since he has a direct link with Nekron) and he gains the following powers:

Life-Draining: Weaken Stamina 20 • *20 points*
Risen: Immortality 20, Immunity 30 (Fortitude effects), Regeneration 20 • *90 points*
Spectral Sight: Enhanced Insight 8, Senses 5 (Detect Emotions, Ranged, Accurate, Acute) • *5 points*

Although not particularly tough—with active defenses and Toughness well below his power level—he's virtually indestructible, able to recover from almost any damage instantly due to his Immortality and Regeneration ranks. Only the pure white light of creation can truly destroy the Black Lanterns.

RISE!

Black Hand's greatest power is not listed among his game traits simply because it is far off the scale measured by DC Adventures. As the avatar of Nekron, he can cause the dead to rise up as Black Lanterns creating thousands of virtually indestructible followers—at an equivalent cost of thousands of power points! Once Black Hand's connection with Nekron was severed, however, the Black Lanterns went with him.

ALLIES

Although he occasionally cooperates with Green Lantern's other foes, Black Hand is primarily a loner. He was an agent of Nekron for a time, the death-bringer's avatar in the living universe.

ENEMIES

Black Hand's primary adversary has always been Hal Jordan, although he has come up against other Green Lanterns, as well as Jordan's friend the Flash (Barry Allen).

BLACK LIGHTNING

Gold-medal decathlete Jefferson Pierce was born in Metropolis' Suicide Slum and returned to become principal of the local high school. When a local crime lord named Tobias Whale and the criminal mob called the 100 threatened the neighborhood, Pierce adopted the identity of Black Lightning to protect his family and make use of his innate electrical abilities.

Black Lightning made a name for himself as he cleaned up the streets of Suicide Slum and helped found the Outsiders. He was soon invited by Green Arrow to join the Justice League of America. He declined the invitation, choosing to focus on fighting street crime. After an innocent bystander was killed, Pierce gave up heroics altogether until Batman recruited him to help in a rescue mission that led to the formation of a new team of Outsiders.

Later, Pierce served under then-President Lex Luthor as the Secretary of Education, and was recognized as one of the best parts of a corrupt administration. When Alfred Pennyworth formed a new Outsiders after Batman's disappearance, Black Lightning was recruited to rejoin the team.

REAL NAME: JEFFERSON PIERCE
OCCUPATION: TEACHER BASE: METROPOLIS

PERSONALITY

Black Lightning has a sense of justice and social responsibility that drives him both in costume and out of it. When not using his powers to battle super-villains as Black Lightning, Jefferson Pierce works to improve the community as a teacher and activist.

POWERS & ABILITIES

An Olympic-level athlete, Black Lightning generates electricity that he has learned to manipulate in a number of ways, from throwing electrical bolts and creating protective shields to riding arcs of his own lightning.

ALLIES

Black Lightning's closest friends are Batman and his teammates in the Outsiders. Green Arrow quickly recognized a fellow champion for social justice and

BLACK LIGHTNING — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	4	6	5	4	3	5

POWERS

Electrokinesis: Array (24 points)

- **Lightning Bolt:** Damage 12, Dynamic • *25 points*
- **Ground Charge:** Burst Area Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) , Dynamic • *2 points*
- **Ride the Lightning:** Flight 4 (30 MPH), Concentration, Dynamic • *2 points*
- **Short Circuit:** Affliction 12 (Resisted by Dodge; Impaired, Disabled, Incapacitated), Limited: Only effects electrical devices, robots, and cybernetics), Dynamic • *2 points*
- **Static Shield:** Protection 7, Aftfects Others, Sustained, Increased Range (Close), Distracting, Dynamic • *2 points*
- **Stun Shock:** Ranged Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Dynamic • *2 points*

ADVANTAGES

Agile Feint, All-out Attack, Connected, Defensive Roll 4, Extraordinary Effort, Improved Critical 2 (Lightning Bolts), Improved Initiative, Power Attack, Ranged Attack 4

SKILLS

Acrobatics 5 (+9), Athletics 10 (+13), Close Combat: Short Circuit 5 (+10), Close Combat: Unarmed 5 (+10), Expertise: Education 12 (+16), Expertise: Politics 6 (+10), Insight 5 (+8), Intimidation 3 (+8), Investigation 3 (+7), Perception 5 (+8), Ranged Combat: Stun Shock 3 (+9)

OFFENSE

	Initiative +8
Lightning Bolts +10	Ranged, Damage 12, Crit. 18-20
Ground Charge —	Burst Area, Affliction 11, Resisted by Fortitude
Stun Shock +13	Ranged, Affliction 9, Resisted by Fortitude
Short Circuit +10	Close, Affliction 12 (electrical; electrical devices, robots, and cybernetics only)
Unarmed +10	Close, Damage 3

DEFENSE

Dodge	14	**Fortitude**	8
Parry	10	**Toughness**	8/4*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	68	**Skills**	31
Powers	35	**Defenses**	24
Advantages	16	**Total**	174

COMPLICATIONS

Social Responsibility: Black Lightning is as interested in helping society by running a food drive or teaching a civics class at an inner-city high school as he is helping society by defeating super-villains. In addition to being a super hero, he has also been a high school principal and the U.S. Secretary of Education.

nominated Black Lightning for membership in the Justice League of America years before Pierce finally accepted, and the two heroes have often worked together. Black Lightning has also often been quick to befriend street-level heroes such as Gangbuster. He also has two metahuman children, the heroines Thunder and Lightning.

ENEMIES

Black Lightning's enemies include nationwide crime syndicate The 100, as well as villains such as the Fearsome Five, the Masters of Disaster, and the Force of July. While living in Brick City, Black Lightning fought an extended campaign against the Royal Flush Gang.

BLACK MANTA

REAL NAME: UNREVEALED
OCCUPATION: PIRATE, ASSASSIN
BASE: THE OCEANS

The modern-day pirate known as Black Manta suffered from an unusual form of autism as a child. He was comfortable in freezing cold water, but he found softer and warmer textures excruciatingly painful. Subjected to experimental treatments to cure him, the young man turned violent, murdering the scientist who treated him and then escaping from the mental hospital.

He later appeared, wearing an advanced black wetsuit with a specialized helmet, as head of a criminal gang. Using an advanced submarine, Black Manta became feared as the scourge of the Seven Seas. After clashing with Aquaman on several occasions, Black Manta learned of the underwater civilization of Atlantis, and became obsessed with conquering it and plundering its treasures and secrets.

After years of defeat at the hands of Aquaman, Manta sought revenge by murdering the Sea King's son, imprisoning him in an air-filled sphere so he would suffocate. Aquaman nearly killed Black Manta in retaliation, but instead showed him mercy. The villain later sold his soul to the demon Neron, who transformed him into a manta-human hybrid creature, able to operate freely in the deepest of ocean trenches. Aquaman once again showed his old foe mercy, using the mystic power granted to him by the Lady of the Lake to not only reverse Manta's hideous transformation, but to also rewire his brain to function normally.

Unfortunately, Black Manta remained a murderous criminal. He pretended to reform for a time, then betrayed

THE MANTA MEN

Black Manta's henchmen are equipped with underwater gear, including gill-implants, allowing them to breathe while submerged. They crew the Manta-Ship and board vessels at their boss' command, as well as dealing with interloping heroes while Black Manta prepares a counterattack or a quick escape. Statistics can be found on the following page.

and nearly killed Aquaman. He continues to plague his old foe, seeking to claim the Seven Seas and their treasures for himself alone.

PERSONALITY

Black Manta is a coldly vicious opponent, interested solely in satisfying his own greed and thirst for revenge. He may make alliances of convenience or even hide his true motive behind a pleasant façade, but deep down he's a psychotic killer.

POWERS & ABILITIES

Originally, Black Manta possessed no superhuman powers, relying entirely on his specialized diving suit and other equipment. The suit provides oxygen and pressure support underwater, and grants Black Manta considerable strength and toughness. It is equipped with jet propulsion and an array of weapons, including blades, electrical blasters, and miniature torpedoes. His helmet contains a telepathic scrambler (able to block Aquaman's telepathy) and its lenses can project powerful energy beams. Black Manta surgically implanted his "Manta-Men" with artificial gills which enabled them to breathe underwater. Manta later underwent the same gill-implantation surgery, although he retains his suit for its other capabilities.

Black Manta's resources include various high-tech submarines (presumably of his own design), crewed with members of his criminal gang and used to hijack ships, as well as conducting raids on undersea targets like the Atlantean city of Poseidonis. The submersible Manta-Ship also allows the criminal to make a quick getaway from his surface raids, leaving most pursuers unable to follow him.

BLACK MANTA — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	3	4	3	6	2	2	2

POWERS

Diving Suit: Enhanced Strength 5, Protection 5, Swimming 7 (60 MPH), Removable (–4 points) • *13 points*
Gill Implants: Immunity 2 (Drowning, Pressure), Movement 1 (Environmental Adaptation: Aquatic) • *4 points*
Helmet: Immunity 5 (Telepathic Powers), Removable (–1 point) • *4 points*
Weapons: Array (20 points), Removable (–4 points)
- **Electrical Blasters:** Damage 10, Line Area • *20 points*
- **Blades:** Strength-based Damage 2 • *1 point.*
- **Helmet Eye-beams:** Ranged Damage 10 (laser) • *1 point*
- **Mini-Torpedoes:** Ranged Damage 8, Homing 4 • *1 point*

EQUIPMENT

VEHICLE: MANTA-SUB • *35 POINTS*

Gargantuan; **Str** 13, Speed 7, Def 6, Tou 11; Navigation System, Smokescreen (ink cloud), Torpedoes (Ranged Damage 8 Burst Area 5), Towing Cables

ADVANTAGES

Agile Feint, Defensive Attack, Equipment 7, Improved Aim, Minions, Move-by Action, Precise Attack (Ranged; Cover)

SKILLS

Athletics 6 (+9), Close Combat: Blades 4 (+10), Close Combat: Unarmed 6 (+12), Ranged Combat: Weapons Array 6 (+10), Technology 8 (+10)

THE MONSTER OF DEVIL'S DEEP

When the demon Neron offered various super-villains power in exchange for their souls, Black Manta took the devil's bargain and was transformed into a manta-human hybrid creature. In this form, he possessed Strength 9, Stamina 6, and the following powers:

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation: Aquatic), Senses 1 (Low-Light Vision) • *6 points*
Claws & Teeth: Strength-Linked Damage 2 • *2 points*
Manta-Fins: Swimming 8 (120 MPH) • *8 points*
Tail: Extra Limbs 1 • *1 point*

OFFENSE

Initiative +4

Blades +10	Close, Damage 10
Electrical Blasters —	Line Area, Close, Damage 10
Helmet Eye-beams +10	Ranged, Damage 10
Mini-Torpedoes +10	Ranged, Damage 8
Unarmed +12	Close, Damage 8

DEFENSE

Dodge	12	**Fortitude**	10
Parry	12	**Toughness**	8/3*
Will	9	*Without Diving Suit.	

POWER POINTS

Abilities	50	**Skills**	15
Powers	40	**Defenses**	28
Advantages	13	**Total**	146

COMPLICATIONS

Enemy: Aquaman.

Obsession: Black Manta is obsessed with defeating Aquaman and claiming the treasures of Atlantis for himself.

MANTA-MEN — PL4 MINIONS • 30 POINTS

Abilities: Str 1 **Sta** 1 **all others** 0

Powers: Gill-implants (Immunity 1: Drowning); **Movement 1** (Environmental Adaptation 1: Aquatic)

Equipment: Commlink, Diving Suits (Protection 2, Swimming 3 (4 MPH)), Goggles (Senses 1: Low-Light Vision), Spear-gun (Ranged Damage 4)

Advantages: Equipment 3

Skills: Athletics 4 (+5), Close Combat: Unarmed 4 (+4), Ranged Combat: Spear-Guns 4 (+4)

Offense: Initiative +0, Spear-gun +4 (Damage 4), Unarmed +4 (Damage 1)

Defense: Dodge 4, Parry 4, Fortitude 4, Toughness 3, Will 3

Totals: Abilities 4 + Powers 3 + Advantages 3 + Skills 6 + Defenses 14 = 30

OTHER GADGETS

Black Manta is a skilled weapons-maker and designer. The weapons and vehicle included above can be swapped out for different options depending on his needs. He tends to use destructive effects, but he's a savvy fighter and isn't above using gadgets to entrap his foes if that's what his plans require.

ALLIES

To achieve his goals, Manta has worked with other criminals from time to time. He was a sometime ally of Aquaman's villainous brother, Ocean Master. He has also been a member of the Injustice League and the Secret Society.

ENEMIES

Black Manta earned his place as Aquaman's greatest foe the day he murdered the Sea King's son as part of his revenge scheme. Although Black Manta has fought other heroes, including like Green Arrow, Aquaman is the focus of his obsessions.

BLACKFIRE

Komand'r is the eldest daughter of the Tamaranian Royal family. Born sickly and unable to fly, Blackfire became infamous when alien invaders known as the Citadel destroyed the Tamaranian city of Kysarr along with all its inhabitants—in her name. Despite having nothing to do with the attack, Komand'r was forever linked to the massacre and passed over as heir to the throne for her younger sister Koriand'r. This enflamed a deep hatred for her people, her planet, and her family in Komand'r's heart—towards her younger sister most of all. When both sisters were sent to the Warlords of Okaara to learn the art of war, Komand'r tried to kill her sister, but the Warlords expelled her for her crime. Komand'r swore vengeance against all she hated and fled to the Citadel where she quickly rose through the ranks.

Betraying her homeworld, Komand'r helped the Citadel conquer Tamaran. As a condition of Tamaran's surrender, Koriand'r was enslaved by Komand'r and forbidden from returning home. Komand'r enslaved and abused her younger sister for years, until the pair was captured by the scientific Psions who subjected them to sadistic experimentation. These experiments endowed them with the ability to discharge their absorbed energy in the form of starbolts, which they used to escape from the Psions. While Koriand'r fled to Earth, Komand'r returned to her position with the Citadel.

REAL NAME: KOMAND'R
OCCUPATION: QUEEN OF TAMARAN
BASE: MOBILE

BLACKFIRE PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	5	4	3	10	2	2	4

POWERS

Language Absorption: Comprehend Languages 2 (Speak Any One Language, Understand and Read Multiple Languages), Limited (Requires Physical Contact) • *2 points*
Invulnerability: Impervious Protection 5 • *10 points*
Solar Sustenance: Immunity (Starvation and Thirst), Limited (Requires UV Radiation) • *1 point*
Star Bolts: Ranged Damage 14 • *28 points*
Super-Strength: Enhanced Strength 2, Limited to Lifting (Lifting Str 12; 100 tons) • *2 points*

EQUIPMENT

Vehicle: Grav Platform • *24 points*
Medium; **Str** 0, Speed 7, Def 10, Tou 5

ADVANTAGES

Benefit 5 (Queen of New Tamaran), Defensive Attack, Defensive Roll 2, Equipment 5, Improved Critical (Okaaran weapons), Improved Smash, Instant Up, Leadership, Power Attack, Startle

SKILLS

Close Combat: Unarmed 2 (+12), Deception 5 (+9), Expertise: Military 10 (+12), Expertise: Politics 10 (+12), Intimidation 8 (+12), Persuasion 5 (+9), Ranged Combat: Starbolts 5 (+8), Stealth 5 (+9), Vehicles 2 (+5)

OFFENSE

Initiative +8

Starbolts +8	Ranged, Damage 14
Unarmed +12	Close, Damage 10

DEFENSE

Dodge	10	**Fortitude**	9
Parry	10	**Toughness**	12/10*
Will	6	*Without Defensive Roll	

POWER POINTS

Abilities	80	**Skills**	26
Powers	43	**Defenses**	14
Advantages	19	**Total**	182

COMPLICATIONS

Hatred: Blackfire has an irrational hatred for her sister, Starfire.

Obsession: Blackfire is obsessed with ruling her people, so much so that she was willing to be their conqueror.

Prejudice: Blackfire cannot fly under her own power; this is considered a disability by Tamaranians and causes some discrimination.

PERSONALITY

Blackfire is cold-hearted, sadistic, and cruel. Despite these character flaws, she legitimately loves her subjects and will do what she feels is best for them.

POWERS & ABILITIES

Blackfire has the natural ability to absorb solar radiation and expel it as light. This has been augmented so that she can emit that energy as devastating starbolts. She also possesses super-strength, stamina, and durability, and is an outstanding hand-to-hand combatant.

ALLIES

Blackfire has previously been associated with the alien Citadel, but now rules the people of Tamaran. As such he has access to an entire planet's resources, armed forces, and wealth.

ENEMIES

Blackfire has faced her sister Starfire (see **Vol. II**) and the Teen Titans multiple times. Despite her position as Queen of New Tamaran, Blackfire still harbors significant vitriol towards Starfire.

THE BLACKHAWK SQUADRON

The famed Blackhawk Squadron was formed during the early days of World War II by a group of supremely gifted pilots. Owing allegiance only to the cause of human freedom, the Blackhawk Squadron waged war on would-be conquerors and tyrants worldwide.

Operating from the uncharted Blackhawk Island, the Squadron played a key role in defeating the Axis powers during World War II and halting the spread of communist totalitarianism afterwards. Accounts of the group's subsequent activities vary greatly, but all add to the heroic legend of the Blackhawks.

ALLIES

During World War II, the Blackhawk Squadron answered only to British Prime Minister Winston Churchill, but occasionally worked in concert with other extraordinary anti-Axis forces, such as the All-Star Squadron. Post-war, the mysterious Miss Fear aided them on a number of cases.

ENEMIES

Beginning with the Axis powers in World War II, the Blackhawk Squadron battled enemies of human freedom on every continent, facing scores of despots, mad scientists, and subversives. Their single greatest arch-foe was an infamous Nazi agent, the original Killer Shark.

ANDRÉ BLANC-DUMONT

André Blanc-Dumont served as a mercenary and member of the French resistance prior to joining the Blackhawk Squadron. His skills as a multi-linguist, tactician, and Casanova served the team well throughout the years.

During the team's brief dalliance with costumed identities, André became the ace gearhead "M'sieu Machine." Some later accounts have him owning and operating an upscale Paris club after the Squadron's reported retirement. His current whereabouts are unknown.

BLACKHAWK

Polish ace Janos Prohaska first joined an international team of flying aces as a member of the Bill Heywood Squadron, fighting in the Spanish Civil War. After the Nazi invasion of Poland, he took the name Blackhawk and formed a team of his own to fight the scourge of totalitarianism. Blackhawk's courage and resolve in fighting to liberate all people everywhere is unparalleled.

Blackhawk's vision and leadership guided the team through decades of daring missions, weathering even an embarrassing stint as costumed crime-fighters (Blackhawk became "Big Eye," monitoring the team from orbit). His present activities are unrecorded, but he's reputed to have been active in co-

BASE: BLACKHAWK ISLAND
FORMER MEMBERS: ANDRÉ, BLACKHAWK, WENG CHAN, CHUCK, HENDRICKSON, LADY BLACKHAWK, OLAF, STANISLAUS
VEHICLES: GRUMMAN XF5F-1 "SKYROCKET" FIGHTER PLANES

ANDRÉ BLANC-DUMONT — PL8 • 133 POINTS

Abilities: Str 4 **Sta** 4 **Agl** 3 **Dex** 3 **Fgt** 5 **Int** 3 **Awe** 3 **Pre** 4

Equipment Grumman XF5F-1 "Skyrocket," Heavy Pistol; choose 2 EP's of additional gear

Advantages All-out Attack, Attractive, Defensive Attack, Defensive Roll 2, Equipment 16, Improved Defense, Languages 4, Power Attack, Takedown Attack, Teamwork

Skills Athletics 5 (+9), Close Combat: Unarmed 4 (+9), Perception 7 (+10), Ranged Combat: Heavy Weapons 5 (+8), Ranged Combat: Firearms 6 (+9), Sleight of Hand 7 (+10), Stealth 7 (+10), Technology 4 (+7), Vehicles 7 (+10)

Offense: Initiative +3, Heavy Pistol +9 (Damage 4), Unarmed +9 (Damage 4)

Defense: Dodge 9, Parry 10, Fortitude 7, Toughness 6/4, Will 9

Totals: Abilities 58 + Powers 0 + Advantages 29 + Skills 26 + Defenses 20 = 133

Complications: Justice: André is committed to avenging the wrongs of tyranny and oppression worldwide. **Enemy:** See the Blackhawk Squadron's group Enemies list.

BLACKHAWK — PL8 • 156 POINTS

Abilities: Str 4 **Sta** 5 **Agl** 4 **Dex** 4 **Fgt** 7 **Int** 4 **Awe** 4 **Pre** 4

Equipment: Grumman XF5F-1 "Skyrocket," Heavy Pistol; choose 2 EP's of additional gear

Advantages: All-out Attack, Defensive Attack, Defensive Roll 2, Equipment 16, Fearless, Improved Defense, Improved Initiative, Inspire 2, Languages, Leadership, Power Attack, Takedown Attack, Teamwork

Skills: Athletics 6 (+10), Close Combat: Unarmed 2 (+9), Deception 7 (+11), Expertise: Aircraft Design 9 (+13), Insight 7 (+11), Intimidation 7 (+11), Perception 8 (+12), Persuasion 7 (+11), Ranged Combat: Heavy Weapons 4 (+8), Ranged Combat: Firearms 5 (+9), Technology 8 (+12), Vehicles 10 (+14)

Offense: Initiative +8, Heavy Pistol +9 (Damage 4), Unarmed +9 (Damage 4)

Defense: Dodge 9, Parry 9, Fortitude 8, Toughness 7/5, Will 8

Totals: Abilities 72 + Powers 0 + Advantages 30 + Skills 40 + Defenses 14 = 156

Complications: Justice: Blackhawk is committed to avenging the wrongs of tyranny and worldwide. **Enemy:** See the Blackhawk Squadron's group Enemies list.

vert missions into the 1970s, running an aviation company under the alias of "Mr. Cunningham."

CHUCK

Chuck Wilson was an ace RAF pilot, an electronics whiz, a double-tough pugilist, and an authentic Texas cowboy. A man of diverse talents, good-natured Chuck proved his worth as a member of the Blackhawk Squadron countless times.

VEHICLE: GRUMMAN XF5F-1 "SKYROCKET" • *70 POINTS*

Size: Huge **Str** 10 **Speed** 7 **Def** 8 **Tou** 9 **Features:** Weapons (48-point Array): Bombload (Damage 8, Ranged, Burst Area 5, Limited to One Use Per Flight), *AE:* Machineguns (Damage 7, Multiattack, Ranged); Senses 3 (Accurate Radio)

CHUCK — PL8 • 124 POINTS

Abilities: Str 4 **Sta** 4 **Agl** 3 **Dex** 3 **Fgt** 5 **Int** 3 **Awe** 3 **Pre** 2

Equipment: Grumman XF5F-1 "Skyrocket," Heavy Pistol; choose 2 EP's of additional gear

Advantages: All-out Attack, Defensive Attack, Defensive Roll 2, Equipment 16, Improved Defense, Improvised Tools, Power Attack, Takedown Attack, Teamwork

Skills: Athletics 5 (+9), Close Combat: Unarmed 4 (+9), Expertise: Cowboy 6 (+9), Expertise: Electronics 7 (+10), Perception 4 (+7), Ranged Combat: Heavy Weapons 5 (+8), Ranged Combat: Firearms 6 (+9), Technology 5 (+8), Vehicles 8 (+11)

Offense: Initiative +3, Heavy Pistol +9 (Damage 4), Unarmed +9 (Damage 4)

Defense: Dodge 9, Parry 10, Fortitude 7, Toughness 6/4, Will 9

Totals: Abilities 54 + Powers 0 + Advantages 25 + Skills 25 + Defenses 20 = 124

Complications: Responsibility: Chuck regards fighting for human freedom as the highest duty. **Enemy:** See the Blackhawk Squadron's group Enemies list.

OLAF — PL8 • 121 POINTS

Abilities: Str 4 **Sta** 5 **Agl** 4 **Dex** 3 **Fgt** 6 **Int** 2 **Awe** 3 **Pre** 2

Equipment Grumman XF5F-1 "Skyrocket," Heavy Pistol; choose 2 EP's of additional gear

Advantages Agile Feint, All-out Attack, Defensive Attack, Defensive Roll 2, Equipment 18, Improved Defense, Languages, Power Attack, Takedown Attack, Teamwork

Skills: Acrobatics 5 (+9), Athletics 6 (+10), Close Combat: Unarmed 3 (+9), Perception 5 (+8), Ranged Combat: Heavy Weapons 5 (+8), Ranged Combat: Firearms 6 (+9), Vehicles 8 (+11)

Offense: Initiative +4, Heavy Pistol +9 (Damage 4), Unarmed +9 (Damage 4)

Defense: Dodge 9, Parry 9, Fortitude 8, Toughness 7/5, Will 8

Totals: Abilities 58 + Powers 0 + Advantages 28 + Skills 19 + Defenses 16 = 119

Complications: Responsibility: Olaf regards fighting for human freedom as the highest duty. **Enemy:** See the Blackhawk Squadron's group Enemies list.

For a short time, he used his technical acumen to create a hyper-hearing device, becoming the costumed "Listener." In one version of later events, Chuck joined Blackhawk's post-war concern Cunningham Aviation as its chief scientist. He is also said to have died heroically, sacrificing himself to destroy the Killer Shark's War Wheel.

OLAF

Olaf Bjornson gave up fame, fortune, and comparative safety as an acclaimed circus acrobat to become one of the Black-

HEADQUARTERS: BLACKHAWK ISLAND • *21 POINTS*

Size: Gargantuan **Tou** 8 **Features:** Communications, Defense System, Dock, Hangar, Isolated, Living Space, Power Source, Secret 5, Workshop, Senses 3 (Accurate Radio)

HENDRICKSON — PL8 • 126 POINTS

Abilities: Str 4 **Sta** 4 **Agl** 3 **Dex** 3 **Fgt** 5 **Int** 4 **Awe** 4 **Pre** 1

Equipment: Grumman XF5F-1 "Skyrocket," Heavy Pistol; choose 2 EP's of additional gear

Advantages: All-out Attack, Defensive Attack, Defensive Roll 2, Equipment 16, Fearless, Improved Defense, Languages, Power Attack, Ranged Attack 6, Takedown Attack, Teamwork

Skills: Athletics 5 (+9), Close Combat: Unarmed 3 (+8), Insight 7 (+11), Perception 6 (+10), Ranged Combat: Heavy Weapons 5 (+8), Vehicles 8 (+11)

Offense: Initiative +3, Heavy Pistol +9 (Damage 4), Unarmed +8 (Damage 4)

Defense: Dodge 9, Parry 10, Fortitude 7, Toughness 6/4, Will 11

Totals: Abilities 56 + Powers 0 + Advantages 32 + Skills 17 + Defenses 21 = 126

Complications: Responsibility: Hendrickson regards fighting for human freedom as the highest duty. **Enemy:** See the Blackhawk Squadron's group Enemies list.

STANISLAUS — PL8 • 117 POINTS

Abilities: Str 5 **Sta** 6 **Agl** 2 **Dex** 3 **Fgt** 6 **Int** 3 **Awe** 3 **Pre** 2

Equipment: Grumman XF5F-1 "Skyrocket," Heavy Pistol; choose 2 EP's of additional gear

Advantages: All-out Attack, Defensive Attack, Defensive Roll, Equipment 16, Improved Defense, Languages, Power Attack, Takedown Attack, Teamwork

Skills: Athletics 6 (+11), Close Combat: Unarmed 3 (+9), Perception 6 (+9), Ranged Combat: Heavy Weapons 6 (+8), Ranged Combat: Firearms 6 (+9), Vehicles 7 (+10)

Offense: Initiative +2, Heavy Pistol +9 (Damage 4), Unarmed +9 (Damage 5)

Defense: Dodge 8, Parry 9, Fortitude 8, Toughness 7/6, Will 8

Totals: Abilities 60 + Powers 0 + Advantages 24 + Skills 17 + Defenses 16 = 117

Complications: Justice: Stanislaus is committed to avenging the wrongs of tyranny and oppression worldwide. **Enemy:** See the Blackhawk Squadron's group Enemies list.

hawks. Unlike most of his compatriots, who fought to liberate their Axis-dominated homelands, Olaf left his native, neutral Sweden to battle Nazi tyranny. His dazzling feats of agility perfected under the big top got the team out of more than one tight spot.

Olaf briefly augmented his natural abilities with a special rubberized costume, re-dubbing himself "the Leaper." Rumors place him in Europe after the war, working as a ski instructor but still ready to help his teammates when needed.

HENDRICKSON

As Hans Hendrickson neared his fiftieth year, he longed for renewed purpose. The death of his beloved wife Violet left him aimless, but his native Netherlands falling to invading Nazi hordes refocused him. Though considered too old for regular military service, the Blackhawks eagerly accepted Hendrickson. His boundless wisdom and mastery of all weapon types made him indispensable.

WENG CHAN — PL8 • 123 POINTS

Abilities: Str 4 **Sta** 4 **Agl** 4 **Dex** 4 **Fgt** 6 **Int** 2 **Awe** 3 **Pre** 3

Equipment: Grumman XF5F-1 "Skyrocket," Heavy Pistol; choose 4 EP's of additional gear

Advantages: Defensive Attack, Defensive Roll 4, Equipment 18, Improved Critical: Unarmed, Improved Defense, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Languages, Power Attack, Teamwork

Skills: Athletics 6 (+10), Close Combat: Unarmed 6 (+12), Perception 5 (+8), Ranged Combat: Heavy Weapons 4 (+8), Ranged Combat: Firearms 5 (+9), Vehicles 6 (+10)

Offense: Initiative +8, Heavy Pistol +9 (Damage 4), Unarmed +12 (Damage 4)

Defense: Dodge 8, Parry 8, Fortitude 7, Toughness 8/4, Will 9

Totals: Abilities 60 + Powers 0 + Advantages 32 + Skills 16 + Defenses 15 = 123

Complications: Justice: Chop-Chop is committed to avenging the wrongs of tyranny and oppression worldwide. **Enemy:** See the Blackhawk Squadron's group Enemies list.

In later years, he briefly appeared as the costumed "Weapons Master", then purportedly retired to Blackhawk Island. He is said to have rediscovered his daughter Elsa and survived a heart attack, but his postwar activities are largely unknown.

STANISLAUS

Stanislaus' (surname Drozdowski, in some accounts) improbable origin includes a stint as a circus strongman and graduating from the University of Warsaw with honors. He lost his family during the Nazi invasion of Poland, and, seeking revenge, became the Blackhawk Squadron's very first recruit. Soon after, Axis agents learned to fear Stan's wrathful might.

For a short interval, Stan became even more powerful, donning a suit of high-tech armor as the "Golden Centurion". His activities are murkier after that point, with some claiming he became Cunningham Aviation's financial guru.

WENG CHAN

Weng "Chop Chop" Chan and his entire family were made refugees by the Japanese occupation of Manchuria. Their wanderings took them all the way to Europe, where he first encountered the Blackhawk Squadron. Despite his amazing martial arts skills (Blackhawk nicknamed him "Chop Chop" after the sound made by his powerful blows), he was only allowed to serve as the team's cook.

In time, the Blackhawks realized the injustice they'd done their friend, and accepted him as a full-fledged Squadron member. Weng Chan remained a team stalwart ever after, even donning titanium gloves as "Doctor Hands" during their brief costumed phase, and (purportedly) becoming Cunningham Aviation's chief test pilot. Weng Chan also founded a commercial spin-off from the Squadrion, the Blackhawk Express courier service. His current whereabouts are unknown.

BLAZE

Blaze first appeared in modern times working under the alias of nightclub owner Angelica Blaze in Metropolis. She is the daughter of the wizard Shazam and an unrevealed demoness, and is the sister of Lord Satanus. Her quest for souls to steal brought her into conflict with Superman and she has returned to bring misery to his friends and loved ones repeatedly. Recently, she and her brother worked together to seize control of Hell in a terrible civil war. She betrayed him at the last second to take the infernal throne for herself.

PERSONALITY

Blaze is deceit personified. Her true intentions are always masked, she always has an agenda, and no matter the face she presents, actual generosity, kindness, and altruism are alien to her nature.

POWERS & ABILITIES

Blaze is a major demon and now Domina, meaning she has a number of infernal powers, such as granting wishes she later twists against their recipients, pulling hellfire from the underworld, summoning powerful minions (use the Archetypes on pages 34-41, DC Adventures: *Hero's Handbook*, changing descriptors and descriptions to match demonic backgrounds). She is superhumanly durable, possessed of inhuman senses

REAL NAME: UNKNOWN
OCCUPATION: QUEEN OF HELL ("DOMINA")
BASE: HELL

BLAZE PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	9	7	7	7	9	9	5

POWERS

Demonic Heritage: Comprehend Languages 3 (Speak, Understand, and Understood), Immunity 30 (Fortitude Effects), Protection 7, Movement 2 (Dimensional Travel 2 (Hell and Occult Dimensions)), Regeneration 5, Senses 5 (Magic Awareness (Analytical, Extended 2)) • *57 points*

Demonic Magic: Array (60 points)

- **Call Servants:** Summon 10, Heroic, Broad Variable Type (Demons and Infernal Creatures) • *60 point*
- **Demonic Deception:** Illusion 12 (All Senses) • *1 point*
- **"Granting Wishes" 1:** Create 14, Continuous, Innate, Precise, Subtle • *1 point*
- **"Granting Wishes" 2:** Ranged Affliction 18 (Resisted by Will; Dazed, Stunned, Transformed) • *1 point*
- **Punishing Flames:** Perception Range Damage 14, Alternate Resistance (Fortitude), Distracting • *1 point*
- **Transmogrification:** Transform 12, Anything into Anything • *1 point*

Demonic Mask: Morph 3 (humanoids and animals) • *15 points*

ADVANTAGES

Benefit 6 (Queen of Hell), Fascinate (Deception), Improved Initiative, Ranged Attack 3, Seize Initiative, Ritualist, Skill Mastery (Deception), Taunt

SKILLS

Deception 19 (+24), Expertise: Hell 9 (+18), Expertise: Magic 6 (+15), Insight 9 (+18), Intimidation 8 (+13), Perception 6 (+15), Persuasion 9 (+14)

OFFENSE

Initiative +11

Affliction +10	Ranged, Varies
Punishing Flames —	Perception, Damage 14, Resisted by Fortitude
Unarmed +7	Close, Damage +9

DEFENSE

Dodge	12	**Fortitude**	12
Parry	12	**Toughness**	16
Will	16		

POWER POINTS

Abilities	124	**Skills**	33
Powers	137	**Defenses**	20
Advantages	15	**Total**	329

COMPLICATIONS

Demonic Nature: Blaze is one of the spawn of Hell and is recognizable as such with the proper mystic senses.

Uneasy Sits the Crown: Blaze's position in Hell is always threatened. The only things that change are whether the threat is open or hidden and who happens to be behind it at any given time.

and a physical form she can change on a whim. Any additional power or minions she has as Domina are left to GM definition and may even push her into PLX territory if you choose.

ALLIES

She has tools and useful fools, never allies.

ENEMIES

Blaze has made enemies throughout the hierarchy of Hell, such as Neron, the Demon Etrigan, and others. She often works in secret to foil the plans of her brother Lord Satanus (see **Vol. II**), just as he does against her. Superman and various magic-oriented do-gooders are a constant threat to her schemes.

BLOCKBUSTER

Mark Desmond was a sickly lad with a genius-level IQ and a knack for the sciences, especially chemistry. Jealous of his athletic older brother Roland and tired of being picked on by his classmates, Desmond started experimenting with chemical compounds designed to augment his frail physique. His first attempts failed, but he eventually discovered a way to over-stimulate the pituitary gland, dramatically boosting his size and strength. Unfortunately, a side-effect of Desmond's serum atrophied most of his other endocrine glands, stunting his emotional development and interfering with his ability to reason. The result was Mr. Hyde without a Dr. Jekyll. Mark became a savage, hulking brute with the intellect of a five-year-old.

Around this same time Mark's brother Roland fell in with a bad crowd and started committing petty crimes. It was up to Roland to care for Mark after the transformation and he soon started to manipulate his brother into helping him rise through the ranks of the Gotham City underworld as "the Blockbuster." During their rise, the Desmond brothers inevitably attracted the attention of the Batman, who discovered that he could immobilize Blockbuster simply by removing his cowl and revealing his identity. Young Bruce Wayne had saved Mark Desmond from drowning several years earlier and the brute retained enough of Mark's memories to recognize his savior.

Once imprisoned, Blockbuster quickly returned to his brutish ways and escaped on several occasions to menace Gotham anew. Shortly after being drafted into the Suicide Squad, Mark was killed battling against Brimstone.

Sometime later, Roland Desmond was caught in the blast radius of an alien "gene bomb" that transformed him into a new Blockbuster. Mark's serum apparently had actually triggered a genetic anomaly shared by both brothers and the alien bomb awoke the same anomaly in Roland. After suffering defeats at the hands of Batman and Starman (Will Payton), Roland sold his soul to the demon Neron in exchange for a genius-level intellect. With both brains *and* brawn at his disposal, the new Blockbuster moved to his family's old hometown of Blüdhaven and quickly built one of the most fearsome crime syndicates in the nation by forcing out existing crime lords and taking over their resources. His organization regularly brought him into conflict with Nightwing.

In time, Roland started to manifest some unpredictable side effects of his transformation. He manifested albinism and a defect brought on by his genetic anomaly forced him to undergo a heart transplant (from one of Gorilla City's inhabit-

BLOCKBUSTER (ROLAND DESMOND) PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	8	3	0	6	6	3	4

POWERS

Superhuman Durability: Protection 4 (Limited to Blunt Force Trauma) • *2 points*

ADVANTAGES

All-out Attack, Assessment, Benefit 3 (Wealth: Millionaire), Benefit 2 (Status: Crimelord), Chokehold, Close Attack 6, Connected, Contacts, Daze (Intimidation), Fast Grab, Improved Critical 4 (Unarmed), Improved Grab, Improved Hold, Power Attack, Seize Initiative, Startle

SKILLS

Athletics 2 (+12), Deception 6 (+10), Expertise: Crime Lord 8 (+14), Insight 6 (+9), Intimidation 10 (+14), Investigation 2 (+8), Perception 6 (+9), Persuasion 6 (+10), Ranged Combat: Guns 4 (+7), Stealth 2 (+5)

OFFENSE

Initiative +3

Unarmed +12	Close, Damage 10, Crit. 16-20

DEFENSE

Dodge	10	**Fortitude**	11
Parry	10	**Toughness**	12/8*
Will	11	*Vs. anything other than Blunt Force Trauma	

POWER POINTS

Abilities	80	**Skills**	26
Powers	2	**Defenses**	22
Advantages	27	**Total**	157

COMPLICATIONS

Too Big for His Own Good: Roland's mass is a constant strain on his internal physiology, threatening his heart and other overworked organs. He must also consume a disturbingly large amount of food daily to fuel his ogre-ish physique.

Rage: Roland still suffers from serious anger management issues even though he no longer possesses an impaired intellect. He can be goaded into a near-berserker rage under the right circumstances.

REAL NAME: ROLAND DESMOND
OCCUPATION: CRIMELORD
BASE: BLÜDHAVEN

ants, due to Desmond's freakish size). While consolidating his control over his syndicate, having seen his power weakened by actions of Nightwing and his allies, his own health, and the predations of his rivals, Desmond also began to set his sights on expanding to nearby Gotham City. These plans died with Blockbuster as he was then assassinated by the new Tarantula (Catalina Flores), and his remaining organization is presumed to have been destroyed with the rest of Blüdhaven when the Society dropped Chemo on the city.

Given the nature of his durability, as well as his penchant for planning, it's entirely possible that certain death was anything but, leaving Roland in the shadows to nurse his wounds while his enemies think him dead.

PERSONALITY

Roland is canny and thoroughly corrupt, interested only in his own criminal ambitions, utterly pitiless and savagely brutal. Only his mother (who Roland cares for) sees a different and compassionate demeanor.

POWERS & ABILITIES

A superhumanly strong and durable brute, Roland also possesses a genius-level intellect.

ALLIES

Roland calls on an intimidating retinue of killers such as Stallion, Brutale, and, most frequently, Lady Vic. He also has deep hooks in the corrupt city police department.

ENEMIES

Various members of the Batman family frequently fight both brothers, and in addition, the second Blockbuster has made numerous mortal enemies among Blüdhaven's criminal syndicates whose territories and resources he forcibly seizes.

MARC DESMOND

Blockbuster was larger and stronger than his brother, but had the mentality of a five-year-old child and even more extreme anger-management issues than his brother later showed. He was easily duped, used by both his brother and other criminals in their schemes.

BLOCKBUSTER (MARK DESMOND) PL11 • 92 POINTS

Abilities: Str 12 **Sta** 10 **Agl** 1 **Dex** -1 **Fgt** 5 **Int** -2 **Awe** -1 **Pre** 1

Powers: Thick Hide (Impervious Toughness 8, Protection 4)

Advantages: Close Attack 5, Fast Grab, Power Attack, Startle

Skills: Intimidation 8 (+9), Perception 4 (+3)

Offense: Initiative +1, Unarmed +10 (Damage 12)

Defense: Dodge 8, Parry 8, Fortitude 12, Toughness 14, Will 3

Totals: Abilities 50 + Powers 12 + Advantages 8 + Skills 6 + Defenses 16 = 92

Complications: Disability: Mark is rathers stupid and easily tricked. **Temper:** It doesn't take much to set Mark off into a viiolent rage.

SAVAGE COMBATANT

Gamemasters should pay careful attention to Blockbuster's feats in unarmed combat, particularly his Improved Critical range. Desmond is utterly vicious in a fight and frequently makes use of the Added Effect option detailed in the Critical Hit rules to add Afflictions and other effects, crushing tendons, gouging eyes, rending joints until inoperable and so on; he also revels in a well-executed and lethal finishing blow.

LADY VIC

Lady Elaine Marsh-Morton, a.k.a. Lady Vic, is a world-class assassin and high-priced muscle-for-hire descended from a long noble line of soldiers and mercenaries. Her signature weapons are a number of family heirlooms, exotic weapons accumulated by her ancestors over the centuries such as her matched katars, a katana, and a Thuggee strangling cord. She works not just for the thrill of the kill, but for the money, because her aristocratic British family is rich with titles and honors, but poor in cold, hard cash. The commissions she earns pay to keep her ancestral estate from being foreclosed on, and her family utterly dishonored.

LADY VIC — PL9 • 155 POINTS

Abilities: Str 2 **Sta** 3 **Agl** 5 **Dex** 4 **Fgt** 8 **Int** 1 **Awe** 3 **Pre** 2

Equipment: Katana (Damage 3, Improved Critical 2), Matched Katars (Damage 2, Enhanced Parry 1), Thuggee Strangling Cord (Chokehold, Improved Hold (Limited to Chokehold)), Webley Revolver (Blast 2)

Advantages: Accurate Attack, Agile Feint, All-out Attack, Assessment, Benefit 1 (Status: British Aristocrat), Equipment 3, Close Attack 5, Defensive Attack, Defensive Roll 2, Evasion, Grabbing Finesse, Improved Defense, Improved Disarm, Improved Initiative, Improved Trip, Minion 2 (Bivens), Move-by Action, Quick Draw, Taunt, Tracking, Uncanny Dodge

Skills: Acrobatics 8 (+13), Athletics 10 (+12), Deception 8 (+10), Expertise: Assassin 11 (+12), Insight 9 (+12), Intimidation 8 (+10), Investigation 4 (+5), Perception 8 (+11), Persuasion 4 (+6), Ranged Combat: Guns 8 (+13), Sleight of Hand 6 (+10), Stealth 6 (+11), Vehicles 6 (+10)

Offense: Initiative +9, Katana +13 (Damage 5, Crit. 18-20), Katars +13 (Damage 4), Strangling Cord +13 (Chokehold), Unarmed+13 (Damage 2), Webley Revolver +13 (Ranged Damage 2)

Defense: Dodge 13, Parry 12 (13 with Katars), Fortitude 6, Toughness 5/3, Will 10

Totals: Abilities 56 + Advantages 29 + Skills 48 + Defenses 22 = 155

Complications: Greed: Lady Vic needs money to save her family estate. **Quirk:** Sense of superiority to those of lower station. **Rivalry:** Must prove herself the better of other martial artists.

BLUE BEETLE

Three men with very different powers have carried the name of Blue Beetle

BLUE BEETLE (DAN GARRETT)

Archaeologist Dan Garrett was on a dig in northern Africa when he discovered the tomb of the Pharaoh Kha-ef-re, and with it a blue scarab lying atop the pharaoh's tomb. Picking up the scarab, spirits taught Garrett the magic words that would unlock the power of the scarab and charged him to battle a never-ending war on evil—beginning with the mummy of Kha-ef-re!

After defeating the mummy, the Blue Beetle returned to Hub City and carried out the spirits' mission, with only occasional breaks to return to archaeology as a visiting professor. While teaching at Midwestern University he met student Ted Kord and travelled with him to Pago Island in the south Atlantic—where the Blue Beetle fell in battle, but passed his mission to fight evil on to Kord, who would battle on in his name.

REAL NAME: DAN GARRETT
OCCUPATION: ARCHAEOLOGIST, ADVENTURER
BASE: HUB CITY, IL

BLUE BEETLE (DAN GARRETT) PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	9	5	5	10	4	2	3

POWERS

Chainmail: Protection 4 • *4 points*
Kaji Dha!: Feature 1 (Change into costume as a free action) • *1 point*
Lightning Blast: Ranged Damage 10 • *20 points*
Soar Like a Beetle: Flight 6 (120 MPH) • *12 points*
Strength of the Scarab: Enhanced Strength 7; Enhanced Stamina 6; Enhanced Agility 3; Enhanced Dexterity 4; Enhanced Fighting 8 • *56 points*

ADVANTAGES

Fast Grab, Interpose, Languages 2, Power Attack, Takedown, Ultimate Effort (Athletics)

SKILLS

Athletics 3 (+12), Close Combat: Unarmed 5 (+15), Expertise: Archaeology 4 (+8), Perception 6 (+8), Ranged Combat: Lightning Blast 7 (+12), Vehicles 3 (+6)

OFFENSE

Initiative +3

Unarmed +15	Close, Damage 9
Lightning Blast +12	Ranged, Damage 10

DEFENSE

Dodge	10	**Fortitude**	12
Parry	11	**Toughness**	13
Will	7		

POWER POINTS

Abilities	38	**Skills**	14
Powers	93	**Defenses**	14
Advantages	7	**Total**	166

COMPLICATIONS

Sacred Charge: Dan Garrett is charged by an ancient power with eradicating evil from the Earth as Blue Beetle.

Seclusion: Garrett takes his mission as the Blue Beetle so seriously that he has virtually abandoned his former life.

PERSONALITY

Dan Garrett is supremely focused on his mission to battle evil, with room for little else in his life. Yet he maintains a passion for archaeology, and is often drawn to museums and archaeological digs.

POWERS & ABILITIES

From the scarab that gives him his name, the Blue Beetle gains superhuman strength, the ability to fly, and the power to shoot bolts of a lightning-like energy. When he says the magic words "Kaji Dha", Daniel Garrett is transformed into his costume, made of a chain-mail material the protects him from harm.

ALLIES

Though he has few regular allies in his war against evil, in his civilian identity Dan Garrett, he is a mentor to Ted Kord, who would carry on his legacy as the second Blue Beetle. However, years earlier, when the alien Apellaxians nearly conquered the planet, the Blue Beetle fought alongside the Freedom Fighters and the newly-formed Justice League to defeat the invasion.

ENEMIES

The Blue Beetle's enemies are many and bizarre, from the insane ecologist known as the Praying Mantisman and the rampaging Red Knight to the lightning-powered Mister Thunderbolt and the robotic Mentor the Magnificent.

BLUE BEETLE (TED KORD)

The first Blue Beetle was mortally injured defeating a robot army built by the uncle of young genius Ted Kord, and charged Kord with carrying on the legacy and the battle of the Blue Beetle. Unfortunately, Kord was unable to use the scarab that gave the Beetle his powers, so instead constructed his own costume and equipment to become the new Blue Beetle.

For a time Blue Beetle fought crime in Chicago while running his research company Kord Omniversal, until he joined a new incarnation of the Justice League. There he met Booster Gold, and between titanic battles with villains like Despero and Starbreaker the duo found time for misadventures that included founding a Justice League-themed casino on the Pacific island of Kooeykooeykooey. But his time with the League also involved more serious challenges: for a time, Blue Beetle fell under the mental domination of the Queen Bee, and while trying to prevent Doomsday from reaching Metropolis, Kord was beaten so badly that he was in a coma for several months.

Yet the Blue Beetle stuck by the friends and teammates he made as part of the Justice League, even when businessman Maxwell Lord formed a new and somewhat low-rent team he called the "Super Buddies." He also helped other teams of heroes, such as the Birds of Prey, providing technical and financial assistance.

When money began disappearing from Kord Omniversal, Blue Beetle tracked an increasingly worrying series of clues to a castle in the Swiss Alps, where he discovered that the international espionage organization Checkmate had been taken over by Maxwell Lord, who planned to use Checkmate and his powers of mental domination in his bid for power. To keep his secret, Lord killed Kord.

Along with other heroes of the Blue Beetle legacy, Booster Gold travelled through time to save the life of Ted Kord. Though they were successful, saving the Blue Beetle created an apocalyptic alternate timeline. To save the world and restore history, Ted Kord returned to the time of his demise and accepted his fate.

BLUE BEETLE (TED KORD) PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	6	6	8	7	4	2

POWERS

BB Gun: Array (16 points), Easily Removable (–6 points)

- **Blinding Strobe** Close Cone Area Dazzle 8 (Resisted by Fortitude; Impaired Sight, Disabled Sight, Unaware) • *16 points*
- • **Air Burst:** Cone Area Move Object 3, Contracted Range 3, Instant Duration, Limited Direction: Straight Away • *1 point*
- • **Air Hammer:** Ranged Damage 8 • *1 point*

EQUIPMENT

THE BUG: VEHICLE • *63 POINTS*

Size: Huge **Str** 8 **Speed** 8 (Flight) **Def** 8 **Tou** 9 **Features:** Alarm 3 (DC 30), Navigation System, Remote Control; Swimming 6 (30 MPH); Immunity 10 (Life Support); Ranged Damage 10; Feature 1 (Skywire allows pilot to move between flying Bug and ground), Enhanced Skill 12 (Investigate +6, Ranged Combat: Heavy Weapons +6)

Other Equipment: Blue Beetle has 5 points to spend on other equipment.

ADVANTAGES

Agile Feint, Benefit 3 (Millionaire), Contacts, Defensive Roll 4, Equipment 14, Evasion, Improved Initiative, Instant Up, Inventor, Luck 3, Move-by Action, Power Attack, Redirect, Uncanny Dodge, Weapon Bind

SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Close Combat: Unarmed 4 (+12), Deception 5 (+7), Expertise: Science 6 (+13), Investigation 8 (+15/+21*), Perception 6 (+10), Persuasion 3 (+5), Ranged Combat: BB Gun 8 (+12), *Ranged Combat: Heavy Weapons 6 (+12)**, Technology 10 (+17), Vehicles 6 (+12) *While in the Bug.

OFFENSE

Initiative +8

Unarmed +12	Close, Damage 3
Blinding Strobe —	Close, Cone Area Dazzle 8
Air Hammer +14	Ranged, Damage 8

DEFENSE

Dodge	14	**Fortitude**	7
Parry	12	**Toughness**	7/3**
Will	8	**Without Defensive Roll.	

POWER POINTS

Abilities	78	**Skills**	34
Powers	12	**Defenses**	20
Advantages	35	**Total**	179

COMPLICATIONS

Blue and Gold: Blue Beetle is best friends with Booster Gold, and their shared misadventures and sense of humor are notorious.

Legacy: After he was injured saving Ted Kord's life, the dying wish of the first Blue Beetle (Dan Garrett) was that Kord carry on and continue his battle against evil. Kord's adventuring as the Blue Beetle is a never-ending effort to live up to the name and wishes of his predecessor.

PERSONALITY

The Blue Beetle fights crime with a grin on his face, trading quips with his friends as he trades blows with his foes. Yet beneath the humor he takes his crime-fighting seriously, always improving his equipment and studying new tactics.

POWERS & ABILITIES

The Blue Beetle has no metahuman abilities, but combines his skills in acrobatics and hand-to-hand combat with his own genius inventions, including the non-lethal BB-Gun and the flying craft he calls the Bug.

REAL NAME: THEODORE "TED" KORD
OCCUPATION: INVENTOR AND ENTREPRENEUR
BASE: CHICAGO, IL

ALLIES

Blue Beetle's best friend is the time-travelling hero Booster Gold, a partnership that has led to as much trouble as success over the years. Together, they served as members of the Justice League, and later as part of the "Super Buddies." He has also been a technical advisor to Oracle and her Birds of Prey.

ENEMIES

Blue Beetle's own Rogues Gallery includes the indestructible battlesuit Carapax, the motley mercenaries called the Madmen, and the living pharmacopeia Catalyst. Alongside the Justice League, he battled the robotic Manhunters, the forces of Darkseid, Major Disaster's Injustice League, the intergalactic conqueror Despero, and the interdimensional villains called the Extremists. Yet the villain who in the end defeated the Blue Beetle was someone he once called friend: the mind-controlling businessman Maxwell Lord.

BLUE BEETLE (JAIME REYES)

Jaime Reyes was walking home from school with friends when he discovered a strange scarab in a vacant lot and took it home. That night, the scarab bonded to Jaime while he was sleeping and the new Blue Beetle was born. After the Blue Beetle was called upon by Batman to help defeat the orbiting Brother Eye satellite, Jaime returned home to El Paso and launched his heroic career with a lot of help from his family and friends.

REAL NAME: JAIME REYES **OCCUPATION:** STUDENT
BASE: EL PASO, TX

Investigating the true nature of the scarab, Blue Beetle discovered it had been created by an alien race called the Reach, ancient enemies of the Guardians of the Universe who had designs on conquering Earth. With the help of the scarab and his many allies, Jaime defeated the Reach. He continues to defend El Paso and adventure alongside the Teen Titans and his many allies.

PERSONALITY

The newest Blue Beetle is a young hero, and along with his youthful enthusiasm comes inexperience. He has also proven more than willing to seek out and accept help when needed.

POWERS & ABILITIES

The scarab bonded to Jaime Reyes can surround him with a suit of shape-shifting armor that enhances his physical abilities, grants him protection, and allows him to fly. It can also manifest a variety of weapons from blades to energy cannons, provide him with a variety of enhanced senses, and allow him to slip into the transdimensional space known as the Bleed.

ALLIES

Jaime Reyes' greatest ally is the scarab, which has named itself "Khaji Da." Jaime's family and friends also know of his adventures and help when they can. Jaime is a member of the Teen

Titans and made a number of allies through the legacy of the Blue Beetle, including Danielle Garrett (the granddaughter of the first Beetle) and the second Blue Beetle's friends from the Justice League and the Birds of Prey. He is also currently dating the young sorceress Traci 13.

ENEMIES

The alien Reach have vowed to destroy Blue Beetle, and he has already tangled with a wide number of Earth's villains, including the Parasite, the Ultra-Humanite, and Eclipso.

BLUE BEETLE (JAIME REYES) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	4	4	3	4	1	2	1

POWERS

Beetle Wings: Flight 5 (60 MPH) • *10 points*
Carapace: Protection 8 • *8 points*
Reach Infiltrator: Array (16 points)
- **Khaji Da:** Senses 8 (Analytical (Normal Hearing), Analytical (Normal Sight), Counters Illusion, Counters Concealment (Invisibility), Danger Sense, Darkvision, Radio, Radius (Normal Sight), Tracking), Enhanced Advantage: Assessment, Enhanced Skill 3 (Insight +3) • *16 points*
- **Dimension Shift:** Dimension Travel (Bleed) • *1 point*
- **Dimension Step:** Concealment (total), Unreliable (may cause Blue Beetle to skip forward in time up to +8 ranks of time he intended to stay concealed) • *1 point*
- **Energy Pattern Disruption:** Effect Nullify 10 (Energy Effects), Randomize • *1 point*
- **Rocket Booster:** Flight 5, Stacks with Beetle Wings (2,000 MPH) • *1 point*
- **Sealed Systems:** Immunity 10 (Life Support) • *1 point*

Reach Weaponry: Array (16 points)
- **Energy Cannon:** Ranged Damage 8 • *16 points*
- **Arm Blades:** Strength-based Damage 3 • *1 point*
- **Shield:** Protection 4, Impervious Toughness 12, Distracting • *1 point*

Strength of the Scarab: Enhanced Strength 4; Enhanced Stamina 2; Enhanced Agility 2; Enhanced Dexterity 2; Enhanced Fighting 3 • *26 points*
Subdermal Scarab: Feature 1 (Scarab AI and Database), Feature 1 (Quick Change to armor) • *2 points*

ADVANTAGES

Extraordinary Effort, Language (Spanish), Power Attack

SKILLS

Close Combat: Arm Blades 7 (+11), Close Combat: Unarmed 6 (+10), Expertise: Tactics 3 (+4), *Insight 6 (+8)*, Perception 7 (+9), Ranged Combat: Energy Cannons 9 (+12)

OFFENSE

Initiative +3

Energy Cannons +12	Ranged, Damage 8
Arm Blades +11	Close, Damage 9

DEFENSE

Dodge	8/4*	**Fortitude**	12
Parry	8/4*	**Toughness**	12/16*
Will	8	*With Shield.	

POWER POINTS

Abilities	24	**Skills**	16
Powers	85	**Defenses**	22
Advantages	3	**Total**	150

COMPLICATIONS

Family and Friends: Jaime Reyes has shared the secret of his super hero career with not just his family, but also a circle of friends, all of whom help and support him in his adventures.

Hybrid Hero: The Blue Beetle was born when Jaime Reyes merged into a unique symbiotic relationship with the scarab named "Khaji Da." Together they are still figuring out the exact nature and extent of their abilities. When the scarab isn't active Jaime doesn't have any powers.

Lone Star: Blue Beetle is not only a new hero, he is a hero in a Texas city that has not previously had many super heroes.

BLUE DEVIL

Daniel Patrick Cassidy began as an actor, special effects artist and stuntman. When Cassidy got the leading role for a movie titled "Blue Devil," he designed his own costume for the part, complete with life support and a powered exoskeleton. Things went awry when the cast unwittingly summoned the real demon, Nebrios. Cassidy was forced to fight the demon, and managed to defeat it using his Blue Devil costume, but not before getting himself blasted by demoniac energies which fused Cassidy's flesh to his costume.

REAL NAME: DANIEL PATRICK CASSIDY
OCCUPATION: FORMER STUNTMAN AND SPECIAL EFFECTS CREATOR.
BASE: MOBILE

Cassidy subsequently took to the strange and glamorous life of a super hero, eventually joining the Justice League. Cassidy's friend and assistant, Eddie Bloomberg, donned a similarly powered suit to become Cassidy's loyal sidekick, the Kid Devil.

All was well until the demon Neron (see Vol. II) tricked Cassidy into destroying an isolated desert power station, with promises of further fame and power. The station's destruction created a power surge which caused the death of Bloomberg's aunt, an event that Neron would later use to drive the friends apart. Cassidy went after Neron, but Neron killed and resurrected him as a true demon.

Mist (see Vol. II) incinerated Cassidy with holy water, but the Blue Devil was brought back to life once more by Sebastian Faust (see the Outsiders in Vol. II) so the duo could rekindle

BLUE DEVIL — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11	10	3	3	7	2	2	3

POWERS

Devilish Immunities: Immunity 3 (Aging, Drowning, and Heat) • *3 points*
Devilish Resilience: Protection 3 • *3 points*
Regeneration: Regeneration 5 • *5 points*
Super Leap: Leaping 3 • *3 points*
Super Senses: Senses 4 (Darkvision, Extended Vision, Extended Hearing) • *4 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (lifting Str 15; 800 tons) • *4 points*
Trident of Lucifer: Array (5 points), Easily Removable (–1 point), Indestructible

- **Locate Demons:** Senses 5 (Accurate, Ranged Detect Demons, Extended) • *5 points*
- **Trident Thrust:** Strength-based Damage 2, Penetrating 3 • *1 point*
- **Banish Demon:** Movement 1 (Dimension Travel (Hell)), 1 Extra Rank, Attack (Resisted by Will (DC 12)), Ranged, Limited to banishing demons • *1 point*

ADVANTAGES

All-out Attack, Diehard, Fearless, Great Endurance, Inventor, Improved Defense, Improved Initiative, Power Attack, Ritualist, Takedown

SKILLS

Acrobatics 8 (+11), Athletics 1 (+12), Close Combat: Unarmed 2 (+9), Deception 6 (+9), Expertise: Acting 5 (+7), Expertise: Magic 6 (+8), Expertise: Special Effects 6 (+8), Insight 2 (+4), Intimidation 11 (+13), Perception 6 (+8), Persuasion 2 (+5), Stealth 5 (+8), Technology 6 (+8)

OFFENSE

	Initiative +7
Lucifer's Trident +7	Close, Damage 13, Penetrating 3
Unarmed +9	Close, Damage 11

DEFENSE

Dodge	7	**Fortitude**	12
Parry	7	**Toughness**	13
Will	8		

POWER POINTS

Abilities	82	**Skills**	33
Powers	28	**Defenses**	12
Advantages	10	**Total**	165

COMPLICATIONS

Enemy: Neron

Motivation: Fame & Thrills

Prejudice: When meeting people who don't know him, Blue Devil's demonic appearance can get him into trouble and make it difficult to appear as one of the "good guys."

Vulnerability: Blue Devil cannot set foot on consecrated ground without bursting into flame, and contact with holy water burns his flesh (treat either as an ongoing Damage 10 effect for each round contact is maintained).

Weakness: Holy weapons ignore Blue Devil's ranks in Protection.

Note: This stat block represents the current supernatural version of Blue Devil. See the "Blue Devil (Original Version)" stat block for the older human-fused-to-a-devil-costume version.

the fires of Hell on the Day of Judgment. In Hell, Lord Lucifer gave his mystical trident to Cassidy, who used it to destroy the demon Nebrios once and for all.

Rejected by his Catholic community, Cassidy went to work at the interdimensional Oblivion Bar for a time before finding a new home among the Shadowpact (see **Vol. II**). When Pentacle trapped Cassidy and the rest of the Shadowpact in Riverrock Wyoming with a shield of blood, he encountered a mysterious demon named Jack Fire who kept his face hidden under a bandana. Jack accused Cassidy of damning him along with Cassidy's deceased relatives through his dealings with Neron.

After Escaping the Shield of Blood with the rest of Shadowpact, the angel Zauriel accused Cassidy of inspiring others to sell their souls for power. Cassidy agreed to leave the Shad-

BLUE DEVIL (ORIGINAL VERSION) PL10 • 150 POINTS

Abilities: Str 10 **Sta** 8 **Agl** 3 **Dex** 3 **Fgt** 7 **Int** 2 **Awe** 1 **Pre** 2

Powers Gills (Immunity 1 (Drowning)), **Organic Body Armor** (Protection 4, Regeneration 5), **Powered Exoskeleton** (Enhanced Strength 4, Limited to Lifting (Lifting Str 14; 400 tons)), **Trident** (Flight 5 (60 MPH), Strength-based Damage 3, Easily Removable), **Radio and Visual/Auditory Amplifiers** (Senses 3 (Extended Vision and Hearing, Radio))

Advantages All-out Attack, Evasion, Instant Up, Inventor, Improved Defense, Power Attack, Startle, Takedown

Skills: Acrobatics 8 (+11), Athletics 1 (+11), Close Combat: Unarmed 3 (+10), Deception 6 (+8), Expertise: Acting 5 (+7), Expertise: Special Effects 6 (+8), Insight 4 (+5), Intimidation 9 (+11), Perception 6 (+7), Persuasion 2 (+4), Stealth 6 (+9), Technology 6 (+8)

Offense: Initiative +7, Trident +7 (Damage 13), Unarmed +10 (Damage 10)

Defense: Dodge 7, Parry 8, Fortitude 12, Toughness 12, Will 7

Totals: Abilities 72 + Powers 24 + Advantages 8 + Skills 31 + Defenses 15 = 150

Note: This stat block represents the original version of the Blue Devil, a human permanently fused with a high-tech devil costume rather than an actual demon.

Catholic Church. During Cassidy's trial in Hell, he was exonerated on evidence that Jack Fire was the one responsible for the recent increase in damned souls. Jack was also revealed to be Cassidy's brother and the current holder of Cassidy's soul. After his release, Cassidy wrested his soul back from Jack Fire, but also lost his trident and his demonic powers.

Armed with a new Blue Devil exoskeleton designed after the original, Cassidy caught up with Jack Fire. Having betrayed a powerful sun god in his rise to power, Jack sought his brother's forgiveness and killed himself rather than face the wrath of an angry god. With his dying breath, Jack willed his demonic powers to his brother, transforming Cassidy back into a true demon.

Seeking vengeance against Neron, Cassidy entered Hell once more to ally with Lord Satanus against Neron. Satanus forced Cassidy to prove his might in single combat with the Demon, Etrigan, who defeated Cassidy and took his soul. Satanus then released a mystical plague engineered to render all other demons mortal. When Etrigan succumbed to the plague, he returned Cassidy's human soul, thereby rendering Cassidy immune to the plague and restoring his powers. In exchange, Cassidy aided Zatanna and Sargon in defeating Satanus and putting an end to his plague.

PERSONALITY

The wise-cracking Blue Devil is a swashbuckling showman at heart. He lives for thrills and fame, and greets the grimmest of situations with a clever quip. He never wanted to be a "hero," but his old "normal" life is gone forever, and he isn't one to brood. A scrapper, Blue Devil is stubborn and refuses to back down from a fight against insurmountable odds.

POWERS & ABILITIES

Blue Devil originally gained his superhuman powers when fused to a powered devil costume by the demon Nebrios. The costume's Kevlar armor provided bulletproof durability while its frame gave Blue Devil enhanced strength. Other features of the suit included gills, as well as sensory and communications equipment. A jet-propelled trident gave him the ability to fly. Once his suit became fused to his body, Blue Devil also gained supernatural healing. In his current demonic form, Blue Devil's powers have changed little, though he has the typical demonic weaknesses. Blue Devil has also swapped out his rocket-trident for Lucifer's mystical trident, which he uses to locate and banish demons.

ALLIES

Formerly a member of Justice League of America, Blue Devil currently holds membership in the Sentinels of Magic and the Shadowpact. Blue Devil has a volatile partnership with Kid Devil and Neron has turned the two friends against each other on several occasions.

ENEMIES

Blue Devil is a persistent enemy of all demons. While Blue Devil's first major foe was the demon Nebrios, the fiendish Neron is his most enduring and hated foe.

BLUE LANTERN CORPS

For millennia, the immortal Guardians of the Universe sought to maintain order in the cosmos. The Guardians first created the robotic Manhunters and when the Manhunters rebelled, they formed the Green Lantern Corps, a police force of sentient beings who overcame their fear and wielded the green light of willpower.

The Blackest Night, an ancient prophecy, foretold of a time when the Green Lanterns would be joined by other corps of ring bearers, each representing a color of the emotional spectrum. According to the prophecy, the resulting battle would destroy the universe. Guardians Ganthet and Sayd were banished when they spoke out about the other Guardians' dismissal of the prophecy.

Traveling to Odym, a world near Polaris, the outcast Guardians created the first blue power ring and formed the Blue Lantern Corps. In contrast to the Green Lanterns who are the embodiment of will, the Blue Lanterns represent hope. Dedicating themselves to the mission of restoring hope in dark times, the Guardians' first recruit was a being known as Saint Bro'Dee Walker.

Due to the high expectations of its members and lengthy recruiting process, the ranks of the Blue Lanterns grow slowly compared to the other new Corps. Each new member is

BASE: THE PLANET ODYM
CURRENT MEMBERS: SAINT BRO'DEE WALKER, BROTHER WARTH, BROTHER HYNN, SISTER CERSY

tasked with the responsibility of finding the next recruit and bringing them to meet Ganthet and Sayd on Odym. The Guardians take three days to explain the recruits' new role and responsibilities before inviting them to join.

Ganthet and Sayd hoped Hal Jordan would lead the Blue Lantern Corps, and when Sinestro was captured from Green Lantern custody, Ganthet and Sayd revealed their new Corps to the Green Lanterns. Saint Walker and Brother Warth were sent with Jordan to recover Sinestro and recruit Jordan.

Saint Walker and the Blue Lanterns fought alongside the other Corps against the Black Lanterns during the Blackest Night. The Blue Lantern Corps continues to keep the light of hope shining in the universe with their mantra, "All will be well."

BLUE LANTERN BROTHER/SISTER PL14 • 162 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 1 **Dex** 2 **Fgt** 3 **Int** 1 **Awe** 6 **Pre** 6

Powers : **Power Ring*** (**Feature: The Power of Hope** (see sidebar); **Force Manipulation:** 40-point Array; **AE: Revitalize:** Healing 20; **AE: Hope Burns Bright:** Nullify 20 (Orange, Red, or Yellow power ring effects); Limited to when a Green Lantern is within Perception range)
* Functions as a Green Lantern power ring except as noted here.

Advantages: Defensive Attack, Fearless, Inspire, Move-by Action

Skills: Insight 4 (+10), Perception 4 (+10), Persuasion 4 (+10), Ranged Combat: Power Ring 10 (+12)

Offense: Initiative +1, Force Blast +12 (Ranged Damage 14)

Defense: Dodge 6, Parry 6, Fortitude 6, Toughness 14/2, Will 14

Totals: Abilities 44 + Powers 94 + Advantages 4 + Skills 11 + Defenses 20 = 173

**IN FEARFUL DAY, IN RAGING NIGHT,
WITH STRONG HEARTS FULL, OUR SOULS IGNITE.
WHEN ALL SEEMS LOST IN THE WAR OF LIGHT,
LOOK TO THE STARS—FOR HOPE BURNS BRIGHT!**

THE POWER OF HOPE

The Blue Lanterns are both the most and least powerful of the lights of the emotional spectrum. On the one hand, the blue power rings are extremely limited without a green power ring nearby, since hope has little influence without willpower behind it. On the other hand, with the aid of a Green Lantern and sufficient hope to draw upon, there seems to be little the Blue Lanterns cannot accomplish. In one instance, they were able to reignite a dying sun with their power!

This is a specialized kind of power stunt (see **Extra Effort** in the *Hero's Handbook*) with certain specific requirements: First, the Blue Lantern's Force Manipulation Array is limited in ranks to the lower of the Will rank of the Blue Lantern wearing the ring or to the highest-Will Green Lantern in perception range. Second, the ranks can increase significantly when there is a large number of people hoping for the same thing. The effect rank is equal to the number of beings providing the hope, read on the Volume column of the Measurements Table. So only one being is rank 0, whereas a billion souls is rank 30. Such unanimity of hope tends to only occur in times of great crisis. This effect can exceed normal power level limits (like other uses of extra effort) but the GM decides on the conditions and the availability of hope to power the effect.

BOLT

BOLT							PL11
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	4	5	6	8	3	3

POWERS

Bolt Suit: Removable (-10 points) • *42 points*
Armored Suit: Protection 6 • *6 points*
Bolt: Ranged Damage 12 • *24 points*
- **Electrocute:** Damage 12, Penetrating 12 • *1 point*

Flight: Flight 4 (30 MPH) • *8 points*
Teleport: Teleportation 6 (1,800 feet), Change Direction • *13 points*

ADVANTAGES

Accurate Attack, Agile Feint, Assessment, Benefit 1 (Well-off), Evasion 2, Improved Aim, Improved Critical 2 (Bolt), Improved Critical 2 (Electrocute), Improved Initiative, Precise Attack 2 (Ranged, Cover and Concealment)

SKILLS

Acrobatics 6 (+10), Athletics 7 (+10), Close Combat: Unarmed 4 (+10), Expertise: Science 4 (+12), Perception 6 (+9), Ranged Combat: Bolt 5 (+10), Technology 8 (+16)

OFFENSE

Initiative +8

Bolt +10	Ranged, Damage 12, Crit. 18-20
Electrocute +10	Close, Damage 12, Crit. 18-20

DEFENSE

Dodge	13	**Fortitude**	6
Parry	10	**Toughness**	9
Will	6		

POWER POINTS

Abilities	70	**Skills**	20
Powers	42	**Defenses**	19
Advantages	14	**Total**	165

COMPLICATIONS

Assassin: Killing is a job, and killing for money is the ultimate job. There is no life that you can't put a price on.

Code of Honor: Bolt is loyal if he feels he's being treated fairly by his employer, even in the face of jail time. However, if he feels his employer is lying to him or otherwise mistreating him, he'll teleport out in the middle of a job and the employer may become his new target!

Greed: Bolt works for money, lots of money. If you pay, he'll play, but if the money dries up he takes off.

Using his skills as a special effects technician, Larry Bolatinsky created his Bolt suit and established himself as one of the elite assassins in the criminal world. Rumor has it that he also may have working knowledge of Dan Cassidy's original Blue Devil costume.

After he was captured by Blue Devil, Bolt was recruited into the Suicide Squad. While on a mission with them he was injured and left for dead, the first incident in what would become a pattern of Bolt being assumed dead and subsequently abandoned. The Killer Elite, a second Suicide Squad, and a couple of street thugs have all made that assumption, only to discover Bolt recovered from his injuries.

PERSONALITY

Cocky, confident and secure in the knowledge that he is one of best assassins available, he charges accordingly.

POWERS & ABILITIES

All of Bolt's powers come from his suit, which he designed and built himself. His suit allows him to fly and teleport, which he uses to deadly effect in sneaking up on his targets. The suit also gives him electrical-blast powers that resemble lightning bolts. He also is rumored to have multiple secret bank accounts, only two of which have been discovered.

ALLIES

As an assassin, Bolt works alone. He has been a member of various "teams" over time, including the Suicide Squad and the Killer Elite, and has been a member of both the Secret Society of Super-Villains and the Injustice League. He would not consider any members of these groups to be allies.

REAL NAME: LARRY BOLATINSKY
OCCUPATION: FORMER STUNT DIRECTOR, SUPER-VILLAIN/ASSASSIN
BASE: MOBILE

ENEMIES

While he has fought many heroes, the first hero to capture him, Blue Devil, is the only one he really holds a grudge against.

BOOSTER GOLD

REAL NAME: MICHAEL JON CARTER
OCCUPATION: HERO BASE: THE TIMESTREAM

Michael Jon Carter was a gifted 25th-century college athlete on a football scholarship who was disgraced when it was revealed that he was throwing games. Forced to take a job as a night watchmen at the Metropolis Space Museum, he stole artifacts of the heroic past and travelled through time to the 20th century where he used the artifacts to become the hero Booster Gold.

Assisted by Skeets, a security droid he brought back from the future, Booster Gold strived for fame and fortune, culminating in his membership in the Justice League. In the League he met his new best friend Blue Beetle, and the pair had both adventures and misadventures until Beetle was killed while investigating a conspiracy to destroy Earth's heroes.

In the aftermath of Beetle's death, Booster was increasingly desperate to be recognized as a hero, even as he was increasingly disgraced in the public eye. At his lowest point, Booster sacrificed himself to save Metropolis from destruction—only to be plucked from the moment of his death by Rip Hunter.

Hunter recruited Booster to save the multiverse before it could be consumed by the evolved form of Venusian worm Mister Mind. After they succeeded, Booster joined Hunter's quest to protect the timestream—even though it meant letting the rest of the world and history believe he was a fool.

PERSONALITY

Booster Gold is seen by most as a vainglorious idiot, his heroics only a means to fame and fortune. While true for much of his career, he now maintains that attitude as a front, disguising his new and serious purpose as a defender of the timestream. Regardless of his motivation, Booster has always been intensely loyal to those he considers friends and allies.

POWERS & ABILITIES

Booster's uniform gives him enhanced senses and a link to Skeets, as well as increased strength. It also protects him with a force field and allows him to fire blasts of energy. Rip Hunter has also incorporated time circuitry into Booster's uniform that allows him to travel through time, though his journeys are tracked by Hunter on his own equipment.

ALLIES

Booster is rarely found without Skeets by his side to give assistance and advice. In his role as a protector of the timestream, Booster is assisted by the time master Rip Hunter as well as Booster's sister Goldstar and his ancestor Daniel Carter in the guise of Supernova. Booster has also been a member of the Justice League and counts many of its members among his allies. But his greatest ally was also his best friend— Ted Kord, the Blue Beetle.

ENEMIES

Booster Gold made many enemies adventuring on his own and as a member of the Justice League, but in defending the timestream he has made an even more dangerous cadre of enemies: the Time Stealers—Per Degaton, Despero, the Ultra-Humanite, the Black Beetle, Mister Mind, and Booster's father Jonar Carter wearing the Supernova costume.

BOOSTER GOLD — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	3	3	2	4	1	2	3

POWERS

Booster Gold Suit: 62 points, Removable (–12 points) • *50 points*
- **Augmented Abilities:** Enhanced Fortitude 5; Enhanced Strength 7 • *19 points*
- **Energy Blasters:** Ranged Damage 8 • *16 points*
- **Time Circuits:** Movement 3 (Full Time Travel), Quirk: Connected to Rip Hunter's equipment • *1 point*
- **Force Field:** Immunity 10 (Life Support) Linked to Protection 8, Sustained • *18 points*
- **Goggles:** Senses 8 (Communication Link to Skeets, Extended Hearing 2, Extended Vision 2, Infravision, Low-Light Vision, Radio) • *8 points*

Flight Ring: Flight 7 (250 MPH), Removable (-3 point) • *11 points*

ADVANTAGES

All-out Attack, Attractive, Improved Initiative, Luck, Minion 10 (Skeets), Power Attack

SKILLS

Athletics 6 (+8), Close Combat: Unarmed 6 (+10), Perception 5 (+7), Persuasion 7 (+10), Ranged Combat: Energy Blasters 10 (+12)

OFFENSE

Initiative +6

Unarmed +10	Close, Damage 10
Energy Blasters +12	Ranged, Damage 8

DEFENSE

Dodge	9	**Fortitude**	8
Parry	9	**Toughness**	11
Will	6		

POWER POINTS

Abilities	42	**Skills**	17
Powers	61	**Defenses**	15
Advantages	15	**Total**	150

COMPLICATIONS

Secret Hero: Though most people think Booster is a fool, he has undertaken a serious new quest as a defender of the timestream, maintaining his foolish reputation as a cover.

Skeets: Though he is from the future, Booster knows little about history and is often dependent upon the knowledge and advice of his robotic partner Skeets.

SKEETS

A 25th-century security robot at the Space Museum, Skeets accompanied Michael Jon Carter back in time and used his built-in historical database to help Carter become Booster Gold. For a time, Skeets was built into Booster's uniform, but he's now once again in an independent robotic body upgraded by Rip Hunter.

SKEETS — PL10 MINION • 150 POINTS

Abilities: Str 0 **Sta**—**Agl** 3 **Dex** 0 **Fgt** 0 **Int** 5 **Awe** 2 **Pre** 2

Powers: Armored Shell (Protection 6); **Built-In Tools** (Feature); **Construct** (Immunity 30 (Fortitude Effects)); **Energy Blast** (Ranged Damage 8); **Grav Field** (Flight 7 (250 MPH), Continuous); **Historical Database** (Senses 4 (Precognition; Unreliable)); **Small Size** (Shrinking 4, Continuous, Innate, Normal Strength, Permanent)

Advantages: Assessment, Contacts, Evasion, Fearless, Move-by Action, Tracking, Well-informed

Skills: Expertise: History 8 (+13), Insight 5 (+7), Investigation 3 (+8), Perception 8 (+10), Ranged Combat: Energy Blast 8 (+8), Stealth 3 (+10), Technology 7 (+12)

Offense: Initiative +3, Energy Blast +12 (Ranged, Damage 8)

Defense: Dodge 12, Parry 4, Fortitude Immune, Toughness 6, Will 8

Totals: Abilities 34 + Powers 77 + Advantages 7 + Skills 21 + Defenses 11 = 150

RIP HUNTER — PL8 • 152 POINTS

Abilities: Str 2 **Sta** 3 **Agl** 3 **Dex** 2 **Fgt** 3 **Int** 6 **Awe** 4 **Pre** 2

Equipment: Blaster pistol; Short sword

TIMESPHERE: VEHICLE

(**Size:** Huge **Str** 8 **Speed** 1 (Flight) **Def** 8 **Tou** 12; **Time Engines:** Movement 5 (Full Time Travel, Dimension Travel to Alternate Timelines), **Chronal Shield:** Immunity 10 (Life Support), **Crosstime Database:** Enhanced Skill 10 (Expertise: History +10); Linked: Feature 1 (Database Updates Based on Shifting Timelines), Alarm, Hidden Compartments, Navigation)

Advantages: Assessment, Benefit 6 (Cipher), Benefit 5 (Billionaire), Connected, Contacts, Defensive Roll 5, Eidetic Memory, Equipment 10, Fearless, Inventor, Languages 4, Redirect, Seize Initiative, Set-up, Uncanny Dodge, Well-informed

Skills: Acrobatics 5 (+8), Athletics 5 (+8), Close Combat: Unarmed 10 (+13), Close Combat: Blades 8 (+11), Expertise: History 12 (+18), Investigation 5 (+11), Perception 6 (+10), Persuasion 10 (+12), Ranged Combat: Handguns 9 (+11), Technology 8 (+14), Vehicles 6 (+8)

Offense: Initiative +3, Blaster pistol +11 (Ranged Damage 5), Sword +11 (Damage 5, Crit. 19-20)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 8/3, Will 10

Totals: Abilities 50 + Powers 0+ Advantages 41 + Skills 42 + Defenses 19 = 152

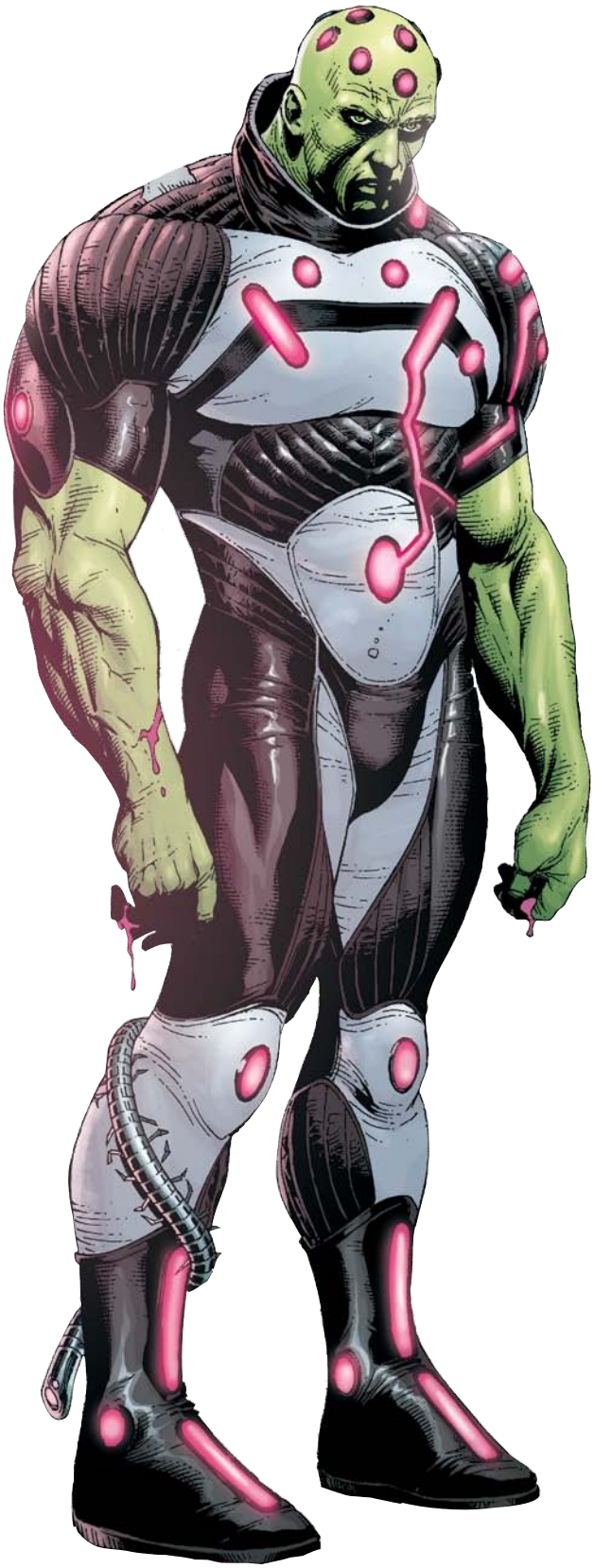
Complications: Time Master: Rip Hunter follows in his ancestors' footsteps as a guardian of time. He attempts to fix anomalies, prevent paradoxes, and keep evil time travelers from altering time and causing irreparable harm to the time stream.

RIP HUNTER

Rip Hunter has gone to great lengths to conceal who he was before he invented the equipment that allowed him to travel through time, in order to protect himself from time travelers who would strike at him through his ancestors. Using his timesphere, Hunter explores time and protects the timestream—and has recruited Booster Gold to help him.

BRAINIAC

REAL NAME: VRIL DOX
OCCUPATION: COLLECTOR BASE: STARSHIP



The being known as Brainiac inspires fear throughout the known cosmos, although a great many have never actually seen him, even if they think that they have. Brainiac has artificially enhanced his own intelligence, a computer-mind, possessed of a vast array of alien technologies, based in an interstellar vessel. Brainiac's prime function is the collection of knowledge: his remote probes travel the universe, gathering all of a world's information, sometimes shrinking and stealing cities as laboratory samples. Once the process is complete, Brainiac destroys the original information source, ensuring the value and completeness of the knowledge he has preserved.

Brainiac shrank and stole the city of Kandor from Krypton before its destruction, although he did not destroy the planet. Many years later, nanite probes transmitted by Brainiac to Earth possessed carnival mentalist Milton Fine, vastly enhancing his latent psionic powers. Fine began calling himself Brainiac and became a foe of Superman. The nanite copy of Brainiac's program later downloaded itself into other forms, including the Brainiac 2.5 android and the Kryptonian superweapon Doomsday. Eventually, information about Earth and the Last Son of Krypton was transmitted back to the original Brainiac, who came to Earth to steal the city of Metropolis and acquire all of Earth's knowledge before destroying the planet.

PERSONALITY

Brainiac is a cold, computerized intellect with disdain for inferior biological life-forms. He relentlessly pursues his goal of gathering knowledge, but is capable of (among other things) a desire for revenge against those who attempt to interfere with his purpose.

POWERS & ABILITIES

Brainiac is an advanced intelligence, capable of inhabiting various android bodies with great physical strength and durability. He has access to a wide range of technologies on board his bio-shell and in facilities he controls.

ALLIES

A solitary being, Brainiac has allied with Lex Luthor out of necessity and their mutual enmity towards Superman.

ENEMIES

Superman is the only foe to consistently thwart Brainiac's ambitions, earning his wrath. In return, Brainiac has cost the

BRAINIAC'S BIO-SHELL

A considerable amount of Brainiac's power comes from his "bio-shell," a massive starship electronically linked to his computer intellect. The ship is capable of crossing interstellar distances, is more than a match for conventional military forces, and possesses manipulative tentacles and the shrinking ray Brainiac uses to reduce and capture cities from various planets as laboratory samples. The ship also has a transporter system able to teleport Brainiac's android form down to the surface of a planet from orbit and retrieve it again. Brainiac pilots the bio-shell cybernetically, plugging his body into its control systems so his computer mind becomes one with it.

BRAINIAC — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
13	11	2	3	4	15	3	3

POWERS

Android Body: Immunity 30 (Fortitude), Protection 5, Impervious Toughness 8 • *43 points*
Computer Mind: Communication 5 (Radio), Comprehend 4 (Languages, Machines), Quickness 10 (Limited to Mental Tasks) • *33 points*

EQUIPMENT

VEHICLE: BIO-SHELL • *219 POINTS*

Size: Awesome **Str** 20 **Speed** 14 **Def** –2, **Tou** 20 **Features:** Extra Limbs 8, Impervious Toughness 20, Missile Battery (Ranged Damage 16, Burst Area 12), Remote Control, Shrink Ray (Ranged Shrinking Attack 20), Space Travel 3, Transporter (Teleport 15, Extended)

ADVANTAGES

Accurate Attack, Assessment, Chokehold, Diehard, Eidetic Memory, Equipment 43, Fearless, Improved Initiative, Inventor, Well-informed

SKILLS

Close Combat: Bio-Shell 2 (+6), Close Combat: Unarmed 7 (+11), Expertise: History 8 (+23), Expertise: Known Space 8 (+23), Insight 8 (+11), Intimidation 8 (+11), Investigation 6 (+18), Perception 8 (+11), Ranged Combat: Bio-Shell Weapons 6 (+9), Technology 8 (+23), Vehicles 11 (+14)

OFFENSE

Initiative +6

Unarmed +11	Close, Damage 13

DEFENSE

Dodge	10	**Fortitude**	11
Parry	10	**Toughness**	16
Will	13		

POWER POINTS

Abilities	108	**Skills**	34
Powers	76	**Defenses**	24
Advantages	52	**Total**	294

COMPLICATIONS

Obsession: Brainiac's function is the collection and preservation of knowledge and the destruction of its source.

Phobia: Brainiac is disgusted by biological life in all its forms and dislikes being outside his bio-shell. Contact with biological creatures may cause Brainiac to hesitate (leaving him dazed for a round, for example). More involved contact—such as immersion in a swamp teeming with life—may even incapacitate him for a time.

Man of Steel dearly; the defeated villain launched a missile at the Kent Farm out of spite, destroying it and giving Jonathan Kent a fatal heart attack.

BRAINIAC (MILTON FINE)

Brainiac's nanite probes originally inhabited and possessed Milton Fine, a carnival mentalist, greatly enhancing his latent psionic abilities, but also convincing him that he was a disembodied alien scientist, exiled from his world and possessing the body of an earthman. As Brainiac, Fine initially relied heavily on his enhanced mental powers.

Eventually, he used recombinant DNA and cybernetic enhancement to transform himself into a green-skinned, physically powerful figure more like the original Brainiac. A cyber-web implant also gave him the ability to directly interface with computers, enhancing the access the nanite probes had to the outside world.

BRAINIAC (MILTON FINE) — PL13 • 205 POINTS

Abilities: Str 2 **Sta** 3 **Agl** 2 **Dex** 3 **Fgt** 3 **Int** 11 **Awe** 4 **Pre** 4

Powers: Cyber-Web (Comprehend Machines 2); **Psychokinetic Force Field** (Protection 12, Impervious 10); **Psychokinesis** (Move Object 13, Perception Ranged); **Telepathy** (Mind Reading 13; **AE:** Damage 6, Perception Ranged, Resisted by Will; **AE:** Illusion 8 (All Senses), Resistible; **AE:** Mental Communication 5)

Advantages: Assessment, Eidetic Memory, Inventor

Skills: Deception 6 (+10), Insight 4 (+8), Intimidation 4 (+8), Perception 2 (+6), Technology 4 (+15), Vehicles 4 (+7)

Offense: Initiative +2, Mental Blast (Damage, DC 21 Will), Unarmed +3 (Damage 2)

Defense: Dodge 11, Parry 8, Fortitude 10, Toughness 15, Will 15

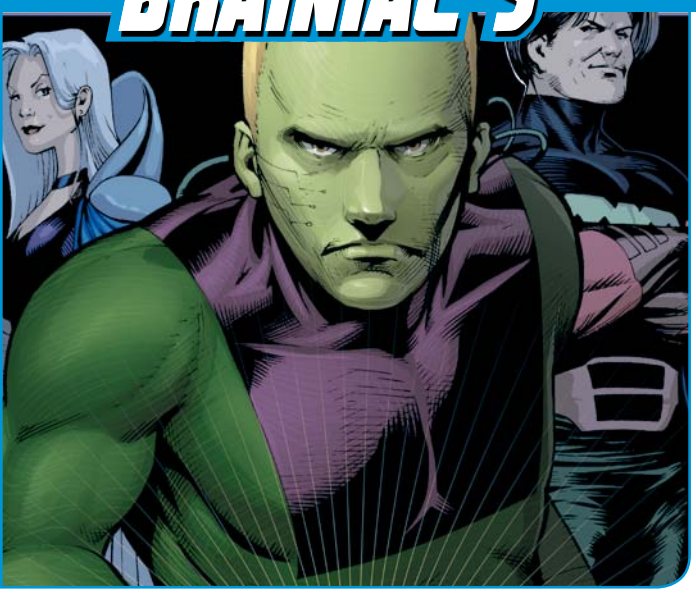
Totals: Abilities 64 + Powers 94 + Advantages 3 + Skills 12 + Defenses 32 = 205

The Brainiac nanite probes later abandoned Fine's body, moving through a succession of hosts (including Doomsday) in an effort to grow powerful enough to destroy Superman. This version of "Brainiac" is believed to have been destroyed.

PROBES & MINIONS

Brainiac has demonstrated considerable capabilities in terms of manufacturing and using various nanotech "probes," remote devices intended to explore and study other worlds in preparation for their master's arrival. In fact, the super-criminal called "Brainiac" on Earth for some years was, in fact, one such probe, programmed with a version of his consciousness. It is likely Brainiac has or can create other probes, different artificial bodies, and similar constructs, if he wishes to do so. The GM should feel free to assign Brainiac robot minions as best suits the adventure, and his ability to download his mind and later build himself a new body can provide the villain with a last-minute escape or an explanation for a miraculous return from destruction.

BRAINIAC 5



REAL NAME: QUERL DOX **ALIAS:** BRAINY, BRAINIAC 5.1
OCCUPATION: LEGIONNAIRE; SCIENTIST
BASE: 31ST CENTURY EARTH

Querl Dox traces his lineage to Vril Dox, the adopted heir of the villainous original Brainiac. He is a Coluan, a race of green-skinned alien geniuses possessing "eighth level intellects." Querl is the smartest of his race, possessing a "twelfth level intellect."

Querl joined the Legion of Super-Heroes early in the group's history, taking the name Brainiac 5. He is their foremost inventor and scientist. For example, he invented the Legion's famous flight rings, which he perfected from designs by Lyle Norg (Invisible Kid). Brainiac 5 is also responsible for accidentally spawning scientific menaces like the murderous Computo, a supercomputer who killed one of fellow Legionnaire Triplicate Girl's three selves. Despite such tragedies, Querl Dox is driven to use his intellect to aid others and redeem the name of Brainiac both from his own failures and the villainy of his namesake.

PERSONALITY

Querl Dox is brilliant and heroic, but not without flaws. His staggering intellect makes him condescending to those less intelligent. He rarely explains his plans and strategies believing people wouldn't understand them anyway. He rejects sentimentality and emotional reactions that interfere with "proper" courses of action. He isn't a machine, but he can seem cold and even at the best of times he can be hard to relate to.

POWERS & ABILITIES

Brainiac 5 is the greatest genius of the 31st Century. He is an expert in countless scientific disciplines and capable of rapidly processing incredible amounts of information. He often runs multiple projects, scenarios, and equations through his head simultaneously. He is a living supercomputer and the ultimate multi-tasker.

ALLIES

A veteran member of the Legion of Super-Heroes, Brainiac 5 can count on his teammates for support.

ENEMIES

Brainiac 5 shares all the enemies of the Legion of Super-Heroes, such as the Time Trapper. He also works to undo the machinations of any of the villainous members of the Brainiac line and his own renegade creations like Computo.

BRAINIAC 5 — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	2	3	4	13	6	3

POWERS

Force Field Belt: Immunity 10 (Life Support); Protection 11, Impervious, Affects Others, Continuous, Removable (-11 points) • *43 points*
Twelfth Level Intellect: Comprehend 3 (Speak and Read Languages); Quickness 10, Limited to Mental Tasks • *11 points*

EQUIPMENT

Flight Ring: Communication 5 (Subspace Radio, Anywhere, Limited to Distress Signal, –3 points), Flight 7 (250 MPH) • *16 points*
Mini-Computo: Feature 3 (Computer, Video Recorder, Audio Recorder); Comprehend 1 (Machines)• *5 points*
Telepathic Earplug: Comprehend 3 (Languages), Mental Communication 1 (Close Range)• *7 points*

ADVANTAGES

Assessment, Beginner's Luck, Benefit 1 (Legion membership), Defensive Attack, Eidetic Memory, Equipment 6, Improved Initiative, Improvised Tools, Inventor, Jack-of-all-trades, Set-up, Skill Mastery 2 (Expertise: Science, Technology), Taunt, Ultimate Effort 2 (Expertise: Science, Technology), Well-informed

SKILLS

Athletics 3 (+4), Close Combat: Unarmed 6 (+10), Deception 5 (+11), Expertise: Known Space 5 (+18), Expertise: Medicine 5 (+18), Expertise: Science 7 (+20), Insight 5 (+11), Investigation 5 (+18), Perception 8 (+14), Technology 7 (+20), Treatment 5 (+18), Vehicles 7 (+10)

OFFENSE

Initiative +6

Unarmed +10	Close, Damage 1

DEFENSE

Dodge	8	**Fortitude**	6
Parry	8	**Toughness**	12
Will	11		

POWER POINTS

Abilities	66	**Skills**	34
Powers	54	**Defenses**	20
Advantages	22	**Total**	196

COMPLICATIONS

Arrogance: Brainiac 5 is condescending towards and often dismissive of people of lesser intellect.

Guilt by Association: Brainiac 5 seeks to redeem the name of Brainiac and atone for the actions of the villains to bear the name.

Instability: Brainiac 5 is prone to bouts of temporary insanity and mental breakdowns. These can occur due to extreme stress or from outside influence.

BRONZE TIGER

As a boy Ben Turner witnessed an intruder assault his parents. Filled with rage, Ben attacked the man who later died from his injuries. Ben's parents hoped training in the martial arts would help him control his rage and he spent years wandering from teacher to teacher learning any style he could. His journey eventually led him to O-Sensei, one of the world's greatest martial arts teachers.

Turner found the discipline he craved with O-Sensei. One night Richard Dragon broke in, but O-Sensei decided to train him alongside Ben. When O-Sensei thought he could teach them no more, he left the pair to find their place in the world.

King Faraday contacted Ben and Richard to infiltrate the League of Assassins, but they were betrayed by Barney Ling, and discovered by the League. Professor Ojo brainwashed Ben, creating an alternate personality, the Bronze Tiger. Bronze Tiger was a savage assassin and trained many members of the League, including Cassandra Cain.

REAL NAME: BENJAMIN TURNER
OCCUPATION: MARTIAL ARTS MASTER
BASE: DETROIT, MI

BRONZE TIGER — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	7	7	14	5	6	5

ADVANTAGES

Agile Feint, Assessment, Chokehold, Close Attack 4, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Evasion, Fast Grab, Grabbing Finesse, Improved Disarm, Improved Grab, Improved Initiative, Improved Trip, Instant Up, Move-by Action, Power Attack, Redirect, Seize Initiative, Set-up, Takedown, Trance, Tracking, Uncanny Dodge, Weapon Bind

SKILLS

Acrobatics 10 (+17), Athletics 8 (+12), Deception 6 (+11), Expertise: Criminology 6 (+11), Expertise: Streetwise 4 (+9), Insight 4 (+10), Intimidation 6 (+11), Investigation 4 (+9), Perception 8 (+14), Stealth 10 (+17), Treatment 4 (+9)

OFFENSE

Initiative +11

Unarmed +18	Close Range, Damage 4

DEFENSE

Dodge	14	**Fortitude**	9
Parry	14	**Toughness**	8/4*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	104	**Skills**	35
Powers	0	**Defenses**	16
Advantages	31	**Total**	186

After Faraday learned Bronze Tiger's real identity, he rescued his friend and set Amanda Waller on the task of deprogramming Ben's mind. Waller went on to form the Suicide Squad and recruited Ben to the group.

PERSONALITY

Bronze Tiger has spent much of his life training in the martial arts to escape the demons of his rage-filled past. He has learned to control his rage, but from time-to-time it escapes.

POWERS & ABILITIES

Bronze Tiger has no superhuman powers. His mastery of many forms of martial arts and near lifelong training have made him one of the top martial artists in the world.

ALLIES

Bronze Tiger has either trained, fought beside, or fought against many of the top martial artists in the world. Bronze Tiger is close friends with Richard Dragon, King Faraday, Batman, Amanda Waller, and the Suicide Squad.

ENEMIES

Bronze Tiger is a constant foe of the League of Assassins. He was betrayed by Barney Ling, and brainwashed by Professor Ojo, both members of the League.

BROTHER BLOOD

REAL NAME: SEBASTIAN BLOOD
OCCUPATION: HIGH PRIEST BASE: PHOENIX, AZ

The cult of Brother Blood began more than 700 years ago when Brother Sebastian, a Christian priest, supposedly gained the prayer shawl of Christ by killing the priest that led the Crusade's armies invading Zandia. With his dying breath, the priest cursed Sebastian, declaring that "the son must slay the father before the father's 100th birthday." Sebastian donned the shawl, which granted him invulnerability and drastically reduced aging, and declared himself Brother Blood.

Seven generations passed, with each successive son of the previous Blood killing his father to assume his mantle, thus fulfilling the curse. The eighth man to bear the name gained an education at Oxford University before returning to Zandia to continue the family's gruesome tradition. A power hungry man, Brother Blood grew the Church of Blood into a world-wide organization with millions of worshipers, ranging from high ranking politicians and influential media personalities to the downtrodden and helpless. Brother Blood embraced his megalomania and believed his destiny was to rule the world.

Brother Blood clashed with the Titans several times, , but was defeated when his mind was shattered while trying to combine Raven's powers with his own. Azrael delivered the broken and amnesiac cultist to a monastery to live a peaceful life as a shepherd.

Years later Blood enacted a plan to awaken sleeper cultists to kidnap babies in an attempt to amass a future following. His plans were interrupted when he was confronted and murdered by a teenage boy claiming to be his son, Sebastian.

Stepping forward as the new leader of the Church of Blood, the new Brother Blood kidnapped Raven with the intention of marrying her . The Titans tracked Raven to Blood Sanctuary where they discovered that the Church was founded on the worship of Raven's father Trigon. The Titans interrupted the wedding, and when Raven regained her senses she summoned a horde of demons upon the cult, forcing them to flee, and ending Brother Blood's plan by banishing him to Hell.

In Hell, Brother Blood discovered Kid Eternity and took control of his powers and returned to Earth to destroy Los Angeles. The Titans moved to stop him, but Blood animated the corpses of several deceased Teen Titans to kill them. With the Titans preoccupied, Blood invaded Titan's Tower and brutally assaulted Raven. Beast Boy saved Raven, but Brother Blood escaped. Realizing that the only way to stop Blood was to seal the gates of the afterlife, Raven and Beast Boy entered Hell, freed Kid Eternity, and returned to Earth with him. Kid Eternity then resurrected all eight previous Brother Bloods who attacked Sebastian and apparently destroyed him.

PERSONALITY

Brother Blood is a malicious, vindictive, and self-serving teenager who will stop at nothing and nobody to achieve his ends. He works tirelessly towards the prophesized Armageddon that will make him the undisputed ruler of the Earth. When slighted, Brother Blood is ruthless, savagely striking out at those who oppose him.

POWERS & ABILITIES

Brother Blood has the ability to enhance his strength through the act of vampirism. His teeth and jaws are strong enough to penetrate Kryptonian flesh. He has also exhibited the ability to assume the powers of a victim whose blood he has sampled. Like his predecessors, Brother Blood is also backed by a massive number of fanatical followers.

BROTHER BLOOD IX — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	2	2	8	1	2	10

POWERS

Drain Blood: Grab-Based Weaken Strength 12 Linked to Grab-based Weaken Stamina 12 • *12 points*
Hypnosis: Perception Ranged Affliction 12 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative, Sense-Dependent (Sight) • *36 points*
Prayer Shawl: Enhanced Advantage 1 (Diehard), Protection 10 (Impervious 5), Immunity 2 (Aging, Limited to Half Effect; Raven's Soul-Self powers), Removable (-4 points) • *14 points*
Vampire Strength: Enhanced Strength 16, Fades, Reaction (Triggered By Drinking Blood), Limited to amount of Strength of target • *16 points*

ADVANTAGES

Benefit 5 (head of the Church of Blood), *Diehard,* Improved Grab, Improved Hold, Improved Initiative, Inspire, Minion 2, Ritualist, Startle

SKILLS

Acrobatics 4 (+2), Close Combat: Vampire Bite 2 (+10), Intimidate 8 (+18), Expertise: Magic and Theology 8 (+9)

OFFENSE

Initiative +6

Vampire Bite +10	Close, Weaken Strength 12 and Stamina 12
Unarmed +8	Close, Damage 3, Varies

DEFENSE

Dodge	8	**Fortitude**	5
Parry	11	**Toughness**	13
Will	8		

POWER POINTS

Abilities	62	**Skills**	11
Powers	78	**Defenses**	17
Advantages	13	**Total**	181

COMPLICATIONS

Obsessed: Brother Blood is obsessed with the Titan Raven, and wants to marry her to fulfill an apocalyptic prophesy. If he cannot marry her, he would rather kill her.

Temper: Brother Blood doesn't like it when he doesn't get his way, lashing out at whoever is responsible.

ALLIES

Brother Blood relies on the advice that he receives from Mother Mayhem, who is chosen from the cult congregation. If Mother Mayhem displeases Brother Blood, he kills her, replacing her with another to bear the name. Brother Blood is also allied with Trigon and a large number of his demonic servants.

ENEMIES

Brother Blood is the sworn enemy of Raven and the Teen Titans, who have successfully opposed him in his world conquering plans.

BROTHER BLOOD VIII

Brother Blood gained strength and vitality from his followers, and the more he gained, the more powerful he became.

BLOOD CULTIST — PL6 MINIONS • 27 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 1 **Dex** 1 **Fgt** 3 **Int** 0 **Awe** 0 **Pre** 0

Equipment: Ceremonial Dagger (Damage 2, Improved Critical), Light Pistol (Ranged Damage 3)

Advantages: Equipment 2, Teamwork

Skills: Close Combat: Ceremonial Dagger 6 (+9), Ranged Combat: Light Pisto) 8 (+9), etc.

Offense: Initiative +1, Ceremonial Dagger +9 (Damage 3, Crit. 19-20), Light Pistol +9 (Damage 3)

Defense: Dodge 2, Parry 4, Fortitude 1, Toughness 2, Will 1

Totals: Abilities 16 + Powers 0 + Advantages 3 + Skills 7 + Defenses 3 = 27

BLOOD CULTIST

Fanatical followers of the Church, Blood Cultists obey Brother Blood's every command, primarily out of fear. They believe he will bring about a new world order through his leadership. Each cultist wears a distinctive blood red robe and hood, under which they hide their weapons.

BROTHER BLOOD VIII — PL12 • 209 POINTS

Abilities: Str 3 **Sta** 3 **Agl** 2 **Dex** 2 **Fgt** 5 **Int** 3 **Awe** 1 **Pre** 12

Powers: Energy Gauntlets (Ranged Damage 12 (plasma), Removable (-5 points)); **Hypnosis** (Perception Ranged, Cumulative Affliction 12, Resisted by Will, Sense-Dependent (Sight); **Prayer Shawl** (Enhanced Advantage (Diehard), Protection 10 (Impervious 5), Immunity 2 (Aging, Limited to Half Effect; Raven's Soul-Self powers), Removable (-3 points)); **Strength of the Faithful** (Enhanced Strength 7, Limited by number of worshipers; Enhanced Stamina 6, Limited by number of worshippers)

Advantages: Benefit 5 (head of the Church of Blood), Connections, *Diehard*, Inspire, Languages 1 (English, Zandian native), Leadership, Minion 2, Startle

Skills: Close Combat: Unarmed 2 (+7), Deception 10 (+22), Intimidate 8 (+20), Expertise: Theology 8 (+11), Expertise: Zandia 8 (+11), Persuasion 8 (+20), Ranged Combat: Energy Gauntlets 10 (+12)

Offense: Initiative +2, Energy Gauntlets +12 (Ranged Damage 12), Unarmed +7 (Close, Damage 3)

Defense: Dodge 11, Parry 8, Fortitude 6, Toughness 13, Will 10

Totals: Abilities 62 + Powers 84 + Advantages 12 + Skills 27 + Defenses 24 = 209

The Brain and his evolved laboratory assistant (and experimental subject), Monsieur Mallah, recruited (brainwashed) Madame Rouge, the enigmatic General Immortus, and the alien Garguax into their Brotherhood of Evil to pursue their bodiless founder's vendetta. Despite their planning and resources, most of the Brotherhood's earlier schemes bore little fruit.

This string of failures came to an end when Madame Rouge rebelled against the Brain's control and partnered with General Zahl in rebellion against the Brotherhood and revenge against the Doom Patrol. Although the pair seemed to have succeeded in their strike against the heroes, Mallah and the Brain escaped Rouge's duplicitous attack on the Brotherhood and sought to strike back by recruiting Warp, Plasmus, Phobia and Houngan into a new team that promptly took on Rouge and Zahl, along with the New Teen Titans and the Doom Patrol's only survivor, Robotman. Both renegades were slain during the fight and the New Brotherhood of Evil escaped.

Brain's manipulation of others backfired yet again when he attempted to control Raven (see **Vol. II**) for his own selfish ends. Instead of brainwashing the Teen Titan into a weapon to use against Brother Blood as he intended, his machinations allowed Trigon the Terrible (see **Vol. II**) to materialize upon Earth by possessing his daughter. Trigon was defeated thanks to both teams, but at the cost of Raven's life.

Soon after, the Brain and Mallah pursued the genius' desire to once again possess a body of his own by attempting to steal a spare Robotman body. The body self-detonated moments after the Brain was ensconced within it. Without their leader, the team renamed itself the Society of Sin and (briefly) took on Trinity as a new member. Monsieur Mallah and the Brain proved more resilient than expected, and returned to reform the team once more as the Brotherhood of Evil.

As with so many other villains, the Brotherhood (and its newest member, Gemini), signed on with the Secret Society of Super-Villains during recent attempts to undermine, subdue, and kill the world's foremost heroes. This alliance resulted in the Brotherhood of Evil becoming some of America's most sought criminals following their assignment to bomb Blüdhaven (see *DC Adventures Hero's Handbook*) with Chemo (see **Chemo**.)

The Brotherhood has recently displayed two new members, although their ongoing status has not yet been revealed. Elephant Man is a large, brutishly strong thug with elephantine features (short tusks, grey skin, and a trunk) whereas the child-like Goldilocks possesses super-strong, prehensile hair.

ENEMIES

The Brotherhood of Evil is often opposed by the Doom Patrol, the Teen Titans in its varied forms, and recently found themselves fighting the Outsiders' latest incarnation. They have also clashed with Brother Blood and Brain's former toady, Mister Morden/Mister Nobody. The Brotherhood of Evil is counted amongst the nation's most wanted villains following the use of Chemo on Blüdhaven.

ALIASES: THE SOCIETY OF SIN BASE: MOBILE
CURRENT MEMBERS: BRAIN, HOUNGAN, GEMINI, MONSIEUR MALLAH, PHOBIA, PLASMUS, WARP, AND POSSIBLY GOLDILOCKS AND ELEPHANT MAN
ALTERNATE/FORMER MEMBERS: GARGUAX, GENERAL IMMORTUS, MADAME ROUGE, TRINITY

THE BRAIN

The Brain, formerly a French scientist of incredible genius, blames Dr. Niles Caulder (Doom Patrol's "Chief") with his death and disembodiment as part of the latter's own experiments. Monsieur Mallah saved his creator's brain from Caulder and equipped him with a somewhat mobile housing that allowed him to become the villainous Brain.

The Brain has headed (no pun intended) several versions of the Brotherhood and been thought dead more than once, always to return thanks to careful forethought (and some reality twisting.) Recently trapped on an alien world along with many other

REAL NAME: UNKNOWN
OCCUPATION: CRIMINAL, SCIENTIST
BASE: MOBILE

THE BRAIN — PL10 • 111 POINTS

Abilities: Str—**Sta**— **Agl** –2 **Dex** –5 **Fgt** –5 **Int** 10 **Awe** 5 **Pre** 12

Powers: **Housing (**Feature 1 (Normal Senses; see Complications), Immunity 40 (Fortitude Effects, Life Support), Protection 15, Removable (–11 points)) **Mental Shielding** (Impervious Will 10)

Advantages: Assessment, Daze (Deception), Eidetic Memory, Fascinate (Persuasion), Inventor, Jack-of-all-trades, Languages (French), Leadership, Set-up, Skill Mastery (Persuasion), Ultimate Effort (Persuasion), Well-informed

Skills: Deception 6 (+18), Expertise: Brainwashing 4 (+14), Expertise: Criminal 2 (+12), Expertise: Current Events 1 (+11), Expertise: History 2 (+12), Expertise: Psychology 4 (+14), Expertise: Science 4 (+14), Insight 6 (+11), Persuasion 4 (+16), Technology 3 (+13), Treatment 2 (+12)

Offense: Initiative –2

Defense: Dodge –2, Parry –5, Fortitude Immune, Toughness 15, Will 10

Totals: Abilities 12 + Powers 55 + Advantages 12 + Skills 19 + Defenses 13 = 111

Complications: Bodysnatcher: Not satisfied to remain little more than a brain in a jar, the Brain is constantly pursuing every possible avenue, no matter how unlikely or risky, to acquire a new body for himself. This has led him to seek out everything from robotic chassis his brain can be interred in to clones that can likewise house his intellect. **Brain in a Jar:** The Brain requires his cybernetic housing to survive and provide rudimentary sensory input. Even within the housing, the Brain suffers from reduced mobility, as his housing's ability to move and maneuver are extremely limited, and he is unable to directly manipulate his environment. The housing is roughly 3 ft. 4 in. tall and weighs about 195 lbs. **Forbidden Love:** The Brain and Monsieur Mallah are involved in a romantic relationship that can, at best, be described as extraordinarily unorthodox given former's disembodied circumstances and Mallah being a mutated gorilla.

criminals, the Brain was apparently killed (again) by Gorilla Grodd while using the former's housing to beat Monsieur Mallah to death. The Brain has survived worse, though, so it remains to be seen how permanent this "death" shall prove to be.

PERSONALITY

The Brain is a power-hungry, vengeful man. And yet he is relatively loyal to the Brotherhood's members, and is entirely devoted to his beloved, Monsieur Mallah.

POWERS & ABILITIES

Possessed of incredible focus, the Brain is a criminal mastermind in the truest sense of the word, and his natural ability to influence and even brainwash others into succumbing to his will is incomparable. (Indeed, it's possible this ability is a matter of telepathic mind control rooted in his impressive charisma, but this has never been proven.)

ALLIES

Aside from the Brotherhood of Evil's various incarnations and members, the Brain has briefly allied himself to the Secret Society of Super-Villains.

ENEMIES

Along with those associated with the Brotherhood, the Brain holds a special enmity within his figurative heart for Dr. Niles "Chief" Caulder. The Brain claims the Chief jealously devised the explosion that killed the French scientist and confined him to his disembodied fate.

MONSIUER MALLAH

The most successful experiment of the French scientist who would become the brain, Monsieur Mallah was artificially evolved and educated to act as his creator's assistant. When a lab explosion (possibly orchestrated by the Doom Patrol's Chief) killed the scientist, this highly-intelligent gorilla removed the brain and sustained it within a receptacle that would not only keep it alive but allow him to interact with the world, if only by limited means. These events put the Brain on the path of vendetta against the Chief and his allies, a path down which Monsieur Mallah gladly followed.

Monsieur Mallah acts as the Brain's constant aid and right hand (well, both hands), and is determined to find his beloved a body to inhabit. It was in pursuit of this goal that the two admitted their mutual love immediately before a robot body they had stolen and placed the Brain into exploded, supposedly killing them both.

Soon after his resurrection, Monsieur Mallah was captured by the Suicide Squad and exiled to another world. Uncharacteristically, Monsieur Mallah took the initiative and approached Gorilla Grodd to join together to rule the villains, but Grodd's demeaning response resulted in a fight during which Mallah was beaten to death with the Brain's metal housing.

MONSIEUR MALLAH — PL8 • 126 POINTS

Abilities: Str 7 **Sta** 6 **Agl** 4 **Dex** 3 **Fgt** 5 **Int** 4 **Awe** 2 **Pre** 1

Powers: Mobility (Movement 5 (Sure-Footed 2, Safe Fall, Swinging, Wall-crawling)); **Hand-Like Feet (**Feature 1 (Can use feet like hands))

Equipment: Heavy Pistol (Ranged Damage 4), **Machine Gun** (Ranged Damage 6, Multiattack), an additional 4 points of equipment that changes depending on the mission.

Advantages: Accurate Attack, Agile Feint, Defensive Roll 3, Equipment 6, Jack-of-all-trades, Improved Grab, Improvised Tools, Languages (English, French is native), Power Attack

Skills: Acrobatics 4 (+8), Athletics 3 (+10), Close Combat: Unarmed 4 (+9), Deception 2 (+3), Expertise: Current Events 3 (+7), Expertise: Guns 2 (+6), Expertise: Military 2 (+6), Expertise: Science 2 (+6), Intimidation 7 (+8), Perception 5 (+7), Persuasion 2 (+3), Ranged Combat: Guns 7 (+10), Technology 1 (+5), Treatment 2 (+6)

Offense: Initiative +4, Unarmed +9 (Close, Damage 7), Heavy Pistol +10 (Ranged, Damage 4), Machine Gun +10 (Ranged, Multiattack Damage 6)

Defense: Dodge 7, Parry 7, Fortitude 8, Toughness 9/6*, Will 8 *Without Defensive Roll.

Totals: Abilities 64 + Powers 11 + Advantages 16 + Skills 22 + Defenses 13 = 126

Complications: Forbidden Love: The Brain and Monsieur Mallah are involved in a romantic relationship that can, at best, be described as extraordinarily unorthodox given the former's disembodied circumstances and Mallah being a mutated gorilla.

REAL NAME: MONSIEUR MALLAH
OCCUPATION: CRIMINAL, THE BRAIN'S ASSISTANT
BASE: MOBILE

PERSONALITY

Normally cool and collected, Monsieur Mallah may become bestial when the Brain is threatened or harmed. He is also an excellent tactician and surprisingly romantic despite his criminal ways.

POWERS & ABILITIES

Monsieur Mallah is essentially a very smart gorilla with no special powers. This does not mean Mallah is helpless against metahumans, however. He is a clever combatant and quite dangerous with his ever-present machine gun and great strength.

ALLIES

This gorilla puts his loyalty to the Brain before all other concerns. A founding Brotherhood of Evil member, Mallah has also cooperated with the Secret Society of Super-Villains.

ENEMIES

Monsieur Mallah despises the Doom Patrol (especially the Chief for what he did to the Brain) and Teen Titans. It's also certain that, should Mallah prove to still be alive following his latest possible death, there will be a score to settle with Gorilla Grodd.

HOUNGAN

Jean-Louis moved to America from his native Haiti to pursue computer science, but returned when his father became terminally ill. After seeing voodoo succeed at curing his father where medicine had failed, Jean-Louis plunged into the mystic faith. After becoming a houngan (priest), he united his obsessive pursuit of voodoo knowledge with his understanding of the modern technology to create his bionic voodoo doll.

Now wielding great power through his techno-fetish, Houngan was recruited into the second Brotherhood of Evil and would remain through to the team's deportation to an alien world as part of Operation: Salvation Run. He has returned to Earth and once again taken up his criminal ways following Salvation Run's collapse.

PERSONALITY

Despite a deep-rooted, pervasive pride, Houngan is a team player who can be relied upon for his loyalty. He recognizes the Brain's superior intellect, leadership, and masterful (if not always successful) plans, so he accepts the former as the Brotherhood's leader.

REAL NAME: JEAN-LOUIS DROO
OCCUPATION: CRIMINAL, COMPUTER SCIENTIST
BASE: MOBILE

POWERS & ABILITIES

Houngan combines traditional Haitian voodoo with modern technology. Once his computerized voodoo doll has sampled a subject's DNA, the fetish forms a link to the person via a combination of "bionic" technology and mysticism. Houngan may then use his special stylus to activate the doll's surface sensors, resulting in a relatively translated degree of pain, debilitation, or actual harm in the same location upon the subject. It is possible the voodoo doll can be used to accomplish more effects, but such abilities have not yet been touched upon.

ALLIES

Houngan has worked almost exclusively with the Brotherhood of Evil (and Society of Sin) but, along with the other members, has temporarily worked with the Secret Society of Super-Villains.

ENEMIES

Houngan's foes are largely limited to those of the Brotherhood as a whole.

HOUNGAN — PL10 • 119 POINTS

Abilities: Str 2 **Sta** 4 **Agl** 3 **Dex** 4 **Fgt** 1 **Int** 2 **Awe** 3 **Pre** 4

Powers: Voodoo Doll (Dynamic Array (21 points), Easily Removable (-12 points), **Inflict Harm (**Perception Ranged Weaken Stamina 10, (Resisted by Will) Limited to Sampled Subjects, Subtle, Dynamic) **AE: Blind** (Perception Ranged Affliction 9 (Resisted by Will; Vision Impaired, Vision Disabled, Transformed (Blind)), Concentration, Dynamic, Limited to Sampled Subjects, Limited to Visual, Reversible, Subtle) **AE: Deafen** (Perception Ranged Affliction 9 (Resisted by Will; Auditory Hindered, Auditory Disabled, Transformed (Deaf)), Concentration, Dynamic, Limited to Auditory, Limited to Sampled Subjects, Reversible, Subtle) **AE: Inflict Pain** (Affliction 10 (Resisted by Will; Impaired, Stunned, Incapacitated), Dynamic, Limited to Sampled Subjects, Subtle) **AE: Work Voodoo** (Senses 18 (Accurate, Extended 10, Penetrates Concealment, Radius, Ranged Mental), Dynamic, Limited to Sampled Subjects))

Advantages: Artificer, Defensive Roll 4, Inventor, Languages 2 (French, Haitian Creole), Ritualist, Skill Mastery (Expertise: Voodoo), Teamwork, Ultimate Effort (Expertise: Voodoo)

Skills: Close Combat: Unarmed 4 (+5), Deception 4 (+8), Expertise: Computers 6 (+8), Expertise: Voodoo 10 (+12), Insight 5 (+8), Perception 5 (+8), Persuasion 4 (+8), Technology 8 (+10)

Offense: Initiative +3, Unarmed +4 (Close, Damage 2), Voodoo Doll—(Perception Range, Affliction 9 or Weaken 10)

Defense: Dodge 10, Parry 8, Fortitude 8, Toughness 8/4*, Will 9
*Without Defensive Roll.

Totals: Abilities 42 + Powers 18 + Advantages 12 + Skills 23 + Defenses 24 = 119

Complications: Bionic Voodoo: Houngan is an expert in a very specialized form of magic, allowing him to use his Voodoo Expertise in place of Magic while employing his Artificer or Ritualist advantages. However, he does so at half his normal skill ranks unless he adds a computerized element to the ritual or artifact, also requiring successful Technology checks against the design and construction DCs.

GEMINI

Gemini claims Madame Rouge is her mother, an assertion that seems backed by how closely her abilities resemble those of Laura DeMille. If DeMille is indeed her mother, it is likely she was conceived during the villainess' dalliance with the Doom Patrol's founder, Chief Caulder. Regardless of her true parentage, Gemini has followed in Rouge's footsteps by becoming a costumed criminal.

She first appeared trying to frame Beast Boy for murder because she held him responsible for Madame Rouge's death. Beast Boy cleared his name after revealing Gemini had used her powers to look like him as she herself committed the crime, and she was subsequently arrested. She has since resurfaced working for the Brotherhood of Evil while it was taking its marching orders from the Secret Society of Super-Villains.

PERSONALITY

A cold, cruel killer, Gemini takes an almost off-hand approach to murder, viewing its undertaking with a frighteningly casual comfort.

POWERS & ABILITIES

Gemini's ability to assume the forms of animals and other people, as well as mimic voices and stretch her body to great distances, would seem to back up her story regarding who her mother was. Aside from using her abilities as an all-purpose disguise, which makes her an ideal infiltrator and spy, she has practiced using them offensively in a fashion as deadly as any weapon.

ALLIES

Gemini has been recruited by the Brotherhood of Evil and, by proxy, the Secret Society of Super-Villains.

GEMINI — PL8 • 179 POINTS

Abilities: **Str** 3 **Sta** 4 **Agl** 6 **Dex** 4 **Fgt** 6 **Int** 1 **Awe** 2 **Pre** 5

Powers: **Elasticity** (Elongation 4 (120 feet); Enhanced Advantages 4 (Chokehold, Fast Grab, Improved Grab, Improved Hold); Strength-based Damage 3); **Mimicry** (Feature 1 (Vocal Mimic)); **Shapechanger** (Morph 3 (Humanoids)); **Shapeshifting** (Variable 8 (Assumed Forms), Move Action, Limited to Living Creatures)

Advantages: *Chokehold,* Defensive Roll 2, *Fast Grab, Improved Grab, Improved Hold,* Languages (French)

Skills: Close Combat: Unarmed 4 (+10), Deception 3 (+8), Insight 2 (+4), Intimidation 3 (+8), Perception 6 (+8), Persuasion 4 (+9), Sleight of Hand 2 (+6), Stealth 6 (+12)

Offense: Initiative +6, Unarmed +10 (Close, Damage 6 or Grab)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 6/4*, Will 7 *Without Defensive Roll.

Totals: Abilities 62 + Powers 82 + Advantages 3 + Skills 15 + Defenses 17 = 179

Complications: **Psychotic:** Gemini holds no value on human life and kills with a detached ease that makes her unreliable and unpredictable. **Thirst for Revenge:** Gemini is the vicious killer she is today because of her heated rage and desire to avenge her mother's death at the hands of Beast Boy, regardless of the accidental circumstances that led to the tragedy.

REAL NAME: GEMINI DE MILLE (UNPROVEN)
OCCUPATION: CRIMINAL BASE: MOBILE

ENEMIES

Gemini blames Gar Logan for her mother's death, and continues to seek revenge against him. Because of her hatred of Gar, she has also clashed with the Teen Titans.

PHOBIA

Born to English aristocracy, as a young girl Angelica realized she could project others' fears, allowing her to manipulate them. This ability both scared and exhilarated her, corrupting her with its intoxicating power. Her powers drew the Brotherhood of Evil's attention and she was recruited into the team the Brain assembled to deal with Madame Rouge's treachery.

At one point it seemed Phobia might actually be redeemed of her sadism and pride with Raven's aid, but the Teen Titan's efforts to help the villainess confront her own fears and breakthrough her dark nature ultimately failed. Angelica proved unable to resist the dark allure of her powers and has since joyfully returned to her previous criminal ways. Phobia continues to plague the Teen Titans, both on her own and as a member of the Brotherhood of Evil.

PERSONALITY

Phobia is an elitist and sadist filled with a corrupting thirst for power. She enjoys toying with someone's fears just as she thrills at the risks inherent to the criminal lifestyle. She has a great deal of loyalty towards the rest of the Brotherhood, but cannot be counted upon when those ties are opposed by her own selfish desires.

POWERS & ABILITIES

Phobia is able to reach into a person's mind and project its greatest fears as horrific, manifest illusions. She will then manipulate, coerce, or intimidate her victims in this heightened fear state, getting what she wants of them or distracting them so her teammates may gain the advantage.

ALLIES

Phobia has spent most of her criminal career within the Brotherhood of Evil, but played a role on the cosmic stage when she was selected as one of the Anti-Monitor's champions during the events of the Crisis on Infinite Earths. Recently, Phobia temporarily joined the Secret Society of Super-Villains, participating in the destruction of Blüdhaven along with the rest of the Brotherhood of Evil. She also signed on with the Injustice League and was exiled by Operation: Salvation Run. Once she returned to Earth, Phobia rejoined Cheetah's Secret Society of Super-Villains.

REAL NAME: ANGELA HAWKINS III
OCCUPATION: ARISTOCRAT, ASSASSIN, CRIMINAL
BASE: MOBILE

PHOBIA — PL12 • 146 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 3 **Dex** 3 **Fgt** 2 **Int** 3 **Awe** 3 **Pre** 2

Powers: Detect Fear (Mind Reading 8, Subtle 2, Limited to Fear); **Project Fear** (Perception Affliction 12 (Resisted by Will; Impaired, Compelled, Controlled (Flee)), Concentration, **AE: Paralyzing Fear** (Affliction 12 (Resisted by Will; Impaired, Stunned, Incapacitated), Concentration))

Advantages Attractive, Benefit 1 (Aristocrat), Benefit 2 (Independently Wealthy), Defensive Roll 3, Skill Mastery (Intimidate), Ultimate Effort (Intimidate)

Skills Close Combat: Unarmed 3 (+5), Deception 3 (+5), Expertise: Aristocracy 4 (+7), Expertise: Art 4 (+7), Expertise: Current Events 4 (+7), Intimidation 8 (+10), Persuasion 4 (+6)

Offense: Initiative +3, Unarmed +5 (Close, Damage 1), Project Fear—(Perception, Affliction 12)

Defense: Dodge 10, Parry 10, Fortitude 5, Toughness 5/2*, Will 10 *Without Defensive Roll.

Totals: Abilities 38 + Powers 59 + Advantages 9 + Skills 15 + Defenses 25 = 146

Complications: Aristocrat: As a member of British aristocracy, Angela is very much a blue-blooded snob, often to the point of being boorish and making it difficult for even her teammates to tolerate her, much less like her. **Fear:** Phobia harbors a deep-seated fear of ending up alone. **Loss of Control:** Phobia's powers have been known to escape her control when her mind is not focused upon them, causing others to relive their greatest fears if Phobia so much as accidentally bumps into them. This is a rare occasion, however. **Misandry:** Although she doesn't let it rule her behavior, Phobia has been known to harbor and express anti-male notions born out of her childhood relationship with her father. **Sadistic Thrill Seeker:** Phobia became a criminal for the adrenaline rush that comes with risk and from terrifying others, as she has no need of the money.

ENEMIES

Phobia's foes are largely limited to those of the Brotherhood as a whole, although she has been known to hold a grudge against those she considers to have slighted or harmed her.

PLASMUS

When he and a group of fellow miners became trapped underground for seven days by a cave-in, Otto was the only one dragged out of the hole alive. The other miners had all died due to heavy radiation exposure, requiring Von Furth be hospitalized for treatment. General Zahl took advantage of the opportunity to experiment upon Von Furth, exposing his already irradiated physiology to chemicals that transformed him into his current protoplasmic state. Enraged by what was done to him, Von Furth assumed a criminal identity as Plasmus and joined the Brotherhood of Evil with the hope of avenging himself upon Zahl.

Plasmus was amongst the villains sent to an alien world by the Suicide Squad and was seemingly killed when Lex Luthor used him as part of the power source for a teleportation device that allowed Luthor to escape and then exploded. Given he has been thought dead before, it is quite likely Plasmus will return.

PLASMUS — PL9 • 173 POINTS

Abilities: Str 10 **Sta** 7 **Agl** 3 **Dex** 3 **Fgt** 3 **Int** 1 **Awe** 2 **Pre** 2

Powers: Burning Glob (Ranged Damage 6, Activation (Move Action -1 point), Incurable, Penetrating 6, Secondary Effect); **Cellular Control (**Array (4 points), **Plasmic State** (Insubstantial 2, Concentration, Side-Effect (Always, –6 Stamina)), **AE: Density (**Protection 8, Impervious, Concentration, Side-Effect (Always, –3 Agility and Parry)); **Degrading Touch (**Weaken Toughness 9, Affects Objects, Incurable, Permanent, Quirk (Detectable: Radiation Emitting, -1 point), Reaction); **Inhuman (**Immunity 8 (Critical Hits, Disease, Heat, Poison, Radiation, Suffocation)); **Plasmic Reassembly (**Immortality 2, Limited: Cannot recover if pieces kept separate)

Advantages: Diehard, Close Attack 5, Improved Grab, Languages (English, German is native), Power Attack

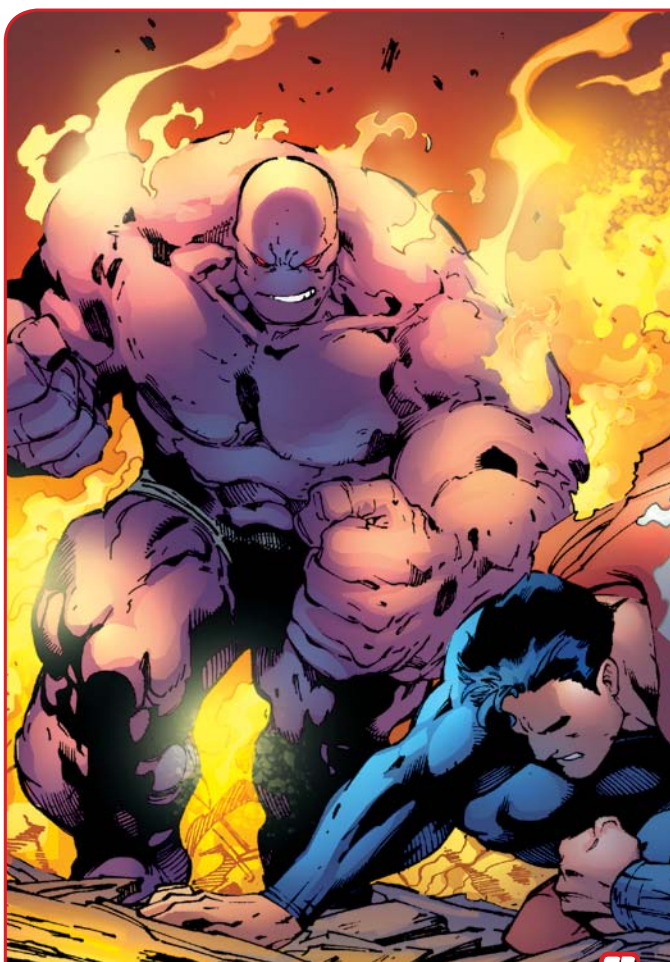
Skills: Expertise: Miner 5 (+6), Intimidation 6 (+8), Ranged Combat: Burning Glob 5 (+8)

Offense: Initiative +3, Unarmed +8 (Close, Damage 10 and Reaction Weaken 9), Burning Glob +8 (Ranged, Damage 6, Penetrating 6)

Defense: Dodge 3/6*, Parry 3/6*, Fortitude 12, Toughness 15/7*, Will 6 *Without Density.

Totals: Abilities 62 + Powers 79 + Advantages 9 + Skills 8 + Defenses 15 = 173

Complications: Protoplasm Form: Plasmus' body is comprised of unstable protoplasm, causing it to uncontrollably fluctuate between a state of increased density and semi-intangibility unless Plasmus concentrates on retaining one state or the other.



REAL NAME: OTTO VON FURTH
OCCUPATION: CRIMINAL, MINER BASE: MOBILE

PERSONALITY

Understandably enraged by his transformation, Otto is ruthless, violent, and cruel. He revels in fighting—the more pain he can inflict on others, the happier he feels.

POWERS & ABILITIES

Plasmus' body is a constantly fluctuating soup of irradiated toxins. This allows him to increase his density to make his body more resistant to damage, but at the loss of some mobility. He can also "loosen" the bond between his form's components, allowing physical attacks to pass through him while leaving Plasmus less capable of resisting harm from other attacks.

Merely touching Plasmus is deadly, a trait he has no control over. Anything he touches risks succumbing to the irradiated chemicals out of which he is formed, resulting in the material being reduced to protoplasm given sufficient exposure. Plasmus has been known to use this ability to reduce fist-sized objects to burning, protoplasmic globs he then throws at his enemies.

ALLIES

Aside from the Brotherhood of Evil, Plasmus has also worked with the Society of Sin, Suicide Squad under Lex Luthor, and joined the Secret Society of Super-Villains to assist with their bombing of Blüdhaven.

WARP — PL10 • 191 POINTS

Abilities: Str 3 **Sta** 4 **Agl** 5 **Dex** 5 **Fgt** 2 **Int** 2 **Awe** 2 **Pre** 2

Powers: Flight (Flight 4 (30 MPH)); **Portal Pull** (Cone Area 2 (60 feet) Move Object 8, Indirect 1, Limited Direction (Towards Open Portal)); **Warp** (Array (66 points), **Teleport** (Teleport 13, Change Direction, Extended, Portal), **AE: Warp Split** (Perception Damage 10, Penetrating 10))

Advantages: Benefit 2 (Independently Wealthy), Connected, Defensive Roll 2, Languages (English, French is native), Skill Mastery (Stealth)

Skills: Acrobatics 1 (+6), Athletics 2 (+5), Close Combat: Unarmed 3 (+5), Deception 5 (+7), Expertise: Criminal 5 (+7), Expertise: Streetwise 1 (+3), Perception 4 (+6), Persuasion 2 (+4), Sleight of Hand 3 (+8), Stealth 8 (+13)

Offense: Initiative +5, Unarmed +5 (Close, Damage 3), Warp Split—(Perception, Damage 10, Penetrating 10)

Defense: Dodge 12, Parry 6, Fortitude 6, Toughness 6/4*, Will 6
*Without Defensive Roll.

Totals: Abilities 50 + Powers 100 + Advantages 7 + Skills 17 + Defenses 17 = 191

Complications: The High Life: Warp enjoys living an expensive, jet-set lifestyle, and will not settle for anything but the best. This make him somewhat predictable in his tastes and personal habits..

ENEMIES

As a Brotherhood member, the Teen Titans have been a constant thorn in Plasmus' side.

WARP

Combining his powers with the talents of a romanticized master thief, Warp joined the Brain's second Brotherhood of Evil out of an unexplained desire to help the villains kill Madame Rouge. He stayed on after she and Zahl were killed, becoming a valued team member of both the Society of Sin and the various incarnations of the Brotherhood that followed.

Although his mind has yet to recover from the experience, Warp's powers evolved somewhat when he was amongst the villains the Joker manipulated into attacking the United Nations. Under the Joker's insanity-inducing influence, Warp learned to use his powers in an offensive capacity by teleporting the two halves of his target miles apart.

Along with the rest of the Brotherhood, Warp signed on with the Secret Society of Super-Villains and was instrumental in freeing Doomsday from his prison. The Suicide Squad later captured and exiled him to an alien planet where he was apparently killed while helping to power a teleportation device that allowed Lex Luthor to escape but exploded afterward.

PERSONALITY

A mercenary and cad at heart, Warp is driven by greed, but understands the value of remaining loyal to the Brotherhood of Evil. Warp's sanity has not completely returned since his mind was altered by the Joker, however, leaving him unpredictable and volatile.

POWERS & ABILITIES

Warp has the ability to fly and can open portals between two points, allowing anyone who passes through to travel between the two locations. He can also manipulate the portals to exert a pull that attempts to draw anyone nearby into them. Opening portals between great distances taxes him, however. He has also learned to use his powers to create portals across a target, effectively cutting through the subject by displacing the matter on either side of the portal to another point in space.

ALLIES

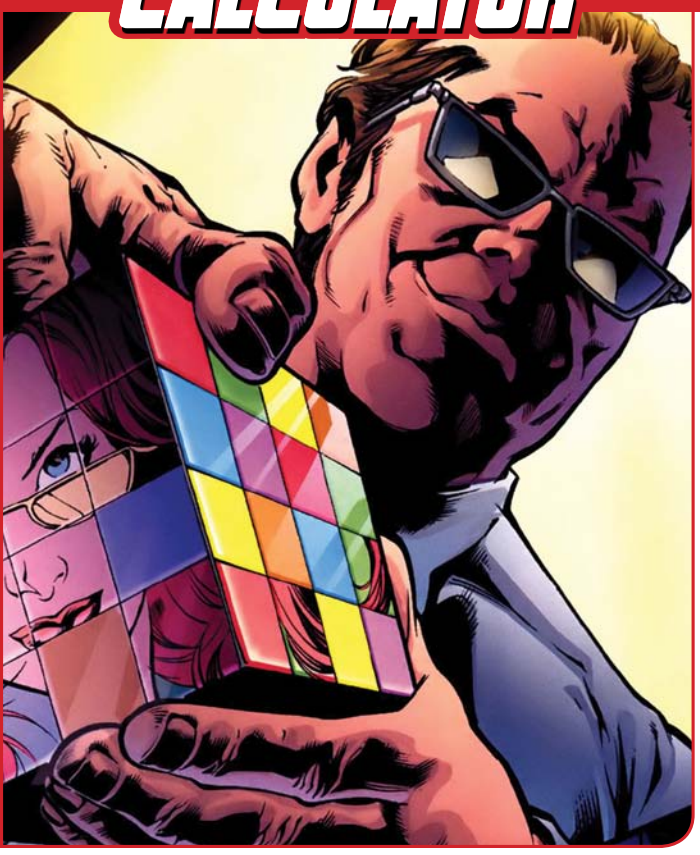
Warp has worked with the Brotherhood of Evil, Society of Sin, and Secret Society of Super-Villains.

ENEMIES

Like the Brotherhood, Warp's primary foes have been the Teen Titans, although he had also been at odds with Elongated Man. For reasons unknown, he also held a grudge against Madame Rouge, leading to him joining the team in order to hunt her down.

REAL NAME: EMIL LASALLE
OCCUPATION: THIEF BASE: MOBILE

CALCULATOR



Calculator began his career as a thief and a super-villain by attacking the individual members of the Justice League of America, and was defeated by each of them in turn. After each battle, however, he pressed a button on his costume, analyzing the fighting styles and tactics of each super hero. Thereafter, his battlesuit prevented those heroes from successfully attacking him. This tactic worked briefly against the JLA, until Batman tricked him into using his powers on himself.

Later, Calculator became aware of the Oracle and her position as an information broker to super heroes. He adopted a similar role to hers, providing information to anyone who could meet his price. Calculator joined with the Joker and other villains as part of the Silicon Syndicate, and eventually supplanted the Joker as the leader of this organization.

PERSONALITY

Calculator is obsessive, exacting, and brilliant. He is also rather conceited, though he does not display the overweening pride of his early career. Calculator prefers to stay out of the limelight, lining his pockets with the criminal underworld's need for information, rather than donning costumes and jumping into the fray.

POWERS & ABILITIES

Calculator has no actual superpowers, but he is a master strategist and hacker. He has access to large amounts of money and, more importantly, a vast information network spanning the globe.

REAL NAME: NOAH KUTTLER
OCCUPATION: CRIMINAL, INFORMATION BROKER
BASE: MOBILE

CALCULATOR — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	0	1	1	7	6	1

EQUIPMENT

HEADQUARTERS: CALCULATOR'S BASE • *27 POINTS*

Size: Medium **Tou** 10, **Features:** Communications, Computer, Concealed 2 (DC 25), Defense System (Ranged Damage 5 Multiattack), Living Space, Power System, Secret, Workshop

ADVANTAGES

Assessment, Benefit 4 (Multi-millionaire), Connected, Contacts, Defensive Roll 3, Eidetic Memory, Equipment 6, Favored Foe (Any combatant who has previously defeated him), Improved Aim, Jack-of-all-trades, Languages 4, Leadership, Luck 2, Seize Initiative, Skill Mastery (Investigation), Well-informed

SKILLS

Close Combat: Unarmed 6 (+7), Deception 8 (+9), Expertise: Business 7 (+14), Expertise: Criminal 10 (+17), Expertise: Current Events 8 (+15), Insight 7 (+13), Investigation 8 (+15), Perception 6 (+12), Persuasion 6 (+7), Ranged Attack 7 (+8), Technology 7 (+14)

OFFENSE

Initiative +0

Unarmed +7	Close, Damage 1

DEFENSE

Dodge	9	**Fortitude**	7
Parry	9	**Toughness**	5/2*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	38	**Skills**	40
Powers	0	**Defenses**	27
Advantages	30	**Total**	135

COMPLICATIONS

OCD: Calculator's obsessive-compulsive disorder compels him to discover way to defeat heroes.

Motivation—Greed: Calculator is motivated by money and charges for his services.

ALLIES

Calculator has an extensive network of contacts and informants in the underworld, and has worked alongside Lex Luthor and his Society. Other cohorts in crime include Doctor Psycho, Doctor Light, Captain Boomerang and Deathstroke. Calculator is also a member of the Silicon Syndicate.

ENEMIES

Calculator is a persistent foe of the Birds of Prey, and the villainous foil to Oracle. He is also an occasional foe of the Justice League of America, and bears a grudge against the Titans for the death of his son, Marvin, and the injury of his daughter, Wendy.

CAPTAIN ATOM

REAL NAME: CAPTAIN NATHANIEL CHRISTOPHER ADAM
OCCUPATION: U.S. MILITARY ASSET AND OCCASIONAL SUPER HERO
BASE: MOBILE

Nathaniel Adam was a Vietnam-era soldier in the United States Air Force that was framed for murder and treason by Wade Eiling. Sentenced to die, Adam was given the chance to participate in a program experimenting on an alien super-metal. The program was testing the durability of the metal by surrounding a test subject in it and then exploding a nuclear device underneath the shell. The experiment caused the metal to fuse with Adam's body and the energy channeled by the covering propelled him forward in time several decades. In the intervening time, Adam's promised pardon for his participation had been shelved and buried after his presumed death, and Eiling had married Adam's "widow."

When Adam eventually reemerged in the present, he was found by the government and coerced into the role of a government-controlled super hero. Project Atom, the agency formed around the study of Nathaniel and the Dilustel metal, came up with a new alias for Adam, as well as the heroic persona of Captain Atom and a fictional backstory about previous adventures and enemies which the government proceeded to use to dupe the American public. This strained relationship didn't last very long. The government's efforts to replicate the science behind Atom's transformation had resulted in the creation of Major Force, a psychotic killer with powers similar to Captain Atom's, and Atom's allies in the JLA eventually helped him clear his name, freeing him from his coerced participation. Over time, Captain Atom went on to establish a positive reputation in the heroic community while often liaising between the U.S. government and said community.

A brief marriage to former-terrorist Plastique ended in divorce and a series of time-traveling encounters with the villainous Monarch showed Atom how dark he could become. After a short stint working for the government again under President Luthor, Captain Atom was shifted through dimensions to an alternate Earth following what he thought was an explosive act of self-sacrifice. Atom worked with the heroes of that Earth to return home, helping them solve some universe-altering problems of their own in the process.

Returning to his own Earth, Atom was badly injured and emitting harmful radiation. His comatose body was subsequently hidden in a secret government facility under Blüdhaven, where his abilities were exploited against various metahumans. Driven mentally unstable by this treatment and encased in a new version of Monarch's armor to contain his emissions, Atom eventually freed himself, apparently killing Major Force in the process and obliterating what was left of the city after Chemo's attack. He then began a deranged campaign of conquest and vengeance throughout the many alternate Earths accessible through the Bleed targeting the beings he blamed for his problems, the Monitors. This campaign culminated in the deaths of a number of super heroes from various Earths and eventually the destruction of an entire reality during a fight between Atom and Superboy-Prime.

An amnesiac Captain Atom resurfaced as an asset of yet another secret government agency (Project 7734) under the control of another corrupt General, Sam Lane.

CAPTAIN ATOM — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	12	2	2	8	1	2	2

POWERS

Dilustel Covering: Immunity 10 (Life Support), Impervious Toughness 15, Protection 3 • *28 points*

Quantum Channeling: Enhanced Strength 5 (Lifting only, Lifting Str 20; 25,000 tons), Flight 13 (16,000 MPH), Immunity 40 (Energy Effects, Distracting, Limited to Half Effect, Sustained), Senses 3 (Detect Energy Spectra (Acute, Radius)) • *48 points*

Quantum Manipulation: Array (36 points)

- **Quantum Blast:** Ranged Damage 18 • *36 points*
- **Quantum Burst:** Burst Area Damage 14 • *1 point*
- **Quantum Conversion:** Deflect 13, Reflect, Redirect, Close, Energy Only) • *1 point*
- **Quantum Drain:** Weaken All Electromagnetic Energy Powers 7 (Affects Others, Broad (all EM Energy), Progressive, Simultaneous) • *1 point*

ADVANTAGES

Diehard, Extraordinary Effort, Leadership, Power Attack, Seize Initiative

SKILLS

Athletics 4 (+19), Close Combat: Unarmed 2 (+10), Deception 4 (+6), Expertise: Military Science 6 (+7), Insight 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Ranged Combat: Quantum Blast 8 (+10), Technology 2 (+3), Vehicles 2 (+4)

OFFENSE

Initiative +2

Quantum Blast + 10	Ranged, Damage 18
Unarmed +10	Close, Damage 15

DEFENSE

Dodge	10	**Fortitude**	14
Parry	10	**Toughness**	15
Will	10		

POWER POINTS

Abilities	88	**Skills**	23
Powers	115	**Defenses**	20
Advantages	5	**Total**	251

COMPLICATIONS

Forced Time Travel: When Captain Atom pushes his ability to absorb energy past its normal limits, the accumulated energy "overwash" propels him through time. The exact amount of time traveled is up to the needs of the plot, but a rule of thumb is to take the rank of the triggering effect and compare it to the Time column of the basic rank chart – this is how much time is jumped past.

Fish Out of Water: Nathaniel missed a lot of history and there are gaps in what should be his basic store of common/general knowledge.

PERSONALITY

Nathanial Adam is a man torn from his own time (the 1960s) and has a number of beliefs and behaviors modern society labels "old-fashioned." He is a loyal soldier who resents what was done to him by corrupt and misguided individuals in the name of his country, yet has little place outside of the military.

POWERS & ABILITIES

Captain Atom is bonded with a material called Dilustel which allows him to tap the universal Quantum Field. He can channel this energy for physical enhancement (without the Dilustel, he is Str 2 and Sta 2), flight, and energy discharges. The nature of this channeling also grants him control over the passage and behavior of various electromagnetic energy forms. The Dilustel covering protects Atom from most physical harm and in combination with his energy channeling abilities enables him to survive in any environment.

ALLIES

A JLA reservist, Captain Atom can count on the other members of the team to come to his aid. Depending on the state of his relationship with Uncle Sam at the time, he may also be able to call on various U.S. military resources.

ENEMIES

General Wade Eiling was the man responsible for many of Adam's tragedies and continues to hound him in the present. Major Force was created to replace Captain Atom using similar methods and their mutual enmity thrives. There are also a number of enemies that Atom encountered either as a result of Project Atom's charade, such as Doctor Spectro and the Ghost, or in the course of his duties while working with the project.

QUANTUM ELEMENTAL

Captain Atom's powers have fluctuated over time, ranging from a power suite that starts with him ranking among Earth's heavy hitters and sliding all the way up to a scale where he is godlike in his ability to create and destroy entire realities. It has been theorized that he is one of the universe's "Elementals," a role similar to that played by Swamp Thing, Naiad, and, for a time, Firestorm. There are self-imposed limits on his powers (as well as his memory and knowledge of them) in order to maintain control and his sanity.

The stats presented in this entry actually represent his "powered down" state.

CAPTAIN BOOMERANG

Two men have borne the name Captain Boomerang. The first is George "Digger" Harkness, and the second is Harkness' son, Owen Mercer.

CAPTAIN BOOMERANG ("DIGGER" HARKNESS)

After he learned how to throw the boomerang as a child, Harkness' mother sent him from Australia to live in America. He went to work demonstrating boomerangs for a toy company unknowingly owned by his father, but would steal from the crowds to help line his pockets until the Flash put a stop to his thievery.

After working with the Rogues for some time, Captain Boomerang joined the Suicide Squad but couldn't put his old ways entirely behind him—he was kicked off the team for leading a double life as Mirror Master. After that embarrassment, he disappeared for a time and was killed by Tim Drake's father, who was in turn slain by Harkness as part of a set-up.

REAL NAME: GEORGE "DIGGER" HARKNESS
OCCUPATION: CRIMINAL, MERCENARY, FORMER GOVERNMENT AGENT
BASE: KEYSTONE CITY, KS

CAPTAIN BOOMERANG ("DIGGER" HARKNESS) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	6	6	5	3	4	2

POWERS

Boomerangs: Array (25 points)

- **Smokarang:** Ranged Cloud Area 3 (60 feet) Visual Concealment 4 Attack, Indirect • *25 points*
- **Acid Boomerang:** Ranged Damage 5 (acid), Secondary Effect, Indirect, Multiattack • *1 point*
- **Bafflerang:** Strength-based Ranged Damage 1, Indirect, Multiattack Linked to Dazzle 6 (visual, Fortitude), Indirect, Multiattack • *1 point*
- **BOOMerang:** Ranged Burst Area Damage 6, Indirect, Multiattack • *1 point*
- **Electrorang:** Ranged Damage 5, Contagious, Indirect, Multiattack, Sustained, Fades • *1 point*
- **Gasserang:** Cloud Area Ranged Affliction 6 (Resisted by Fortitude; Visually Impaired, Stunned and Visually Disabled, Incapacitated), Indirect, Multiattack • *1 point*
- **Gravity Boomerang:** Line Area 3 Affliction 5 (Resisted by Fortitude; Hindered, Immobile, Paralyzed), Indirect, Multiattack • *1 point*
- **Laserang:** Line Area 4 Damage 4, Indirect, Multiattack • *1 point*
- **Razorang:** Ranged Damage 3, Accurate, Improved Critical, Indirect, Multiattack, Penetrating 3 • *1 point*
- **Shriekerang:** Strength-based Ranged Damage 1, Indirect, Multiattack Linked to Dazzle 6 (Auditory, Fortitude), Indirect, Multiattack • *1 point*
- **Weighted Boomerang:** Strength-based Ranged Damage 3, Indirect, Multiattack • *1 point*

ADVANTAGES

Agile Feint, Close Attack, Connected, Defensive Roll 4, Evasion, Improved Aim, Improved Critical (Boomerang), Improved Initiative, Inventor, Precise Attack 2 (Ranged; Cover, Concealment), Prone Fighting, Quick Draw, Ranged Attack 3, Throwing Mastery 2

SKILLS

Acrobatics 1 (+7), Athletics 4 (+6), Close Combat: Unarmed 2 (+7), Deception 3 (+5), Perception 3 (+7), Persuasion 1 (+3), Ranged Combat: Boomerangs 5 (+11), Sleight of Hand 1 (+7), Stealth 2 (+8), Technology 4 (+7)

OFFENSE

Initiative +10	
Boomerang +14	Ranged, Damage 6 plus others, Crit. 19-20
Unarmed +8	Close, Damage 1

DEFENSE

Dodge	11	**Fortitude**	8
Parry	11	**Toughness**	7/3*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	62	**Skills**	13
Powers	35	**Defenses**	19
Advantages	21	**Total**	150

COMPLICATIONS

Doesn't Play Well With Others: Captain Boomerang is difficult to work with on his best days. He's vicious when he has the upper hand, cowardly when he doesn't, and can't be depended on to hold up his end of nearly any bargain.

PERSONALITY

Captain Boomerang tends to get on people's nerves, making it difficult for others to like him. He is a self-serving, blunt, cruel, and childish jerk with a dislike and sense of superiority towards African Americans, including his allies. He is, however, a patriotic Aussie.

POWERS & ABILITIES

As his name implies, Captain Boomerang is an expert with the boomerang and carries a cache of them, many of which possess extraordinary properties. His typical boomerang arsenal includes those that explode, are shiny and reflect blinding light, emit a cloud of smoke or tear gas, intermittently fire a laser in the direction thrown, emit acid or deafening sound, increase local gravity, or encircle the target with electricity. He has also utilized numerous boomerang-themed deathtraps and gadgets.

Harkness was overweight and out of shape prior to his death. Decrease Captain Boomerang's Strength, Stamina, Agility, Fighting, and Awareness by 1 each if you're using Captain Boomerang of that time.

ALLIES

A regular member of the Rogues, Harkness has also worked with the Secret Society of Super-Villains and the Suicide Squad.

ENEMIES

Captain Boomerang is counted amongst Flash's Rogues Gallery, and has also faced several of the hero's allies. He would also like to settle his scores against the villains Abra Kadabra, Neron, and the Dark Flash.

CAPTAIN BOOMERANG (OWEN "BOOMER" MERCER)

Parented by the first Captain Boomerang and Bart Allen's mother while the former was trapped in the 30th Century, his father introduced Owen to boomerangs as a way to bridge the gap between them. Owen joined the Rogues as Captain Boomerang soon after.

Captured by the Outsiders while working for the Society, Owen's cellmate was Black Lighting. The latter took Owen along when the Outsiders broke Black Lightning out of prison. A (somewhat) reformed Owen later left the Outsiders to work for the Suicide Squad.

Due to Captain Cold's vengeful interference, Owen was killed by his father during the Blackest Night.

REAL NAME: OWEN "BOOMER" MERCER
OCCUPATION: ANTI-HERO, FORMER CRIMINAL, GOVERNMENT AGENT
BASE: MOBILE

PERSONALITY

A proud, cocksure man with something to prove (although he greatly resents others realizing this), Owen is only now becoming comfortable with letting others get close. Having others rely upon him is a new feeling, but one he could get used to as he desperately wants something in his life he can call "family."

POWERS & ABILITIES

As part of his heritage, Owen may briefly employ short speed bursts that allow him to both run and throw at super-speeds due to possible (but unproven) ties to the Speed Force. Owen has also inherited his father's knack with boomerangs, but has thus so far recreated only a limited selection of Harkness' arsenal.

ALLIES

Once taken in by the Rogues (and later by the Society), Owen put aside his criminal ways to become an Outsider and, more recently, a member of the new Suicide Squad. Captain Boomerang and Robin respect each other (although they're not quite friends) despite what occurred between their fathers, and he shares a strong friendship with Supergirl. Following the Batman's example, many friends of Mercer's heroic teammates have been slow to trust the former criminal, however.

ENEMIES

Owen has a rocky relationship with the Rogues, although he counts those responsible for killing the Flash as enemies.

CAPTAIN BOOMERANG (OWEN MERCER) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	6	7	3	1	3	3

POWERS

Boomerangs: Array (16 points)
- **Acid Boomerang:** Ranged Damage 5 (acid), Secondary Effect, Indirect • 16 *points*
- **BOOMerang:** Ranged Burst Area Damage 5, Indirect • *1 point*
- **Razorang:** Ranged Damage 3, Accurate, Improved Critical, Indirect, Penetrating 3 • *1 point*
- **Weighted Boomerang:** Strength-based Ranged Damage 3, Indirect • *1 point*

Rapid Throwing: Enhanced Advantages (Throwing Mastery 4, Unreliable; Improved Initiative 4, Limited to Thrown Attacks, Unreliable); Variable 1 (Throwing Speed), Free Action, Limited to Adding Multiattack to Thrown Attacks, Unreliable • *10 points*

Speed Burst: Speed 8, Unreliable • *4 points*

ADVANTAGES

Benefit 1 (Security Clearance), Connected, Defensive Roll 4, Evasive, Improved Critical (Boomerang), Inventor, Precise Attack 2 (Ranged; Cover, Concealment), Quick Draw, Ranged Attack

SKILLS

Acrobatics 1 (+7), Athletics 2 (+5), Close Combat: Unarmed 2 (+5), Deception 1 (+4), Expertise: Streetwise 2 (+3), Insight 2 (+5), Perception 2 (+5), Persuasion 3 (+6), Ranged Combat: Boomerangs 2 (+9), Sleight of Hand 1 (+8), Stealth 2 (+8), Technology 2 (+3)

OFFENSE

Initiative +6 (see his Rapid Throwing power)

Boomerang +10	Ranged, Damage 6 plus others, Crit. 19-20
Rapid Boomerang +10	Ranged, Damage 10 plus others, Crit. 19-20
Unarmed +5	Close, Damage 3

DEFENSE

Dodge	11	**Fortitude**	6
Parry	8	**Toughness**	7/3*
Will	6	*Without Defensive Roll.	

POWER POINTS

Abilities	58	**Skills**	11
Powers	33	**Defenses**	16
Advantages	13	**Total**	131

COMPLICATIONS

Criminal Stigma: Due to his parentage and because he was once a Rogue, most other super heroes (and the public at large) do not yet fully trust the new Captain Boomerang. It seems the only heroes that find themselves at ease around Mercer are those that also skirt society's fringes, such as the Outsiders.

CAPTAIN COLD

In hopes of escaping his abusive father, Leonard Snart moved in with his grandfather. He often rode in his grandfather's cold-storage truck which triggered his love of the cold. When his grandfather died, Leonard refused to go back to his father. Having no job and no prospects, Snart became a petty criminal. He planned a robbery with several other hoods only to be busted by the Flash. With his nascent gang in prison, Snart vowed revenge.

He built a handheld prototype weapon that would, in theory, slow the Flash. He broke into a cyclotron lab to refine and empower his prototype. A guard stumbled across the break-in, surprising him, and he fired the new weapon. To his amazement, the device froze the guard in place. Declaring his experiment a success, Snart reinvented himself as Captain Cold.

Captain Cold has fought most incarnations of the Flash over the years, and has developed a special hatred of that legacy, going so far as to kill Bart Allen with the help of his fellow Rogues. Captain Cold was sent to the prison planet Salvation for his crimes, but escaped along with all the other villains marooned there. Captain Cold has returned to his criminal ways after several attempts to break away from his past.

REAL NAME: LEONARD SNART
OCCUPATION: CRIMINAL, LEADER OF THE ROGUES
BASE: CENTRAL CITY, MO

PERSONALITY

Captain Cold portrays himself as an ice-hearted criminal, but he cares deeply for his fellow Rogues and just wants to earn a dishonest buck. Despite Bart Allen's death, Leo is not a killer, he will go out of his way to immobilize rather than kill.

POWERS & ABILITIES

Captain Cold accidentally created his signature cold-gun, which he most often uses to slow his enemies or freeze them in place.

ALLIES

Captain Cold is the leader of the Rogues, a group of Flash villains who banded together for protection. He has operated with the Suicide Squad, Injustice League, and the Secret Society of Super-Villains.

ENEMIES

Captain Cold has fought many heroes in his life of crime, but his nemesis is anyone wearing the Flash costume.

CAPTAIN COLD PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	3	3	3	3	2	3

POWERS

Cold-Guns: Array (21 points), Easily Removable (-10 points)
- **Chilling Cold:** Burst Area Weaken 7 (Resisted by Fortitude, Broad: Super-Speed powers) • *21 points*
- **Freezing Blast:** Ranged Damage 7 • *1 point*
- **Ice Block:** umulative Affliction 7 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited to Two Degrees • *1 point*
- **Icy Surface:** Cone Area Affliction 10 (Resisted by Dodge; Hindered and Vulnerable), Extra Condition, Limited Degree 2 • *1 point*
- **Ice Shapes:** Create 7 • *1 point*

Cold Suit: Immunity 1 (Cold); Protection 4, Removable (-1 point) • *4 points*

ADVANTAGES

Accurate Attack, Defensive Roll 3, Improved Aim, Leadership, Move-by Action, Precise Attack 2 (Ranged; Cover and Concealment), Quick Draw, Taunt

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 5 (+8), Deception 8 (+11), Expertise: Cryogenics 10 (+13), Intimidation 7 (+10), Perception 6 (+8), Persuasion 8 (+11), Ranged Combat: Cold-Guns 10 (+13),

OFFENSE

	Initiative +3
Cold-Guns +13	Ranged, Damage 7 (and others)
Unarmed +8	Close, Damage 2

DEFENSE

Dodge	10	**Fortitude**	8
Parry	8	**Toughness**	7
Will	6		

POWER POINTS

Abilities	44	**Skills**	29
Powers	19	**Defenses**	21
Advantages	11	**Total**	124

COMPLICATIONS

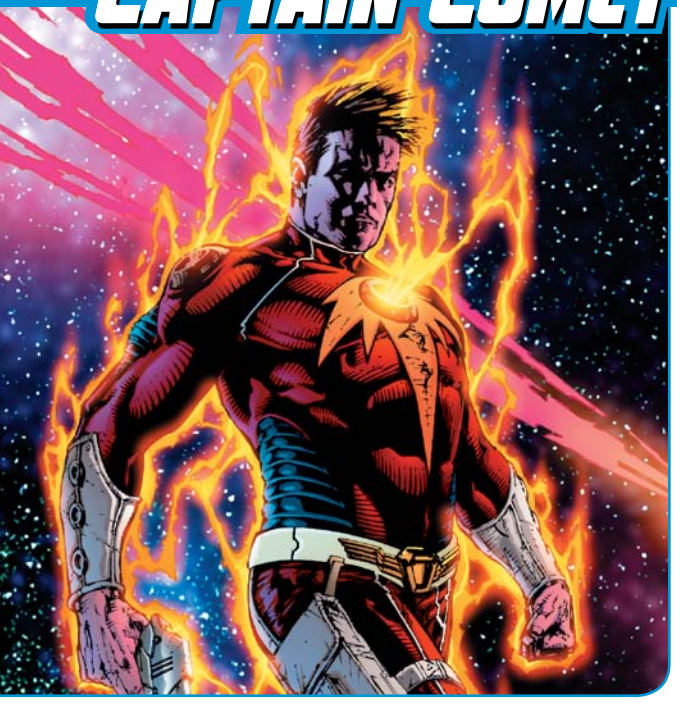
Enemy: The Flash.

THE ROGUES

The Rogues are a collection villains who banded together for bigger criminal payoffs and mutual support against their common enemy, the Flash. Their lineup has changed over time as members have died and yielded their spot to successors or made (usually half-hearted and short-lived) attempts at going straight. Over the years, the Rogues have evolved a unique criminal camaraderie, and can be found playing poker as often as they plan new heists. They have developed a set of rules governing the use of deadly force and other aspects of criminal behavior, enforced with ruthless relish by their acknowledged leader Captain Cold. Years have passed since the Rogues' debut and one thing seems certain: so long as there are Flashes, there will be Rogues to challenge them.

Membership in the Rogues has included: Blacksmith, Captain Boomerang, Captain Cold, Double Down, Girder, Heat Wave, Magenta, Mirror Master, Murmur, the Pied Piper, Plunder, the Rainbow Raider, Tar Pit, the Top, the Trickster, and the Weather Wizard

CAPTAIN COMET



Adam Blake's birth was marked by a passing comet, reassuring his parents their boy would grow up to be special. From an early age, he demonstrated that no physical or mental feat was beyond him, but his prodigiousness left him feeling alone. He sought out the renowned scientist Professor Emery Zackro for answers as to why he was so different, and Zackro determined Blake was an evolutionary accident, vastly superior to ordinary humans.

Calling himself Captain Comet, Blake became Earth's foremost defender during the 1950s, until his loneliness and frustration drove him into space aboard *The Cometeer*, a spaceship of Zackro's design. He returned to Earth decades later after twice crossing the galaxy, even more powerful than before. His expanded abilities were quickly tested, as he found himself waging a one-man war against the Secret Society of Super-Villains. Blake ultimately triumphed, then disappeared among the stars again not long after.

Since then, Blake has been involved with Vril Dox's L.E.G.I.O.N., and taken up residence on Hardcore Station, a seedy interstellar trading post. He was drawn into the Rann-Thanagar War and its ensuing struggles, which led to his apparent death at Lady Styx's hands. Blake expelled his consciousness prior to his

CAPTAIN COMET — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11	8	5	5	7	8	8	2

POWERS

Stun Pistol: Ranged Damage 8, Easily Removable (-6 points) • *10 points*

Evolved Physiology: Impervious Toughness 6, Immunity 1 (Aging) • *7 points*

Evolved Mental Functions: Dynamic Array (55 points)

- **Mind over Matter:** Move Object 9, Damaging, Dynamic, Burst Area, Perception Range, Precise, Selective • *55 points*
- **Vibro-Sense:** Burst Area Mind Reading 8, Cumulative, Dynamic, Effortless, Selective, Feedback • *2 points*
- **Clairvoyance:** Remote Sensing 8 (All Senses), Dynamic • *2 points*
- **Mind Control:** Affliction 8 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative, Dynamic, Burst Area, Perception Range, Reversible, Selective • *2 points*
- **Fast Study:** Quickness 4, Dynamic • *2 points*
- **Telepathy:** Communication 2 (mental), Area, Dynamic, Selective • *2 points*
- **Telekinetic Boost:** Enhanced Strength 9, Dynamic, Limited to Lifting • *2 points*
- **Telekinetic Flight:** Flight 18 (500,000 MPH), Dynamic • *2 points*
- **Telekinetic Aura:** Protection 4, Impervious, Sustained, Only Against Physical Attacks; Immunity 10 (Life Support), Sustained; Dynamic • *2 points*

EQUIPMENT

VEHICLE: *THE COMETEER • 40 POINTS*

Size: Huge **Str** 10 **Speed** 14 **Def** 8 **Tou** 11 **Features:** Movement 3 (Space Travel)

REAL NAME: ADAM BLAKE
OCCUPATION: ADVENTURER BASE: MOBILE

ADVANTAGES

All-out Attack, Assessment, Defensive Attack, Eidetic Memory, Equipment 8, Extraordinary Effort, Fearless, Improved Critical: Unarmed 4, Improved Initiative, Improvised Tools, Inventor, Jack-of-all-trades, Power Attack, Takedown

SKILLS

Athletics 10 (+21), Close Combat: Unarmed 4 (+11), Expertise: Science 9 (+17), Insight 9 (+17), Investigation 9 (+17), Perception 9 (+17), Ranged Combat: Energy Weapons 7 (+12), Technology 9 (+17), Vehicles 8 (+13)

OFFENSE

	Initiative +9
Mind over Matter —	Perception, Move Object 9, Damaging
Unarmed +11	Close, Damage 11

DEFENSE

Dodge	10	**Fortitude**	11
Parry	10	**Toughness**	12/8*
Will	11	*Without Telekinetic Aura.	

POWER POINTS

Abilities	108	**Skills**	37
Powers	88	**Defenses**	14
Advantages	24	**Total**	271

COMPLICATIONS

Responsibility: Blake has a keen awareness of his great gifts and the obligations that accompany them.

Acceptance: Literally a man before his time, the senseless evil more primitive humans perpetrate against each other leaves Blake feeling isolated and alone. While he does return to Earth when needed, he spent a great deal of time in space, searching for something better than man where he can feel at home.

demise, and now inhabits a new younger body, posing as his own nephew. His current form grants him some new and altered abilities, the exact nature of which Blake is still exploring.

PERSONALITY

Adam Blake's moral and ethical sense is as highly evolved as he himself is. The failings of others wear on him, and his sadness and loneliness is often evident.

POWERS & ABILITIES

Blake is a hyper-evolved mutant, an example of what humanity may become in 100,000 years, possessing great strength and resistance to harm. His highly developed mind grants him a photographic memory, telepathy, ESP, and telekinesis. Using the latter, he can survive in space and fly at tremendous velocities.

ALLIES

In recent years, he has been a member of both L.E.G.I.O.N. and R.E.B.E.L.S.

ENEMIES

For a considerable period of time, Blake was wholly dedicated to destroying the original Secret Society of Super-Villains.

CAPTAIN MARVEL

Orphaned and homeless on the streets of Fawcett City, young Billy Batson was drawn by a shadowy figure into an abandoned subway station. There he found a strange train, bringing him to the Rock of Eternity. Past the statues of the Seven Deadly Enemies of Man (alias the Seven Deadly Sins), Billy came to a stone chair and brazier which, when lit, summoned the spirit of the wizard Shazam! The old wizard offered Billy the opportunity to do good and become a champion of justice. "Speak my name," he told him and so Billy Batson uttered the fateful magic word… "SHAZAM!" and was transformed by a bolt of lightning, into Captain Marvel, the World's Mightiest Mortal!

PERSONALITY

Although possessing the wisdom of Solomon, Captain Marvel is still very much a boy in the body of a man, so he tends to have a simpler view of things. He's generally cheerful and really enjoys being a hero, although sometimes he forgets that he's not just Billy Batson, and gets flustered dealing with things difficult for a kid.

POWERS & ABILITIES

The letters of the wizard Shazam's name stand for the elders who grant Captain Marvel his power: the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles, and the speed of Mercury. Captain Marvel is indeed the World's Mightiest Mortal, a rival to Superman in terms of strength, speed, and durability. Given the magical nature of his powers, the good Captain has even been able to best the Man of Steel on occasion, although the two are otherwise evenly matched.

ALLIES

Billy Batson was reunited with his twin sister, Mary, who likewise gained the Shazam power and the identity Mary Marvel. Together they rescued young Freddy Freeman. In

REAL NAME: WILLIAM JOSEPH "BILLY" BATSON
OCCUPATION: RADIO PERSONALITY
BASE: FAWCETT CITY

CAPTAIN MARVEL — PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
19	15	2	2	6	2	10	3

POWERS

Wisdom of Solomon: Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades), Enhanced Awareness 7 • *18 points*
Strength of Hercules: Enhanced Strength 4, Limited to Lifting (Lifting Str 23; 200,000 tons) • *4 points*
Stamina of Atlas: Protection 4, Impervious Toughness 19; Immunity 10 (Life Support) • *33 points*
Courage of Achilles: Enhanced Fighting 4, Enhanced Will 5, Impervious Will 10 • *23 points*
Speed of Mercury: Array (30 points)

- Flight 15 (64,000 MPH) • *30 points*
- Dimensional Travel 1 (Rock of Eternity) • *1 point*
- Quickness 15, Speed 15 (64,000 MPH) • *1 point*

ADVANTAGES

Assessment, Beginner's Luck, Eidetic Memory, Great Endurance, Interpose, *Jack-of-all-trades,* Move-by Action

SKILLS

Close Combat: Unarmed 5 (+11), Expertise: Radio Host 6 (+9), Insight 2 (+12), Perception 3 (+13)

OFFENSE

Initiative +2

Unarmed +11	Close, Damage 19

DEFENSE

Dodge	11	**Fortitude**	15
Parry	10	**Toughness**	19
Will	15		

POWER POINTS

Abilities	96	**Skills**	8
Powers	110	**Defenses**	13
Advantages	3	**Total**	230

COMPLICATIONS

Nemesis: Dr. Thaddeus Sivana (see **Doctor Sivana**).

Power Loss: No powers as Billy Batson. Captain Marvel can lose his powers if tricked into saying his magic word.

Secret Identity: Billy Batson. In his normal identity, Billy has **Str** 0, **Sta** 1, **Ftg** 2, and **Awe** 3 with corresponding adjustments to his skill ranks and defenses.

Young: Captain Marvel is really just a kid at heart, and sometimes makes foolish or impulsive choices.

SHAZAM!

Captain Marvel's greatest weakness is that Billy Batson must speak the magic word "SHAZAM" to summon the lightning that transforms him from an ordinary boy into the World's Mightiest Mortal. If Billy is gagged or otherwise prevented from speaking, he cannot say his magic word. Likewise, when Captain Marvel says it, even accidentally, he transforms back into Billy Batson! This is true for all of the Marvels; Black Adam has even been defeated previously by tricking him into saying the wizard's name, depriving him of his powers. This complication also makes Captain Marvel Junior the only super hero unable to say his own name out loud! (Since his magic phrase is "Captain Marvel" and doing so would turn him back into Freddy Freeman.)

On some occasions, the Marvels have been able to use the Power of Shazam for things other than assuming their heroic identities or returning to their ordinary selves, such as speaking the word and using the Speed of Mercury to dodge *behind* someone or something so the magical lightning strikes them instead, doing Damage 19! This is a rare maneuver not listed in the Captain's game traits, better handled as a power stunt (see **Power Stunts** under **Extra Effort** for details).

In the past, attacks with both "magical" and "lightning" descriptors have also been able to trigger the transformation the same as the bolts summoned by the Marvel Family's magic words. So, for example, a villain with magical lightning powers (or similar traits like weather control) *might* be able to cause the transformation. Such a complication can certainly make things more difficult for Captain Marvel when he is transformed against his will back into Billy Batson!

the process of saving his life, he was infused with the power of his hero: by saying the name "Captain Marvel" he was transformed into the young Captain Marvel, Jr. The "Marvel Family" also included Billy and Mary's Uncle Dudley (who adopted the costumed, but non-powered, identity of "Uncle Marvel") and Mary's "imaginary friend" Talky Tawny, a humanoid talking tiger.

ENEMIES

Captain Marvel quickly confronted the forces of evil in the world, including Theo Adam, the man who murdered his parents, possessed by the previous wielder of Shazam's power, Black Adam. His other foes include the mad scientist Doctor Sivana (who calls Captain Marvel "the Big Red Cheese"), the diminutive but dangerous Mister Mind—an intelligent worm from another planet—and his Monster Society of Evil, and the nuclear robot Mister Atom.

MARY MARVEL

After murdering C.C. and Marilyn Batson and stealing the ancient amulet from the tomb of Teth-Adam, criminal archeologist Theo Adam abducted the Batsons' young daughter, Mary. Adam's sister, a maid named Sarah Primm, took Mary

into her care upon her brother's return to the United States. Primm eventually arranged for her employers, Nick and Nora Bromfield, to adopt Mary as their own daughter, using forged adoption papers. For years, Mary Bromfield lived with her wealthy adoptive parents, largely unaware of her prior life as Mary Batson, except for vague dreams about a brother and family she could not recall.

Mary's brother Billy became Captain Marvel and learned Mary was alive, but could not locate her. He searched for her in vain until Mary Bromfield entered a regional spelling bee in Fawcett City, with WHIZ radio personality Billy Batson as the emcee. Noticing the resemblance between Mary Bromfield and his lost sister, Billy investigated and discovered the forged adoption records, revealing she was indeed his sister. He went to the Bromfield estate with the records and Mary's childhood "Tawky Tawny" doll, his only memento of his sister, but thugs working for Sarah Primm kidnapped him before he could see her.

Mary discovered the package containing the adoption records and the Tawky Tawny doll came to life, and encouraged her to say the magic word "SHAZAM," summoning magic lightning to transform her! With powers like those of Captain Marvel, Mary was able to rescue her brother, who became Captain Marvel to help her deal with the criminals.

MARY MARVEL — PL14 • 220 POINTS

Abilities: Str 17 **Sta** 13 **Agl** 3 **Dex** 2 **Fgt** 6 **Int** 3 **Awe** 10 **Pre** 3

Powers: Courage of Achilles (Enhanced Fighting 4, Enhanced Will 5, Impervious Will 10); **Speed of Mercury** (30-point Array: Flight 15 (64,000 MPH), AE: Dimensional Travel 1 (Rock of Eternity), *AE:* Quickness 15, Speed 15 (64,000 MPH)); **Stamina of Atlas** (Protection 4, Impervious Toughness 19; Immunity 10 (Life Support)); **Strength of Hercules** (Enhanced Strength 4, Limited to Lifting (Lifting Str 21)), **Wisdom of Solomon** (Enhanced Awareness 7, Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades))

Advantages: *Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades*

Skills: Close Combat: Unarmed 5 (+11), Insight 3 (+13), Perception 2 (+12)

Offense: Initiative +3, Unarmed +11 (Close, Damage 17)

Defense: Dodge 11, Parry 11, Fortitude 13, Toughness 17, Will 15

Complications: The same as Captain Marvel. Mary Batson's normal form is **Str** 0, **Sta** 0, **Fgt** 2, and **Awe** 3, with corresponding adjustments to her skill ranks and defenses.

Totals: Abilities 92 + Powers 110 + Advantages 0 + Skills 5 + Defenses 13 = 220

THE MARVEL FAMILY

Billy, Mary, and Freddy are just the primary trio of the "Marvel Family." Other members of the extended family include:

THE LIEUTENANT MARVELS

Three other young men, all the same age and all named Billy Batson, have possessed the power of Shazam. Nicknamed "Tall" Billy, "Hill" Billy, and "Fat" Billy, they briefly served as Captain Marvel's "lieutenants" but have since lost access to the Power of Shazam. They could only summon it by speaking the wizard's name aloud simultaneously.

UNCLE MARVEL

Dudley H. Dudley was the janitor at Billy Batson's school, who looked after the orphaned lad and in so doing learned he was actually Captain Marvel. "Uncle" Dudley helped out the Marvels from time to time, even temporarily gaining powers like theirs (with a similar costume and the moniker "Uncle Marvel").

TAWKY TAWNY

Mary's childhood companion was a "Tawky Tawny" doll, later magically brought to life to aid the Marvels, such as when he encouraged Mary to first say the magic word "SHAZAM". He looks like an anthropomorphic tiger dressed in human clothing. Initially, only Billy, Mary, and Dudley could see Tawky Tawny's animate, humanoid form, but he later became truly real through the magic of Ibis the Invincible.

HOPPY THE MARVEL BUNNY

A cartoonish, anthropomorphic rabbit version of Captain Marvel from a parallel reality where everyone in the world is an intelligent cartoon animal. Hoppy gains powers and a costume just like Captain Marvel's by speaking the word "SHAZAM," transforming into Captain Marvel Bunny, and he has on occasion assisted the Marvel Family. Captain Marvel Bunny's traits are essentially the same as Captain Marvel's.

THE WIZARD SHAZAM

Referred to only as "the Wizard" by most of the Marvel Family (for obvious reasons). Thousands of years ago in ancient Canaan, he was the Champion, chosen of the gods. He attempted to pass on his power to Teth-Adam, which failed (see **Black Adam**). Later he took up residence as the guardian of the otherworldly Rock of Eternity, choosing Billy Batson as his new champion. By lighting the brazier in the chamber where he first met the wizard, or by traveling to the Rock of Eternity, Captain Marvel can consult his mentor for advice and insight.

CAPTAIN MARVEL JUNIOR

Freddy Freeman was born in a New England fishing town, and lived with his parents David and Rebecca Freeman and his foster brother, Tim Karnes. When their parents perished in a boat accident, Freddy went to live with his maternal grandfather, Jacob, while Tim passed through a series of foster homes.

By the time Freddy was a teenager, he lived in Fawcett City and attended the Binder School, the same as Billy Batson. There Freddy was a popular all-star athlete and honors student. He and his Grampa Jacob were on a fishing trip on Fawcett Bay when Captain Marvel confronted the villain Captain Nazi nearby. When the defeated Captain Nazi plunged into the waters of the bay near their boat, Jacob and Freddy attempted to assist him, not knowing who he was. The Nazi villain repaid their efforts by attacking them, leaving Freddy seriously injured and his grandfather in a coma.

Captain Marvel brought them both to a hospital, where he learned Freddy had a severely broken leg and damaged spine, and would likely never walk again. He and Mary Marvel took the injured Freeman to the Rock of Eternity and persuaded the wizard Shazam to impart a portion of their power to him. Regaining consciousness, Freddy saw Captain Marvel and said his name. Suddenly, a bolt of magic lightning struck, transforming him into Captain Marvel Junior!

After his grandfather died, the newest Marvel went after Captain Nazi for vengeance, and the other Marvels were forced to intervene to stop Junior from killing him. The Nazi criminal has been Junior's nemesis ever since that humiliating defeat.

Although the Power of Shazam saved Freddy's life, his mortal form remained crippled: he can walk only with the aid of cane or crutch, his formerly broken leg still too weak to support him.

CAPTAIN MARVEL JUNIOR — PL14 • 219 POINTS

Abilities: Str 17 **Sta** 14 **Agl** 2 **Dex** 3 **Fgt** 6 **Int** 2 **Awe** 9 **Pre** 3

Powers: Courage of Achilles (Enhanced Fighting 4, Enhanced Will 5, Impervious Will 10); **Speed of Mercury** (30-point Array: Flight 15 (64,000 MPH), *AE:* Dimensional Travel 1 (Rock of Eternity), *AE:* Quickness 15, Speed 15 (64,000 MPH)); **Stamina of Atlas** (Protection 4, Impervious Toughness 19; Immunity 10 (Life Support)); **Strength of Hercules** (Enhanced Strength 4, Limited to Lifting (Lifting Str 21)); **Wisdom of Solomon** (Enhanced Awareness 7, Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades))

Advantages *Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades*

Skills Athletics 4 (+21), Close Combat: Unarmed 5 (+11), Perception 1 (+11)

Offense: Initiative +2, Unarmed +11 (Close, Damage 17)

Defense: Dodge 10, Parry 10, Fortitude 14, Toughness 18, Will 14

Complications: The same as Captain Marvel. Freddy Freeman's normal form is **Str** 1, **Sta** 1, **Agl** 0, **Fgt** 2, **Awe** 2, and has the additional complication of being lame and having to walk with a crutch. Junior also has Captain Nazi and Sabbac as Enemy complications.

Totals: Abilities 90 + Powers 110 + Advantages 0 + Skills 5 + Defenses 12 = 217

CATMAN

REAL NAME: THOMAS BLAKE
ALIAS: THE KING OF CATS
OCCUPATION: MERCENARY, EX-BIG GAME HUNTER
BASE: MOBILE

Nine-year-old Thomas Blake inherited his parents' fortune when he killed his father after the elder Blake orchestrated the murder of Thomas' mother and sought to frame his son for her death. As an adult Thomas became a world famous hunter and trapper before turning to crime for money and thrills after squandering his fortune. Taking cues from the super-villainess Catwoman, Blake committed cat-themed crimes as the masked villain Catman. During these early days, Blake used a number of gimmicks and gadgets similar to those used by his most frequent foe, Batman. He even used trained big cats to assist him. Catman wore an orange and yellow costume made of a supposedly mystical fabric he believed protected him from harm, effectively giving him the fabled "nine lives" of a cat. It was never proven if the fabric was authentic or if this was a delusion of Blake's.

Over the years Blake faced Batman and other heroes several times in his pursuit of fortune and glory. He was also partner and then foe to his original inspiration, Catwoman. Blake lost the majority of these encounters. As these defeats stacked up, Blake's confidence evaporated. Blake became overweight, washed up, and pathetic. He seemed doomed to languish in sad obscurity until an encounter with Green Arrow changed his life. After being easily bested by the hero, an utterly hopeless Blake left the United States to seek his death in the wilds of Africa. Instead, he found himself living with a pride of lions. Here Blake regained his confidence, physique, and even surpassed his old hunting and combat skills. Finding peace, he had no desire to return to civilization or super-villainy.

Blake's idyllic life was destroyed when his pride was murdered. First Blake believed the mercenary Deathstroke killed the pride in an attempt to intimidate Blake into joining the Society. Enraged, Blake vowed revenge and joined the mysterious Mockingbird and his "Secret Six" villains to oppose the Society. Later the slaughter was revealed to be a ploy to enrage Blake and motivate him to act. The true killer of his pride was Deadshot, a fellow Secret Six member, acting under orders of Mockingbird (later revealed to be Alexander Luthor of Earth-Three). During this time Blake also began a romance with fellow teammate Cheshire, the tryst would eventually lead to the two having a son, Thomas, Jr. The two are no longer close, but at least once the cold-blooded Cheshire has attempted to save Blake from death. Of course, she also attempted to kill all of Blake's teammates at various times, resulting in less than warm feelings between the two. Catman has stayed with the Secret Six since its formation and in part due to his influence the group has changed from rogue villains to a collection of mercenary anti-heroes.

PERSONALITY

Catman has a natural charisma and a predator's confidence. His teammates often look to him for direction, especially in combat. Despite this, Catman has avoided leadership roles and is more than happy to let one of his fellow Secret Six members take command. Blake has a strong sense of honor. He is reluctant to break his word and tends to "stay bought" if hired to do a job. He has heroic leanings despite his villainous past, though his methods are often too violent and morally questionable to appear truly noble. He is certainly not above fighting dirty to win. Some super heroes, notably the Huntress and the Batman, have tried to convince Catman to fully abandon his old ways. Blake is tempted, but has so far rejected the idea. He feels his violent nature and willingness

CATMAN — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	6	4	11	1	4	4

POWERS

Affinity for Cats: Feature 1 (Cats accept Catman as one of their own) • *1 point*

EQUIPMENT

Catarang: Ranged Strength-based Damage 2 • *8 points* (Note: Catman rarely uses this weapon these days)
Cat Claw Grapple: Movement 1 (Swinging) • *2 points*
Fighting Claws: Strength-based Damage 2 • *2 points*
Knives: Strength-based Damage 1, Improved Critical • *2 points*

ADVANTAGES

All-out Attack, Animal Empathy, Defensive Attack, Close Attack 3, Defensive Roll 4, Equipment 3, Evasion, Improved Initiative, Instant Up, Power Attack, Precise Attack (Close, Concealment), Quick Draw, Ranged Attack 4, Seize Initiative, Skill Mastery (Expertise: Hunter), Skill Mastery (Perception), Startle, Takedown, Tracking, Ultimate Effort (Tracking), Weapon Bind

SKILLS

Acrobatics 7 (+13), Athletics 10 (+13), Close Combat: Short Blades 2 (+13), Deception 5 (+9), Expertise: Animal Trainer 10 (+11), Expertise: Criminal 8 (+9), Expertise: Hunter 14 (+15), Insight 5 (+9), Intimidation 10 (+14), Perception 12 (+16), Persuasion 4 (+8), Ranged Combat: Throwing 4 (+12), Sleight of Hand 6 (+10), Stealth 10 (+16), Technology 5 (+6), Treatment 3 (+6), Vehicles 5 (+9)

OFFENSE

Initiative +10

Catarang +12	Ranged, Damage 6
Fighting Claws +16	Close, Damage 6
Knives +16	Close, Damage 5, Crit. 19-20
Unarmed +14	Close, Damage 4

DEFENSE

Dodge	14	**Fortitude**	9
Parry	14	**Toughness**	8/4*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	76	**Skills**	60
Powers	1	**Defenses**	22
Advantages	31	**Total**	190

COMPLICATIONS

Conflicted: Catman is often torn between extremes such as hero or villain, leader or follower, loner or team player.

Delusion: (past) Catman thought his special costume protected him from harm.

Obsession: In the past, Catman was obsessed with cat-themed places, objects and people, including the villainess Catwoman. He has abandoned this Obsession but feels a connection to big cats, their predatory ways, and hunting that at times borders on extreme.

Relationships: Catman has a son, Thomas, Jr. with the villainess Cheshire. He is unlikely friends with his fellow Secret Sixer Deadshot. He and the Huntress share a mutual attraction.

to resort to killing, theft, and other criminal acts to achieve even well-intentioned goals keep him from being super hero material. He has a weakness for strong, dangerous women on both sides of the law.

POWERS & ABILITIES

Blake is a dangerous fighter, exceptional athlete, and one of the world's greatest trackers. He is no genius, but he has the exceptional instincts and cunning of a master huntsman. He recently abandoned much of his cat-themed gear for more traditional weaponry, particularly knives or claw-like blades.

ALLIES

While he often makes comments about how crazy and unpleasant his fellow Secret Six teammates are, he is exceedingly loyal to and won't abandon them. This is especially true of his fellow founding members: Scandal Savage, Ragdoll, and Deadshot. In fact, Deadshot and Catman have become friends despite Blake's discovery it was the marksman who killed his pride.

ENEMIES

Catman has mostly buried the hatchet with his old foes, such as Batman. However, he has more than made up for this by running afoul nearly every member of the super-villain community they encounter. From the Society to Vandal Savage, Catman and his fellow Secret Sixers have managed to collect a powerful cadre of enemies.

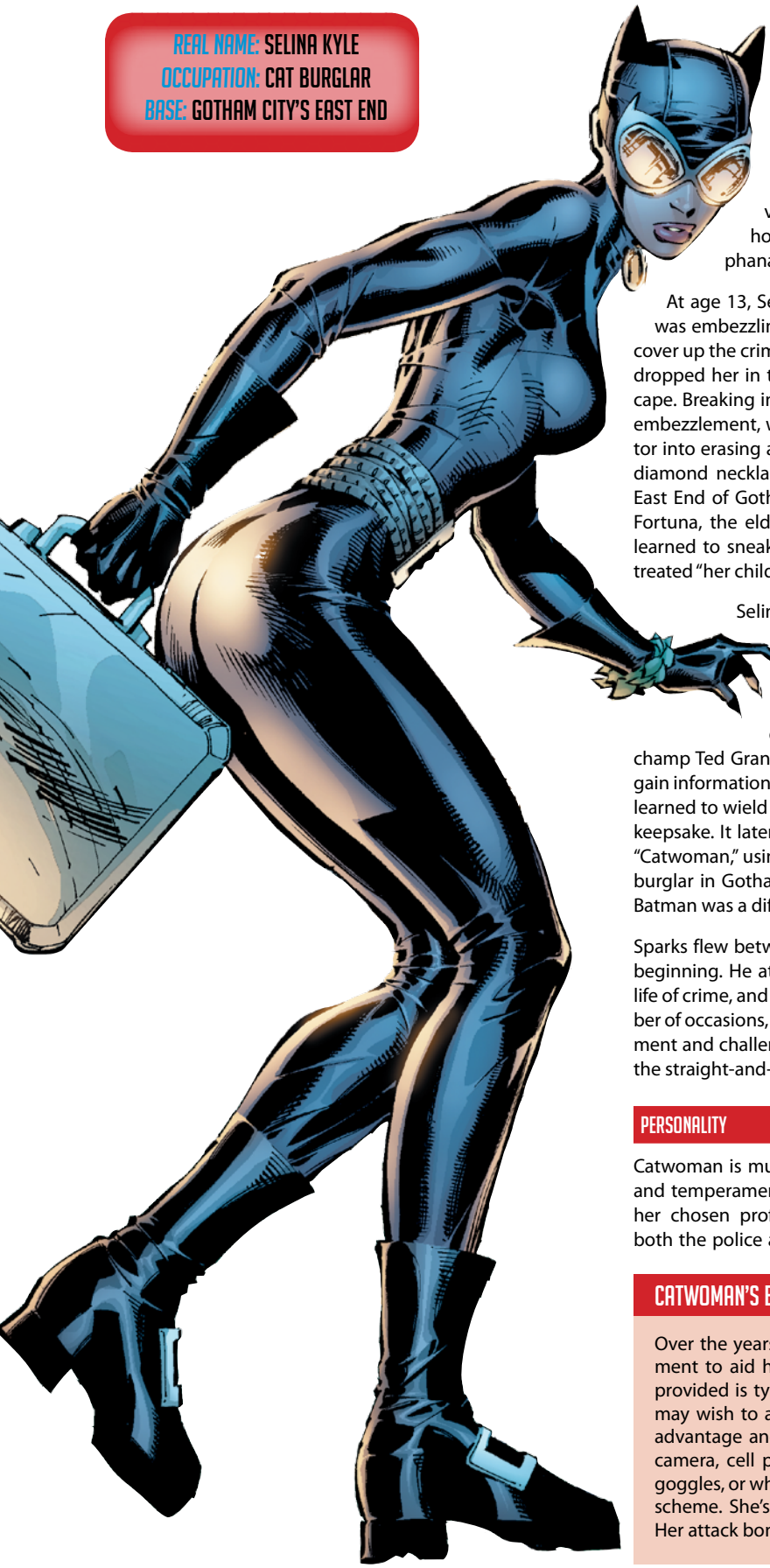
"WHEN A FRENCHMAN AND AN APE THINK YOU'RE NOT EVEN WORTH KILLING, THAT'S A BIT OF A DARK DAY..."

Even more than most, Catman was decidedly less of a threat earlier in his career. At his worst he was downright pathetic. There was a point when the idiot dog-boy Green Lantern G'Nort once chased him up a tree. In short, he was a second stringer at best.

GMs wanting to simulate these earlier days of Blake's career should reduce his stats (especially his fighting skills) and Power Level. By contrast he did seem luckier in those days, at least when it came to avoiding fatal injuries and escaping harm. To reflect this, earlier versions of Catman have ranks in the Luck Advantage.

CATWOMAN

REAL NAME: SELINA KYLE
OCCUPATION: CAT BURGLAR
BASE: GOTHAM CITY'S EAST END



Selina Kyle learned life's harshest lessons early on. Her mother preferred spending time with her cats to anyone else, and committed suicide when Selina was only a child. Her abusive, alcoholic father drank himself to death not long thereafter. Selina was separated from her sister Magdalene (Maggie) and placed in the Sprang Hall Juvenile Center—a corrupt and abusive state home for girls—while Maggie went to an orphanage.

At age 13, Selina discovered Sprang Hall's administrator was embezzling funds and confronted her. Attempting to cover up the crime, the administrator put Selina in a sack and dropped her in the river to drown, but she managed to escape. Breaking into the hall, she stole documentation of the embezzlement, which she used to blackmail the administrator into erasing all record of "Selina Kyle" before stealing her diamond necklace and disappearing into the alleys of the East End of Gotham. There Selina found refuge with Mama Fortuna, the elderly leader of a gang of child thieves. She learned to sneak and to steal, but tired of the way "Mama" treated "her children" and ran away.

Selina became a capable thief and cat burglar, known in Gotham's East End for sharing some of her take with the desperate and downtrodden. She learned martial arts from "the Armless Master" at a back-alley dojo and studied boxing with heavyweight champ Ted Grant (Wildcat). While posing as a dominatrix to gain information about potential targets, Selina acquired and learned to wield a cat-o'-nine-tails, which she held on to as a keepsake. It later helped inspire her career as the costumed "Catwoman," using her gymnastic and fighting skills as a cat burglar in Gotham City. The police could not catch her, but Batman was a different matter.

Sparks flew between Catwoman and Batman right from the beginning. He attempted to convince Selina to give up her life of crime, and she was tempted (and even tried) on a number of occasions, but circumstances and the lure of the excitement and challenge of her criminal life always pulled her off the straight-and-narrow.

PERSONALITY

Catwoman is much like her namesake: sensuous, flirtatious, and temperamental. She enjoys the challenge and thrills of her chosen profession, and playing "cat-and-mouse" with both the police and the heroes trying to stop her. She's ter-

CATWOMAN'S EQUIPMENT

Over the years Catwoman has used a variety of equipment to aid her in her exploits. The list of equipment provided is typical of what she usually carries, but you may wish to add a couple of points of the Equipment advantage and assign those points to items such as a camera, cell phone, restraints, binoculars, night vision goggles, or whatever else makes sense given her current scheme. She's even carried a pistol from time to time. Her attack bonus with a pistol is +9.

CATWOMAN — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	6	6	8	3	4	4

POWERS

Affinity for Cats: Feature 1 (Cats accept Catwoman as one of their own) • *1 point*

EQUIPMENT

Cat's Claws: Strength-based Damage 2 • *2 points*
Cat o' Nine-Tails: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*
Climbing Gear: Movement 1 (Wall-crawling) • *2 points*
Vehicle: Motorcycle • *10 points*
Medium; Str 1, Speed 6, Def 10, Tou 8

ADVANTAGES

Attractive, Close Attack 2, Connected, Contacts, Defensive Attack, Defensive Roll 3, Equipment 4, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Move-by Attack, Precise Attack (Close; Cover), Quick Draw, Ranged Attack 3, Seize Initiative, Skill Mastery (Sleight of Hand), Takedown, Uncanny Dodge

SKILLS

Acrobatics 8 (+14), Athletics 10 (+12), Deception 10 (+14), Close Combat: Bullwhip 4 (+12), Close Combat: Unarmed 3 (+11), Expertise: Burglar 10 (+13), Insight 8 (+12), Intimidation 4 (+8), Investigation 5 (+8), Perception 8 (+12), Persuasion 10 (+14), Stealth 8 (+14), Sleight of Hand 8 (+14), Technology 4 (+7), Vehicles 4 (+10)

OFFENSE

Initiative +10

Claws +13	Close, Damage 4
Bullwhip +14	Close (Reach 2), Damage 4
Unarmed +13	Close, Damage 2

DEFENSE

Dodge	14	**Fortitude**	8
Parry	14	**Toughness**	6/3*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	72	**Skills**	52
Powers	1	**Defenses**	26
Advantages	28	**Total**	179

COMPLICATIONS

Obsession: Selina has a difficult time resisting a thrilling challenge, especially if it involves cats or pretty, shiny baubles.

Relationship: Catwoman has strong feelings for Batman that can distract from her other goals.

ritorial and ruthlessly defends those she cares about, while also sharing some of her ill-gotten gains with those in need.

POWERS & ABILITIES

Catwoman has no metahuman abilities, but is a highly skilled athlete, cat-burglar, and combatant, both unarmed and wielding her signature bullwhip.

In addition to the listed equipment, you can assume Catwoman has access to a complete range of burglar's tools and similar items. She's known for carrying plastic restraints and duct-tape to bind and gag targets before she robs them, for example, and usually has a set of lockpicks on her person. While she prefers a more maneuverable motorcycle (better for the tight alleys of parts of Gotham) she has been known to drive various cars as well, often stolen.

ALLIES

Catwoman prefers to work alone, although she has from time to time cooperated with allies on both sides of the law, from Batman and the Birds of Prey, to Holly Robinson, to some of Batman's foes or Gotham's criminal element.

ENEMIES

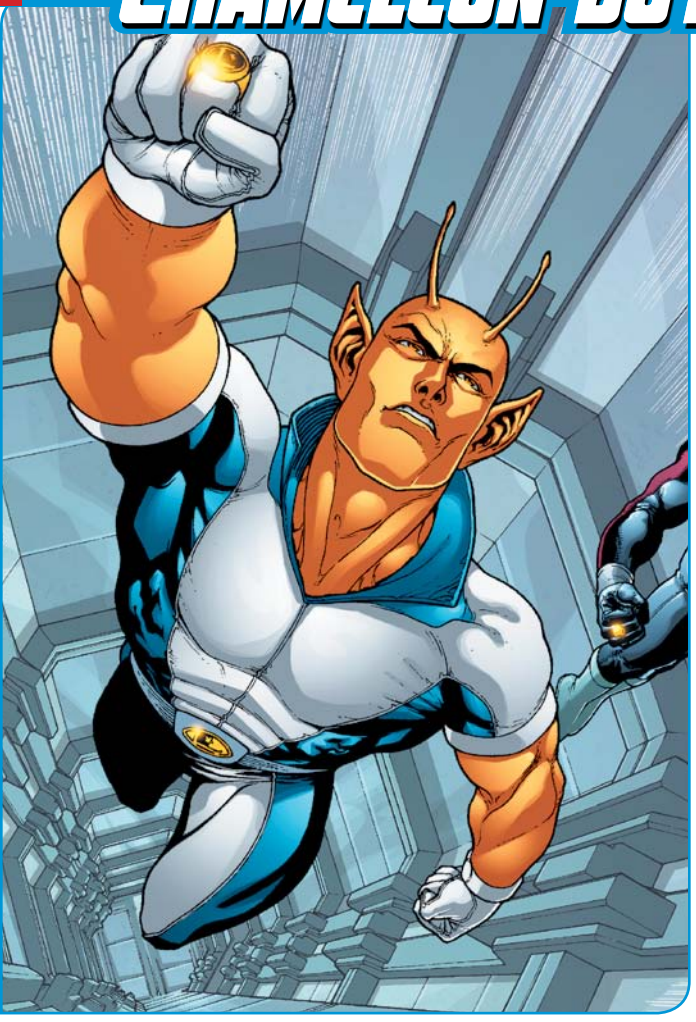
Catwoman has been one of Batman's most capable and elusive foes (and an occasional ally), and their ongoing romantic attraction has always posed a challenge for the Dark Knight.

PLANNING THE "PURR-FECT" CRIME

Catwoman is a foe who tries to stay one step ahead of the heroes, who usually have to do some investigating to catch up with her. Although she has a fondness for cat-themed targets (priceless Egyptian cat statues, "cat's eye" gems, and such) she doesn't focus on them exclusively, and can be quite pragmatic when it comes to picking her marks. She's fond of robbing homes of the wealthy of pretty baubles and trinkets she feels they will "never miss." Her habit of sharing the wealth in and around the East End neighborhood of Gotham has earned her a considerable reputation with the locals, who tend to look out for her, and are less likely to cooperate with any strangers (especially badges or masks) who come looking.

Make liberal uses of distractions to aid in Catwoman's getaway from initial encounters with the heroes. While she avoids the use of lethal force, Selina has no problem with "playing dirty" and may set up certain diversions in advance to get the heroes' attention and allow her time to escape. Once she has disappeared among the rooftops, she can be almost impossible to find. Among other things, Catwoman's Deception skill makes her an expert in disguise, and she has been known to adopt different guises to get close to her targets and gain their trust, as well as to escape pursuit or anyone searching for her.

CHAMELEON BOY



REAL NAME: REEP DAGGLE
OCCUPATION: LEGIONNAIRE, ESPIONAGE SPECIALIST
BASE: 31ST CENTURY EARTH

Reep's past is shrouded in mystery and confusion, but the undisputable truth is that he joined the Legion to better the image of all Durlans, using his people's shapeshifting ability to become a spy and detective. His covert activities landed him in prison when he almost started a war. He was released thanks to his actions to stop a Daxamite controlled by Darkseid. His powers were suppressed during his incarceration, but they returned eventually, but just in time for the Legion to disband. He would later be the force behind the recreation of the team to reassume his role as the Legion's light-hearted super-spy.

PERSONALITY

Reep is altruistic and loyal, but he tends to adapt his outward behavior to his immediate environment, blending what others expect of him and what they project of themselves on him. He is, however, the proud owner of a grand sense of fun.

POWERS & ABILITIES

Reep is a shapechanger, like everyone from his planet, and his antennae can read a target's molecular structure for later

CHAMELEON BOY — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	2	5	3	6	5	4	3

POWERS

Chameleon: Variable 8 (Assumed Shapes; Insubstantial up to rank 3), Move Action, Limited (Gross physical traits of the assumed form and cannot reproduce an individual's powers or complex mechanisms) • *56 points*
Shapeshifter: Immunity 2 (Critical Hits); Morph 4 (Any Shape); Regeneration 5 • *27 points*
Scanning: Senses 5 (Analytical Auditory, Modification Awareness, Counters Illusion, Mental Sense) • *5 points*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3); Flight 7 (250 MPH); Removable (–3 points) • *16 points*
Telepathic Plug: Comprehend 3 (Languages), Mental Communication 1 (Close Range), Removable (-1 point) • *7 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst), Removable (–2 point) • *7 points*

ADVANTAGES

Benefit 1 (Legion membership), Close Attack 3, Defensive Roll 2, Eidetic Memory, Equipment 6, Evasion, Skill Mastery (Deception), Skill Mastery (Insight), Move-by Action, Taunt

SKILLS

Acrobatics 5 (+10), Deception 10 (+13), Insight 12 (+16), Investigation 10 (+15), Expertise: Espionage 8 (+13), Intimidation 4 (+7), Perception 11 (+15), Stealth 8 (+13), Vehicles 2 (+7)

OFFENSE*

Initiative +5

Unarmed +9	Close, Damage 3

DEFENSE*

Dodge	8	Fortitude	6
Parry	9	Toughness	4/2**
Will	9		

*His Chameleon power may change these.
**Without Defensive Roll bonus.

POWER POINTS

Abilities	62	**Skills**	35
Powers	88	**Defenses**	15
Advantages	18	**Total**	218

COMPLICATIONS

Antennae: Binding his antennae keeps Reep from using his Scanning and Chameleon powers.

Limited Transformation: Chameleon Boy may not be able to reproduce certain complex functions of a particular shape.

Motivation: Uphold the greater good.

Vulnerability: Being sprayed with cancelite or exposed to large amounts of high radiation nullifies Reep's Chameleon power and freezes him in the shape he was in for one scene.

reproduction. While he can copy basic functions, appearance and physiology as well as changing his own size and chemical composition to a certain extent, he can't reproduce an individual's special powers, or the unique and complex abilities from other creatures.

ALLIES

Reep has plenty of allies among the other Legionnaires, particularly Invisible Boy, his partner in the Espionage Squad, as well as Leviathan (Colossal Boy) and Sensor. He maintained a romantic relationship with Spark (Lightning Lass) that did not survive his apparent death and later return. His best friend is his pet, Proty II, a shapeshifting, telepathic creature. Reep is also the son of R.J. Brande, an intergalactic entrepreneur, who is locked in human form and hid their relationship for years.

ENEMIES

The enemies of Chameleon Boy are those of the Legion. The telepath Jeyra Entinn framed him for murder once, but he was later absolved.

CHALLENGERS OF THE UNKNOWN

Test pilot Ace Morgan, deep-sea diver and oceanologist Mark Haley, daredevil engineer Red Ryan, and mountaineer Rocky Davis—four men who were the best at some of the most dangerous jobs on Earth. Together they were on a private plane bound for a television interview when the plane went down in a violent crash, but all four men survived without a scratch! Deciding they had cheated death and were now living on borrowed time, they banded together to challenge the unknown for the betterment of mankind. Joined by genius archaeologist and computer programmer June Robbins, the Challengers built their headquarters inside a Colorado mountain but continue to adventure around the world.

PERSONALITY

Above all else, the Challengers are bold and brave, unafraid to face any danger and willing to plumb any mystery, no matter how strange.

POWERS & ABILITIES

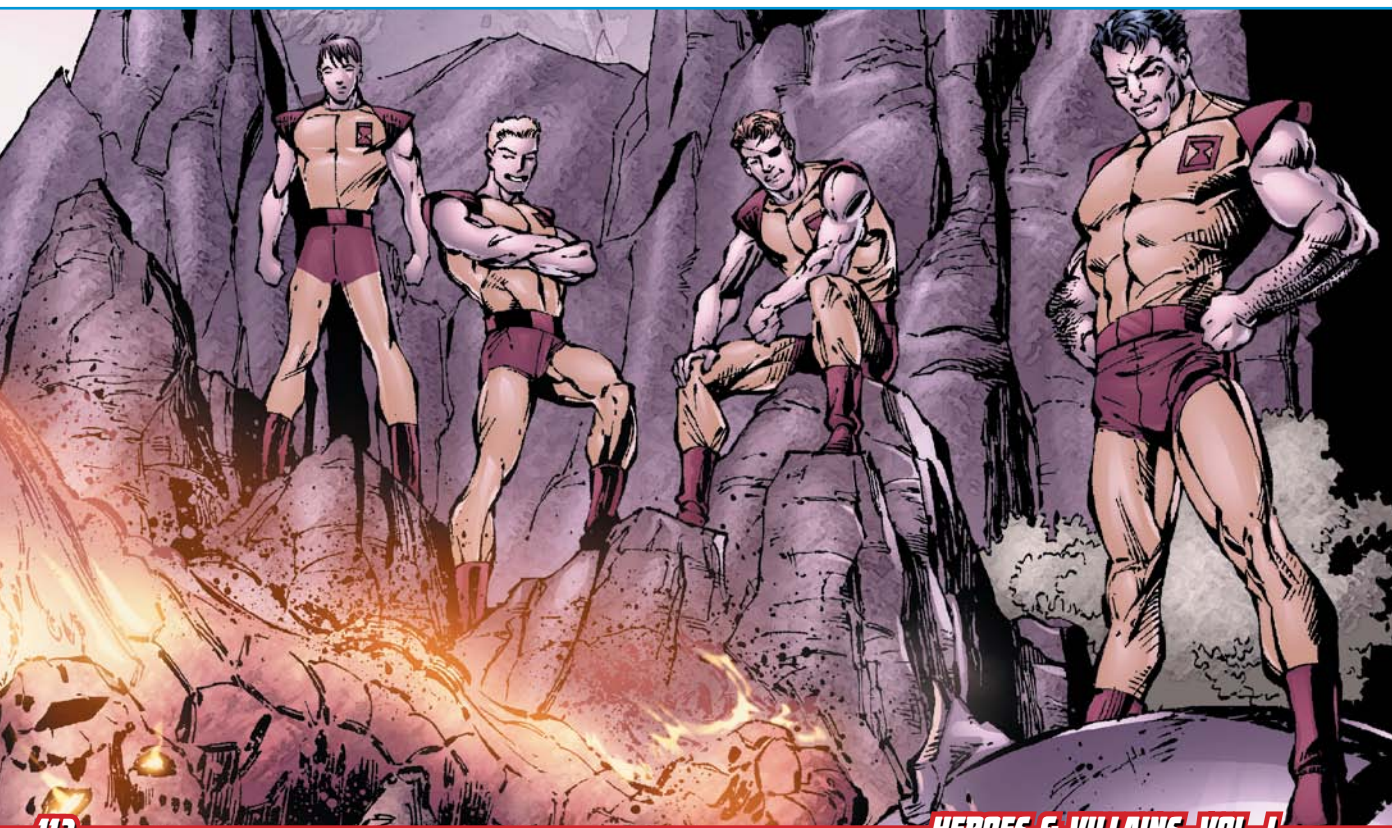
The Challengers have no metahuman powers, but individually they are among the best in their respective fields—and their legendary teamwork makes them even more formidable.

ALLIES

The Challengers are friends with heroes around the world, from Batman and the Justice League to the Sea Devils and the Doom Patrol. They've even adventured alongside such strange heroes as Swamp Thing and Deadman.

ENEMIES

Though they have overcome innumerable challenges and villains from mad scientists to genies, the true nemesis of the Challengers is death itself, and they often suspect the dark force they once cheated may be awaiting them each time they leap into adventure.



SHARED HQ: CHALLENGERS MOUNTAIN • *25 POINTS*

Size: Colossal **Tou** 13 **Features:** Communications, Computer, Garage, Grounds, Gym, Hangar, Infirmary, Isolated, Laboratory, Library, Living Space, Power System, Security System, Workshop

VEHICLE: GALLOPIN' GIZMO • *50 POINTS*

Size: Gargantuan **Str** 12 **Speed** 8 **Def** 10 **Tou** 11 **Features:** Navigation System, **Jetmarine:** Speed AE: Flight 8 (500 MPH); AE: Swimming 8 (120 MPH), **Submersible:** Immunity 10 (Life Support), **Cloud Cover:** Area Concealment 4 (Sight, Radio, Auditory), **Split!:** Feature 4 (Vehicle can split into five independently piloted parts)

TEAM COMPLICATIONS

Borrowed Time: The Challengers' belief that they're living on borrowed time gives them the courage to leap headlong into danger, but with the chance that each leap might be their last.

Celebrities: The Challengers are celebrities, and their adventures are documented around the world. Tourists come to the town nearest their headquarters to buy souvenirs, and in hope of catching a glimpse of the heroes.

KYLE "ACE" MORGAN — PL9 • 135 POINTS

Abilities: Str 3 **Sta** 5 **Agl** 4 **Dex** 6 **Fgt** 4 **Int** 4 **Awe** 4 **Pre** 5

Advantages: All-out Attack, Chokehold, Defensive Roll 3, Diehard, Equipment 4, Fast Grab, Fearless, Great Endurance, Improved Disarm, Improved Hold, Inspire 3, Instant Up, Leadership, Power Attack, Skill Mastery (Vehicles), Takedown, Teamwork

Skills: Acrobatics 5 (+9), Close Combat: Unarmed 8 (+12), Insight 5 (+9), Perception 8 (+12), Persuasion 5 (+10), Ranged Combat: Guns 6 (+12), Vehicles 9 (+15)

Offense: Initiative +4, Unarmed +12 (Close, Damage 3)

Defense: Dodge 10, Parry 7, Fortitude 10, Toughness 8/5, Will 8

Totals: Abilities 70 + Powers 0 + Advantages 24 + Skills 23 + Defenses 18 = 135

MATTHEW "RED" RYAN — PL9 • 135 POINTS

Abilities: Str 4 **Sta** 4 **Agl** 3 **Dex** 5 **Fgt** 4 **Int** 3 **Awe** 2 **Pre** 3

Advantages: All-out Attack, Attractive, Connected, Defensive Roll 3, Diehard, Equipment 4, Evasion, Fearless, Improved Defense, Improved Initiative, Improvised Weapon, Languages 2, Luck, Power Attack, Teamwork, Ultimate Effort 2 (Acrobatics, Athletics), Uncanny Dodge

Skills: Acrobatics 5 (+8), Athletics 8 (+12), Close Combat: Unarmed 6 (+10), Close Combat: Improvised Weapon 4 (+8), Deception 5 (+8), Expertise: Electronics 5 (+8), Insight 7 (+9), Perception 6 (+8), Persuasion 9 (+12), Vehicles 5 (+10)

Offense: Initiative +7, Unarmed +10 (Close, Damage 4), Improvised Weapon +8 (Close, Damage 5)

Defense: Dodge 9, Parry 11, Fortitude 12, Toughness 7/4, Will 6

Totals: Abilities 56 + Powers 0 + Advantages 24 + Skills 30 + Defenses 25 = 135

LESLIE "ROCKY" DAVIS — PL9 • 124 POINTS

Abilities: Str 5 **Sta** 5 **Agl** 4 **Dex** 2 **Fgt** 6 **Int** 1 **Awe** 2 **Pre** 3

Advantages: All-out Attack, Close Attack 2, Defensive Attack, Defensive Roll 3, Diehard, Equipment 4, Extraordinary Effort, Fast Grab, Improved Critical 3 (Unarmed), Interpose, Power Attack, Skill Mastery (Athletics), Teamwork

Skills: Acrobatics 5 (+9), Athletics 10 (+15), Close Combat: Unarmed 5 (+11), Expertise: Religion 3 (+4), Insight 6 (+8), Intimidation 6 (+9), Perception 5 (+7), Treatment 6 (+7), Vehicles 6 (+8)

Offense: Initiative +2, Unarmed +13 (Close Damage 5, Critical 17-20)

Defense: Dodge 10, Parry 10, Fortitude 12, Toughness 8/5, Will 6

Totals: Abilities 56 + Powers 0 + Advantages 21 + Skills 26 + Defenses 21 = 124

WALTER MARK "PROF" HALEY — PL9 • 135 POINTS

Abilities: Str 3 **Sta** 3 **Agl** 3 **Dex** 3 **Fgt** 2 **Int** 7 **Awe** 6 **Pre** 2

Advantages: Accurate Attack, Assessment, Defensive Roll 4, Diehard, Eidetic Memory, Equipment 6, Favored Environment (Underwater), Improved Initiative, Inspire, Inventor, Languages 4, Set-up, Teamwork, Well-informed

Skills: Athletics 7 (+10), Close Combat: Unarmed 6 (+8), Expertise: Diving 4 (+11), Expertise: Oceanography 6 (+13), Expertise: Science 3 (+10), Insight 4 (+10), Investigation 5 (+12), Perception 5 (+11), Technology 6 (+13), Vehicles 8 (+11)

Offense: Initiative +7, Unarmed +8 (Close, Damage 3)

Defense: Dodge 11, Parry 10, Fortitude 8, Toughness 7/3, Will 10

Totals: Abilities 58 + Powers 0 + Advantages 25 + Skills 27 + Defenses 25 = 135

JUNE ROBBINS — PL9 • 135 POINTS

Abilities: Str 1 **Sta** 4 **Agl** 3 **Dex** 4 **Fgt** 1 **Int** 5 **Awe** 4 **Pre** 5

Advantages: Accurate Attack, Beginner's Luck, Benefit 1 (Well-off), Connected, Defensive Attack, Defensive Roll 3, Equipment 2, Evasion, Inspire, Inventor, Languages 3, Luck, Jack-of-all-trades, Teamwork, Well Informed

Skills: Athletics 5 (+6), Close Combat: Unarmed 7 (+8), Deception 3 (+8), Expertise: Archaeology 5 (+10), Expertise: Computers 10 (+15), Expertise: Zoology 6 (+11), Insight 6 (+10), Investigation 4 (+9), Perception 7 (+11), Persuasion 3 (+8), Stealth 6 (+9), Technology 8 (+13), Vehicles 8 (+12)

Offense: Initiative +3, Unarmed +8 (Close, Damage 1)

Defense: Dodge 10, Parry 9, Fortitude 7, Toughness 7/4, Will 8

Totals: Abilities 54 + Powers 0 + Advantages 20 + Skills 39 + Defenses 22 = 135

CURRENT MEMBERS: KYLE "ACE" MORGAN, MATTHEW "RED" RYAN, LESLIE "ROCKY" DAVIS, WALTER MARK "PROF" HALEY, JUNE ROBBINS
OCCUPATION: ADVENTURERS
BASE: CHALLENGERVILLE, CO

CHEETAH

REAL NAME: DR. BARBARA ANN MINERVA
OCCUPATION: CRIMINAL
BASE: NOTTINGHAM, ENGLAND

Barbara Minerva was born to privilege in Nottingham, England, raised by nannies and servants while her parents were away on safari. In her teens, she was in a car accident that left Barbara orphaned and lame in one leg. She pursued higher education, becoming a Ph.D. of archeology where she sought fame through the discovery and collection of rare historical artifacts and curiosities.

It was this obsession that led Dr. Minerva to seek out the hidden temple of Urzkartaga in Africa. After witnessing a rival tribe attack the followers of the plant-god and kill their guardian, a cheetah-woman, Dr. Minerva convinced Chuma, a priest of the temple, to help her take the power of the cheetah for herself. She murdered her colleague Dr. Leavens to offer his blood to Urzkartaga, consuming it and a combination of the plant-god's leaves and berries. Minerva gained the power she sought, but because the avatar of the Cheetah was supposed to be a virgin, and she was not, she also inherited a curse: severe addiction to the plant-god and bloodlust in her feral form.

PERSONALITY

Cheetah is haughty, vicious, greedy, and petty. Initially she was interested solely in using her power to acquire things of value, but defeat at the hands of Wonder Woman gave her a thirst for vengeance against the Amazon Princess as well.

POWERS & ABILITIES

Cheetah has all the abilities of her namesake: savage strength, speed, and claws capable of rending metal. From Zoom, she also learned even greater speed. She is a fierce and ruthless combatant, although sometimes consumed with bloodlust.

ALLIES

Cheetah has allied herself with various other super-criminals. The enchantments of Circe allowed her to retain her feline powers after the loss of Urzkartaga, and gave her the ability to appear in her human identity at will (although this is merely an illusion). A dalliance with Zoom led to Cheetah seeking out and killing Priscilla Rich, who had used the Cheetah name during the 1940s.

CHEETAH PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	6	7	4	8	3	5	3

POWERS

Claws: Strength-based Damage 4, Penetrating 6 • *10 points*
Heightened Senses: Senses 6 (Darkvision, Low-Light Vision, Scent, Track, Ultra-Hearing) • *6 points*
Human Guise: Morph 1 • *5 points*
Super-Speed: Enhanced Advantage (Improved Initiative 5), Quickness 5, Speed 8 (500 MPH) • *18 points*
Tail: Extra Limbs 1 • *1 point*

ADVANTAGES

Agile Feint, All-out Attack, Defensive Roll 3, Improved Critical (Claws), *Improved Initiative 5,* Improved Trip, Instant Up, Languages 3, Power Attack, Prone Fighting, Uncanny Dodge

SKILLS

Acrobatics 8 (+15), Athletics 8 (+15), Close Combat: Claws 5 (+13), Deception 7 (+10), Expertise: Archeology 8 (+11), Insight 4 (+9), Intimidation 8 (+11), Perception 8 (+13), Stealth 8 (+15)

OFFENSE

Initiative +27

Claws +13	Close, Damage 11, Penetrating 6, Crit. 19-20

DEFENSE

Dodge	15	Fortitude	11
Parry	15	Toughness	9/6*
Will	13	*Without Defensive Roll.	

POWER POINTS

Abilities	86	**Skills**	33
Powers	40	**Defenses**	28
Advantages	14	**Total**	201

COMPLICATIONS

Bloodlust: The Cheetah is a fierce and bloodthirsty foe, sometimes losing herself to her animal instincts.

Obsession: The Cheetah is obsessed with obtaining items of historical and cultural value and with revenge against Wonder Woman.

ENEMIES

Initially, Dr. Minerva took an interest in Wonder Woman because of her golden lasso, forged from the legendary Girdle of Gaea. When attempts to steal the lasso through guile failed (due to the lasso's power to reveal the truth), the Cheetah became more interested in revenge against the Amazon princess. She has made various attempts to humiliate and destroy Wonder Woman.

CHEETAH (PRISCILLA RICH)

Barbara Minerva's "predecessor" was Priscilla Rich, a Washington D.C. area debutante in the 1940s driven to adopt the costumed identity of the Cheetah by mental illness. Priscilla developed a split personality around her Cheetah identity and worked for a time with a group of female supercriminals called Villainy, Inc. She possessed no superhuman powers but was a superb athlete and savage hand-to-hand fighter.

CHEETAH (PRISCILLA RICH) PL9 • 119 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 4 **Dex** 4 **Fgt** 6 **Int** 0 **Awe** 2 **Pre** 3

Equipment: Claws (Strength-based Damage 2)

Advantages: Accurate Attack, Agile Feint, All-out Attack, Defensive Attack, Defensive Roll 4, Equipment 1, Improved Critical (Claws), Improved Defense, Improved Initiative, Improved Trip, Instant Up, Move-by Action, Power Attack, Prone Fighting, Uncanny Dodge

Skills: Acrobatics 8 (+12), Athletics 8 (+10), Close Combat: Claws 8 (+14), Close Combat: Unarmed 8 (+14), Deception 4 (+7), Insight 4 (+6), Intimidation 4 (+7), Perception 2 (+4), Stealth 8 (+12)

Offense: Initiative +8, Claws +14 (Damage 4), Unarmed +14 (Damage 2)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 6/2, Will 10

Totals: Abilities 46 + Powers 0 + Advantages 18 + Skills 27 + Defenses 28 = 119

CHEETAH (SEBASTIAN BALLÉSTEROS) PL12 • 185 POINTS

Abilities: Str 8 **Sta** 6 **Agl** 6 **Dex** 4 **Fgt** 8 **Int** 2 **Awe** 4 **Pre** 4

Powers: Claws: (Strength-based Damage 4, Penetrating 6); **Heightened Senses** (Senses 6: Darkvision, Low-Light Vision, Scent, Track, Ultra-Hearing); **Speed** (Enhanced Advantage: Improved Initiative 3, Quickness 3, Speed 2 (8 MPH)); **Tail** (Extra Limbs 1)

Advantages: Agile Feint, All-out Attack, Benefit 3 (Wealth), Defensive Roll 3, Improved Critical (Claws), *Improved Initiative 3,* Improved Trip, Instant Up, Languages 2, Power Attack, Prone Fighting, Uncanny Dodge

Skills: Acrobatics 8 (+14), Athletics 8 (+16), Close Combat: Claws 4 (+12), Deception 4 (+8), Expertise: Business 8 (+10), Insight 4 (+8), Intimidation 6 (+10), Perception 6 (+10), Persuasion 8 (+12), Stealth 6 (+12)

Offense: Initiative +18, Claws +12 (Damage 12, Penetrating 6)

Defense: Dodge 15, Parry 15, Fortitude 12, Toughness 9/6, Will 11

Totals: Abilities 84 + Powers 25 + Advantages 16 + Skills 31 + Defenses 29 = 185

CHEETAH (SEBASTIAN BALLÉSTEROS)

The modern Cheetah also briefly lost her name and powers to corrupt Argentinean businessman Sebastian Ballésteros, who used his considerable negotiating skills to convince the plant-god Urzkartaga to abandon Minerva and invest him with the power of the Cheetah. He became Circe's lover and, at her behest, used his wealth and resources to turn Wonder Woman's young friend Vanessa Kapatelis into a new Silver Swan. Dr. Minerva sought out a new source of power from the ancient Greek Furies, and used it to kill the usurper Ballésteros and reclaim her original powers and title.

CHEMO

Chemo was a plastic man-shaped container used by frustrated inventor Ramsey Norton. Various compounds, chemical wastes, and strange substances from Norton's failed experiments were dumped into Chemo to serve as a monument to the man's lack of success. This eccentric habit of Norton remained a curiosity until the day a faulty growth formula was added. Somehow this final substance reacted with the chemical soup already inside Chemo. The plastic chemical-filled man grew to enormous size and gained limited self-awareness. The monster killed Norton and rampaged until it was stopped by the Metal Men (see **Vol. II**).

Afterwards, Chemo resurfaced periodically as a marauding menace or tool of others. Hardly capable of deep thinking, Chemo can still cause terrible devastation, laying waste cities such as the New York of a parallel Earth and more recently the city of Blüdhaven. It has also served as a walking chemical weapons platform for various villains. Chemo has been often thought destroyed but its impressive ability to reconstitute itself makes it clear that Chemo's history of death and destruction will continue.

PERSONALITY

Chemo has little in the way of personality. Attempts to reason or communicate with the monster are unproductive. Chemo is all about causing massive destruction and not so much about fancy tricks or deep conversation.

POWERS & ABILITIES

Chemo can project various toxic chemicals from his body. He can also absorb chemicals into himself to either heal himself or increase his size from its normal 25' height. Chemo is highly resistant to damage and incredibly strong. Chemo increases up to PL17 when chemical attacks cause him to grow larger than normal.

REAL NAME: NONE
OCCUPATION: LIVING CHEMICAL WEAPON
BASE: MOBILE

CHEMO — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
18	12	0	-1	4	-3	0	0

POWERS

Armored Shell: Protection 8, Impervious Toughness 10 • *18 points*
Chemical Absorption: Energy Absorption 8 (Chemical Attacks, Adds to Growth) • 8 *points*
Construct: Immunity 30 (Fortitude Effects) • *30 points*
Giant-Sized: Growth 8, Permanent, Innate • *17 points*
Living Chemical Dump: Immunity 2 (Chemical Effects) • *2 points*
Rampaging Monster: Immunity 10 (Control Effects, Interaction Skills), Limited to Half Effect • *5 points*
Self-Repairing: Regeneration 10, Source: Chemicals • 5 *points*
Toxic Chemicals: Array (51 points)
- **Toxic Cloud:** Cloud Area Affliction 10 (Dazed, Disabled, Incapacitated), Cumulative, Linked to Cloud Area Damage 10, Incurable • *51 points*
- **Caustic Spray:** Ranged Damage 10, Incurable, Linked to Weaken Toughness 10, Affects Objects, Ranged • *1 point*
- **Toxic Blast:** Ranged Damage 18, Incurable • *1 point*

ADVANTAGES

All-out Attack, Diehard, Fearless, Power Attack, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 4 (+8), Intimidation 8 (+8), Ranged Combat: Toxic Powers 8 (+8)

OFFENSE

	Initiative +0
Unarmed +8	Close, Damage 18
Caustic Spray —	Range, Cloud Area Damage 10 Linked to Cloud Area Weaken 10
Toxic Blast +8	Range, Damage 18

DEFENSE

Dodge	4	Fortitude	Immune
Parry	4	Toughness	20
Will	8		

POWER POINTS

Abilities	28	**Skills**	10
Powers	130	**Defenses**	20
Advantages	5	**Total**	193

COMPLICATIONS

Tool of Destruction: Chemo is often used by other villains, particularly for causing mass devastation.

ALLIES

Chemo does not have allies, per se. However, he has been used as a pawn by various villains, such as the Joker or Gorilla Grodd. He was also used by Amanda Waller on one occasion.

ENEMIES

Chemo has fought the Metal Men and Superman many times. Chemo is also responsible for the deaths of the first

CHESHIRE

CHESHIRE							PL12
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	3	7	5	12	2	3	3

POWERS

Razor Sharp Artificial Nails: Strength-based Damage 2, Penetrating 2 • 4 *points*

Poison: Array (24 points), Limited (Full Action to Change Powers), Triggered (Opponent Damaged by Artificial Nails, -1 point)

- **Fatal Poison:** Weaken Stamina 12 (Resisted by Fortitude), Progressive • *23 points*
- **Disabling Poison:** Weaken Dexterity 12 (Resisted by Fortitude), Progressive • *1 point*
- **Sleep Poison:** Affliction 12 (Resisted by Fortitude; Dazed, Stunned, Asleep) Progressive • *1 point*

ADVANTAGES

Accurate Attack, Agile Feint, All-out Attack, Assessment, Close Attack 4, Defensive Attack, Defensive Roll 4, Evasion, Improved Critical 2 (Artificial Nails), Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Languages 2 (English, French, Vietnamese native), Move-by Action, Power Attack, Precise Attack (Close; Concealment), Prone Fighting, Redirect, Seize Initiative, Skill Mastery 2 (Acrobatics, Athletics), Takedown, Uncanny Dodge, Weapon Break

SKILLS

Acrobatics 10 (+17), Athletics 10 (+14), Close Combat: Artificial Nails 2 (+14), Deception 8 (+11), Expertise: Poisons 12 (+14), Sleight of Hand 8 (+13), Stealth 8 (+15)

OFFENSE

Initiative +11

Artificial Nails +18	Close, Damage 6, Crit. 18-20
Unarmed +16	Close, Damage 4

DEFENSE

Dodge	15	**Fortitude**	6
Parry	17	**Toughness**	7/3*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	78	**Skills**	29
Powers	29	**Defenses**	23
Advantages	35	**Total**	194

COMPLICATIONS

Responsibility: To her son by Catman.
Vengeful: Cheshire rarely lets a perceived slight go unpunished.

Allegedly born to a French father and Vietnamese mother, Jade Nguyen was sold into slavery as a child. After killing her master, she was adopted by a Chinese freedom fighter, instructed in guerilla fighting techniques, and later acquired knowledge of poisons from her future husband, the Spitting Cobra.

Cheshire frequently fought the Teen Titans, but when Speedy (Roy Harper) went undercover to capture her, the two fell passionately in love, and their brief liaison resulted in their daughter, Lian.

Discovering that her real father was U.S. Senator Robert Pullman, who had raped her mother, Cheshire intended on torturing and killing him in revenge. The attempt was thwarted by the Birds of Prey, but Cheshire escaped before she could be brought to justice.

As a member of the Secret Six, Cheshire had a liaison with Catman and become pregnant and then betrayed the team to the Secret Society of Super-Villains. Escaping to live with Catman and their son, she placed a bounty on the heads of her former teammates and stabbed the Mad Hatter with a poisoned dagger. She later traded an antidote for the poison in exchange for her safety.

REAL NAME: JADE NGUYEN
OCCUPATION: ASSASSIN BASE: MOBILE

PERSONALITY

Cheshire is a coldblooded murderer. She has no hesitation killing at the slightest provocation. To make matters worse, she is also completely untrustworthy, and willing to betray

any and all of her allies to achieve her goals. Despite all this, she legitimately loves her children.

POWERS & ABILITIES

Cheshire is a master of several martial arts styles long thought to be lost. She is a triple-jointed acrobat and only surpassed by Lady Shiva as an assassin. Cheshire compliments her fighting skills with a deadly knowledge of poisons, which she coats her artificial nails and weapons with.

ALLIES

Cheshire was formally associated with the Ravens, the Injustice League, the Secret Society of Super-Villains, and Tartarus.

ENEMIES

Cheshire has opposed the Teen Titans a number of times, but her betrayal of the Secret Six has made them her sworn enemies.

CHRONOS

Once a petty thief who spent much of his time in jail, David Clinton decided that his failures were due to bad timing. Becoming obsessed with time, he adopted the guise of Chronos and constructed an arsenal of clock-themed weaponry. On his initial crime spree in Ivy Town, he came into conflict with the Atom—the first of many battles they would have over the years.

Upon constructing a working time machine, Chronos embarked on a crime spree through history. But frustrated by continued defeats, he struck a deal with the demon Neron to gain the power to travel through time on his own. But using his new power caused Chronos to age uncontrollably, and though the time traveler has been seen afterward, he inevitably returned to the early twenty-first century, where he died and faded into the timestream.

PERSONALITY

Chronos is driven by obsessions. The first and greatest is an obsession with time, but he also spent months in disguise manipulating the new Atom in an attempt to destroy the legacy of his old foe. Since his deal with Neron, Chronos has become increasingly obsessed with escaping his own mortality.

POWERS & ABILITIES

Chronos is a genius scientist who constructed his own weaponry and vehicles. Eventually he invented a time machine, but hasn't needed to use it since he traded his soul to the demon Neron in exchange for the innate metahuman ability to travel through time.

ALLIES

Chronos has often banded together with other villains as part of the Injustice Gang and the Injustice League as well as a group of time-themed villains called the Time Foes. For a time, Chronos travelled with a former girlfriend of the Atom who wore a similar costume and called herself Lady Chronos. Near the end of his life, Chronos found a kindred intellectual spirit in Walker Gabriel and upon his death passed along the research that allowed Walker to become the second Chronos.

ENEMIES

The chief nemesis of Chronos is Ray Palmer, the Atom. However, his journeys through time have brought Chronos into conflict with a wide array of heroes from Blue Beetle and Captain Atom to the Justice League and the Legion of Super-Heroes.

REAL NAME: DAVID CLINTON
OCCUPATION: SCIENTIST AND PROFESSIONAL CRIMINAL
BASE: IVY TOWN, NY

CHRONOS (DAVID CLINTON) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	2	2	2	6	3	4

POWERS

Chronal Shift: Insubstantial 3 (Time-Shifted), Continuous • *18 points*
Clock Gadgets: Array (16 points), Removable (–4 points)
Watch Blaster: Ranged Damage 7, Accurate 2 • *16 points*
- **Temporal Stasis:** Ranged Affliction 8 (Resisted by Will; Dazed, Stunned, Incapacitated) • *1 point*
- **Chronal Lenses:** Concealment 3 (Sight, Precognition, Postcognition) • *1 point*

Flying Sundial: Flight 5 (60 MPH), Platform • *5 points*
Knowledge of the Future: Enhanced Advantage 8 (Improved Initiative 2, Luck 5, Seize Initiative) • *8 points*
Perfect Timing: Senses 1 (Time Sense) • *1 point*
Time Travel: Movement 3 (Full Time Travel) , Increased Mass 3 (400 lbs.), Unreliable (On roll of 11 or more, power works but Chronos ages 5 years.) • *6 points*

ADVANTAGES

Benefit 2 (Independently Wealthy), Defensive Roll 2, Evasion, *Improved Initiative 2,* Inventor, *Luck,* Redirect, Second Chance (Surprise), *Seize Initiative*

SKILLS

Close Combat: Unarmed 4 (+6), Deception 8 (+12), Expertise: Electronics 4 (+10), Expertise: Temporal Physics 6 (+12), Ranged Combat: Clock Gadgets 7 (+9), Stealth 5 (+7), Technology 6 (+12)

OFFENSE

Initiative +10

Watch Blaster +13	Ranged, Damage 7
Temporal Stasis +9	Ranged, Affliction 8
Unarmed +6	Close, Damage 2

DEFENSE

Dodge	15	Fortitude	7
Parry	10	Toughness	5/3*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	48	**Skills**	20
Powers	56	**Defenses**	29
Advantages	8	**Total**	161

COMPLICATIONS

Complex Timeline: Chronos' life occurs along a complex personal timeline. Heroes have encountered Chronos travelling forward from the past many times after he was believed to die of old age, and Chronos himself has been both helped and hindered by future versions of himself.

Uncontrollable Aging: Since making a deal with the demon Neron, Chronos has aged uncontrollably when he uses his powers. Many of his schemes after that point (in his personal timeline) involve attempts to escape the deal or control that aging.

CHRONOS (WALKER GABRIEL)

Walker Gabriel was a young scientist whose research into tachyon physics helped him befriend the aging villain Chronos. When Chronos died, he passed his own research notes to Gabriel, who used them to become the new time-travelling Chronos. Chased by the Linear Men and the timekeeper agents of the Linear Authority, and allied with a nomadic tribe of time travelers who called themselves the Goodfellows, Walker Gabriel played both hero and villain, adjusting his role to whatever he thought best served the historical events through which he passed.

Chronos soon found that he was a living temporal anomaly, unusually resistant to changes in the timeline and able to travel through history even as he changed it. More shockingly, he discovered that he gave himself this ability when he removed his infant self from the timeline, forever turning Walker Gabriel into a man who doesn't exist. As he bounced through time, Walker found his destiny intertwined with the out-of-time city called Chronopolis, built inside a paradox by his father.

Now aware of the unique role he plays in the timeline and the master of his abilities, Chronos has a front row seat to all of history, bouncing between keeping the gears of time smoothly turning and leaping in as a spanner in the works.

CHRONOS (WALKER GABRIEL) PL10 • 137 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 4 **Dex** 3 **Fgt** 2 **Int** 4 **Awe** 3 **Pre** 4

Powers: Chronal Displacement Suit (Array (10 points) **Time Travel** (Movement 3 (Full Time Travel), Movement 2 (Alternate Timelines)), **AE: Temporal Displacement Field (**Quickness 10), **AE: Tesseract Storage** (Feature 4 (Can store up to 2,000 lbs of items and summon them to hand at will)))

Equipment: Headquarters: Chronopolis (Awesome; Tou 14; Concealed 4, Dimensional Portal, Isolated, Laboratory, Library, Living Space, Personnel, Power System, Security System, Self-Repairing, Temporal Limbo, Workshop)

Advantages: Assessment, Beginner's Luck, Connected, Daze (Deception), Defensive Roll 6, Equipment 5, Evasion, Improved Initiative 2, Improvised Tools, Seize Initiative, Taunt, Well-informed

Skills: Close Combat: Unarmed 4 (+6), Deception 12 (+16), Expertise: History 5 (+9), Expertise: Physics 6 (+11), Insight 5 (+8), Persuasion 6 (+10), Sleight of Hand 8 (+11), Technology 6 (+10)

Offense: Initiative +12, Unarmed +6 (Close, Damage 2)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 8/2, Will 8

Totals: Abilities 48 + Powers 12 + Advantages 22 + Skills 26 + Defenses 29 = 137

CIRCE

The ancient Circe lived on the island of Aeaea, where she became a skilled sorceress, known for waylaying the Greek hero Odysseus and transforming his crew into pigs until the gods aided Odysseus, giving him the magical herb moly to protect him from Circe's magic. Circe hated the Amazons' philosophy of peace, and influenced Ariadne to kill Queen Hippolyta's sister Antiope following the split between the Amazons over vengeance against Heracles.

A devoted priestess of the goddess Hecate, Circe was chosen as the vessel for her soul when the goddess began to fade into obscurity and chose to leave the realm of gods and mortals behind. She also left a cryptic prophecy that she would one day come to reclaim what she had given.

Circe, possessed of godlike magical powers, dwelled for millennia on the Greek island of Aeaea, served by an ancestral cult of bestiamorphs: men she transformed into animals. When Wonder Woman visited Greece, Circe believed Hecate's prophecy was coming to pass and the Amazon would take the goddess' soul from her, robbing her of her immortality. She attempted to destroy Wonder Woman to prevent this, but failed. Since then, Circe has been a relentless foe of the Amazing Amazon.

PERSONALITY

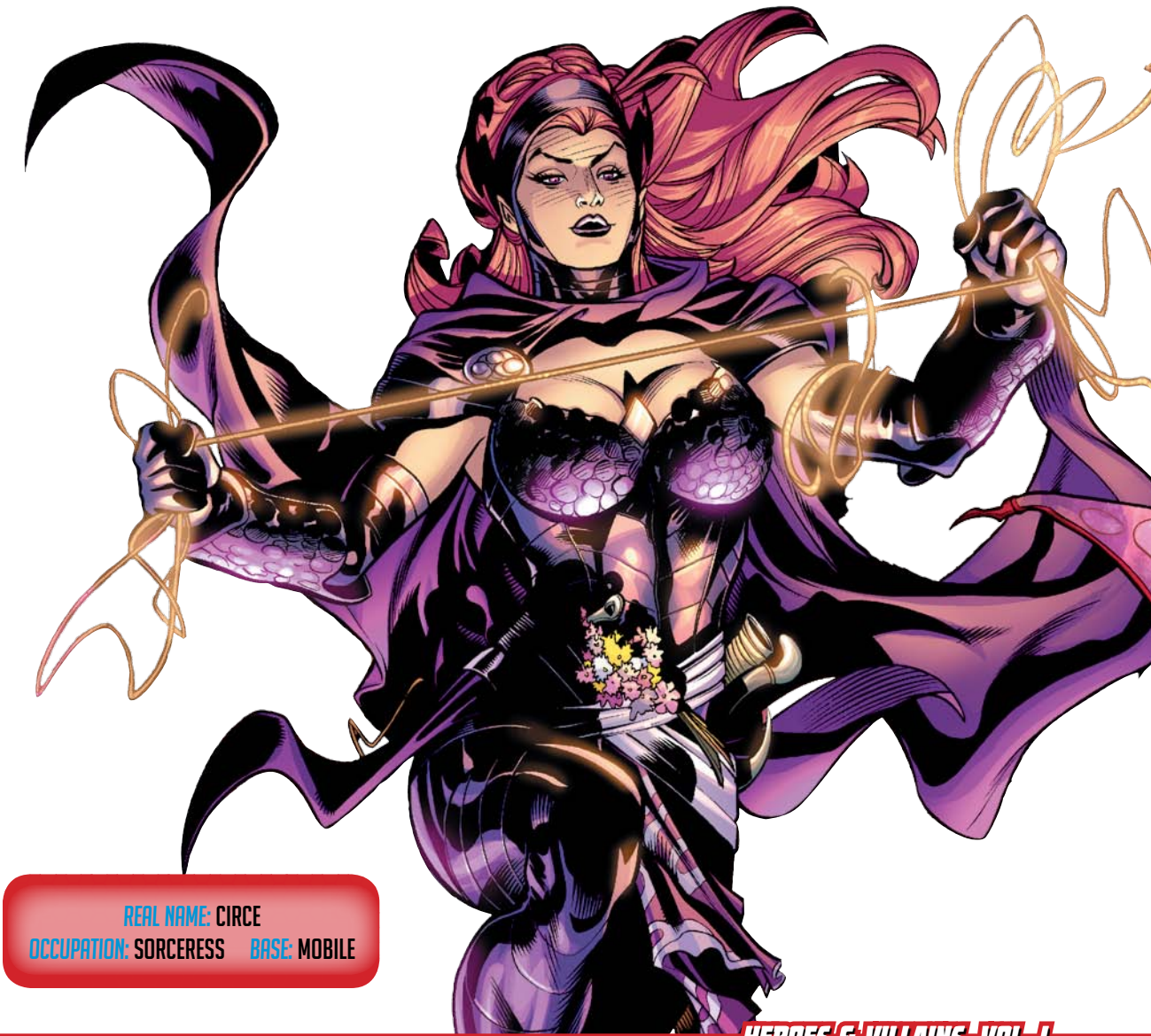
Circe is an ancient manipulator, using her magic to transform and enslave others to her whims. She cares about no one save herself and her daughter by Ares, Lyta. Circe's obsession is retaining her power and immortality and she is willing to do whatever is necessary to achieve those ends.

POWERS & ABILITIES

Circe is a powerful sorceress, as her Magic Array demonstrates. She's capable of virtually any other spell as a power stunt (given some extra effort) and often employs magical rituals as well. With her Expertise, she can routinely come up with rituals with 18 power points of effect, more with some time and effort. If confronted in her stronghold or given time to prepare, Circe will often have a number of bestiamorphs at her beck and call to keep heroes occupied.

ALLIES

Circe has provoked war among the different pantheons of gods and forged alliances with others—such as Wonder Woman's enemy the Cheetah—to gain her revenge. She



REAL NAME: CIRCE
OCCUPATION: SORCERESS BASE: MOBILE

CIRCE — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	3	2	3	3	3	4	4

POWERS

Immortality: Immunity 1 (Aging) • *1 point*
Magic: Array (34 points)
Magic Blast: Ranged Damage 17 • *34 points*
- **Bestiamorph:** Ranged Affliction 8 (Resisted by Will; Dazed, Compelled, Transformed), Progressive • *1 point*
- **Mystic Passage:** Teleport 11 (8 miles), Accurate • *1 point*
- **Spell of Sleep:** Ranged Affliction 17 (Resisted by Fortitude; Dazed, Stunned, Asleep)• *1 point*
- **Veil of Illusion:** Illusion 6 (All Senses), Area 4, Selective • *1 point*

Mystic Shield: Protection 8, Impervious, Sustained • *16 points*

ADVANTAGES

Artificer, Attractive, Daze (Deception), Fascinate (Deception), Ritualist

SKILLS

Deception 10 (+14), Expertise: Magic 15 (+18), Insight 6 (+10), Intimidation 4 (+8), Perception 4 (+8), Persuasion 10 (+14), Ranged Combat: Magic 8 (+11), Treatment 7 (+10)

took the lost Amazon tribe of Bana-Mighdall and used them to cause strife on Themyscira. She even cast a spell on New York City to transform all male super heroes into her bestiamorphs, but Wonder Woman and an alliance of super heroines defeated her.

ENEMIES

Driven by fear of the loss of Hecate's soul and power, and a desire for revenge, Circe continues to empower Diana's enemies and seek means of humbling and destroying Wonder Woman to ensure Hecate's prophecy never comes to pass.

BESTIAMORPHS

Circe's bestiamorphs come in a bewildering variety of shapes, from centaur- and satyr-like creatures from Greek myth, blending human and animal traits, to creatures in the form of normal animals like birds or serpents, but with sinister, glowing red eyes. The traits presented here represent a fairly typical bestiamorph; choose one of the following packages to suit particular types of creatures:

- **Avian:** Str 0, Agl 3, Flight 4 (30 MPH) • *+8 points*
- **Centaur:** Str 4, Close Combat: Unarmed 1 (+4), Speed 3 (run or gallop, 16 MPH) • *+5 points*
- **Hunter:** Speed 2 (8 MPH), Stealth 8 (+8) • *+3 points*
- **Satyr:** Speed 2 (8 MPH) • *+2 points*
- **Serpentine:** Chokehold, Improved Hold, Stealth 6 (+6), Movement 1 (Slithering) • *+5 points*

Bestiamorphs all have normal human forms, and revert to them when killed or if Circe's magic is nullified (using moly, for example). Bestiamorphs have only limited Intellect, dominated by their animal nature and their desire to serve their mistress.

OFFENSE

Initiative +2	
Magic +11	Ranged, Damage 17 (or others)
Unarmed +3	Close, Damage 0

DEFENSE

Dodge	13	**Fortitude**	11
Parry	10	**Toughness**	11/3*
Will	16	*Without Mystic Shield bonus.	

POWER POINTS

Abilities	44	**Skills**	32
Powers	55	**Defenses**	38
Advantages	5	**Total**	174

COMPLICATIONS

Obsession: Circe is obsessed with preventing Hecate's prophecy from coming true, and also with destroying Wonder Woman (which she believes is connected to the former).

Power Loss: Circe's Magic has no effect on, and is nullified by, the herb moly.

Relationship: Perhaps the only person Circe cares for is her daughter, Lyta.

BESTIAMORPH — PL4 • 47-53 POINTS

Abilities: Str 3 **Sta** 3 **Agl** 0 **Dex** 0 **Fgt** 3 **Int** –1 **Awe** 2 **Pre** 0

Powers: See description plus **Senses 3** (Acute Smell, Darkvision)

Advantages: All-out Attack, Tracking

Skills: Athletics 5 (+8), Close Combat: Unarmed 2 (+5), Intimidation 5 (+5), Perception 4 (+6), Stealth 4 (+4)

Offense: Initiative +0, Unarmed +5 (Damage 3)

Defense: Dodge 5, Parry 5, Fortitude 5, Toughness 3, Will 3

Totals: Abilities 20 + Powers 3 + Advantages 2 + Skills 10 + Defenses 10 = 45+

MOLY

Although Circe's magical powers are considerable, she does have one weakness: the sacred herb moly. Said to have grown originally on the slopes of Mount Olympus, even a sprig of the herb can nullify or counter Circe's magic, and someone wearing or carrying moly is protected from Circe's spells. Ancient scrolls about Circe were bound with a cord infused with moly (to protect them from her) and the Amazons once imprisoned Circe in a garden planted with moly to nullify her powers and keep her there.

Unfortunately, moly is a rare and magical plant, impossible to cultivate in the mortal world. It is only found in magic-infused places like Themyscira, the realms of the gods, and so forth. Some preserved samples of the herb exist from ancient times, but simply finding a sample can be almost as great a challenge as using it to overcome Circe.

CLAYFACE

Matthew Hagen was an adventurer and treasure hunter (or grave robber and thief) who happened upon a pool of radioactive protoplasm in a cave that granted him amazing transformative powers and super-strength. He embarked on a crime spree as the new Clayface, infiltrating Gotham society to find victims to mimic and then rob. Batman put a stop to his plan, and eventually learned Hagen's secret.

Preston Payne used a sample of Hagen's blood to attempt to cure a glandular disease, eventually becoming another Clayface. After this incident, Hagen fell in with Gotham's other super-villains, teaming up with the Joker in a contest to defeat Killer Croc and see who could kill Batman faster.

PERSONALITY

Matthew Hagen is primarily interested in financial gain. He is shrewd and manipulative to a point, but is often overshadowed by other more intelligent criminals and heroes. He can read others like a book and as a result often comes across as charming, and can flawlessly blend into various social circles when he mimics others.

POWERS & ABILITIES

Clayface can change his body at will to mimic other people and objects of an equal size. His strength and resilience are highly enhanced by his powers as well. Clayface must visit the pool of radioactive goo that granted him his powers to renew them every 48 hours.

REAL NAME: MATTHEW HAGEN
OCCUPATION: TREASURE HUNTER, CRIMINAL
BASE: GOTHAM CITY

CLAYFACE (MATTHEW HAGEN) PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8/5*	8	4	2	0/4*	3	2	3

POWERS

Clay Body: Array (13 points) • *13 points*
- **Hard Clay Form:** Strength-based Damge 4; Enhanced Fighting -4; Enhanced Strength 3; Protection 7; Impervious Toughness 4 • *13 points*
- **Flowing Clay Form:** Elongation 1 (15 feet); Insubstantial 1 (Liquid); Strength-based Damage 3; Movement 1 (Slithering • *1 point*

Inhuman: Immunity 8 (Critical Hits, Disease, Heat, Poison, Radiation, Suffocation) • *8 points*
Reassembly: Healing 5, Limited to Self; Regeneration 1, Persistent • *7 points*
Shapechange: Feature 1 (Voice Mimic); Morph 4 (Anything), Quirk: Using Clay Body power ends Shapechange (-1 point) • *20 points*

ADVANTAGES

Accurate Attack, All-out Attack, Chokehold, Fast Grab, Favored Environment (Muddy Conditions), Improved Grab, Improved Hold, Power Attack

SKILLS

Athletics 4 (+12/+9*), Close Combat: Unarmed 9 (+13), Deception 7 (+10), Expertise: Geography 6 (+8), Expertise: History 6 (+8), Stealth 4 (+8)

OFFENSE

Initiative +4	
Unarmed +13*	Close, Damage 8, Elongation 15 feet*
Unarmed +9	Close, Damage 12

DEFENSE

Dodge	6	**Fortitude**	15
Parry	6	**Toughness**	15/8*
Will	5	*In Flowing Clay Form.	

POWER POINTS

Abilities	60	**Skills**	8
Powers	49	**Defenses**	17
Advantages	8	**Total**	152

COMPLICATIONS

Power Loss: Hagen must bathe in a radioactive pool once every 48 hours or he loses his powers.

ALLIES

Clayface's associates include the Joker, Brainiac, Killer Moth, Two-Face, and Gentleman Ghost.

ENEMIES

Batman, Robin, Batgirl, and Superman have all fought and defeated Hagen.

OTHER CLAYFACES

There have been sevral other Clayfaces. Brief histories are detailed below.

CLAYFACE (BASIL KARLO)

Clayface (Basil Karlo) is a sociopath and serial killer who was originally a movie actor. His strength was disguises and voices until he snapped and went on a killing spree. He spent decades in jail, but when he got out he managed to gain powers similar to Matthew Hagen's.

CLAYFACE (PRESTON PAYNE)

Clayface (Preston Payne) is unique among the many Clayfaces. He has a condition that causes his body to be highly unstable, so much so he has to wear a containment suit. He gets some relief by using his toxic touch on others, a practice Batman quickly put an end to. Sondra Fuller and he are the parents of Clayface (Cassius "Clay" Payne). This version of Clayface has: **Protoplasmic Touch:** Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Transformed to protoplasm).

CLAYFACE (SONDRA FULLER)

Clayface (Sondra Fuller) is a criminal who opted to gain Clayface-like powers because she hated how she looked. She fell in love with Preston Payne and they have a son together, Clayface (Cassius "Clay" Payne). Her powers are identical to those of Clayface (Matthew Hagen), although without the restriction of needing to bathe in a radioactive pool.

CLAYFACE (CASSIUS "CLAY" PAYNE)

Clayface (Cassius "Clay" Payne) has spent almost his entire life as a research subject in a Department of Extranormal Operations (DEO) laboratory. He possesses all of his mother's abilities and none of Matt Hagen's limitations, and has the added ability to break off semi-independent pieces of himself to do his bidding.

CLAYFACE (DR. PETER MALLEY)

Clayface (Dr. Peter Malley) fused with a piece of Clayface (Cassius "Clay" Payne) to become Claything. He possesses all of Preston Payne's abilities without his weakness, along with the ability to turn flesh to protoplasm with his gaze.

CLAYFACE (TODD RUSSELL)

Clayface VII is Todd Russell, an escaped DEO research subject. He possesses powers similar to Clayface (Matthew Hagen), without the limitation of required bathing in radioactivity.

CLAYFACE (JOHNNY WILLIAMS)

Clayface (Johnny Williams) is a Gotham City firefighter turned into the latest Clayface by exposure to a chemical fire. He worked with Hush and the Riddler against Batman, who eventually made Williams a deal that protected Williams' family. Clayface (Johnny Williams) has powers similar to Clayface (Matthew Hagen), without the limitation of bathing in radioactive protoplasm.

COLOSSAL BOY

Gim Allon was in training to become a police officer on Mars when he was struck by a radioactive meteorite. The incident gave him the ability to increase his size and strength to massive proportions, and Gim, with his parents' blessing, went on to join the Legion of Super-Heroes. Despite facing the trials and tribulations of being a super hero and a Legionnaire, Gim has always managed to handle himself with grace and courage.

PERSONALITY

Gim is a quick-thinking and innovative combatant, and one of the Legion's finest front-line warriors. He has a straightforward, honest nature, and he values his relationship with his family above all else. This love for his family nearly cost him his career at one point, in fact (see Enemies).

POWERS & ABILITIES

Colossal Boy is capable of expanding the atoms in his body and growing to fantastic heights. When he grows, his strength and endurance increase proportionally. Colossal Boy is capa-

REAL NAME: GIM ALLON
OCCUPATION: LEGIONNAIRE
BASE: 31ST CENTURY EARTH

COLOSSAL BOY — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
14/2*	14/2*	2	2	4	1	3	2

POWERS

Colossal Size: Growth 12 Linked to Enhanced Advantage 7 (Daze (Intimidation), Fast Grab, Improved Grab, Interpose, Startle, Takedown 2) • *31 points*
Colossal Endurance: Protection 2 Linked 1 Rank of Protection to each 6 ranks of Growth • *1 point*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal (-3)); Flight 7 (250 MPH); Removable (-3 points) • *16 points*
Telepathic Plug: Comprehend 3 (Languages), Mental Communication 1 (Close Range), Removable (-1 point) • *7 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst), Removable (–2 point) • *7 points*

ADVANTAGES

Accurate Attack, Benefit 1 (Legion membership), *Daze (Intimidation)*, Equipment 6, *Fast Grab, Improved Grab, Interpose, Startle, Takedown 2*

SKILLS

Athletics 5 (19/+7*), Close Combat: Unarmed 2 (+6), Deception 2 (+4), Expertise: Law Enforcement 5 (+6), Insight 6 (+9), Intimidation 0 (+8/+2*), Investigation 5 (+6), Perception 5 (+8), Persuasion 3 (+7), Technology 5 (+6)

OFFENSE

Initiative +2

Grown Unarmed +6	Close, Damage 14
Unarmed +6	Close, Damage 2*

DEFENSE

Dodge	4/10*	Fortitude	14/2*
Parry	4/10*	Toughness	16/2*
Will	6	*Without Growth.	

POWER POINTS

Abilities	36	**Skills**	19
Powers	32	**Defenses**	17
Advantages	8	**Total**	112

COMPLICATIONS

Loyalty: Colossal Boy is protective of those he loves, be they family or teammates, and this loyalty can be used against him.

ble of changing his size quickly and with little or no disorientation, making it possible for him to employ this size-change as a combat tactic.

ALLIES

Colossal Boy is a member in good standing of the Legion of Super-Heroes, and was training to be a member of the Science Police when he gained his powers. As mentioned, he is very close to his parents, Wynn and Marta Allon. His mother was, for a time, President of Earth. Allon is married to Yera, a shapeshifter who was masquerading as fellow Legionnaire Shrinking Violet when they fell in love.

ENEMIES

Over his long career with the Legion, Gim has battled a wide variety of menaces. Gim nearly lost that career in the Legion when Tarik the Mute turned his parents into fragile glass statues and forced Colossal Boy to train criminals for his Legion of Super-Villains.

CONGORILLA

A boy named Bill Glenmorgan was born in 1898, the son of a Scottish gamekeeper who taught him to love the outdoors. When he grew up, Bill became an explorer and naturalist, famous for his adventures in Africa and the namesake of *Congo Bill World Travel Magazine*.

While living in Africa, Congo Bill befriended a tribal chief named Kawolo, who on his deathbed presented Bill with a magical ring that could transfer his mind into the body of the legendary Golden Gorilla of the veldt. Moving his mind into Congorilla when needed, Congo Bill has continued to explore and adventure for decades, their bond magically extending his lifespan to the modern day.

REAL NAME: WILLIAM GLENMORGAN
OCCUPATION: EXPLORER
BASE: NABOA-CANA, EASTERN AFRICA

PERSONALITY

Congo Bill was a fearless explorer who only called upon the powers of Congorilla in times of need. Since becoming trapped in the body of the Golden Gorilla, he has been prone to occasional bouts of bestial rage.

POWERS & ABILITIES

Congorilla is enormously strong and can quickly recover from nearly any injury, an ability that has given him an extraordinarily long lifespan. He also has incredibly acute senses, allowing him to unerringly track his quarry across incredible distances.

ALLIES

Congorilla is a friend or mentor to many African heroes, including B'wana Beast and Freedom Beast. He has also fought alongside Immortal Man and the Forgotten Heroes, and is now a member of the Justice League.

CONGORILLA — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	7	5	3	6	3	3	4

POWERS

Golden Gorilla: Feature 1 (Can use feet like hands); Movement 5 (Sure-Footed 2, Safe Fall, Swinging, Wall-crawling); Regeneration 10 • *21 points*

Scent Tracking: Senses 10 (Accurate Olfactory, Analytical Olfactory, Extended Olfactory, Low-Light Vision, Postcognition (Limited to Olfactory), Tracking) • *10 points*

ADVANTAGES

All-out Attack, Animal Empathy, Benefit 4 (Ambidexterity, Millionaire), Chokehold, Close Combat 7, Defensive Roll 6, Diehard, Fast Grab, Great Endurance, Improved Critical 2 (Unarmed), Improved Grab, Improved Hold, Improved Smash, Improved Trip, Move-by Action, Power Attack, Prone Fighting, Tracking, Uncanny Dodge

SKILLS

Acrobatics 7 (+12), Athletics 11 (+18), Close Combat: Unarmed 7 (+13), Expertise: Africa 6 (+9), Expertise: Hunting 7 (+10), Intimidation 8 (+12), Perception 6 (+9), Ranged Combat: Guns 7 (+10), Vehicles 6 (+9)

OFFENSE

Initiative +5

Unarmed +13	Close, Damage 7, Crit. 18-20

DEFENSE

Dodge	7	Fortitude	13
Parry	7	Toughness	13/7*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	76	**Skills**	29
Powers	31	**Defenses**	13
Advantages	34	**Total**	183

COMPLICATIONS

African Protector: Congorilla takes his role as protector of the African lands he and his gorilla tribe call home very seriously, but he is also a mentor and partner to other African heroes, lending them the benefit of his century of experience.

Severed Bond: The body of Congo Bill was killed with the mind of the Congorilla inside it. There may be unforeseen side effects to Congo Bill's mind remaining inside the Golden Gorilla's body for an extended period.

ENEMIES

Though a boy named Janu was Congo Bill's friend for many years, he later betrayed Bill and attempted to steal the power of the Golden Gorilla. When the villain Prometheus killed Congorilla's tribe and destroyed the body of Congo Bill, Congorilla's quest for justice brought him into the ranks of the Justice League.

CONGO BILL — PL8 • 111 POINTS

Abilities: Str 2 **Sta** 3 **Agl** 2 **Dex** 4 **Fgt** 3 **Int** 3 **Awe** 3 **Pre** 3

Powers: Ruby Ring: (Feature 1 (Able to swap minds with Congorilla as standard action))

Equipment: Hunting Rifle (Ranged Damage 5, Critical 19-20), Binoculars

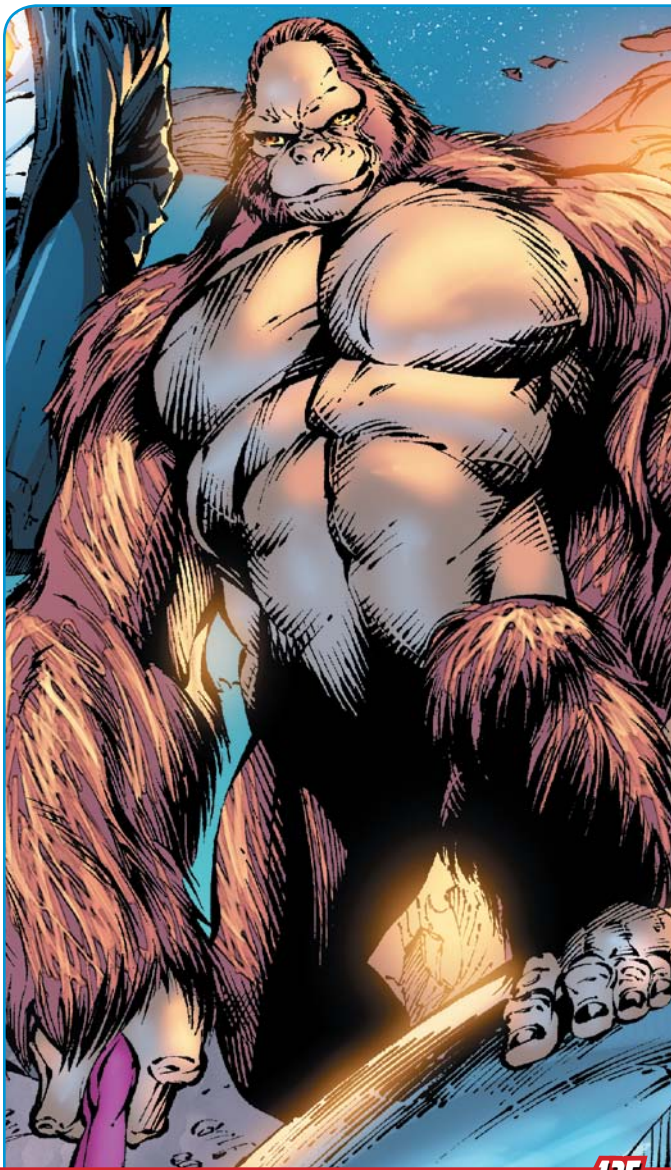
Advantages: Benefit 3 (Millionaire), Defensive Roll, 5, Equipment 2, Fearless, Great Endurance, Hide in Plain Sight, Improved Initiative, Languages 3, Precise Attack (Ranged; Concealment), Tracking, Uncanny Dodge

Skills: Acrobatics 3 (+5), Athletics 8 (+10), Close Combat: Unarmed 5 (+8), Expertise: Africa 6 (+9), Expertise: Hunting 7 (+10), Perception 6 (+9), Ranged Combat: Guns 7 (+11), Vehicles 6 (+10)

Offense: Initiative +8, Hunting Rifle +11 (Ranged, Damage 5, Critical 19-20), Unarmed +8 (Close, Damage 2)

Defense: Dodge 8, Parry 7, Fortitude 8, Toughness 8/3, Will 8

Totals: Abilities 46 + Powers 1 + Advantages 20 + Skills 24 + Defenses 20 = 111



JOHN CONSTANTINE

John Constantine was born May 10, 1953 in Liverpool, England, the latest in a long line of magicians and tricksters. His twin brother died *in utero* and his mother died in childbirth, leaving his father Thomas a bitter and hateful alcoholic.

John spent his formative years around housing estates with his older sister Cheryl, trying to escape his father's blame for the death of his mother. During a brief stay in Northampton, John first started experimenting with magic, using a spell to lock his childhood innocence away where it would be safe and unhurt.

John eventually ran away from home and settled in London at the tail end of the Swinging Sixties, becoming involved in the nascent punk rock scene. His flatmate Chas Chandler became one of John's closest friends, and is unique in that he is one of John's few close acquaintances not to have died as a result of John's actions. The two lived large and took advantage of all London had to offer, including the city's occult underground scene, closely tied to the burgeoning punk subculture. He travelled to America and met and fell in love with the magician Zatanna, who introduced him to Tantric magic.

Constantine and Chandler formed a punk rock band called Mucous Membrane with several other friends. While a member of the band, Constantine encountered the aftermath of an occult ritual gone horribly wrong; an abused girl named Astra summoned a demon to protect her from her captors, which proceeded to kill them all. John convinced his bandmates to attempt to summon another demon to counter the first; they succeeded, but this demon proved uncontrollable. It fought Constantine's friends and sent Astra to Hell; as a result, Constantine suffered a nervous breakdown and was committed to an asylum. He tormented himself with guilt over Astra's death, and was released only when a well-connected London crime lord pulled strings in exchange for Constantine's assistance bringing his dead son back to life.

Constantine began building a life outside of the asylum through his occult skills. He became an occult investigator, building a reputation within the magical community. His investigation of a cult left most of his teammates dead, and as a result he struck out on his own. He became embroiled in a battle with the demon Nergal and a religious group trying to bring about the birth of the Anti-Christ to begin the End Times; Constantine managed to play the two sides off each other, saving humanity in the process. During the battle, Nergal infused John with his demonic blood, giving Constantine a source of healing power. Nergal turned out to be the demon that killed Astra, and John attempted to kill Nergal by sending the demon to Heaven.

Constantine began a battle with lung cancer that lead to his first encounter with the First of the Fallen, one of the Lords of Hell. He tricked both the demon and angels into battling with each other and curing his cancer in the process. He eventually returned to London and became a central figure in the city's

REAL NAME: JOHN CONSTANTINE
OCCUPATION: MAGICIAN, OCCULT INVESTIGATOR, PUNK MUSICIAN (FORMER)
BASE: LONDON, UNITED KINGDOM

JOHN CONSTANTINE — PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	1	3	1	8	7	6

POWERS

Demon-Tainted Blood: Immunity 1 (Disease); Regeneration 1, Persistent, Fades • *2 points*
Unwanted: Immortality 5 • *10 points*

EQUIPMENT

5 points of various equipment depending on his needs.

ADVANTAGES

Beginner's Luck, Benefit 3 (In/Famous Occultist), Connected, Defensive Roll 2, Equipment, Fascinate 3 (Deception, Intimidation, Persuasion), Favored Foe 4 (Demons, Devils, Magicians, Undead), Luck 3, Redirect, Ritualist, Second Chance 2 (Opposed Insight Checks, Fear Effects), Seize Initiative, Set-up, Skill Mastery 3 (Deception, Expertise: Magic, Expertise: Occult), Taunt, Ultimate Effort 2 (Deception, Intimidation), Well-informed

SKILLS

Athletics 2 (+3), Close Combat: Unarmed 1 (+2), Deception 8 (+14), Expertise: Magic 10 (+18), Expertise: Music 2 (+10), Expertise: Occult 10 (+18), Expertise: Theology 8 (+15), Insight 10 (+17), Intimidation 2 (+8), Investigation 4 (+12), Languages 3, Perception 10 (+17), Persuasion 4 (+10), Sleight of Hand 10 (+13), Stealth 4 (+5)

OFFENSE

Initiative +1

Unarmed +2	Close, Damage 1

DEFENSE

Dodge	3	**Fortitude**	2
Parry	3	**Toughness**	3/1*
Will	14	*Without Defensive Roll.	

POWER POINTS

Abilities	56	**Skills**	49
Powers	12	**Defenses**	12
Advantages	31	**Total**	160

COMPLICATIONS

Depression: Constantine is given to bouts of melancholy, brought on by the guilt of the lives he has unwittingly destroyed or damaged.

Haunted: Constantine is haunted by the silent shades of his former companions and friends, who reproach him for his mistakes and add to his melancholy.

Riding the Synchronicity Highway: John Constantine has a supernatural ability to always be at the crux of great events as they unfold whether he wants to or not.

occult scene yet again, encountering Nergal there once more. After a complicated and protracted battle with Nergal and the First, John's sister Cheryl ended up dead and in Hell, his friend Chas' marriage fell apart, and Constantine's niece Gemma (who had become a witch against John's wishes) saw him as a failure.

More guilt-ridden than ever, John pressed on, and discovered that the spirit of his dead twin brother was in some part responsible for his misfortunes during life by attempting to weaken him so he could fuse their souls together. John's twin was destined to be the Laughing Magician, a fate Constantine corrupted, and together the two could become extremely powerful. Rather than comply with his brother's wishes and accept his so-called destiny, Constantine removed the pieces of his brother's soul from his own, finally freeing himself to live and control his own life.

PERSONALITY

John Constantine is a sarcastic Liverpudlian with a quick, cynical wit and a working-class outlook. His cynicism is only a surface defense; underneath, he is compassionate and generally works for the greater good. He has made it his mission to free humanity from being pawns in the games between larger powers, and never accepts anything as a dualism. Constantine always seeks (and usually finds) the pluralistic, often humanistic, solution to a problem.

POWERS & ABILITIES

John's magical powers stem from his study of the occult. He is a magician of average ability, and typically uses magic himself only as a last resort, preferring to rely on his wits. His key areas of knowledge are demonology and demon summoning, illusion, and divination, although he has dabbled in other magical realms like necromancy and spirit communication. Constantine has a supernaturally lucky ability to be in the right place at the right time, which has been dubbed 'riding the synchronicity highway.' Constantine possesses average physical abilities, although his demon-tainted blood does have some healing properties.

ALLIES

Most of John Constantine's allies, friends and close acquaintances have ended up dead. Of those who have survived his oldest friend and associate is Chas Chandler, whom Constantine met in London during the 60s. He is a former lover of and remains friends with the magician Zatanna, and counts the Phantom Stranger and Swamp Thing among his associates. His occult travels have introduced him to powerful entities, and he has worked with Dream and the other Endless from time to time. Constantine maintains friendships with a variety of super heroes, including Black Canary, Green Arrow, and Guy Gardner. He tutored the young magician Timothy Hunter.

ENEMIES

Constantine's various encounters with demons and other supernatural powers have left him with a great deal of enemies, including the demonic Nergal. The First of the Fallen, a powerful demon in Hell, and Lucifer himself are Constantine's opponents.

COPPERHEAD

Nathan Prince was a troubled kid and started living on the streets after killing his younger brother. His reputation as a street tough attracted the attention of the Clock King, who invited Nathan to join the Terror Titans. Each member or which is modeled after a super-villain who is no longer active. Nathan is the only member that isn't in some way related to the villain he emulates. Why Nathan chose the identity of Copperhead and how he acquired the costume is unknown, but it may be due to some as yet unrevealed connection to the previous holder of the name.

REAL NAME: NATHAN PRINCE
OCCUPATION: CRIMINAL BASE: MOBILE

Nathan is a victim of the Clock King's machinations to make members prove their loyalty and ruthlessness. When the Terror Teens were contracted by the Dark Side Club to capture superbeings to participate in their deadly fight club, the Clock King ordered Nathan to care for an injured superbeing,

COPPERHEAD — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	6	6	6	1	2	2

POWERS

Copperhead Suit: Removable (-8 points) • 31 points
- **Bulletproof:** Protection 6 • *6 points*
- **Crushing Tail:** Strength-based Damage 3; Elongation 1 (15 feet) • *4 points*
- **Slippery:** Movement (Slithering) • *2 points*
- **Snakebite:** Affliction 10 (Resisted by Fortitude; Impaired, Immobile, Paralyzed) • *10 points*
- **Snakelike:** Enhanced Traits 17 (Evasion 2, Fast Grab, Hide in Plain Sight, Improved Critical 3 (Tail) , Improved Disarm, Improved Grab, Improved Hold, Improved Smash, Improved Trip, Instant Up, Move-by Action, Power Attack, Weapon Bind, Weapon Break) • *17 points*

ADVANTAGES

Agile Feint, Chokehold, Connected, *Evasion 2, Fast Grab,* Grabbing Finesse, *Hide in Plain Sight, Improved Critical 3 (Tail),* Improved Defense, *Improved Disarm, Improved Grab, Improved Hold,* Improved Initiative, *Improved Smash, Improved Trip, Instant Up, Move-by Action, Power Attack,* Prone Fighting, Startle, Uncanny Dodge, *Weapon Bind, Weapon Break*

SKILLS

Acrobatics 10 (+16), Athletics 8 (+11), Close Combat: Tail 7 (+13), Close Combat: Unarmed 8 (+14), Insight 4 (+6), Intimidation 6 (+8), Perception 5 (+7), Stealth 8 (+14)

OFFENSE

Initiative +10

Tail +13	Close, Damage 7
Unarmed +14	Close, Damage 4

DEFENSE

Dodge	12	Fortitude	8
Parry	10	Toughness	10
Will	8		

POWER POINTS

Abilities	62	**Skills**	28
Powers	31	**Defenses**	20
Advantages	9	**Total**	150

COMPLICATIONS

Motivation: Copperhead seeks revenge against anyone who's crossed him in the past.

TNTeena. He then made Nathan kill her after feelings developed between them.

Nathan fell out with the Clock King after the latter decided to destroy Los Angeles for kicks. He brainwashed superbeings for this purpose, but when the brainwashed superbeings were freed and turned on the Terror Titans the Clock King left them to their fate. The surviving Terror Titans, including Nathan, were captured and sent to prison. Nathan eventually broke out and is now focused on settling the score with his former team leader.

PERSONALITY

Copperhead is a cold-blooded killer. He seems capable of love, but killed his lover on the Clock King's orders. In the end, Copperhead will do what it takes to survive.

POWERS & ABILITIES

Copperhead has no inborn powers. He is physically fit and wears a snake-themed costume that grants him his superpowers.

ALLIES

Copperhead's main allies are his teammates, Bolt and the Persuader (III).

ENEMIES

Like the rest of the Terror Titans, Copperhead has the Teen Titans as an enemy. He also counts the former head of the Terror Titans, the Clock King, as an enemy.

COSMIC BOY

Rokk Krinn was born the planet Braal in the late 30th century. Like all Braalians, Rokk has the innate ability to manipulate magnetic fields. Looking for job opportunities, Rokk takes a rocket to Earth where he, along with fellow teenage passengers Imra Ardeen (Saturn Girl) and Garth Ranzz (Lightning Lad), rescues R.J. Brande, the wealthiest man in the galaxy, from an assassination attempt. In gratitude, Brande offers to patronize the three teenagers, building a clubhouse and enabling them to create the Legion of Super-Heroes.

Rokk Krinn takes the name Cosmic Boy and becomes a model leader. He greatly admires and emulates Superboy (and Superman) and even recruits him as a member of the Legion in spite of the fact that Superboy belongs to the 20th century. Rokk is completely committed to his role as a Legionnaire and often sacrifices his personal life for the good of the team.

Like other Legionnaires, Cosmic Boy might be met with suspicion in the 21st century, as the mutable laws of time have allowed different versions of Cosmic Boy, sometimes with conflicting histories, to visit the past. Such caution is perhaps warranted, as at least one possible future of Cosmic Boy is the Time Trapper, an arch-enemy of the Legion of Super-Heroes.

PERSONALITY

Cosmic Boy's personality is as magnetic as his powers. He is an honorable, capable leader and puts the good of the Legion and the citizens it protects above his own personal ambitions. As a result, Cosmic Boy has little time for a social life.

POWERS & ABILITIES

As a native of the planet Braal, Cosmic Boy has the ability to manipulate magnetic fields. In addition to his magnetic pow-

REAL NAME: ROKK KRINN
OCCUPATION: LEGIONNAIRE
BASE: 31ST CENTURY EARTH

COSMIC BOY — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	4	3	3	3	2	5

POWERS

Electromagnetic Awareness: Senses 2 (Ranged Detect Electromagnetic Fields) • *2 points*
Magnetic Aura: Protection 8, Sustained • *8 points*
Magnetic Flight: Flight 8 (500 MPH) • *16 points*
Magnetic Manipulation: Array (24 points)
- **Projectile Attack:** Ranged Attack 12 • *24 points*
- **Magnetic Construct:** Create 11, Innate, Precise • *1 point*
- **Magnetism:** Move Object 12, Precise, Limited to Metal • *1 point*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3 points); Flight 7 (250 MPH), Removable (–3 points) • *16 points*
Telepathic Plug: Comprehend 3 (Languages); Mental Communication 1 (Close Range), Removable (–1 point) • *7 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst), Removable (–2 point) • *7 points*

ADVANTAGES

Agile Feint, Assessment, Benefit 1 (Legion membership), Equipment 6, Improved Initiative, Inspire, Interpose, Leadership, Power Attack, Set Up, Teamwork

SKILLS

Acrobatics 4 (+8), Athletics 4 (+6), Close Combat: Unarmed 5 (+8), Expertise: History 5 (+8), Insight 4 (+8), Perception 7 (+9), Persuasion 8 (+13), Ranged Combat: Projectile Attack 5 (+8)

OFFENSE

Initiative +5

Projectile Attack +8	Ranged, Damage 12
Unarmed +8	Close, Damage 2

DEFENSE

Dodge	10	Fortitude	8
Parry	6	Toughness	10
Will	8		

POWER POINTS

Abilities	48	**Skills**	21
Powers	52	**Defenses**	21
Advantages	16	**Total**	157

COMPLICATIONS

Motivation: Cosmic Boy is motivated to do good simply because it's the right thing to do.

Obsession: Cosmic Boy's dedication to the Legion goes beyond mere commitment. He is a stalwart member and often makes personal sacrifices for the betterment of the team.

ers, Cosmic Boy is an excellent leader capable of getting more out of his teammates than they might otherwise be able to do. He also carries the standard equipment of a Legionnaire and has been trained in hand-to-hand combat.

ALLIES

Cosmic Boy can call upon any fellow member of the Legion of Super-Heroes as an ally. He has a special relationship with Lightning Lad and Saturn Girl, fellow founders of the Legion. When in the present day, Cosmic Boy can usually count on Superman, an honorary Legionnaire, for help.

ENEMIES

As a member of the Legion of Super-Heroes, Cosmic Boy counts any super-villain intent on harming the citizens of the United Planets amongst his rogues' gallery. The greatest amongst these include the Time Trapper, Darkseid, and the Legion of Super-Villains.

THE LEGION OF SUPER-HEROES

The Legion of Super-Heroes (LSH) was founded by three teenagers, Rokk Krinn, Garth Ranzz and Imra Ardeen, when they saved multi-billionaire R.J. Brande from an assassination attempt. Inspired by the legend of Superman and with financial aid from Brande, the trio took the codenames of Cosmic Boy, Lightning Lad and Saturn Girl, and founded a team unlike any other in Earth history—a team that represented Diversity, Unity and Tolerance, to protect all planets and all races of the 31st century. Eventually teenagers from across the galaxy journeyed to Earth in a bid to join the Legion during their annual tryouts, creating a super hero team with a membership that outstripped the ranks of even the legendary Justice League in its heyday. Deputized by the Science Police, they became a legitimate branch of law enforcement on Earth and within the United Planets.

Base: Metropolis, Earth, 31st century

Current Members: Blok, Brainiac 5 (Querl Dox), Chameleon Boy (Reep Daggle), Chameleon Girl (Yera Allon), Colossal Boy (Gim Allon), Cosmic Boy (Rokk Krinn), Dawnstar, Dream Girl (Nura Nal), Earth-Man/Absorbency Boy (Kirt Niegrigh), Element Lad (Jan Arrah), Gates (Ti'julk Mr'asz), Invisible Kid II (Jacques Foccart), Karate Kid (Val Armorr), Lightning Lad (Garth Ranzz), Lightning Lass/Light Lass (Ayla Ranzz), Mon-El (Lar Gand), Night Girl (Lydda Jath), Phantom Girl (Tinya Wazzo), Polar Boy (Brek Bannin), Saturn Girl (Imra Ardeen), Sensor Lass (Princess Projectra Wind'zzal), Shadow Lass (Tasmia Mallor), Star Man (Thom Kallor), Sun Boy (Dirk Magnor), Shrinking Violet (Salu Digby), Quislet, Tellus (Ganglios), Timber Wolf (Brin Londo), Tyroc (Troy Stewart), Ultra Boy (Jo Nah), Wildfire (Drake Burroughs), Xs (Jenni Ognats)

COUNT VERTIGO

The Vlatava royal family went into self-exile after the Soviet army conquered their lands. Young Werner resented this fall from grace, and his first crime in Star City was to steal the jewels his family had sold to survive, taking the name of Count Vertigo.

He agreed to join the Suicide Squad to shorten his prison term. After the team disbanded for the first time, Count Vertigo was captured by Vlatavan rebels who wished him to return to power, and later by Poison Ivy, who kept him as an intoxicated slave, but Amanda Waller freed him later.

The Spectre destroyed Vlatava and its people as Vertigo tried to reclaim his throne, and since then he has been doing Waller's dirty work in the Suicide Squad.

PERSONALITY

Werner Vertigo suffered from manic-depression, and was also drugged and manipulated into a state of psychosis. He is still prone to wild mood swings, and remains aloof and snobbish.

POWERS & ABILITIES

"Unbalance" is the key to Count Vertigo's power. He can induce a state of vertigo, launch potent mental attacks, and make himself disappear from a victim's field of vision. He can also disrupt ranged attacks, including hidden snipers and even missiles; he has also been known to reach through surveillance equipment. A device in his ear corrected a hereditary disorder and was the source of his power, but it is internalized now, and includes the ability to fly.

ALLIES

Vertigo is a member of the Suicide Squad, but calling fellow squad member "allies" is a stretch.

ENEMIES

Green Arrow and Black Canary were the first heroes he fought, and he hates Poison Ivy for enslaving him, but he's trying to rebuild his life and put such enmities behind.

REAL NAME: COUNT WERNER VERTIGO
OCCUPATION: MERCENARY, EXILED NOBILITY
BASE: MOBILE

COUNT VERTIGO — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	2	4	6	2	3	3

POWERS

Flight: Flight 3 (16 MPH) • *4 points*
Vertigo Effect: Dynamic Array (61 points)

- **Vertigo (Visual):** Perception Range Burst Area Affliction 10 (Resisted by Fortitude; Dazed and Visual Impaired, Immobile and Visual Disabled, Incapacitated and Paralyzed), Concentration, Cumulative, Extra Condition, Sense-Dependent (Sight), Dynamic • *61 points*
- **Vertigo (Auditory):** As Vertigo (Visual), except Sense-Dependent (Hearing), Dynamic • 2 *points*
- **Disrupt Guidance Systems:** As Vertigo (Visual), except Affects Only Objects, Sense-Dependent (Radio), Dynamic • 2 *points*
- **Severe Vertigo:** Perception Range Burst Area Damage 10 (Resisted by Will), Dynamic • 2 *points*
- **Visual Distortion:** Concealment (All Visual Senses) 4, Limited (Only victims of a Vertigo Effect) • *2 points*

ADVANTAGES

Benefit 2 (Well-off, Nobility), Close Attack 2, Connected, Defensive Roll 3, Improved Defense, Improved Disarm, Redirect, Taunt, Teamwork

SKILLS

Athletics 6 (+8), Deception 8 (+11), Expertise: Noble 10 (+12), Insight 3 (+6), Persuasion 5 (+8), Perception 6 (+9), Stealth 7 (+9), Sleight of Hand 5 (+9)

OFFENSE

	Initiative +2
Unarmed +8	Close, Damage 2
Severe Vertigo —	Perception, Damage 10, Resisted by Will
Vertigo —	Perception, Affliction 10, Resisted by Will

DEFENSE

Dodge	10	**Fortitude**	5
Parry	8	**Toughness**	6/3*
Will	6	*Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	25
Powers	75	**Defenses**	15
Advantages	13	**Total**	178

COMPLICATIONS

Arrogance: As a former noble, Count Vertigo prefers to avoid close combat despite his training.

Unstable: His mood swings and self-centeredness cause Count Vertigo to make rash decisions.

Vulnerable: Count Vertigo has recovered from mental illness, but he is still vulnerable to manipulation by mundane or supernatural means.

THE CREEPER

While investigating a mysterious 'nanocell' treatment invented by Dr. Vincent Yatz, television pundit Jack Ryder was injected with an experimental version of the treatment that included a sample of the Joker's madness-inducing venom. Ryder survived the injection and was transformed into the Creeper, though his mind was torn apart as the Creeper also came with a new and nearly insane personality that now shared Ryder's body.

PERSONALITY

The Creeper is madness and unpredictability personified, so much so that his presence can be unsettling and his laughter downright unnerving. Enough of Jack Ryder remains in his personality to keep the Creeper in check, but both of them treat the relationship as two personalities forced to share the same body.

POWERS & ABILITIES

The nanocell treatment that transformed Jack Ryder into the Creeper gave him enhanced strength and agility, as well as incredible powers of regeneration. The Creeper can also unsettle and even paralyze others with his mad laughter.

ALLIES

Though his madness tends to keep him a solo hero, the Creeper has faced various threats alongside Batman and the Justice League. It may be because of these adventures that Batman directed Alfred Pennyworth to recruit the Creeper into the Outsiders, and he is now a member of the team.

REAL NAME: JACK RYDER
OCCUPATION: TELEVISION PUNDIT
BASE: GOTHAM CITY

ENEMIES

The Creeper is still searching for Dr. Yatz, the doctor who made an army of monsters using the same nanocell treatments that created the Creeper. He has also compared madnesses with the Joker and lived to tell the tale.

THE CREEPER — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	7	7	5	7	2	2	4

POWERS

Cellular Regeneration: Regeneration 10 • *10 points*
Creep: Leaping 5, Movement 6 (Safe Fall, Sure-Footed 2, Swinging, Wall-crawling 2) • *17 point*
Nanocell Transformation Feature 1 (Transform instantly from Ryder to the Creeper) • *1 point*
Terrifying Laughter: Perception Area (Auditory) Affliction 7 (Resisted by Will; Impaired, Immobile, Paralyzed), Selective • *21 points*

ADVANTAGES

Agile Feint, Defensive Roll 2, Improved Initiative, Improved Trip, Move-by Action, Startle, Taunt

SKILLS

Acrobatics 6 (+13), Athletics 3 (+10), Close Combat: Unarmed 4 (+11), Deception 5 (+9), Intimidation 6 (+10), Investigation 5 (+7), Perception 7 (+9), Sleight of Hand 4 (+9), Stealth 4 (+11)

OFFENSE

Initiative +11

Unarmed +11	Close, Damage 7
Terrifying Laughter—	Perception Area, Affliction 7, Resisted by Will, Selective

DEFENSE

Dodge	11	**Fortitude**	7
Parry	11	**Toughness**	7
Will	7		

POWER POINTS

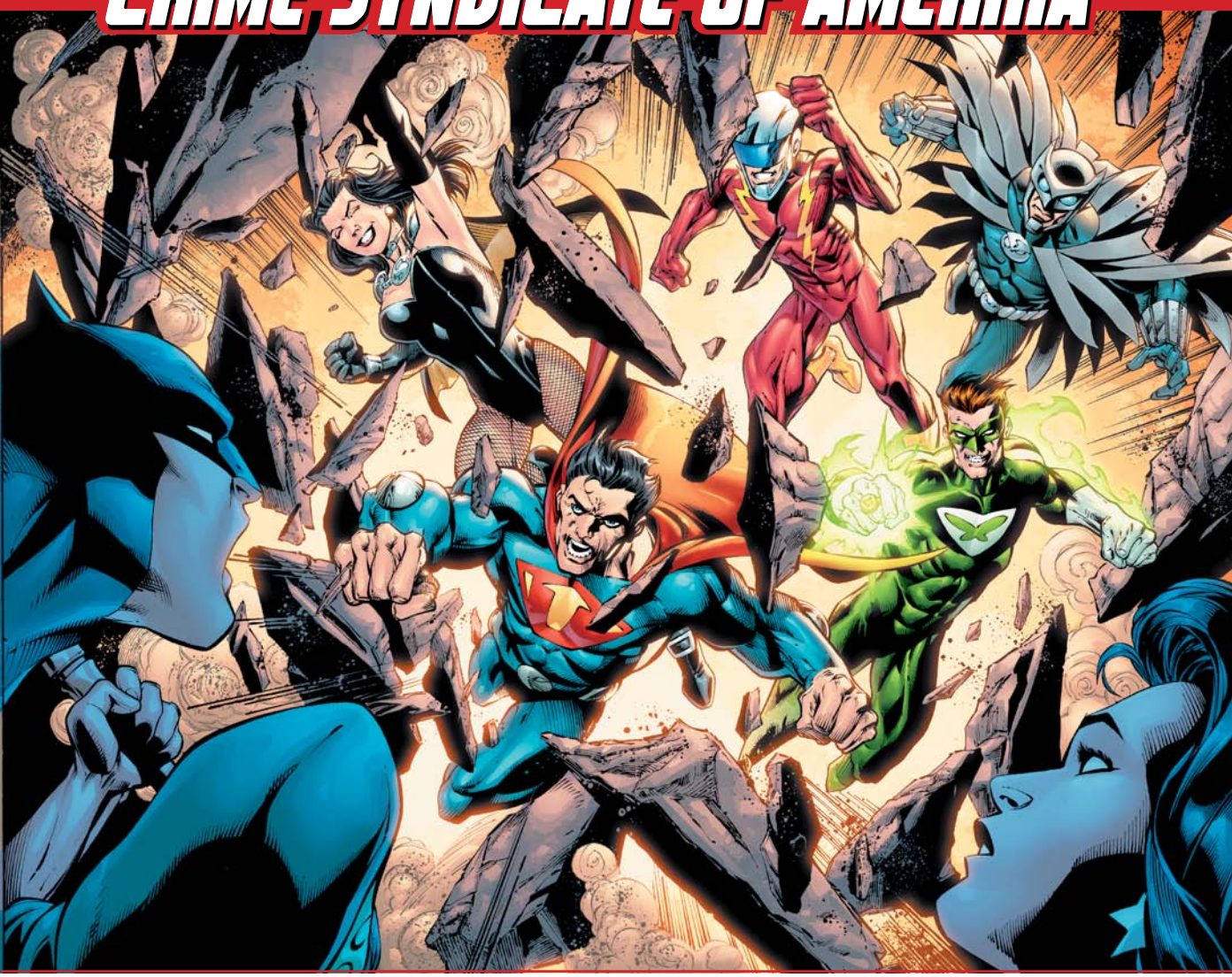
Abilities	82	**Skills**	22
Powers	49	**Defenses**	13
Advantages	8	**Total**	174

COMPLICATIONS

Split Personality: The Creeper and Jack Ryder are two minds sharing the same body, but are often at odds with one another: the Creeper complains that Ryder holds him back, while Ryder is concerned that the Creeper might be driving him insane.

Hunted: To distract those coming close to discovering the connection between Jack Ryder and the Creeper, Jack Ryder announced on his television show not only that he disapproved of vigilantes, but also offered a million dollar reward to whoever brings the Creeper to justice.

CRIME SYNDICATE OF AMERIKA



On a parallel Earth which exists in an antimatter universe, the Crime Syndicate of Amerika are the rulers of their world, challenged only by their persistent foe Alex Luthor, the planet's sole remaining super hero. The Crime Syndicators long ago subdued their world's corrupt governments (which pay them tribute), eliminated rival super-villains, and defeated the few heroes on Antimatter Earth. Even the Justice Underground, led by Quizmaster, one of the smartest humans alive, could not triumph against them; the Justice Underground members now are held in stasis in the CSA's Panopticon HQ. The Crime Syndicate of Amerika's members rule basically unchallenged, with each member controlling large gangs which dominate territories across the U.S.; numerous "elected" Amerikan government officials answer outright to the CSA members.

BASE: MOON OF ANTIMATTER EARTH
CURRENT MEMBERS: JOHNNY QUICK, OWLMAN, POWER RING, SUPERWOMAN, ULTRAMAN
FORMER MEMBERS: THE WHITE MARTIAN, THE PREDECESSORS OF THE CURRENT JOHNNY QUICK AND POWER RING, POSSIBLY ALSO BARRACUDA AND BLOOD EAGLE
HEADQUARTERS: THE PANOPTICON
VEHICLES: UNKNOWN, PRESUMABLY EQUIVALENTS TO JUSTICE LEAGUE VEHICLES

The Justice League encountered the CSA when the virtuous Alexander Luthor traveled to positive Earth seeking their aid in overthrowing the super-villains and establishing justice on his world. While the JLA was initially successful in deposing the CSA, their efforts in bettering life on Antimatter Earth faltered when the world proved too chaotic and fragile to hold together under anything other than tyranny. The invasion of the JLA's Earth by the Crime Syndicators and the machinations of the antimatter universe's Brainiac ended the heroes' mercy mission.

Since then, the Justice League has clashed with the CSA's members repeatedly. The Antimatter world's villains once again attempted to take over the positive matter Earth as part of a misguided revenge scheme; Superman became entangled in a plot involving a Brainiac clone, Owlman, Superwoman, and Ultraman; the Crime Syndicate was involved in various dimensional disruptions that occurred in the multiverse, events which affected many heroes and villains of New Earth, the "main" earth dimension. As tough and resilient as their counterparts, they will continue to plague the JLA in the future.

ANTIMATTER EARTH

This parallel world lies outside the 52 positive-matter universes comprising the multiverse; special equipment is needed to reverse the nuclear polarity of beings and objects travelling from the multiverse to the Anti-Universe and vice versa, lest mutual annihilation occur as matter and antimatter particles collide. The Anti-Universe is different from the multiverse in certain ways, such as Oa and the Guardians of the Universe being replaced with the world of Qward, home to the malevolent Anti-Lantern Corps, Thunderers, and Weaponers.

The national governments, militaries, and police forces of Anti-Earth appear to all be too weak, compromised, or corrupt to overthrow the Crime Syndicate; most governments (particularly that of North America) are complicit in the organization's rule. Most countries are under dictatorship or authoritarian governments; the CSA crushes free nations such as Moldavia (formerly protected by the Lady Sonar) or China (guerrilla resistance dismantled by Johnny Quick). The quality of life is much less, as the economy is often in shambles, warfare is frequent (London is a nuclear ruin), and rule of law is nonexistent. Ethics are scorned as weakness while ruthlessness is exalted in culture, entertainment, and religion (the primary faith revolves around Mammon, the concept of greed/materialism). Human slavery is still legal in parts of the world. The sole bond holding society together other than family is the "favor bank", which entails repaying business or personal debts whenever called upon, even if doing so brings great misfortune upon oneself; failure to do so brings harsh consequences, including death.

Batman and J'onn J'onzz speculated the "cosmic alignment" of the Antimatter-verse is opposed to that of the multiverse, with the forces of evil predestined to triumph over those of goodness and justice. Their hypothesis remains uncertain, particularly given certain disruptions to the timeline of the Anti-Universe. Many, if not most, of the world's population are as decent as that of the positive matter Earth. The numerous victories of the JLA over the CSA may have sparked ordinary citizens to hold out more hope for the future of their world.

The Crime Syndicate abuses their world's population both for fun and profit, but they have protected the planet from even worse menaces. The CSA has repelled an invasion from their universe's equivalent to the planet Rann, prevented the world from being converted to energy by Brainiac, killed off the rampantly murderous Blood Eagle, and saved Antimatter Earth from the ravages of a Qwardian doomsday weapons (though it was the CSA's reckless actions which brought the wrath of the Weaponers in the first place).

The CSA consists of the second Johnny Quick, Owlman, Power Ring (Unknown), Superwoman, and Ultraman. A member of the Martian race (a J'onn J'onzz analogue) was slain by Ultraman, while a blond-haired version of Power Ring was replaced by the African-America Power Ring. The group seems to be stable at five core members, though they suffer from friction and rivalries. The CSA work well together in combat, despite their personal conflicts, but the team has problems cooperating outside the heat of battle. The CSA has loose affiliations with the Crime Lodge (older villains hailing from a generation or two prior to the Crime Syndicate) and the Young Offenders (super-criminals in their teens and early twenties, many trained by the CSA). Many of the CSA's escapades are motivated by their boredom over the totality of their rule, combined with their love of conquest. They covertly fund dissent movements against them, or allow enemies to go free, just to ward off ennui; this often leads to trouble for the team.

The Crime Syndicate's headquarters is a base on the moon which allows them to view the planet they rule from the vantage of space. The Panopticon is equivalent to the now-destroyed Watchtower previously occupied by the Justice League.

ALLIES

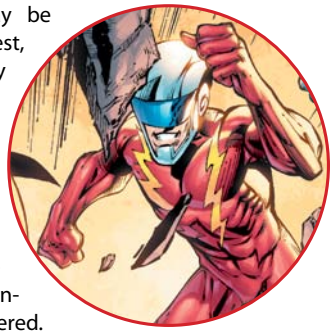
The CSA can call upon the services of the Crime Lodge (evil duplicates of the JSA) and Young Offenders (super-villain counterparts to the Titans/Young Justice) so long as the Crime Syndicate maintains power on Antimatter Earth. If they lose "face", these factions betray them.

ENEMIES

The CSA is opposed most persistently by the Antimatter Lex Luthor (a superhuman as well as a brilliant scientist); their native world foes also include the Justice Underground, composed of the Quizmaster (Riddler counterpart), General Grodd (Gorilla Grodd), Lady Sonar, a heroic Star Sapphire, Sire Solomon Grundy, Q-Ranger (Major Force), would-be Atlantean conqueror Barracuda, the Antimatter version of Brainiac, and the Qwardian race.

In the positive matter universe, the Crime Syndicate is opposed by their valiant Justice League counterparts, as well as groups such as the Doom Patrol, the Power Company, and the Titans.

JOHNNY QUICK



Little is known about the CSA's speedster, but he may be counterpart to Wally West, the third Flash . Like Wally West, Johnny Quick is in his twenties and inherited the role from another speedster. This Johnny Quick gained his abilities by ingesting a drug derived from the blood of the previous Johnny Quick, whom he murdered. Since then, he has switched to using a synthetic form of "speed juice" (supplied by the US government) with similar effects. He is a drug addict, and suffers from poor impulse control and a reduced attention span as a result. When the speed juice wears off, Johnny Quick slows

down to sub-normal levels mentally and physically, with even his speech becoming drawn-out and laborious.

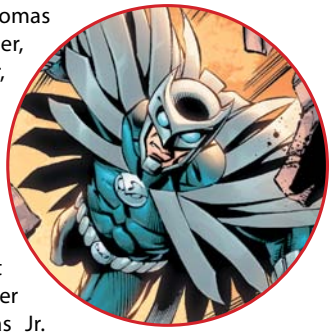
PERSONALITY

An adrenaline junkie and thrill-seeker, Johnny Quick acts without thinking first. The Antimatter Earth's fastest man alive is less fearless than senseless, throwing himself into battle at top speed without regard for his own well-being, or that of his allies. Johnny Quick's impulsiveness draws the ire of his teammates . His hyperactive antics particularly vex Owlman, who taunts and punishes him for foolishness. His bigotry angers Power Ring, who bristles at Johnny's references to his race. The other Syndicators treat him as a useful flunky, not to be trusted with matters that require much common sense.

POWERS AND ABILITIES

Johnny Quick has super-speed abilities similar to those of the Flash, though they are derived through artificial means. It is unknown if he has a connection to the Speed Force as do the positive matter speedsters.

OWLMAN



On Anti-Earth, young Thomas Wayne, Jr. saw his mother, Martha, and his brother, Bruce, shot down by gunmen working for gangster "Boss" Gordon. The assassinations were a message to the boy's father, Thomas Wayne Sr., the honest but brutal police commissioner of Gotham City. Thomas Jr. vowed vengeance on his father for failing to protect the Wayne family against their enemies. He convinced Joe Chill, a notorious mob hit man, to take Thomas on as a sidekick, to learn the criminal trade. He grew up to become Gotham City's worst super-criminal. Despite his status as a CSA boss, Thomas Wayne, Jr.'s obsession with bringing down his father and the honest police officers of Gotham City remains.

Despite his lack of superpowers, Owlman earned a place as one of the Crime Syndicate's three core members. He developed a rivalry with Ultraman and began a romance with Superwoman, the unfaithful wife of Clark Kent. Though threatened with death by Ultraman, Thomas has information that would embarrass or destroy Ultraman's reputation. The evidence will be released on the internet should Owlman meet an untimely end. He has also taken contingency measures against his other teammates, such as lacing Johnny Quick's speed juice with a nano-machine virus that causes the speedster intense pain when activated by a handheld transmitter.

PERSONALITY

Owlman is a cool, calculating, and constantly scheming individual. He has a not terribly friendly rivalry with Ultraman, believing his brainpower is superior to Ultraman's unearthly powers. The rivalry involves his illicit affair with Ultraman's wife, Superwoman. Supremely confident, Owlman greatly enjoys new challenges.

Owlman is dedicated to bringing ruin to his father and Gotham City police loyal to the commissioner. The only time he loses his cool is when reminded of his family's tragedy.

POWERS & ABILITIES

Like his counterpart Batman, Thomas Jr. spent years training his mind and body to the peak of human development, then crafted the costumed identity of Owlman to strike fear in the hearts of Gotham's police and honest citizenry. Unlike the Batman, Owlman uses performance enhancing drugs to

JOHNNY QUICK — PL12 • 209 POINTS

Abilities: Str 1 **Sta** 3 **Agl** 4 **Dex** 3 **Fgt** 4 **Int** 4 **Awe** 1 **Pre** 2

Powers: Costume Ring (Feature 1 (stores compressed costume)); **Frictionless Aura** (Immunity 1 (Friction Heat)); **Run On Water** (Movement 1 (Water Walking), Limited to While Moving); **Run Up Walls** (Movement 2 (Wall-crawling 2), Limited to While Moving; **Super-Speed** Enhanced Defenses 12 (Dodge and Parry), Enhanced Advantages (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH)); **Super-Speed Stunts (**Array (20 points), **Air Control** (Cone Area Move Object 10, Close Range), **AE: Air Cushion** (Burst Area Safe Fall, Affects Others), **AE: Vacuum** (Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration), **AE: Vibration** (Insubstantial 4), **AE: Whirlwind** (Burst Area Move Object 10, Close Range))

Advantages: *Agile Feint,* Benefit 5 (CSA member), *Close Attack 4, Defensive Roll 5*, *Evasion 2*, *Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown,* Teamwork, Ultimate Effort (Super-Speed checks)

Skills: Acrobatics 4 (+8), Athletics 6 (+7), Deception 4 (+6), Close Combat: Unarmed 2 (+6), Expertise: Criminal 8 (+12), Deception 8 (+12), Investigation 8 (+12), Perception 4 (+7), Technology 8 (+12)

Offense: Initiative +44, Unarmed +10 (Close, Damage 1), Whirlwind—(Burst Area, Grab, Dodge DC20)

Defense: Dodge 16, Parry 16, Fortitude 9, Toughness 8/3*, Will 7 *Without Defensive Roll.

Totals: Abilities 44 + Powers 120 + Advantages 7 + Skills 26 + Defenses 12 = 209

Complications: Weakness: Extra effort involving his super-speed threatens to draw Johnny Quick into alternate dimensions (he once was pulled into a desolate future timeline). **Power Loss:** Johnny Quick's super-speed powers are dependent on taking regular doses of his speed-juice drug. Missing a dose makes him so sluggish Johnny Quick suffers -5 penalties to Intellect and Agility checks. **Quirk:** Johnny Quick is rash and foolhardy; he must succeed on Awareness Checks to avoid racing headfirst into dangerous situations.

REAL NAME: THOMAS WAYNE JUNIOR
OCCUPATION: CRIME BOSS, COSTUMED VILLAIN
BASE: GOTHAM CITY

OWLMAN — PL12 • 285 POINTS

Abilities: Str 4 **Sta** 4 **Agl** 5 **Dex** 7 **Fgt** 14 **Int** 8 **Awe** 10 **Pre** 7

Powers: Enhanced Intellect 2; **Enhanced Awareness 4**; **Glider Cape** (Safe Fall, Removable (-1 point)); **Armored Costume** (Protection 4, Removable (-1 point)); **Goggles (**Darkvision, Removable (-1 point)); **Hand Claws (**Strength-based Damage 4, Removable (-1 point))

Equipment: Flashlight: Feature 1 (Illumination); **Grapnel Gun:** Movement 1 (Swinging); **Mini-Tracers:** Feature 1 (Tracking); **Rebreather:** Immunity 2 (Suffocation), Limited; **Utility Belt:** Array (12 points), **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized), **AE: Crescent Blades:** Strength-based Ranged Damage 2, **AE: Cutting Torch:** Damage 1 Linked to Weaken Object's Toughness 1, **AE: Explosive Owl Boomerangs:** Ranged Burst Area Damage 4, **AE: Flash Bombs:** Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware), **AE: Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep), **AE: Smoke Bombs:** Cloud Area Visual Concealment Attack 4, **AE: Tear Gas Pellets:** Ranged Cloud Area Affliction 3 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated)

HQ: THE OWL'S ROOST • *20 POINTS*

Size: Huge **Tou** 10 **Features:** Communications, Computer, Concealed, Defense System, Dock, Garage, Gym, Hanger, Infirmary, Laboratory, Library, Living Space, Power System, Workshop.

VEHICLES: ARRAY (49 POINTS)

THE OWL-PLANE • *49 POINTS*

The Owl Plane is equivalent to a fighter jet (see the **Gadgets & Gear** chapter) without machine guns (but with air-to-air missiles) and with the Remote Control feature.

• THE OWL-COUPÉ • *1 POINT*

Size: Huge **Str** 8 **Spd** 6 **Def** 8 **Tou** 10 **Features:** Alarm 3 (DC 30), Caltrops, Hidden Compartments, Navigation System 2 (+10 bonus), Oil Slick, Remote Control; Impervious Toughness 8

• THE OWL-CRUISER • *1 POINT*

Equivalent to the Owl-Coupe, but with water speed in place of ground speed and without the Caltrops or Oil Slick features.

Advantages: Assessment, Benefit 5 (CSA member), Close Attack 2, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 2, Equipment 19, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Inventor, Jack-of-all-trades, Languages 4, Move-by Action, Power Attack, Precise Attack (Ranged; Concealment), Quick Draw, Ranged Attack 7, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Skill Mastery (Investigation), Startle, Takedown, Trance, Tracking, Uncanny Dodge, Well-informed

Skills: Acrobatics 9 (+14), Athletics 10 (+14), Close Combat: Unarmed 4 (+18), Deception 8 (+15), Expertise: Criminology 13 (+21), Streetwise 14 (+22), Insight 10 (+19), Intimidation 15 (+22), Investigation 14 (+22), Perception 13 (+22), Persuasion 5 (+12), Stealth 13 (+20), Sleight of Hand 8 (+15), Technology 7 (+15), Treatment 5 (+12), Vehicles 8 (+15)

Offense: Initiative +11, Unarmed +20 (Close, Damage 4), Hand Claws +16 (Close, Damage 8), Crescent Blades +14 (Ranged, Damage 6)

Defense: Dodge 12, Parry 14, Fortitude 9, Toughness 10/8*, Will 13 *Without Defensive Roll.

Totals: Abilities 106 + Powers 20 + Advantages 66 + Skills 78 + Defenses 15 = 285

Complications: Flashbacks: Owlman is sometimes stunned by traumatic flashbacks to the night his mother and brother were murdered, especially in connection to Crime Alley, where the killings took place. **Nemesis:** Police Commissioner Thomas Wayne, Sr. **Obsession:** Bringing down his father and the honest police officers of Gotham City. **Power Loss**: Owlman loses his enhanced mental abilities without access to his intellect-boosting drugs. **Relationships:** Owlman has dysfunctional relationships which are nonetheless important to him, including a rivalry with Ultraman, an illicit romance with Superwoman, and a mentor relationship with his occasional sidekick, Mouser.

enhance his abilities beyond their normal limits. For example, Owlman uses pharmaceuticals to boost his brain's supercortex, improving his analytical/deductive abilities. Not as agile as his counterpart, Owlman relies more on gadgetry. His full array of devices has yet to be revealed, but they are similar to those of Batman.

POWER RING

The Crime Syndicate's version of Green Lantern has been filled by three men. The first was a young, crew-cut blond man, a bullying, thuggish sort who exhibited an irreverent sense of humor. The blond Power Ring stole or inherited the ring from another Power Ring named Harrolds, an act he later regretted. Little else of his history was revealed. His ring-creations tended to resemble nightmarish creatures.

A disruption of the Antimatter universe's timeline resulted in the blond Power Ring being replaced by a somewhat older African-American man. The Crime Syndicate members are aware of this alteration in history, but accepted their replacement member.

That Power Ring was a A former "slave marine" who won his freedom through his military prowess. He served as a mercenary soldier in "Malcolm's Legions" before encountering the same Harrolds as the first Power Ring, who lied and told the soldier he was the ring's designated "substitute wearer" when Harrolds was unavailable. This Power Ring is a counterpart to Green Lantern Jon Stewart, though he is bald and sports facial hair. He exhibits a resentful, defiant attitude toward Owlman and Ultraman, is indifferent to Superwoman's charms, and disdains Johnny Quick.

Now, there's a new Power Ring, an alternate universe version of Hal Jordan, though his name is unknown. His ascension to the role of Power Ring seems to have been accepted by the other members of the Crime Syndicate and he's very skilled at commanding the powers of the ring.

THE THING IN THE RING

The nature of the Volthoom entity is unknown; it is likely an alien or extra-dimensional being of mystic origin. It is either contained within the ring or forced to assume the shape of a ring. Volthoom corrupts the ring wielder's thoughts over time. While the ring responds to the wielder's questions and commands, Volthoom also speaks independently through the ring, sometimes spurring Power Ring on, other times stringing together gibberish phrases. It urges the user to draw more and more on the ring's power, because doing so entraps the ring-bearer in Volthoom's clutches.

The game information at right can be used for whichever version of Power Ring you decide to use in your series.

PERSONALITY

Power Ring is an aggressive, slightly belligerent, and proud individual. He enjoys the power given to him by the ring, but struggles against its curse. He sometimes speaks aloud to Vulthoom, the entity that "resides" inside the ring.

POWERS & ABILITIES

The ring grants him abilities equal to those of a Green Lantern; the ring has no known weakness against any particular condition or substance (such as the color yellow). It is haunted by the entity Volthoom (see **The Thing in the Ring** sidebar).

SUPERWOMAN

Though a physical duplicate of Wonder Woman/Princess Diana , Superwoman is the Lois Lane of Anti-Earth, a notorious editor of the tabloid *Daily Planet*. Her history is as largely unrevealed, but her abilities suggest she is an Amazon. Though coerced into marriage by Ultraman, Superwoman loathes Lt. Clark Kent, frequently threatening to hang him with her magic lariat. She and Thomas Wayne, Jr. are lovers, in part to spite her husband. As Lois Lane, she uses her journalism skills to gather blackmail evidence and spread damaging rumors against her enemies. Her secret identity is known to Jimmy Olsen, a leering, simpering junior reporter known as "Superwoman's Snitch", in marked contrast to Superman's brave "Pal " in the positive universe.

Once, Superwoman was believed to have given birth to Ultraman's child; this turned out to be a ploy by Brainiac to inhabit a cloned body generated from the couple's DNA. She remains in a romantic triangle with her husband and Owlman.

PERSONALITY

Superwoman is a slave to her passions, alternately angry, greedy, lustful, or playful. She has few qualms about undercutting her teammates or trying to make nice with foes if circumstances turn against the Crime Syndicate. She plays the roles of femme fatale and fierce warrior princess equally well, as comfortable using her femininity as she is her battle skills to defeat foes.

POWER RING (UNKNOWN) PL14 • 222 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 2 **Dex** 3 **Fgt** 5 **Int** 1 **Awe** 3 **Pre** 3

Powers: Power Ring (132 points, Removable (–26 points); **Volthoom's Mystic Knowledge (**Features 2 (This is identical to the AI built into Oan Green Lantern Rings)); **Communication (**Senses 1 (Communication Link to Central Power Battery)); **Flight** (Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3)); **Force Field** (Protection 12, Impervious; Immunity 10 (Life Support)); **Force Manipulation** (Array (36 points) **Force Blast (**Ranged Damage 18, Dynamic), **AE: Force Bubble (**Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support), Dynamic), **AE: Force Constructs** (Create 18, Dynamic, **AE: Lifting:** Move Object 18, Dynamic), **AE: Mobile Constructs (**Create 12, Movable, Dynamic); **Scanning Beam** (Senses 6 (Analytical Auditory, Chemical, and Visual)); **Universal Translator** (Comprehend Languages 4)

Advantages: Fearless, Teamwork, Ultimate Effort (Will checks)

Skills: Athletics 4 (+6), Close Combat: Unarmed 3 (+8), Deception 4 (+7), Expertise: Criminal 8 (+9), Military 8 (+9), Streetwise 12 (+13), Insight 8 (+11), Investigation 4 (+5), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Power Ring 7 (+10)

Offense: Initiative +2, Unarmed +8 (Close, Damage 2), Power Ring +10 (Ranged, Damage 18)

Defense: Dodge 12, Parry 10, Fortitude 10, Toughness 14, Will 18

Totals: Abilities 42 + Powers 106 + Advantages 3 + Skills 33 + Defenses 38 = 222

Complications: Enemy: The ring's "inhabitant", Volthoom, is no friend to the ring-bearer. Volthoom plots the downfall of Power Ring. **Power Loss:** The ring needs periodic recharging via a battery of unknown origin; it issues a warning as its power runs low. **Weakness:** Power Ring's abilities depend on his willpower; the maximum rank of his magic ring's effects is equal to Power Ring's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

POWERS & ABILITIES

Superwoman is astoundingly strong and tough, can fly at incredible speeds,, and wields an enchanted lasso. Superwoman's powers differ from those of Wonder Woman. She can project lethal energy beams from her eyes (similar to the heat vision of Superman/Ultraman), her lasso lowers the inhibitions of anyone caught in it, so they blurt out secrets, and she does not wear Amazonian bracelet, so Superwoman is unable to deflect attacks as can Wonder Woman. Her

REAL NAME: LOIS LANE
OCCUPATION: EDITOR OF *THE DAILY PLANET*, ORGANIZED CRIME BOSS

SUPERWOMAN — PL15 • 311 POINTS

Abilities: Str 16 **Sta** 14 **Agl** 10 **Dex** 8 **Fgt** 14 **Int** 2 **Awe** 4 **Pre** 6

Powers: Gaze of Hyperion (Ranged Damage 14); **Magic Lasso** (Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Compelled), Limited to Acting Out Hidden Desires (One Degree, no other effects), Easily Removable (–24 points)); **Quick Change (**Feature 1 (Change into Superwoman as a free action)); **Speed of Metis** (Flight 11 (4,000 MPH)); **Strength of Atlas** (Enhanced Strength 6, Limited to Lifting (lifting **Str** 22; 100,000 tons))

Advantages: Attractive 2, Benefit 5 (CSA member), Connected, Languages 2, Ranged Attack 4, Teamwork

Skills: Acrobatics 6 (+16), Athletics 4 (+20), Deception 6 (+12), Expertise: Mythology 4 (+6), Journalism 4 (+6), Streetwise 4 (+6), Insight 6 (+10), Intimidation 6 (+12), Investigation 6 (+8), Perception 8 (+12), Persuasion 4 (+10), Ranged Combat: Gaze 2 (+10), Ranged Combat: Lasso 2 (+10)

Offense: Initiative +8, Unarmed +14 (Close, Damage 16), Gaze +14 (Ranged, Damage 14), Lasso +14 (Ranged, Move Object 16)

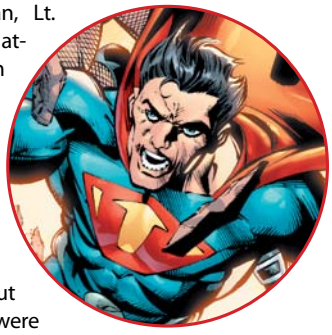
Defense: Dodge 16, Parry 16, Fortitude 14, Toughness 14, Will 16

Totals: Abilities 148 + Powers 97 + Advantages 15 + Skills 31 + Defenses 20 = 311

Complications: Relationships: Superwoman maintains a passionate but erratic romance with Owlman and a dysfunctional marriage to Ultraman. **Secret Identity:** Lois Lane. **Quirk**: Thrill seeker who will "try anything once."

heat vision may be the result of a super-scientific treatment by Ultraman using alien technology. It is also possibly a result of Superwoman being blessed with her powers by a different set of gods .

ULTRAMAN



Born an ordinary human, Lt. Clark Kent of the Antimatter Earth space program gained his tremendous superhuman abilities when his spacecraft was destroyed and his body subsequently reconstructed by an alien race (perhaps the Anti-Universe's Kryptonians). But while his physical abilities were enhanced, he was left mentally unstable, prone to psychotic behavior. His sheer power allowed him to become the top super-villain on Anti-Earth, leader of the CSA, and de facto ruler of the world. Though undeniably strong-willed, Ultraman rules the Crime Syndicate more through sheer power and intimidation than any skill at leadership. He routinely terrorizes citizens of Antimatter Earth.

REAL NAME: LT. CLARK KENT
OCCUPATION: FORMER ASTRONAUT
BASE: ULTROPOLIS, THE FLYING FORTRESS

ULTRAMAN — PL15 • 291 POINTS

Abilities: Str 19 **Sta** 14 **Agl** 2 **Dex** 2 **Fgt** 8 **Int** 2 **Awe** 2 **Pre** 4

Powers: Flight (Array (30 points), **Ultra-Flight** (Flight 15 (64,000 MPH)), **AE: Space Flight** (Movement 1 (Space Travel)), **AE: Ultra-Speed** (Speed 15 (64,000 MPH))); **Heat Vision** (Ranged Damage 15); **Invulnerability** (Protection 4, Impervious Toughness 18; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum)); **Super-Senses (**Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment (except lead))); **Super-Speed** (Quickness 8); **Super-Strength:** (Enhanced Strength 4, Limited to Lifting (Lifting Str 23; 200,000 tons))

HQ: ULTRAMAN'S FLYING FORTRESS • *25 POINTS*

Size: Huge **Tou** 20 **Features:** Communications, Computer, Death Traps, Feature: Brainiac's Alien Database*, Hanger, Holding Cells, Infirmary, Isolated (Orbital), Laboratory, Library, Living Space, Personnel (Brainiac Drone Androids), Power System, Security System

*Ultraman (and the other CSA members) can consult Brainiac on questions about alien worlds, interstellar space, and extraterrestrial organisms. The extent of Brainiac's knowledge is up to the Gamemaster.

Advantages: Benefit 5 (CSA member), Connected, Equipment 5, Extraordinary Effort, Inspire, Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

Skills: Close Combat: Unarmed 3 (+11), Expertise: Astronaut 4 (+6), Streetwise 8 (+10), Science 8 (+10), Intimidation 8 (+12), Ranged Combat: Heat Vision 8 (+10), Perception 5 (+8), Technology 8 (+10), Vehicles 4 (+6)

Offense: Initiative +2, Unarmed +11 (Close, Damage 19), Heat Vision +10 (Ranged, Damage 15)

Defense: Dodge 10, Parry 10, Fortitude 15, Toughness 18, Will 15

Totals: Abilities 106 + Powers 116 + Advantages 17 + Skills 28 + Defenses 24 = 291

Complications: Power Loss: Ultraman loses his powers without regular exposure to anti-kryptonite. He keeps pellets of the substance in the compartments of his costume to prevent his strength from waning. **Relationships:** Ultraman has a love/hate marriage with Superwoman (who loathes him) and a rivalry with Owlman. **Secret:** The antimatter Clark Kent has committed personally shameful acts which he fears coming to light; Ultraman tolerates Owlman on the Crime Syndicate Team because of threatened internet exposure. **Vulnerability:** Ultraman is as vulnerable to magic as anyone else. His Toughness is not Impervious against magical attack.

Ultraman maintains a separate headquarters from the CSA's Panoptican, the orbital Flying Fortress, counterpart to Kal-El's Fortress of Solitude. In it he keeps a menagerie of mutated beasts (such as anti-kryptonite powered Titano), trophies of past victories, and looted alien artifacts. The fortress also houses Brainiac, an artificial intelligence that operates through drone androids. Though Ultraman has repeatedly "lobotomized" Brainiac , the being continually regenerates its synthetic brain tissues to rebel against its "master". Among Ultraman's pastimes are raining counterfeit money down to Earth to disrupt the world's economy and using his heat vision to disintegrate anyone his ultra-hearing detects speaking out against him.

Ultraman has a personal animosity toward his counterpart Superman. The two have gone mano-a-mano several times

PARALLEL EARTHS

Quantum physics posits the existence of multiple Earths all occupying the same space but "vibrating" at different quantum frequencies. Each of these Earths represents divergent timelines, timelines where history unfolded differently than it did on the core Earth (referred to as Earth-0). These differences may be slight and subtle (an Earth where the main heroes of legend such as Superman and Batman arose generations earlier than on Earth-0), or wildly disparate (an Earth where intelligent animals are the dominant form of life), or somewhere in between.

In the aftermath of the storylines presented in *Infinite Crisis* and *52*, the multiverse as it pertains to these Parallels has been restructured. As explained by Time Master Rip Hunter, where once was one Earth, there now exists 52 known and distinct Earths ('The 52'), each with its own derivative parallel dimensions, nanoverses, multidimensional nexii, and divergent timelines. The original Earth created during one of the most recent of these terrible events branched off this discrete number of known alternates and each of them was later exposed at some point in its development to the predations of a cosmically ascending Mister Mind, whose destructive path through their histories altered each from its original state. This created modified Earths, each with its own history and even in some cases, with its own physical laws.

Each of these new universes is bounded by a Source Wall and between them the force known as Anti-Life acts to keep each contained and separate from the others. Flowing between these closed-off universes is the interstitial realm of The Bleed, allowing transport, albeit of an often unpredictable and highly dangerous nature, between Earths.

since the Justice League of America first battled the CSA, but while Ultraman despises Superman as a weakling (normal humans do not even fear the Man of Steel!), Superman has come out on top in all their encounters.

The Brainiac of the Antimatter Universe was captured by Ultraman under unrevealed circumstances. The malevolent Man of Twisted Steel used his powers to cripple the artificial intelligence's consciousness, rendering Brainiac no more than a useful servant. The android serves Ultraman by running the Flying Fortress' computer systems and maintaining the orbiting structure via a host of robotic drones. But Brainiac has regained sapience and rebelled against his "master" more than once, almost destroying the Antimatter Earth on at least one occasion.

PERSONALITY

The Antimatter counterpart to Superman lashes out whenever annoyed or frustrated. He has no qualms about committing mass murder or destruction for trivial reasons. He amuses himself by randomly causing different forms of havoc on the planet he rules. He is highly intelligent, but bad-tempered, jealous, and insecure.

Ultraman is obsessed with Superwoman (Lois Lane), despite her disgust with him. Though she apparently hates him, Ultraman either convinced or coerced her into marriage. Superwoman carries out an affair with Owlman to show her contempt. As Ultraman and Owlman are rivals for the leadership of the Crime Syndicate, the illicit relationship between the pair has only heightened Ultraman's simmering hatred for Owlman. This explosive triangle has continued for years, though the three continue to work well together.

POWERS & ABILITIES

Ultraman's superhuman abilities are equivalent to those of Superman, save they are derived from the artificial mineral anti-kryptonite.

THE BARRACUDA

The CSA's universe's counterpart to Aquaman, this Lord of the Seven Seas is a brutal warlord who makes war against the surface world. Though much remains unknown about Barracuda, the CSA consider the Atlantean a formidable threat. He has led Atlantis' warrior armies against land-based civilization several times over. His relationship with the Crime Syndicate is currently adversarial, as he took advantage of a CSA defeat to again launch an attack. Barracuda is less human in appearance than Aquaman, he has fish-like traits, including gills and scaly blue skin. He wears battle armor and wields advanced Atlantean weaponry. His minions are similarly equipped.

THE BARRACUDA — PL11 • 236 POINTS

Abilities: Str 10 **Sta** 8 **Agl** 4 **Dex** 2 **Fgt** 11 **Int** 2 **Awe** 3 **Pre** 3

Powers: Aquatic (Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation: Aquatic), Senses 1 (Low-Light Vision)); **Marine Telepathy** (Array (57 points), **Summon Marine Life 8** ((120 points), Horde, Mental Link, Multiple Minions 2 (4 minions), Variable General Type (Marine Life), Limited to in or near water, **AE:** Summon Marine Life 4 (60 points), Horde, Mental Link, Multiple Minions 4 (16 minions), Variable General Type (Marine Life), Limited to in or near water, **AE:** Comprehend Animals 2, Mental Communication 4, Limited to Marine Life); **Swimming (**Swimming 10 (500 MPH))

Advantages: All-out Attack, Animal Empathy, Benefit 3 (Warlord of Atlantis), Blind-Fight, Defensive Roll 3, Equipment 10 (Atlantean technology), Favored Environment (Aquatic), Improved Initiative, Language 1, Minions 12 (250 PL 4 Atlantean Warriors), Power Attack

Skills: Acrobatics 4 (+8), Athletics 4 (+14), Expertise: Atlantean Lore 7 (+9), Insight 6 (+9), Intimidation 6 (+9), Perception 5 (+8), Stealth 4 (+8), Technology 4 (+6), Vehicles 4 (+6)

Offense: Initiative +8, Unarmed +11 (Damage 10)

Defense: Dodge 11, Parry 11, Fortitude 11, Toughness 11/8, Will 11

Totals: Abilities 86 + Powers 75 + Advantages 35 + Skills 22 + Defenses 18 = 236

Complications: Obsession: Barracuda is bent on conquering the surface world. **Temper:** Barracuda is known for a fierce, warrior temper when tested. **Weakness:** Barracuda dehydrates when away from water for an extended time, becoming impaired, disabled, and finally incapacitated before his condition becomes dying. Immersion in water immediately removes all accumulated conditions.

BLOOD EAGLE — PL11 • 203 POINTS

Abilities: Str 6 **Sta** 6 **Agl** 4 **Dex** 3 **Fgt** 10 **Int** 3 **Awe** 4 **Pre** 2

Powers: Avian Empathy: Communication 1 (Auditory), Area, Limited to Avians; Feature 1 (Birds accept him as one of their own); **Nth Metal Wing Harness:** Removable (-5 points), Indestructible; Enhanced Strength 2, plus Enhanced Strength 2, Limited to lifting and carrying (Lifting Str 8; 6 tons); Flight 7 (250 MPH), Wings; Immunity 3 (Cold, Heat, Pressure); Protection 3; Regeneration 10; Senses 1 (Extended Vision); **Reincarnation:** Immortality 1, Reincarnation (May re-distribute power points)

Equipment: Spear (Strength-based Damage 3 (Piercing), Improved Critical)

Advantages: All-out Attack, Assessment, Beginner's Luck, Benefit 5 (CSA member), Connected, Defensive Roll, Equipment 3, Favored Environment (Aerial), Improved Critical (Mace), Improved Disarm, Improved Initiative, Improved Smash, Inventor, Jack-of-all-trades, Languages 3 (Ancient Egyptian, German, Japanese), Leadership, Move-by Action, Power Attack, Quick Draw, Ranged Attack 10, Startle, Takedown 2, Uncanny Dodge

Skills: Acrobatics 6 (+10), Athletics 2 (+8), Close Combat: Archaic Melee Weapons 3 (+13), Close Combat: Unarmed 4 (+14), Deception 6 (+8), Expertise: History 8 (+11), Expertise: Law Enforcement 4 (+7), Expertise: Tactics 6 (+9), Insight 6 (+10), Intimidation 6 (+8), Investigation 5 (+8), Perception 8 (+12), Stealth 4 (+8), Technology 6 (+9), Vehicles 4 (+7)

Offense: Initiative +8, Spear +13 (Close, Damage 9, Crit. 19-20), Unarmed +14 (Close, Damage 6)

Defense: Dodge 12, Parry 12, Fortitude 12, Toughness 10/9*, Will 10 *Without Defensive Roll.

Totals: Abilities 72 + Powers 33 + Advantages 41 + Skills 39 + Defenses 18 = 203

Complications: Power Loss: All powers except for flight (and reincarnation feature) are lost if whatever Blood Eagle uses as an equivalent of Hawkman's Nth metal is taken from him. **Temper:** Blood Eagle has a vicious temperament.

POWERS & ABILITIES

The Barracuda is nearly the Aquaman's equal, but depends more on minions and weapons.

BLOOD EAGLE

A terrifying figure to the people of the Antimatter World, Blood Eagle was a Hawkman analogue. He was similar enough that the citizens of the parallel Earth mistook Carter Hall for his evil counterpart while Hawkman was doing recon in that universe. Blood Eagle was a brawny, winged warrior who employed ancient weaponry.

Blood Eagle reveled in violence and murder, more so even than the other villains. His actions were so out of control the CSA could not tolerate the carnage Blood Eagle was perpetrating. They executed him, but if Blood Eagle shares Hawkman's penchant for reincarnation, the fearsome flyer will be back to menace the people of his world again.

THE WHITE MARTIAN — PL14 • 300 POINTS

Abilities: Str 16 **Sta** 10 **Agl** 2 **Dex** 2 **Fgt** 8 **Int** 3 **Awe** 4 **Pre** 3

Powers: Flight (Flight 13 (16,000 MPH), Movement 1 (Space Travel)); **Martian Durability** (Impervious Protection 3); **Martian Morphology** (Dynamic Array (20 points) **Intangibility:** (Insubstantial 4, Dynamic), **AE: Density** (Impervious Toughness 15, Sustained, Dynamic), **AE: Invisibility** (Visual Concealment 4, Dynamic), **AE: Shapeshifting** (Morph (Any Form) 4, Dynamic)); **Martian Senses** (Senses 7 (Extended Vision 2, Mental Awareness, Vision Penetrates Concealment)); **Martian Strength** (Enhanced Strength 4, Limited to Lifting (Lifting Str 20; 25,000 tons)); **Martian Vision** (Ranged Damage 11 (force)); **Telepathy** (Mental Communication 5, Mind Reading 11)

Advantages: Power Attack, Great Endurance, Teamwork, Trance

Skills: Close Combat: Unarmed 4 (+12), Deception 4 (+7), Insight 8 (+12), Intimidation 8 (+11), Investigation 10 (+13), Perception 8 (+12), Persuasion 5 (+8), Ranged Combat: Martian Vision 8 (+10), Stealth 7 (+9), Technology 4 (+7), Vehicles 4 (+6)

Offense: Initiative +2, Martian Vision +10 (Ranged, Damage 11), Unarmed +12 (Damage 16)

Defense: Dodge 12, Parry 13, Fortitude 13, Toughness 13, Will 15

Totals: Abilities 96 + Powers 136 + Advantages 4 + Skills 35 + Defenses 29 = 300

Complications: Enemy: The White Martian and Ultraman are fierce rivals. **Power Loss:** The White Martian loses his powers and his **Str** and **Sta** are reduced to 2 when exposed to fire.

POWERS & ABILITIES

Blood Eagle is a brutal winged warrior similar to Carter Hall/Hawkman. He uses ancient weapons such as maces, nets, and spears. Ritualism and his occult knowledge let him create enchanted weapons. He eventually reincarnates from death, but this can require years and he may not be reborn in the same form.

THE WHITE MARTIAN

Perhaps the last member of the warlike Martian race of the Antimatter-verse, the White Martian arrived on Anti-Earth and joined the Crime Syndicate under unrevealed circumstances. He was just as powerful as J'onn J'onzz, his counterpart. As malevolent as the other Crime Syndicators, the White Martian's raw power was a threat to Ultraman's position as leader. As a result, the kryptonite-empowered villain fought the White Martian to the death and prevailed. Ultraman still boasts of killing his first rival, but given how difficult destroying shape-shifting Martians has proven, the White Martian could return.

POWERS & ABILITIES

The White Martian is the alternate universe version of the Martian Manhunter and so shares the same powers to read minds, turn invisible, move through objects, fly, fire blasts of energy, and is incredibly strong and resistant to damage.

CRIMSON AVENGER

Two very different individuals have borne the mantle of the Crimson Avenger.

CRIMSON AVENGER (LEE TRAVIS)

In the years before World War II, Lee Travis used his newspaper, the *Globe-Leader*, to hound a vigilante known as the Crimson Avenger. Only Lee's Chinese valet, Wing How, knew that Lee Travis and the Crimson Avenger were one and the same. Lee used his "crusade" to establish street cred for his mystery man persona.

As the Crimson Avenger, Lee fights against criminals and corrupt officials. Initially wearing a domino mask and sporting a pistol, Lee later donned a red costume and replaced his pistol with other gadgets. Wing How adopted a similar but yellow costume.

During World War II, Lee and How joined the Seven Soldiers of Victory and the All-Star Squadron. Lee retired toward the end of the war and later sacrificed his life to save New York from a ship full of chemical waste, steering it out of the harbor where it safely exploded.

PERSONALITY

The Crimson Avenger is a crusader for justice, both in his role as news publisher and crime-fighter.

POWERS & ABILITIES

The Crimson Avenger relies on his wits, fists, and twin pistols. He later foregoes the pistols for other gadgets.

REAL NAME: LEE TRAVIS
OCCUPATION: VIGILANTE BASE: NEW YORK CITY, NY

CRIMSON AVENGER (LEE TRAVIS) PL7

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	2	3	4	1	2	2

POWERS

Gunplay: Array (2 points)
- **Training:** Enhanced Skill 2 (Ranged Combat: Guns +4) • *2 points*
- **Independent Aim:** May fire two guns of Damage 4 or less at once (Feature 1) • *1 point*

EQUIPMENT

Twin Colt .45 Automatics: Ranged Damage 4 • *16 points*

VEHICLE : ROLLS ROYCE • *12 POINTS*

Size: Huge, **Str** 8, **Spd** 5, **Def** 8, **Tou** 12 **Features:** Cloaking Device (Hearing)

ADVANTAGES

Benefit 1 (Well-off), Connected, Defensive Attack, Defensive Roll 4, Equipment 6, Evasion, Improved Defense, Improved Initiative, Improvised Weapon 2, Languages 2 (Spanish, Tibetan), Power Attack, Quick Draw, Sidekick 5 (Wing How), Startle, Takedown, Uncanny Dodge

SKILLS

Acrobatics 3 (+5), Athletics 3 (+5), Close Combat: Unarmed 7 (+11), Deception 3 (+5), Insight 4 (+6), Intimidation 6 (+8), Investigation 4 (+5), Perception 3 (+5), Persuasion 3 (+5), Ranged Combat: Guns 3 (+6/+10*), Stealth 5 (+8) *With Training effect

OFFENSE

	Initiative +6
Automatic Pistol +10	Ranged, Damage 4
Pistol Whip +11	Close, Damage 3 (Improvised Weapon)
Unarmed +11	Close, Damage 2

DEFENSE

Dodge	8	**Fortitude**	5
Parry	8	**Toughness**	6/2**
Will	5	**Without Defensive Roll.	

POWER POINTS

Abilities	36	**Skills**	22
Powers	5	**Defenses**	16
Advantages	30	**Total**	107

COMPLICATIONS

Motivation—Justice: The Crimson Avenger is motivated by a desire to see justice served.

ALLIES

The Crimson Avenger counts a number of "Golden Age" super heroes as allies, including the Sandman (to whom he gave his gas gun) and the All-Star Squadron.

ENEMIES

The Crimson Avenger's main enemies were corrupt city officials and criminals, changing to Nazi-backed super-villains during World War II.

WING HOW — PL5 • 75 POINTS

Abilities: Str 3 **Sta** 2 **Agl** 3 **Dex** 2 **Fgt** 4 **Int** 0 **Awe** 3 **Pre** 0

Advantages: Accurate Attack, Defensive Attack, Defensive Roll 2, Improved Critical (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Languages (English), Power Attack, Startle, Takedown

Skills: Acrobatics 4 (+7), Athletics 4 (+7), Close Combat: Unarmed 3 (+7), Expertise: Valet 8 (+8), Perception 3 (+6), Vehicles 6 (+8)

Offense: Initiative +7, Unarmed +7 (Damage 3, Crit. 19-20)

Defense: Dodge 6, Parry 6, Fortitude 5, Toughness 4/2, Will 5

Totals: Abilities 34 + Powers 0 + Advantages 17 + Skills 14 + Defenses 10 = 75

CRIMSON AVENGER (UNKNOWN)

The true identity of the current Crimson Avenger is unknown. She was a young lawyer that lost a case in which she believed the defendant was guilty. She stumbled across the original Crimson Avenger's pistols and, in a sudden spurt of vengeance, tracked down and shot the defendant dead.

Unfortunately, the twin pistols were cursed, and the new Crimson Avenger found herself bound to hunt those that had taken innocent lives. An ever-bleeding bullet wound manifested itself on her chest as an outward sign of her curse. The Crimson Avenger cannot free herself from the curse through death; even if she commits suicide it merely aborts the current mission.

The Crimson Avenger receives her missions by mentally experiencing the victim of her target's death. She is teleported to the site of the victim's burial and uses the victim's memories to track the killer. Her twin pistols fire at the Crimson Avenger's will and never miss their targets. The "bullets" penetrate all defenses (they seriously wounded Power Girl). Only the Crimson Avenger's force of will prevents the guns from shooting through anyone that gets in the way of the intended target.

The Crimson Avenger believes that Lee Travis had the curse but somehow managed to break free, something she also hopes to accomplish. One of her missions actually involved Lee Travis. She killed the Ultra-Humanite, who was responsible for rigging the explosive-laden ship that Lee fatally piloted to safety.

PERSONALITY

The Crimson Avenger is a ruthless vigilante; she does the job she was destined to do and moves on. Occasionally she is wracked by guilt, but the curse that binds her won't let her go.

POWERS & ABILITIES

The Crimson Avenger's powers stem from her cursed pistols, which never miss their intended target. She also has the abilities to teleport and become intangible.

REAL NAME: UNKNOWN
OCCUPATION: AGENT OF VENGEANCE, EXECUTIONER
BASE: MOBILE

CRIMSON AVENGER (UNKNOWN) — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	3	3	2	2	3	2

POWERS

Avenging Pistols: Perception Range Damage 9, Alternate Resistance (Fortitude) • *36 points*
Intangible: Insubstantial 4, Reaction, Subtle 2 (Looks completely normal), Still Affected by Magic • *23 points*
Teleport: Teleport 9 (2 miles), Limited (Teleport to victim's grave and target only) • *9 points*
Immortality: Immortality 6 (One Day) Linked with Relive death and Manifest Skill • *12 points*
Manifest Skill: Variable 1 (Mimic Skill, 5 points) Linked with Immortality and Relive Death, Free Action, Limited to a single skill from current victim (may switch skills each round) • *8 points*
Relive Death: Senses 4 (Postcognition) Linked with Immortality and Manifest Skill, Limited to victim's death only • *2 points*

ADVANTAGES

Improved Initiative, Power Attack, Seize Initiative

SKILLS

Close Combat: Unarmed 12 (+14), Expertise: Law 8 (+10), Investigation 6 (+8), Perception 6 (+9), Persuasion 6 (+8), Stealth 6 (+9)

OFFENSE

Initiative +7

Pistols —	Perception, Damage 9
Unarmed +14	Close, Damage 1

DEFENSE

Dodge	7	**Fortitude**	9
Parry	7	**Toughness**	3
Will	9		

POWER POINTS

Abilities	38	**Skills**	22
Powers	90	**Defenses**	21
Advantages	3	**Total**	174

COMPLICATIONS

Motivation: The Crimson Avenger is driven by justice and a desire to fulfill her role as avenger of the wronged.

Obsession: The Crimson Avenger would like to remove the curse she operates under and which gives her powers.

ALLIES

The Crimson Avenger works alone, but briefly joined the JSA to fight the Ultra-Humanite's takeover of the world. She also fights alongside Vigilante and Wild Dog during the Battle of Metropolis.

ENEMIES

The Crimson Avenger doesn't have any recurring enemies and her missions sometimes put super heroes in her crosshairs, most notably Wildcat (Yolanda Montez).

CYBORG

Victor Stone is the son of two brilliant scientists, and was present when their experiment in dimensional travel went awry, spawning a creature that killed Victor's mother and mutilated the boy's body. To save his son, Victor's father rebuilt his body using cybernetic parts, replacing more than half of Victor's body. Though Victor felt cut off from society, he eventually found acceptance and a new family as a member of the Teen Titans.

Cyborg was nearly destroyed and rebuilt several times during his adventures with the Titans, most drastically when his mind was restored by aliens called the Technis who transformed Victor into an entity that called itself Cyberion. Eventually Cyberion was downloaded into a shape-shifting alien warsuit called the Omegadrome and combined with Stone's DNA to restore him to his Cyborg form.

Cyborg remains with his friends on the Titans and helps to mentor a new generation of heroes.

PERSONALITY

Though he often struggles with his cybernetic nature, Cyborg is a staunch and courageous hero whose teammates are like family to him.

REAL NAME: VICTOR STONE
OCCUPATION: ADVENTURER
BASE: SAN FRANCISCO, CA

CYBORG — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	6	3	3	4	4	3	3

POWERS

Amplified Senses: Senses 11 (Analytical Vision, Analytical Hearing, Darkvision, Extended Vision, Extended Hearing, Infravision, Radio, Ultra-Hearing, Ultravision) • *11 points*
Computer Link: Comprehend 2 (Machines) • *4 points*
Hydraulic Muscles: Enhanced Strength 4, Leaping 8 (1,800 feet) • *16 points*
Molybdenum Steel Body: Protection 6 • *6 points*
Self-Repair Systems: Enhanced Stamina 3, Regeneration 3 • *9 points*
White Sound Blaster: Ranged Damage 9 • *18 points*
- **Widespread White Sound:** Cone Area Damage 9 • *1 point*

ADVANTAGES

Accurate Attack, Diehard, Great Endurance, Improved Grab, Improved Smash, Power Attack

SKILLS

Athletics 5 (+12), Close Combat: Unarmed 9 (+13), Expertise: Streetwise 4 (+8), Perception 6 (+9), Ranged Combat: Sound Blaster 8 (+11), Technology 8 (+12)

OFFENSE

Initiative +3

Unarmed+13	Close, Damage 7
White Sound Blaster +11	Range, Damage 9

DEFENSE

Dodge	8	**Fortitude**	10
Parry	8	**Toughness**	12
Will	7		

POWER POINTS

Abilities	52	**Skills**	20
Powers	65	**Defenses**	17
Advantages	6	**Total**	160

COMPLICATIONS

The Hero Rebuilt: Victor Stone's body has been rebuilt nearly from scratch several times, and echoes of those traumas still haunt him.

Insecurity: Particularly when it comes to his relationships, Cyborg is quietly unsure if others see him as a man or as a machine.

Man and Machine: While his human side is a part of Victor's strength, it is also an element of his construction that is occasionally vulnerable.

POWERS & ABILITIES

As Cyborg, Victor Stone's mind is augmented by an onboard computer, his strength is mechanically amplified, and his body can power tools and weapons like the sonic disruptor attached to his arm. Bonding with the alien Omegadrome also gave him the ability to speak to computers and other electronics.

ALLIES

Since joining the Teen Titans, Cyborg has nearly always been a member—first with heroes his own age, and then as mentor to a new team of younger heroes. It was here that he met Beast Boy, and the two have stuck together even during the times the Titans were disbanded.

ENEMIES

Cyborg shares a Rogues Gallery with the Titans that includes Trigon the Terrible, the H.I.V.E., Brother Blood, and Deathstroke. Yet Cyborg has a group of foes so focused on him that they call themselves the "Cyborg Revenge Squad": the Fearsome Five, Magenta, Girder, the Thinker, Cyborgirl, and a Victor Stone from an alternate future who calls himself Cyborg 2.0.

CYBORG SUPERMAN

Astronaut Hank Henshaw suffered exposure to a lethal dose of cosmic radiation during a routine flight when a solar flare bathed his shuttle with radiation and destroyed his body but allowed his mind to survive and find refuge in a LexCorp computer mainframe. Discovering he could control technology, Hank created a robot body, and revealed himself to his wife, but the shock proved too much for her and she committed suicide.

With his burgeoning electronic status disrupting Earth's communications networks, Hank downloaded his consciousness into Superman's birthing matrix which he fashioned into a spaceship for himself and left to explore the galaxy.

Exploring various planets, Hank bonded with a multitude of lifeforms in his travels to learn more about their cultures and history. Hank finally arrived on a planet controlled by the alien warlord Mongol, whom he recruited as part of his plan to exact revenge against Superman.

Returning to Earth, Hank learned of Superman's death at the hands of Doomsday. Deciding to destroy the Man of Steel's reputation, Hank used genetic material from the birthing matrix and built himself a cyborg body. Claiming he was Superman, Hank installed an electronic warning device on Doomsday and imprisoned him in space.

When Mongul's spaceship arrived above Coast City to begin converting Earth into a new Warworld, Hank first prevented the Eradicator from stopping the destruction of the city and then convinced the White House that the Eradicator was responsible. Hank then launched a nuclear warhead toward Metropolis, but Superman, newly revived, stopped it. Superman defeated the cyborg by shattering his metallic body, but Hank's consciousness fled to a device he had secreted on Doomsday.

Escaping his imprisonment, Doomsday found his way to Apokolips, where Hank created a new body for himself and the two began a rampage on the planet until Darkseid captured Hank with his Omega Beams and imprisoned him in a small metallic orb to be used as a weapon against Superman, but eventually released Hank with the proviso that he would leave Apokolips and never return.

Hank then joined an intergalactic tribunal that was bringing Superman to trial for the crimes of his Kryptonian ancestors. Betraying them, Hank attempted to conquer their world and convert it into a new Warworld. When Superman revealed Hank's involvement in Coast City's destruction, the tribunal instead found the cyborg guilty of genocide and banished him beyond the event horizon of a black hole.

REAL NAME: HENRY "HANK" HENSHAW
OCCUPATION: MASS MURDERER
BASE: MOBILE

CYBORG SUPERMAN — PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
19	14	2	2	8	7	2	4

POWERS

Cyberpathy: Array (38 points)
- **Cyberpathy:** Perception ranged Communication (Mental) 9, Limited to Machines, Comprehend 2 (Machines) • *38 points*
- **Machine Animation:** Summon 8 (120 points), Mental Link, Ranged, Broad Variable Type (Machines), Limited to animating machines within range • *1 point*

Electronic Consciousness: Immortality 20, Limited to having an electronic device to transmit consciousness into • *20 points*
Flight: Array (30 points)
Flight: Flight 15 (64,000 MPH) • *30 points*
- **Space Flight:** Movement 1 (Space Travel) • *1 point*
- **Speed:** Speed 15 (64,000 MPH) • *1 point*

Heat Vision: Ranged Damage 15 • *30 points*
Invulnerability: Protection 2, Impervious Toughness 16, Immunity 7 (Cold, Heat, Pressure, Radiation, Suffocation (All), Vacuum) • *25 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision4, Ultra-Hearing, Vision Penetrates Concealment (except lead)) • *15 points*
Super-Speed: Quickness 8 • 8 *points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str 23; 200,000 tons) • *4 points*
Technomorph: Array (39 points)
- **Arm Blaster:** Ranged Damage 19, Variable Descriptor (Electromagnetic) • *39 points*
- **Arm Snare:** Cumulative Affliction 15 (Hindered and Vulnerable, Defenseless and Immobile) Extra Condition, Resisted by Dodge, Limited Degree • *1 point*
- **Claws:** Penetrating 19 on Strength damage • *1 point*

ADVANTAGES

Benefit 10 (Grandmaster of the Highlords), Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 3 (+11), Deception 8 (+12), Ranged Combat: Technomorphed Weapons 8 (+11), Perception 9 (+11), Technology 9 (+16)

OFFENSE

Initiative +2	
Blaster +11	Ranged, Damage 19
Unarmed +11	Close, Damage 19

DEFENSE

Dodge	14	**Fortitude**	15
Parry	14	**Toughness**	16
Will	14		

POWER POINTS

Abilities	116	**Skills**	19
Powers	214	**Defenses**	31
Advantages	13	**Total**	393

COMPLICATIONS

Cyborg: Cyborg Superman's body is largely mechanical, and cannot heal normally.

Obsession: Cyborg Superman is driven by his hatred to destroy Superman.

Power Loss: Because of his Kryptonian biological parts, Cyborg Superman loses his powers under a red sun. Other effects draining or interfering with the energies of the yellow sun can also deprive him of his powers. The powers affected this way are Flight, Super-Senses, Super-Speed, and Super-Strength.

Weakness: Cyborg Superman suffers from a weakness to kryptonite due to his Kryptonian DNA, the radioactive remains of the planet Krypton. Kryptonite comes in a number of forms. Green kryptonite is by far the most common. Its radiation saps his Strength, Flight, Super-Senses, Super-Speed, and Super-Strength, leaving him impaired, disabled, and eventually debilitated in terms of Strength and power effects. Long-term exposure (usually a matter of minutes, less for a large enough amount) imposes the dying condition and may lead to death.

Hank was later discovered, by Hal Jordan, at the Source Wall. In their confrontation, Hank was torn apart by Hal's representations of the Coast City victims, and Hank's consciousness was absorbed into the Godwave.

Surviving as part of the Godwave, Hank created a world made up of his memories. Superman encountered this world and Hank used those memories to torment the Kryptonian, but once again he was defeated. Unbeknownst to Superman, Hank had downloaded his consciousness into the Man of Steel's containment suit and returned with him to Earth where he created a new body and posed as an art teacher with the intention of starting a new life. Despite this, Hank's hatred for Superman caused him to reveal his true identity, and his new body was destroyed in the inevitable conflict.

Having returned once again and in alliance with the Toyman, Hank devised a device to destroy Superman by dispersing the Kryptonian's energy across the galaxy, making it impossible for him to reform. The device malfunctioned, causing Superman to split into two personas, Superman Red and Superman Blue, with the former eventually defeating him.

Returning to space, Hank discovered the homeworld of the android Manhunters. Gathering together deceased Green Lanterns, he used their rings and Kryptonian technology to upgrade the Manhunters into Highlords. Hal Jordon and Arisia combined the power of their rings with a Highlord and destroyed Hanks organic components along with most of the Manhunters' homeworld. The cyborg's remains were then imprisoned on Oa.

Freed by the Sinestro Corps, Hank was made a herald of the Anti-Monitor with the understanding that he would be rewarded for his services with his greatest desire—a final death. Wielding ten Qwardian power rings, Hank led his Highlords to Earth and battled Superman again. This time, Hank would have defeated Superman if Power Girl and Supergirl had not come to the Man of Steel's aid. In the final encounter with the Anti-Monitor, Hank was finally killed. Unfortunately, the Highlords, lost without their leader, retrieved a fraction of Hank's remains and funneled a massive amount of energy into it, returning Cyborg Superman to life.

PERSONALITY

Hank is paranoid and delusional, believing that Superman was responsible for the solar flare that had so tragically changed his life. Convinced that Superman had done this deliberately, he has sworn to destroy the Man of Steel.

POWERS & ABILITIES

Hank is an electronic lifeform, able to inhabit, shape, and control any form of technology. He is able to manipulate genetic material to produce Kryptonian DNA, along with the powers and weaknesses that entails.

ALLIES

Hank has allied himself in the past with Mongol and the Toyman. Currently he leads a faction of the Manhunters known as the Highlords.

ENEMIES

Hank's primary enemy is Superman, but he has also earned the enmity of Superman's allies, as well as that of Darkseid.

DAMAGE

In the 1940s, Vandal Savage collected genetic samples from the Justice Society and provided them to biogeneticist Klaus Schimmel. Decades later, Schimmel's research culminated in Project Telemachus, infusing metahuman DNA into an unborn child—Grant Emerson. Savage later augmented Emerson's DNA with an infusion from the founding members of the Justice League, creating a metahuman with the potential for enormous power.

In his teens, that power manifested uncontrollably in explosions that led to Emerson becoming Damage. He accidentally destroyed a large section of Atlanta, forcing him into the custody of the Teen Titans. The Titans helped Damage learn to control

REAL NAME: GRANT EMERSON
OCCUPATION: ADVENTURER
BASE: NEW YORK CITY, NY

DAMAGE — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	4	3	2	3	1	1	1

POWERS

BOOM.: Damage 12 with Burst Area 2 (60 foot radius) on 9 ranks, Penetrating 5 • *35 points*
Explosive Propulsion: Leaping 6 (500 feet) • *6 points*
Explosive Punch: Strength-based Damage 5, Penetrating 5 • *10 points*
Genetic Durability: Protection 8, Impervious 4 • *12 points*

ADVANTAGES

All-out Attack, Close Attack 5, Power Attack

SKILLS

Athletics 7 (+12), Intimidation 5 (+6)

OFFENSE

	Initiative +3
Explosive Punch +8	Close, Damage 10, Penetrating 5
BOOM. +8	Damage 12, Burst Area 2 on 9 ranks, Penetrating 5

DEFENSE

Dodge	6	**Fortitude**	12
Parry	6	**Toughness**	12
Will	6		

POWER POINTS

Abilities	40	**Skills**	6
Powers	63	**Defenses**	19
Advantages	7	**Total**	135

COMPLICATIONS

Uncontrollable Power: Damage's body constantly generates power that grants him his abilities—but if he doesn't use his abilities that power continues to build until he is forced to release it explosively.

Scarred: In a battle with the Injustice Society, Damage's face was badly scarred. He now wears a mask at all times to hide the extent of his injuries.

his powers, and after some time on his own, Damage returned to heroics alongside Uncle Sam and the Freedom Fighters only to be savagely beaten in an attack by the Injustice Society.

Forced to wear a mask to hide his scars, the Justice Society is helping Damage come to grips with his injuries.

PERSONALITY

Damage has always been alienated, first by his unknown heritage, later by his scarred face, and always by the uncontrollable nature of his powers. He rarely allows anyone to get close to him, instead lashing out at even friends with undeserved anger.

POWERS & ABILITIES

The energy that builds inside Damage grants him enhanced strength and stamina. He can also release the power in a massive explosion, or focus it into powerful blows with his fists. Damage's BOOM attack does Damage 12 to his target and Burst Area Damage 9 to everyone in a 60-foot radius.

ALLIES

In his early days as a hero, Damage was close to Iron Munro, former member of the Young All-Stars. Later, he was a member of the Teen Titans and the Freedom Fighters. Currently he is a member of the Justice Society, dating Judomaster and mentored by the metahuman couple of Jesse Quick and Hourman.

ENEMIES

The genetic experiments that led to Damage's birth were created by Vandal Savage, and while investigating them Damage battled several times with Baron Blitzkrieg. Alongside the Freedom Fighters, Damage faced the Injustice Society and holds a grudge against Zoom for scarring his face.

DARKSEID

The greatest threat in the cosmos, the would-be avatar of Anti-Life, is Darkseid, unrelenting Lord of Apokolips. He desires nothing less than the degradation and destruction of all that is, and the elimination of all free will, so the universe can be remade in his image to worship and serve him for all time.

Uxas was born on the world of Apokolips, the second son of Yuga Khan and Queen Heggra. He murdered his elder brother Drax to claim the power of the Omega Effect for himself, taking on a rock-like grey appearance and the new name, Darkseid. Following Yuga Khan's ill-fated attempt to unravel the secrets of the Source, which left him imprisoned, Darkseid conspired against his mother. He secretly married the sorceress Suli, who gave birth to their son Kalibak, before Heggra had DeSaad poison her. The Queen arranged for her son to marry Tigra, who bore Darkseid's other son, Orion. In retribution, Darkseid had DeSaad poison Heggra, and claimed the throne of Apokolips.

Darkseid secretly engineered a war between Apokolips and New Genesis. The conflict ended with a peace-treaty wherein the ruling gods each gave their sons to be raised by the other. Highfather of New Genesis adopted Orion, while Darkseid placed Highfather's son in the "care" of Granny Goodness, who named him "Scott Free." Orion was raised to defend the values of New Genesis against his father's evil, while Scott eventually escaped Granny's orphanage using the skills he developed as Mister Miracle. A prophecy claims Darkseid will meet his end at Orion's hands, the two of them fighting to the finish in the fire-pits of Armaghetto.

PERSONALITY

Since his ascent to power on Apokolips, Darkseid has been obsessed with the Anti-Life Equation, a means to extinguish all free will. It has led him to wars of conquest and various schemes to uncover its secrets so he might use it to spread his power and influence throughout the cosmos.

REAL NAME: UXAS
OCCUPATION: TYRANT AND CONQUEROR
BASE: APOKOLIPS

POWERS & ABILITIES

Darkseid is superhumanly strong and tough, and immune to many mortal concerns. His greatest weapon is "the Omega Effect," which he can project as beams of energy from his eyes. The Omega Beams are capable of seeking out targets at great distances. Popular belief says the beams are unavoidable, although particularly fast, agile, or cunning targets have managed it.

The Omega Effect can destroy or transport targets at Darkseid's will, although it is difficult to tell at a glance which effect has occurred. Darkseid is known for using the Omega Beams to seek out and summon certain beings into his presence or to banish them to the mines or dungeons of Apokolips. All of the Omega Effect's effects are reversible as well, including the ordinarily deadly ones, meaning Darkseid can (and does) disintegrate underlings who displease him, only to restore them some time later when he has further need of them.

At lower levels, Darkseid can use his Omega Beams merely to cause excruciating pain to torment and punish those who displease him, rather than giving them the relative mercy of immediate destruction.

ALLIES

As ruler of Apokolips, Darkseid has legions of fanatically loyal followers at his command, including Parademons, dog-soldiers, and the other gods of Apokolips, as well as access to the most advanced technology in the known universe, including a vast arsenal of weapons and "Boom Tubes" able to cross the universe.

ENEMIES

The enemy of all life throughout the cosmos, Darkseid is most frequently opposed by the gods of New Genesis, particularly his son Orion and adoptive son Mister Miracle. He has also clashed with Superman on a number of occasions, and would love to humble the Last Son of Krypton.

DARKSEID — PL16

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
18	19	2	2	12	8	5	7

POWERS

Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 10 • *21 points*

Omega Effect: Array (56 points)

- **Destruction:** Damage 20, Dimensional 3, Homing 12, Reversible • *56 points*
- **Pain:** Ranged Affliction 20 (Resisted by Fortitude; Dazed, Stunned), Concentration, Dimensional 3, Homing 12, Reversible, Limited to Two Degrees • *1 point*
- **Transportation:** Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible • *1 point*

ADVANTAGES

Benefit 10 (Lord of Apokolips), Fearless, Power Attack, Takedown

SKILLS

Close Combat: Unarmed 2 (+14), Deception 8 (+15), Insight 8 (+13), Intimidation 14 (+21), Perception 4 (+9), Ranged Combat: Omega Effect 10 (+12), Technology 4 (+12), Vehicles 4 (+6)

OFFENSE

Initiative +2

Omega Effect +12	Ranged, Damage 20 plus others
Unarmed +14	Close, Damage 18

DEFENSE

Dodge	12	**Fortitude**	19
Parry	12	**Toughness**	19
Will	13		

POWER POINTS

Abilities	146	**Skills**	27
Powers	79	**Defenses**	18
Advantages	13	**Total**	283

COMPLICATIONS

Arrogance: Darkseid is supremely arrogant and confident in his position as a god.

Obsession: With discovering the Anti-Life Equation and extinguishing free will throughout the cosmos.

PARADEMONS

Apokoliptian shock-troops, Parademons make up the bulk of Darkseid's armies of conquest. They are clad in distinctive green and gold armor, providing them with considerable protection from conventional small weapons, along with limited flight capabilities, and they carry short pikes packing a powerful energy. An individual Parademon is a threat to ordinary humans, and a group of them can even take on more powerful heroes.

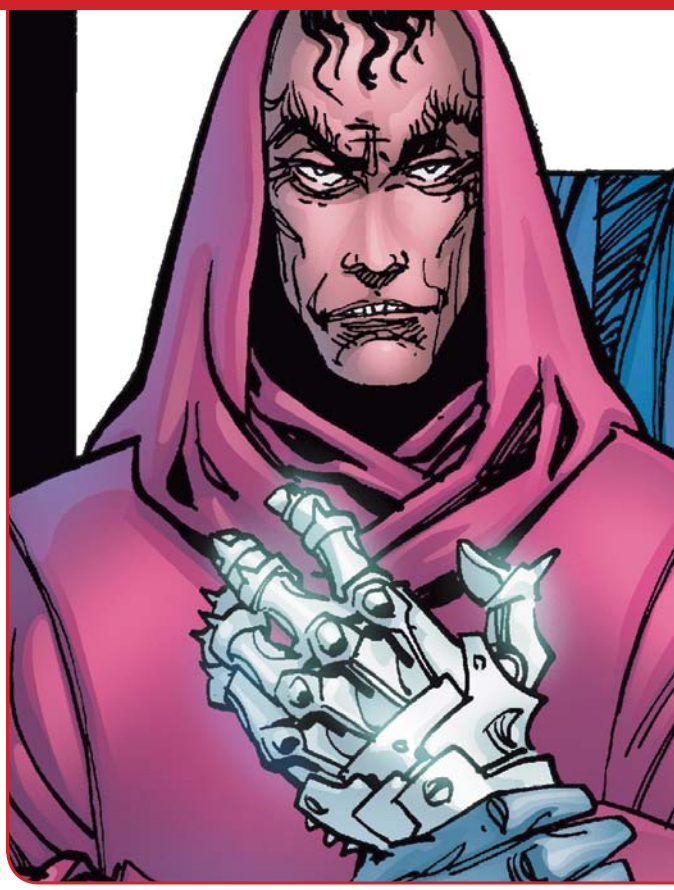
Like most of Darkseid's followers, Parademons are conditioned for unthinking obedience and are not much for initiative or creativity. Some Parademons have demonstrated individuality, particularly when separated from the ranks for a period of time.

DESAAD

Darkseid's infamous torturer and main toady, Desaad was an innocent lad from New Genesis until he met Uxas, prince of Apokolips. To prove the corruptibility of all life, Uxas convinced the boy his pet feline had killed his pet bird. He encouraged him to avenge his pet's death by burying the cat alive. When the bird returned, unharmed, the enraged boy killed it as well and returned to Apokolips with Uxas, taking the name Desaad.

Desaad became the lackey of Uxas' elder brother, Drax, heir to the throne of Apokolips, but was in fact secretly working with Uxas. He helped his master to claim the Omega Effect, resulting in Drax's apparent destruction. Since then, Desaad has been Darkseid's chief torturer and technician, although willing to turn against his master, if the opportunity presents itself. He poisoned Darkseid's mate Suli at the orders of Queen Heggra, but also poisoned Heggra on Darkseid's orders, giving his master the throne. He arranged a place for his sister Bernadeth with the Female Furies, and has tried to assist her in becoming their leader.

Desaad is a vicious and cruel sadist, who delights in causing pain and suffering. He is also an abject coward, preferring to manipulate others into doing his dirty work and observing from afar. He is Darkseid's loyal toady, at least until a prime opportunity to betray his master presents itself. Even then, Desaad is only likely to act when he feels certain of success, and has the opportunity to lay the blame for any failed scheme on someone else.



Desaad lacks any real powers, apart from his sharp and cunning mind and the innate agelessness of one born on New Genesis. He does, however, have access to a vast arsenal of technology, much of it of his own design, and can be assumed to have various weapons and other devices suited to his power level.

GRANNY GOODNESS

Granny Goodness began life as one of the "lowlies" of Apokolips, selected for training as one of Darkseid's "dog-soldiers." Part of her training was bonding with a riding hound she

PARADEMONS	PL6 MINIONS • 65 POINTS
Abilities: Str 5 **Sta** 4 **Agl** 0 **Dex** 0 **Fgt** 4 **Int** –2 **Awe** 0 **Pre** –1	
Powers: Armor (Flight 3 (16 MPH), Immunity 4 (Pressure, Suffocation, Vacuum), Impervious Protection 4, Senses 3 (Communication Link, Darkvision); Removable (–4 points)), **Power-Staff** (Ranged Damage 7, Easily Removable (–6 points))	
Advantages: Close Attack, Great Endurance	
Skills: Intimidation 5 (+4), Perception 2 (+2), Ranged Combat: Power-Staff 5 (+5)	
Offense: Initiative +0, Power-Staff +5 (Ranged, Damage 7), Unarmed +5 (Close, Damage 5)	
Defense: Dodge 4, Parry 4, Fortitude 8, Toughness 8, Will 4	
Totals: Abilities 20 + Powers 25 + Advantages 2 + Skills 6 + Defenses 12 = 65	

DESAAD	PL9 • 127 POINTS
Abilities: Str 1 **Sta** 2 **Agl** 1 **Dex** 4 **Fgt** 3 **Int** 7 **Awe** 3 **Pre** 1	
Powers: Immunity 1 (Aging)	
Equipment: Considerable (see description)	
Advantages: Benefit 5 (Darkseid's Elite), Defensive Attack, Defensive Roll 2, Eidetic Memory, Inventor, Well-informed	
Skills: Close Combat: Dagger 4 (+7), Deception 14 (+15), Expertise: Torture 11 (+18), Insight 8 (+11), Intimidation 8 (+8), Investigation 4 (+11), Perception 8 (+10), Ranged Combat: Blaster 3 (+7), Stealth 5 (+6), Technology 11 (+18), Vehicles 4 (+8)	
Offense: Initiative +1, Unarmed +3 (Damage 1)	
Defense: Dodge 11, Parry 11, Fortitude 9, Toughness 4/2, Will 9	
Totals: Abilities 44 + Powers 1 + Advantages 11 + Skills 40 + Defenses 31 = 127	

named Mercy. To complete her training, the young Goodness was ordered to kill her faithful hound. She turned on and killed her trainer instead. When Darkseid demanded an explanation, she told him she acted to protect a valuable asset for her lord: Mercy would obey Darkseid above anyone, including her. To test this, Darkseid commanded Mercy to kill Goodness, forcing her to kill the dog to defend herself.

Darkseid was pleased at how Goodness trained her hound to obey him above all others, and with the ruthlessness she demonstrated. He appointed her his chief trainer of new soldiers. Since then, "Granny" Goodness has run her "orphanage" where she uses brainwashing and torture to mold children into mindlessly loyal soldiers of the Lord of Apokolips. Her greatest challenge—and failure—was Highfather's son, Scott Free, who managed to resist Granny's "education" through sheer determination, and eventually escaped Apokolips, becoming the renowned escape artist Mister Miracle.

Granny likes to play the role of the sweet old lady, but is still a ferocious brute with superhuman strength. Her elite personal guard, the Female Furies, are her most capable "girls." Mister

GRANNY GOODNESS — PL11 • 153 POINTS

Abilities: Str 11 **Sta** 10 **Agl** 1 **Dex** 2 **Fgt** 10 **Int** 1 **Awe** 1 **Pre** 2

Powers: Immunity 1 (Aging); **Mega-Rod** (Ranged Damage 12, Easily Removable (–10 points))

Advantages: Benefit 5 (Darkseid's Elite), Improved Initiative, Improved Trip, Power Attack, Taunt

Skills: Athletics 3 (+14), Deception 8 (+10), Expertise: Training 10 (+11), Insight 7 (+8), Intimidation 6 (+8), Perception 6 (+7), Ranged Combat: Mega-Rod 8 (+10), Technology 4 (+5), Vehicles 6 (+8)

Offense: Initiative +5, Mega-Rod +10 (Ranged, Damage 12), Unarmed +10 (Close, Damage 11)

Defense: Dodge 10, Parry 12, Fortitude 11, Toughness 10, Will 11

Totals: Abilities 76 + Powers 15 + Advantages 9 + Skills 29 + Defenses 22 = 151

KALIBAK — PL13 • 155 POINTS

Abilities: Str 14 **Sta** 12 **Agl** 2 **Dex** 2 **Fgt** 12 **Int** 0 **Awe** 0 **Pre** 1

Powers: Beta-Club (Ranged Damage 14; **AE:** Cone Area 3 (250 feet) Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration, Cumulative, Instant Recovery) Easily Removable, –12 points); **Immunity 1** (Aging); **Protection 2**; **Super-Strength** (Enhanced Strength 4, Limited to Lifting (Lifting Str 18; 6,000 tons))

Advantages: All-out Attack, Benefit 5 (Darkseid's Elite), Great Endurance, Improved Initiative, Improved Smash, Power Attack

Skills: Athletics 6 (+20), Intimidation 6 (+7), Perception 2 (+2), Ranged Combat: Beta-Club 8 (+10), Stealth 4 (+6)

Offense: Initiative +6, Beta-Club +10 (Ranged, Damage 14), Unarmed +12 (Close, Damage 14)

Defense: Dodge 10, Parry 12, Fortitude 16, Toughness 14, Will 10

Totals: Abilities 86 + Powers 24 + Advantages 10 + Skills 13 + Defenses 22 = 155

Miracle's wife Big Barda was once the leader of the Furies, until he showed her the light and helped her to escape Granny's influence.

KALIBAK

The first-born son of Darkseid and his mate, the sorceress Suli, Kalibak the Cruel is one of the most fearsome warriors of Apokolips. Raised as his father's heir and right-hand, Kalibak has proven a consistent disappointment for Darkseid, as he constantly reminds his son. Although a great, and even cunning, warrior, Kalibak lacks his father's instinct for intrigue.

More than anything, Kalibak wishes to win Darkseid's approval. Deep down, it may even be that Kalibak hopes to earn his father's love, something no one can hope to attain. Darkseid's affection for Kalibak's mother, Suli, sometimes softens his attitude towards his first-born; although he has destroyed Kalibak before as punishment for failure, he always restores him to life eventually.

Kalibak fought Orion of the New Gods on several occasions before learning they were half-brothers. The truth only fueled his hatred of Orion, who seems to hold more of their father's attention, and even grudging admiration.

DAWNSTAR

REAL NAME: DAWNSTAR
OCCUPATION: TRACKER
BASE: 31ST CENTURY EARTH

The peerless tracker and super-hero heartthrob known as Dawnstar belongs to a race of humans known as Starhavenites, who are descended from the Anisazi Native American tribes. Their ancestors were transported from Earth during the 13th Century by an unknown alien race, who re-settled them on planet Starhaven. These mysterious aliens also genetically altered the Starhavenites to possess large feathered wings.

From an early age, Dawnstar exhibited superhuman tracking and navigational capabilities, allowing her to build a family business with her parents, Mistrider and Moonwalker, by hiring out her navigational and tracking talents to space travelers and hunters alike.

TRACKING IN SPACE?

Dawnstar's ability to track through interstellar space falls outside the bounds of what the Tracking advantage or the Senses (Tracking) effect can do. However, by combining a few additional Senses effects into a single power, she gets the desired effect. "Super-Tracking" allows Dawnstar to locate a specific target and get a sense of that being's location. She may not know exactly where the target is, but her senses send her in the right direction until she's close enough to use Tracking. With 2 ranks of Tracking, she can move at her normal speed (even when using Space Travel!) while hunting her prey.

Dawnstar's abilities eventually drew the attention of the Legion academy, and they gradually courted her into joining. Dawnstar graduated the academy at age 16 and swiftly earned full Legion membership. As part of the legion she employs her talents to run search and rescue missions and to track down various villains. Her missions sometimes send her to other times, including the 20th century during the Crisis on Infinite Earths.

For a time, Dawnstar became possessed by the evil Bounty, who used her talents as a killer for hire, but Dawnstar has since regained control and re-joined the Legion for further adventure.

PERSONALITY

Fiercely independent and headstrong, Dawnstar can come across being as self-absorbed as she is beautiful.

POWERS & ABILITIES

As a Starhavenite, Dawnstar was born with wings. She possesses the ability to fly at faster than light speeds in the vacuum of space, and a "super tracking" ability that allows her to locate virtually anyone, anywhere.

ALLIES

Dawnstar is a staunch member of the Legion of Super-Heroes. She has a torrid on-again, off-again romantic relationship with fellow Legionnaire Wildfire.

ENEMIES

Dawnstar helps the Legion track down many of their enemies, but her greatest personal foe is the evil entity called Bounty.

DAWNSTAR — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	5	5	9	2	6	3

POWERS

Flight: Flight 15 (64,000 MPH), Limited to rank 9 (1000 MPH) unless in outer space; Movement 3 (Space Travel 3); Wings • *15 points*
Space Adaptation: Immunity 10 (Life Support) • *10 points*
Super-Tracking: Senses 8 (Accurate, Acute, Direction Sense, Distance Sense, Extended, Tracking 2) • *8 points*
Wing Strike: Strength-based Damage 2 • *2 points*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3 points); Flight 7 (250 MPH), Removable (–3 points) • *16 points*
Telepathic Plug: Comprehend 3 (Languages); Mental Communication 1 (Close Range), Removable (–1 point) • *7 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst), Removable (–2 point) • *7 points*

ADVANTAGES

Agile Feint, Attractive 1, Benefit 1 (Legion membership), Close Attack 7, Defensive Roll 3, Equipment 6, Evasion, Favored Environment (Aerial), Favored Environment (Outer Space), Grappling Finesse, Great Endurance, Improved Defense, Improved Initiative, Languages (Starhavenite), Move-by Action, Set-up, Teamwork, Tracking, Uncanny Dodge

SKILLS

Acrobatics 8 (+13), Athletics 2 (+3), Deception 5 (+8), Intimidate 4 (+7), Insight 6 (+12), Investigate 6 (+8), Expertise: Guide 8 (+10), Perception 12 (+18), Persuasion 5 (+8), Stealth 6 (+11), Vehicles 2 (+7)

OFFENSE

Initiative +9

Wing Strike +16	Close, Damage 4
Unarmed +16	Close, Damage 2

DEFENSE

Dodge	13	**Fortitude**	8
Parry	11	**Toughness**	7/4*
Will	8	*Without Defensive Roll bonus.	

POWER POINTS

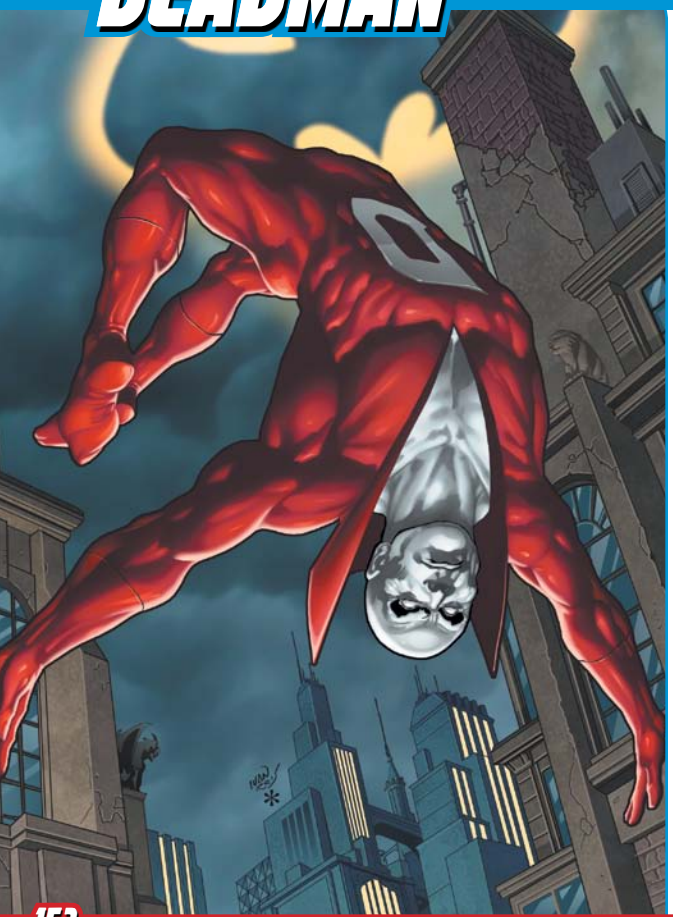
Abilities	72	**Skills**	32
Powers	34	**Defenses**	16
Advantages	32	**Total**	186

COMPLICATIONS

Relationship: Dawnstar has a rocky love-hate relationship with Wildfire (See **Vol. II**).

Reputation: Dawnstar often comes across as stuck-up or aloof.

DEADMAN



An exceptional aerialist and acrobat, Brand would wear deathly-white makeup and perform under the name "Deadman" as part of his show. His act came to an abrupt end when he was shot from his trapeze during his act. However, Boston Brand's existence did not end when his body made the long fall to the circus tent floor.

Brought back from death by Rama Kushna, a goddess charged with overseeing the universe's karmic balance is maintained, he was given the responsibility of righting wrongs and acting as Rama's agent throughout existence. When acting upon the mortal realm, however, Brand found himself reduced to a phantom existence with powers to match. He was invisible, but could possess the living in order to act. Only those with the ability to commune with spirits could otherwise perceive him.

Although tasked with cosmic responsibilities, Deadman's mind was never far from seeking justice for his own murder. Shortly after learning he had been shot by the crook-handed killer, Hook, as his initiation into the League of Assassins, Deadman discovered his murder had himself been slain by the League's leader-in-practice, Sensei. These events were the preamble to Sensei's attempt to conquer Nanda Parbat (see *DC Adventures Hero's Handbook*). Fortunately, the League

REAL NAME: BOSTON BRAND
OCCUPATION: ACROBAT/AERIALIST, HEROIC ADVENTURER
BASE: MOBILE, NANDA PARBAT

DEADMAN — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	6	5	2	1	6	4

POWERS

Possession: Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled), Affects Corporeal 10, Concentration, Cumulative, Insidious, Instant Recovery, Subtle 2, Limited to creatures with Int -3 or higher, Limited—Cannot access target's thoughts or memories • *18 points*

Spectral Form: Insubstantial 4 (Not versus Magic), Continuous, Innate, Permanent; Concealment 10, Continuous, Permanent; Flight 4 (30 MPH); Immunity 30 (Fortitude Effects); Senses 4 (Vision Counters Invisibility, Auditory Counters Spiritual Concealment), Dimensional, Limited to Spirits/Astral Entities • *83 points*

ADVANTAGES

Connected, Defensive Roll 5, Luck 3, Skill Mastery 2 (Acrobatics, Athletics), Power Attack

SKILLS

Acrobatics 6 (+12), Athletics 6 (+8), Close Combat: Unarmed 6 (+8), Close Combat: Possession 8 (+10), Expertise: Magic 2 (+3), Expertise: Supernatural 4 (+5), Investigation 4 (+5), Perception 4 (+10), Persuasion 2 (+6)

OFFENSE

Initiative +6

Possession +10	Close, Affliction 10
Unarmed +X*	Close, Damage X*

*Depends on **Fgt** and **Str** of body possessed.

DEFENSE

Dodge	10	**Fortitude**	Immune
Parry	5	**Toughness**	8/3**
Will	8	**Without Defensive Roll.	

POWER POINTS

Abilities	58	**Skills**	21
Powers	101	**Defenses**	9
Advantages	12	**Total**	201

COMPLICATIONS

Spiritual Responsibilities: As a spirit in service to Rama Kushna, Deadman is frequently called upon to perform "otherworldly" duties, such as guiding other spirits to their final rest and defending the living against supernatural evils.

was defeated by Deadman with Batman's aid and that of the ghostly hero's brother, Cleveland.

Among his other adventures, including being transformed into a youthful version of himself by Klarion the Witch Boy, Deadman has served as a spirit guide for the deceased entering the Land of the Just Dead. In this capacity, Deadman assisted the Spectre, Swamp Thing, Phantom Stranger, and Etrigan in rescuing Abigail Arcane's spirit from Hell. Deadman teamed up with the Phantom Stranger and Swamp Thing yet again to prevent a "primordial shadow" from destroying Heaven, further proving to this hero that his duties were not restricted to the realm of man alone.

Deadman found himself fighting supremely powerful supernatural forces once more when he joined a number of other mystical heroes in taking on Asmodel who sought to conquer Heaven. Asmodel used power stolen from the Spectre to freeze Hell, thereby expunging its demons into the world of man. Defeating the demons required the group to infiltrate Hell, restart its fires (thus saving the Earth), and free the Spectre. This would not be the last cosmically significant adventure Deadman would find himself caught up in.

During the Blackest Night, Deadman was warned by the dead regarding what was to come because of his role as Rama Kushna's agent. As the Black Lanterns began to appear, animating the long and freshly dead (including their own victims) in their wake, Deadman found himself in the rather unique position of encountering his own revived corpse. He attempted to possess his body in order to free of it from its black power ring, but was unable to do so (to his painful surprise). Rather than succumb to despair, Deadman rose to the challenge and continued to try setting things right by joining forces with other heroes opposing the Black Lanterns.

As the fight raged, Deadman was forced to return to Nanda Parbat to repel a Black Lantern assault. Full knowing that doing so risked his own (final) destruction, Deadman began possessing the invaders so as to cause his ring-wearing hosts to destroy themselves. Aided by the Phantom Stranger, Deadman resisted the Black Lanterns' control and finally managed to possess his own corpse. Doing so expelled the black power ring from his body, allowing him to take his body back to Nanda Parbat where it could be kept safe.

Brought back to life following the Blackest Night, Deadman now finds himself in possession of a white power ring that, among other abilities he hasn't yet quite mastered, allows him to resurrect the dead (in some cases). Even as he struggles with what his own resurrection means, he finds himself suffering under a new set of responsibilities: uncovering the white power ring's purpose and what its existence means to the universe at large.

PERSONALITY

Perhaps because he's been so long denied tactile sensation, Deadman is highly sensitive to the emotions of others, making him very empathetic when exposed to suffering, tragedy, and loss. He also possesses a great sense of responsibility (even if it is sometimes reluctant) with regards to others' welfare, hoping one day his good deeds shall earn him a final peace.

POWERS & ABILITIES

Deadman is an intangible spirit, detectable only to those with the ability to sense the paranormal or otherwise commune with the dead. He is also able to enter a sentient, living subject's body and possess it, gaining control of its physical functions. Because Deadman is unable to access his host's memories or mind, a possessed subject has no recollection of the occurrence once Deadman leaves.

While in a possessed body, Deadman uses that body's Str, Sta, Agl, Dex, and Fgt, but his own Int, Awe, Pre, advantages, and skill ranks (which means his initiative, defenses, unarmed damage, and skill totals change depending on the condition of the body he's in). Also, while Deadman is immune to Fortitude effects, the body he's possessing is not.

ALLIES

Deadman has strong ties to the mystic and spiritual community, having worked alongside such grand personas as the Swamp Thing, Spectre (the two actually merged at one point to keep the Spirit of Wrath from being destroyed), and Phantom Stranger. He has also worked with Batman to protect Nanda Parbat, a place Deadman often finds himself while serving Rama Kushna.

ENEMIES

Usually concerning himself with street-level crime, such as drug smugglers and dealers, murderers and the like, Deadman is no stranger to tackling cosmic-level threats as well. He has opposed the League of Assassins, especially his killer, Hook, and Sensei, and has also fought fallen angels and entities of incarnate evil.

Deadman's greatest enemies include Jonah, a spirit who also once served Rama (and thus possesses abilities similar to Deadman's own) but turned evil, and a former inhabitant of Nanda Parbat, Darius Caldera. The disembodied Caldera was on a mission to collect the souls of dead heroes, including those of the Flash and Superman, for Neron in exchange for a new mortal body when Deadman intervened to stop him.

DEADSHOT

REAL NAME: FLOYD LAWTON
OCCUPATION: MERCENARY
BASE: MOBILE

Floyd Lawton's first plot was to replace Batman as Gotham's masked vigilante. Failing this, he became a hitman for hire instead, donning a red costume with wrist-mounted guns, and a smooth silver helmet covering his face.

While in Belle Reve prison, Colonel Rick Flag invited him to work for the U.S. government as part of the Suicide Squad. After several successful missions, Deadshot married and had a son who later died in a kidnapping attempt, worsening Deadshot's family-related traumas. When he discovered he had a daughter, he proceeded to kill every criminal in the Star City slum where she lived with her mother until Green Arrow stopped him.

Betrayed by Waller during Operation: Salvation Run, Deadshot returned to join the Secret Six, biding his time to exact his revenge.

PERSONALITY

Deadshot is an angry, abrasive loner with a strict code of honor, little scruples, and a flamboyant deathwish.

POWERS & ABILITIES

Deadshot is an expert marksman and one of the top assassins in the world. He is ingenious and builds all his own equipment. He also has the penchant to survive deadly encounters despite his best efforts to die in a blaze of glory.

ALLIES

Deadshot is a dependable mercenary who collaborates well with a team (if paid to). He is currently with the Secret Six, and is particularly close to Catman. Neither he nor Rick Flag will admit to their peculiar friendship to the point of trying to shoot each other.

ENEMIES

Deadshot's primary enemies are Batman and Commissioner Gordon, but he has faced Green Arrow as well. Recently he attracted the unwanted attention of Amanda Waller, who wants him back in the Suicide Squad, whatever it takes.

DEADSHOT — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	3	5	4	2	3	1

POWERS

Armored Costume: Protection 3; Feature 1 (Conceals vital signs from normal senses); Removable (–1 point) • *3 points*
Eyescope Mask: Senses 3 (Extended Sight, Infravision, Low-Light Vision) 3; Feature 1 (Conceals vital signs from normal senses); Removable (–1 point) • *3 points*
Master Marksman: Enhanced Advantage (Ranged Attack 8), Extended Range, Innate, Ricochet 3 • *13 points*
Wrist Loader: Array (18 points), Removable (–4 points) • *14 points*

- **Silenced Magnums:** Ranged Damage 5, Multiattack, Penetrating 2, Subtle • *18 points*
- **Mini-Rocket:** Ranged Damage 7, Burst Area (4 ranks only), Unreliable (5 Uses) • *1 point*
- **Kill Shot:** Ranged Damage 5, Homing, Incurable, Penetrating 5 • *1 point*

EQUIPMENT

Sniper Rifle: Ranged Damage 5, Improved Critical • *11 points*
Knife: Damage 1, Improved Critical • *2 points*
Arsenal: 22 points worth of assorted weapons.

ADVANTAGES

Accurate Attack, All-out Attack, Close Attack 3, Defensive Roll 2, Diehard, Equipment 7, Fearless, Improved Aim, Improved Critical (Wrist Loader), Improved Disarm, Improved Initiative, Inventor, Luck, Move-by Action, Power Attack, Precise Attack, Quick Draw, *Ranged Attack 6*, Takedown, Throwing Mastery 2

SKILLS

Acrobatics 8 (+11), Expertise: Mercenary 8 (+10), Intimidation 9 (+10), Perception 11 (+14), Ranged Combat: Wrist Loader 2 (+7), Stealth 9 (+12), Technology 7 (+9)

OFFENSE

Initiative +7

Unarmed +7	Close, Damage 3
Knife +7	Close, Damage 4, Crit. 19-20
Knife (thrown) +11	Ranged, Damage 6, Crit. 19-20
Mini-Rocket +13	Ranged, Damage 7; Burst Area Damage 4
Silenced Magnums +13	Ranged, Multiattack Damage 5, Penetrating 2, Crit. 19-20
Sniper Rifle +11	Ranged, Damage 5

DEFENSE

Dodge	12	**Fortitude**	8
Parry	10	**Toughness**	9/7*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	27
Powers	35	**Defenses**	24
Advantages	29	**Total**	165

COMPLICATIONS

Death Wish: Deadshot must take any chance to die in a spectacular fashion.

Mercenary Honor: Deadshot will always finish a job he has been paid to do.

Wanted: Amanda Waller is keen on bringing him back to the Suicide Squad.

DEATHSTROKE THE TERMINATOR

Slade was an elite soldier in the U.S. Army who received experimental adrenal serums as part of a super-soldier program designed to create metahuman warriors. He defied orders and quit the service in order to rescue his old friend Wintergreen who had been sent on a suicide mission.

When Slade entered the mercenary trade as Deathstroke, not even his own family knew about it. Then a criminal named Jackal captured Slade's son, Joseph, and held him ransom for the name of Slade's employer. Instead of dealing, Slade attacked and killed the kidnappers, but Joseph's throat was slashed during the struggle, rendering him mute. Slade's wife Adeline was so enraged by her husband's recklessness with her son's life that she shot him in the right eye. Slade survived, but his eye never healed and Adeline divorced him soon after.

REAL NAME: SLADE WILSON
OCCUPATION: MERCENARY BASE: MOBILE

Slade's eldest son Grant entered the Mercenary business himself as the first Ravager (see **Vol. II**). Grant signed a contract to undergo his own physical enhancements in order to kill the Teen Titans (see **Vol. II**). When the treatments proved fatal for Grant, Slade agreed to fulfill his son's contract himself. Slade managed to subdue and capture the Teen Titans, planning to execute them with a Promethium bomb. The Teen Titans managed to escape and disable the device, but Slade evaded their attempts to capture him. These events began a long-standing relationship with the Titans which fluctuates from tenuous alliance to outright enmity.

While working with H.I.V.E., Deathstroke hired the metahuman Terra (see **Vol. II**) to infiltrate the Teen Titan's ranks. Tara gained their trust in a staged battle with Deathstroke and joined the team to become entrusted with their secret identities. Deathstroke used this information to capture each member of the Titans alone and off their guard with the sole exception of Nightwing (see **Vol. II**). Nightwing evaded capture and teamed up with Slade's mute son Joseph who had since

taken on the identity of Jericho for a counterattack against Deathstroke. When Slade identified one of his attackers as his own son, he paused in his assault long enough to give Jericho the opening he needed to possess his father and force him to set the captured Titans loose.

Despite these hostile encounters, Deathstroke has also worked alongside the Titans from time to time. When Slade's son Jericho became infected with a plague, Deathstroke teamed up with the Teen Titans to combat the beastmen responsible and to obtain a cure to the disease.

When the Teen Titans disappeared again under circumstances identical to those Slade used to abduct them, Mento hired Slade to help Nightwing uncover who was responsible for these disappearances. Deathstroke and Nightwing traced the evidence back to the Wildebeest Society, led by the souls of Azarath who had possessed Jericho's body. During the rescue mission, Jericho regained control momentarily, and begged to be killed before he again fell under the control of the corrupt souls within him. With no other way to free Jericho from his torment, Slade was forced to kill his own son. Moments before death, Jericho's consciousness reflexively reached out and sought refuge in his father's body.

After Deathstroke underwent an operation which endowed him with a powerful healing factor, he received news that his ex-wife Adeline was dying. In an attempt to save the wife he still loved, Slade gave her a transfusion of his genetically altered blood. Though the infusion saved Adeline's life and gave her a powerful healing factor of her own, the transformation shattered her psyche and drove her to ravening madness. The tortured Adeline begged for death, but Slade could not stomach killing his wife after having recently slain his own son. When Starfire (see **Vol. II**) answered Adeline's pleas by incinerating her with a starbolt, Slade angrily swore never to work with the Titans again.

Having witnessed his mother's death, Jericho's consciousness went berserk. Taking control of Slade's body Jericho lashed out at Wintergreen, killing Slade's old friend and mentor. Jericho then used his father's body to seek vengeance upon the Teen Titans, managing to blow apart Impulse's knee with a shotgun.

Once Slade freed himself of Jericho's mad influence, he began training his daughter and sole living child Rose as a mercenary to help him track down and destroy Jericho's spirit. Slade manipulated Rose, giving her the same adrenal serum which had imparted his own powers and grooming her to become the new Ravage (see **Vol. II**). Though Rose's physique responded well to the serum, her mind became unstable and aggressive. Rose idolized Slade and, during a psychotic break, tried to prove how alike they were by cutting out her own eye to better resemble her father.

When Slade joined the Secret Society of Super-Villains (see **Vol. II**), he hired Nightwing to continue Rose's training. As her first big field test, Slade sent Nightwing and his daughter to defeat Superman after supplying Rose with a false eye made of kryptonite. Slade fired Nightwing after discovering he had been encouraging Rose to leave the Slade and the mercenary trade to become a hero. Nightwing agreed to leave Rose alone as long as Deathstroke kept the Secret Society from operating on his home turf in Blüdhaven.

DEATHSTROKE THE TERMINATOR — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	7	9	8	15	4	6	5

POWERS

Body Armor: Impervious Protection 4; Senses 1 (Communication Link); Removable (-2 points) • *7 points*
Enhanced Brain Capacity: Enhanced Advantages (Eidetic Memory); Enhanced Intelligence 1; Quickness 2, Limited to Mental • *3 points*
Enhanced Senses: Enhanced Advantages (Uncanny Dodge); Enhanced Awareness 1; Senses 8 (Acute Sense of Smell, Danger Sense, Darkvision, Extended Rapid Hearing, Extended Rapid Vision) • *11 points*
Healing Factor: Immunity 2 (Aging, Poison); Regeneration 8 • *10 points*
Heightened Reflexes: Enhanced Advantages (Evasion 2, Seize Initiative) • *3 points*
Heightened Speed: Enhanced Advantages (Improved Initiative 2); Quickness 1; Speed 3 (16 MPH) • *6 points*
Power Staff: Array (20 points), Easily Removable (–8 points)
- **Stunning Blast:** Ranged Affliction 10 (Resisted by Fortitude; Daze, Stunned, Incapacitated) • *20 points*
- **Energy Blast:** Ranged Damage 10 • *1 point*
- **Lethal Strike:** Strength-based Damage 3 • *1 point*
- **Stunning Strike:** Affliction 10 (Daze, Stunned, Incapacitated) • *1 point*

Promethium Sword: Strength-based Damage 3, Improved Critical, Penetrating 5, Easily Removable (–4 points), Indestructible • *5 points*
Super-Strength: Enhanced Strength 1, Limited to Lifting (Lifting Str 8; 6 tons) • *1 points*

EQUIPMENT

Communication Device: Feature 1 (Auditory Communication) • 1 point
Mini-Tracers: Feature 1 (Tracking) • 1 point
Rebreather: Immunity 2 (Suffocation), Limited • 1 point
Arsenal: 16-Point Array
- **Flash-Bang Grenades:** Burst Area Dazzle, 4 Dodge DC 14 • *16 points*
- **Assault Rifle:** Ranged Multiattack Damage 5 • *1 point*
- **Combat Knife:** Strength-based Damage 2, Improved Critical • *1 point*
- **Fragmentation Grenades:** Ranged Burst Area Damage 5 • *1 point*
- **Heavy Pistol:** Ranged Damage 4 • 1 point
- **Sleep Gas Grenades:** Cloud Area Sleep 4 • *1 point*
- **Smoke Grenades:** Cloud Area Concealment Attack 4 • *1 point*
- **Sniper Rifle & Targeting Scope:** Ranged Damage 5, Improved Aim, Improved Critical • *1 point*
- **Shotgun:** Ranged Damage 5, Accurate, Limited to 3 Damage against targets with Protection • *1 point*
- **Tear Gas Grenades:** Ranged Cloud Area Affliction 4 ((Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated)) • *1 point*

ADVANTAGES

Accurate Attack, Assessment, Chokehold, Close Attack, Connected, Contacts, Defensive Attack, *Eidetic Memory*, Equipment 6, *Evasion 2*, Fearless, Great Endurance, Improved Aim, Improved Critical (Sword), Improved Critical (Guns), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, *Improved Initiative 2*, Improved Trip, Instant Up, Jack-of-all-trades, Languages 3, Luck, Move-by Action, Power Attack, Precise Attack (Ranged; Cover), Prone Fighting, Quick Draw, Ranged Attack 8, Redirect, *Seize Initiative*, Takedown, Throwing Mastery, *Uncanny Dodge*, Well-informed

SKILLS

Acrobatics 8 (+17), Athletics 10 (+17), Close Combat: Unarmed 2 (+17), Deception 10 (+15), Expertise: Streetwise 6 (+10), Expertise: Tactics 11 (+15), Insight 6 (+12), Intimidate 10 (+15), Investigate 8 (+12), Perception 10 (+16), Persuasion 4 (+9), Ranged Combat: Guns 3 (+11), Ranged Combat: Throwing 1 (+9), Sleight of Hand 3 (+11), Stealth 10 (+18), Technology 6 (+10), Vehicles 2 (+10)

OFFENSE

Initiative +13

Assault Rifle +19	Ranged, Damage 5
Knife (thrown) +17	Ranged, Damage 9
Power Staff Blast +16	Ranged, Damage 10 or Affliction 10
Power Staff Strike +16	Close, Damage 10 or Affliction 10
Promethium Sword +16	Close, Damage 10, Penetrating 5
Shotgun +19	Ranged, Damage 5
Sniper Rifle +19	Ranged, Damage 5
Unarmed +18	Close, Damage 8

DEFENSE

Dodge	15	**Fortitude**	14
Parry	15	**Toughness**	11
Will	12		

POWER POINTS

Abilities	118	**Skills**	55
Powers	61	**Defenses**	19
Advantages	46	**Total**	299

COMPLICATIONS

Enemy: Deathstroke has personal vendettas against both Green Arrow and Nightwing (see **Vol. II**).

Motivation: Being the best there is at what he does.

Relationship: Deathstroke has had a series of tumultuous romances, first with his wife Adeline, then later with Terra (see **Vol. II**), and former police officer Pat Trayce, the second Vigilante (see **Vol. II**).

Relationship: Rose Wilson, the new Ravager (see **Vol. II**), and her brother Joseph, the Titan known as Jericho, are Slade's two surviving children. They are all that remains of Slade's broken family. Though he tries to manipulate them, Slade cares for his children in his own twisted, obsessive way. They may yet prove to be Slade's greatest weakness.

Temporary Insanity: While Deathstroke can regenerate from even the most mortal of wounds, recovering from the Dying condition renders him insane and animalistic for a short period of time.

DC ADVENTURES

The uneasy truce between Slade and Nightwing was not to last. When Secret Society leader Lex Luthor ordered a terrorist attack on Blüdhaven, Slade knew he could not uphold his end of the bargain. He volunteered to lead the attack, hoping to turn the operation into such a massacre that Nightwing wouldn't dare retaliate.

Unintimidated, Nightwing set out to turn Rose against her father by revealing the kryptonite false eye Slade had given her was highly carcinogenic to humans. Disgusted by the risks her father exposed her to in order to achieve victory, Rose set out on her own, eventually joining the Teen Titans. Nightwing knew Deathstroke would come after him next, so he enlisted the aid of Batman and Robin to defeat him.

When Slade learned his daughter Rose and his son Jericho had both joined the Teen Titans, he began to put together his own team of metahumans through underhanded methods such as blackmail and mind-control. He called this team the Titans East, carefully selecting members who were capable of neutralizing one of the Teen Titans. When Rose and Jericho refused to leave the Teen Titans for the Titans East, Slade had the Titans East attack. During the ensuing combat the Teen Titans worked together while the Titans East quickly unraveled and were defeated. Slade later revealed to his children the whole plot had been intended to cement their membership among the Teen Titans so they could no longer be harmed by their father's mercenary career and to provide them with the stable family structure which Slade had never been able to give them.

PERSONALITY

Deathstroke's personality is as grim and mercenary as the work he does. He conducts himself with calculated confidence. Deathstroke tends to apply his tactical mind to relationships as well as combat, constantly manipulating everyone around him. As a stone-cold killer, he shows little emotion or regret. On rare occasions he lets his guard down enough to show fleeting glimpses of love or remorse regarding his shattered family, but swiftly regains his killer's composure.

POWERS & ABILITIES

Originally a highly trained soldier, Deathstroke was injected with experimental adrenal serums as part of a super-soldier program. The serum granted Slade an array of superhuman abilities, including enhanced strength, heightened reflexes and the ability to utilize as much as 90% of his brain simultaneously. Later treatments provided him with a regenerative healing factor.

ALLIES

Deathstroke has few allies. As a mercenary he hires himself out to whoever can afford him. His dysfunctional relationship with his two surviving children, Rose and Joseph, has caused them to alternate between being his greatest allies and most bitter enemies.

ENEMIES

Deathstroke has many enemies, but few of them live for very long. In Deathstroke's line of work, the line between enemy and ally blurs. He has fought both with and against the Teen Titans on several occasions, particularly his own two children and Nightwing. Slade's greatest rival is arguably the Green Arrow. These two masked men have gone to great lengths to take the other down for good, but neither seems able to gain a lasting edge over the other.

THE DEMON

Etrigan is son to the mighty demon Belial. When Camelot was threatened by the amassed forces of Morgaine le Fey, Etrigan's half brother, Merlin, summoned him and charged him to defend Camelot. Despite Etrigan's aid, Camelot fell to Morgaine. Merlin turned his wrath upon a druid named Jason Blood who had aided Morgaine's achievement of victory, binding Blood's soul to the demon Etrigan. This mystical bond would imprison Etrigan's evil within the druid until the demon was summoned forth once more. Meanwhile Etrigan's immortal life force would prevent Blood from aging.

Centuries later, Jason Blood discovered Merlin's tomb. Inside he uncovered a spell which could summon forth the demon trapped within him. The long lived Morgaine le Fey had stealthily followed Jason to the Tomb, hoping to steal Merlin's mystic secrets to enhance her own power. Determined to stop Morgaine this time around, Jason desperately summoned Etrigan to defend the tomb from the power hungry witch.

REAL NAME: JASON BLOOD, ETRIGAN
OCCUPATION: DEMONOLOGIST, DEPOSED RULER OF HELL
BASE: GOTHAM CITY, HELL

As Etrigan's power grew he earned the rank of Rhyming Demon, a state which causes him to speak in rhymed verse unless he makes a specific effort not to. As he gained more power, Etrigan became a contender for the very throne of Hell. During one attempt, he acquired Lucifer's trident to strengthen his claim, but his plans were foiled by the intervention of the Shadowpact (see **Vol. II**), who wrested the Trident from him. The enraged Etrigan pursued the Shadowpact to the interdimensional Oblivion Bar, where he was soundly defeated in the final confrontation.

When the demon Satanus made his own bid for the Throne of Hell, he tricked Blue Devil into fighting Etrigan for him. Though Etrigan defeated Blue Devil and took his soul, the fight distracted him long enough for Satanus to unleash a mystic plague which trapped all other demons in human form. Etrigan succumbed to the plague. Powerless, he restored Blue Devil's human soul thus rendering him immune to the Plague. In exchange, Blue Devil and his allies defeated Satanus before he could cement his claim to Hell's throne. After Satanus's defeat, Etrigan regained his own demonic powers and continues to vie for rulership of Hell.

**"CHANGE, CHANGE THE FORM OF MAN!
FREE THE PRINCE FOREVER DAMNED!
RELEASE THE MIGHT FROM FLESHY MIRE!
BOIL THE BLOOD IN HEART OF FIRE!
GONE, GONE, O FORM OF MAN,
AND RISE THE DEMON ETRIGAN!"**

PERSONALITY

There are two sides to the Demon's personality, each vying for control. As Jason Blood, he is a man who has lived past his time, prescribing to antiquated ideals of chivalry, honor, and etiquette. Blood is a man hardened by regret and eternal punishment for allying with Morgaine le Fey against Camelot. Blood leads a lonely existence, keeping his distance from others to protect them from the alter ego he must continually fight to suppress. As Etrigan, he is a power hungry demon, ever grasping towards rulership of Hell, and forever frustrated by the restrictive mystical bonds which tie him to Blood. Yet Etrigan's demonic nature has been tempered over time by his link to a human, and he looks upon humanity far more empathetically than his fiendish brethren. Though dubbed the "good guy from hell," Etrigan is still a demon and can still prove a threat to humanity as well as an unlikely hero.

POWERS & ABILITIES

Jason Blood and Etrigan both have substantial magical ability as well as telepathy, precognition and immortality. As a demon, Etrigan possesses demonic horns, claws and fangs as well as great physical prowess, supernatural durability, heightened senses, regeneration, and the ability to wield Hellfire.

ALLIES

Etrigan has few close allies. He has occasionally sided with the demon Neron, and has enjoyed membership among the Degenerates Anonymous, the Justice League, and Rhyming Demons Local 101 at some point.

ENEMIES

Though he has many enemies, the long-lived Morgaine le Fey is the Demon's first and most enduring foe. Other major adversaries include Satanus and Klarion the Witch Boy. Etrigan has an ongoing rivalry with Blue Devil and has little love for the rest of the Shadowpact. Ultimately Jason Blood and Etrigan are each others own worst enemies as each persona vies for control.

CROWN OF HORNS

At one point Etrigan gained the Crown of Horns and with it, achieved rulership over Hell for a short period. In Etrigan's hands, the Crown of Horns enhances several of his magical abilities.

Crown of Horns: Enhanced Transform 5 (anything into anything), Easily Removable (-10 points), Extended Range • *15 points*

THE DEMON — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	10	4	3	10	3	2	4

POWERS

Ageless: Immunity 1 (Aging) • *1 point*
Demonic Prowess: Enhanced Advantages (Improved Initiative); Enhanced Strength 4, Limited to Lifting (Lifting Str 14; 400 tons); Leaping 3; Quickness 1; Speed 1 • *10 points*
Demonic Regeneration: Immortality 10; Regeneration 10 • *30 points*
Demonic Resilience: Immunity 1 (Pain); Impervious Protection 4 • *9 points*
Demonic Senses: Senses 4 (Darkvision, Extended Hearing, Extended Vision) • *4 points*
Heartless: Immunity 1 (Attacks that affect the heart) • *1 point*
Magic: Array (30 points)
- **Hellfire Projection:** Cone Area Damage (Hellfire) 12, Secondary Effect on 6 ranks • *30 points*
- **Matter Control:** Transform 6 (anything into anything) • *1 point*
- **Telekinesis:** Move Object 12 • *1 point*

Mystic Claws/Fangs: Strength-based Damage 2, Penetrating 6 • *8 points*
Precognition: Senses 4 (Precognition) • *4 points*
Telepathy: Communication (Mental) 1 • *4 points*

ADVANTAGES

All-out Attack, Close Attack 2, Fearless, Great Endurance, *Improved Initiative*, Languages 3, Power Attack, Ranged Attack 9, Ritualist, Takedown

SKILLS

Athletics 2 (+12), Deception 10 (+14) Expertise: Magic 12 (+15), Expertise: Religion 8 (+11), Insight 6 (+8), Intimidation 12 (+16), Perception 10 (+12), Persuasion 8 (+12), Stealth 6 (+10)

OFFENSE

	Initiative +8
Claws & Fangs +12	Close, Damage 12, Penetrating 6
Hellfire —	Close, Cone Area Damage 12, Secondary Effect on 6 ranks
Slam +12	Close, Damage 10
Magic Spells +12	Varies

DEFENSE

Dodge	9	**Fortitude**	14
Parry	10	**Toughness**	14
Will	9		

POWER POINTS

Abilities	92	**Skills**	37
Powers	103	**Defenses**	16
Advantages	20	**Total**	268

COMPLICATIONS

Enemy: Klarion the Witch Boy (see **Vol. II**) and the Demon have clashed a number of times as the Demon has attempted to send Klarion back to his home world. The Demon and Morgaine le Fey (see **Vol. II**) have a long history, none of it good.

Power Loss: Aside from immunity to aging, precognition, telepathy and magic, Jason Blood retains none of the Demon's demonic powers when the two trade places between Earth and Hell. Though Jason Blood has considerable magical ability he cannot cast hellfire like the Demon (but may access other magical spells). See **Jason Blood**, below.

Power Loss: Both the Demon and Jason Blood need to be able to either speak or write in order to use their magical powers.

Vulnerability: Holy weapons and iron objects that strike the Demon ignore his Impervious Protection ranks completely.

Weakness: The Demon is bound by the same demonic laws as other demons. He can be bound or controlled by spells and powers that only influence demons and cannot enter holy ground.

JASON BLOOD

Bound to the demon Etrigan for centuries, Jason Blood works tirelessly to limit the damage caused the Demon. Despite all his magical power, he's only a man and must often summon the Demon to ensure his own survival.

JASON BLOOD — PL11 • 159 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 2 **Dex** 2 **Fgt** 4 **Int** 4 **Awe** 4 **Pre** 2

Powers: Ageless: Immunity 1 (Aging); **Magic (**Array (30 points), **Hellfire Projection:** Cone Area Damage (Hellfire) 12, Secondary Effect on 6 ranks, **AE: Matter Control:** Transform 6 (anything into anything), **AE: Telekinesis:** Move Object 12); **Precognition:** Senses 4 (Precognition); **Telepathy:** Communication 1 (Mental)

Advantages: Close Attack 4, Defensive Roll 4, Fearless, Languages 3, Ranged Attack 8, Ritualist

Skills: Athletics 6 (+8), Deception 6 (+8), Expertise: History 10 (+14), Expertise: Magic 12 (+16), Insight 8 (+10), Intimidation 6 (+8), Investigation 8 (+10), Perception 6 (+8)

Offense: Initiative +2, Magic +10 (Cone Area, Damage 12 or other effects), Unarmed +8 (Close, Damage 2)

Defense: Dodge 8, Parry 8, Fortitude 8, Toughness 6/2*, Will 14 * Without Defensive Roll.

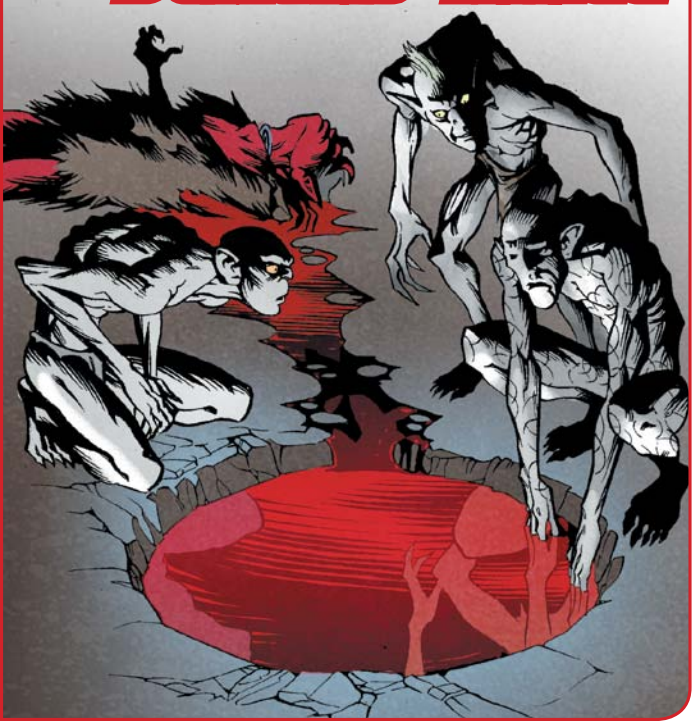
Totals: Abilities 44 + Powers 41 + Advantages 17 + Skills 31 + Defenses 26 = 159

LUCIFER'S TRIDENT

Though typically seen in the hands of Blue Devil, Etrigan has on several occasions gained possession of this powerful item.

Trident of Lucifer: Array (5 points), Easily Removable (–1 point), Indestructible
- **Locate Demons:** Senses 5 (Accurate, Ranged Detect Demons, Extended) • *5 points*
- **Trident Thrust:** Strength-based Damage 2, Penetrating 3 • *1 point*
- **Banish Demon:** Movement 1 (Dimension Travel (Hell)), 1 Extra Rank, Attack (Resisted by Will (DC 12)), Ranged, Limited to banishing demons • *1 point*

DEMONS THREE



DEMONS THREE							PL13
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11	13	6	6	6	10	10	4

POWERS

Brothers-in-Shadow: Enhanced Advantages 3 (Inspire, Set-up, Teamwork), Limited to using with the other two brothers • *2 point*

Demonic Entities: Comprehend Languages 3, Immunity 30 (Fortitude Effects), Protection 3, Regeneration 5, Senses 5 (Magic Awareness (Analytical, Extended 2)) • *49 points*

Demonic Magic: Array (45 points)

- **Magic Blast:** Ranged Damage 15, Alternate Save: Fortitude • *45 points*
- **Conjuration:** Create 14, Continuous, Innate, Precise, Subtle • *1 point*
- **Glamours:** Illusion 10 (All Senses), Resistable • *1 point*
- **Major Curse:** Ranged Affliction 15 (Resisted by Will; Dazed, Stunned, Transformed) • *1 point*
- **Transmogrification:** Transform 9, Anything into Anything • *1 point*
- **Willforce:** Perception Range Move Object 11, Damaging • *1 point*

ADVANTAGES

Artificer, Benefit 1 (Legendary Demons), Close Attack 2, Eidetic Memory, Fascinate (Deception), Fearless, Ritualist, Taunt

SKILLS

Deception 12 (+16), Expertise: Magic 13 (+23), Insight 10 (+20), Intimidation 8 (+12), Perception 10 (+20), Persuasion 9 (+13), Ranged Combat: Magic Array 4 (+10)

OFFENSE

Initiative + 6	
Magic Blast + 10	Ranged, Damage 15, Resisted by Fortitude
Major Curse +10	Ranged, Effect 15, Resisted by Will
Unarmed +8	Close, Damage 11

DEFENSE

Dodge	8	**Fortitude**	13
Parry	10	**Toughness**	16
Will	13		

POWER POINTS

Abilities	132	**Skills**	33
Powers	102	**Defenses**	9
Advantages	9	**Total**	285

COMPLICATIONS

Bindable: As demonic entities, Abnegazar, Rath, and Ghast can be summoned and bound through the proper (and extraordinarily powerful) rituals.

Exiled: The brothers are exiled to the pits of Hell and can only manifest on Earth through ritual magic others use on their totem foci (the Bell, Wheel, and Jar), or through intercession of other high-ranking supernatural entities.

Although the origins of Abnegazar, Rath, and Ghast are lost to antiquity, scholars of the occult believe that the foul brothers first set foot on Earth more than a billion years ago to establish a base of operations from which they could worship their fetid ageless gods and spread their evil across the cosmos. Eventually, mysterious beings known as the Timeless Ones came to Earth to confront the brothers and banish them to Hell, but not before Abnegazar, Rath, and Ghast raged unchecked for millennia. Once consigned to the Pit, the Demons Three (as they came to be known) proved crafty and ruthless enough to climb their way up the Infernal Hierarchy, serving as honored vassals to a succession of demon princes.

Just before the brothers were banished from Earth they foresaw their downfall and made secret preparations for their revenge. Abnegazar, Rath, and Ghast created three arcane artifacts—the Silver Wheel of Wyerlath, the Green Bell of Uthool and the Red Jar of Calythos—and hid them deep underground. Each of the brothers invested a small amount of his mystical essence into one of the artifacts, giving the Wheel, the Bell and the Jar the power to summon the brothers back to Earth. Nearly a billion years later, the sorcerer Felix Faust recovered the artifacts and called the Demons Three back to their ancient home once again. The newly formed Justice League quickly overcame the brothers and returned them to Hell, but they've since escaped again on a number of occasions.

Abnegazar's physical form was destroyed by Doctor Fate during the War in Hell that accompanied the First Crisis but his brothers wove a spell to resurrect him soon afterward. His new body spent a few years in a maggot-like larval state before it finally metamorphosed into his familiar form.

REAL NAME: ABNEGAZAR, RATH, AND GHAST
OCCUPATION: DEMONS FROM HELL
BASE: THE INFERNO

STRENGTH IN NUMBERS

The stats presented in this entry represent any single member of the Demons Three, as the only real difference between them is cosmetic, not personality or power. GMs are advised to be careful of how easily the Demons Three can overwhelm unprepared player characters, particularly when the GM has underestimated them based only on their stated individual power levels instead of their combined potential. Much of their power should generally be tied up in plot-level displays of Earth-moving and reality-shattering.

PERSONALITY

The Demons Three are primal demonic entities, cunning, manipulative, arrogant, and accustomed to being shown obeisance from all beings they view as their inferiors. As with most demons, they can also turn on the obsequiousness when it's to their benefit, and always adhere to the letter of any bargain or agreement.

POWERS & ABILITIES

Abnegazar, Rath, and Ghast are exceptionally powerful examples of demonkind. In addition to being incredible durable, they are capable of titanic acts of raw magic when acting in unison, seemingly limited only by circumstance, the nature of their summoning, and the laws of magic.

ALLIES

Numerous demonic princes over the ages, though of late Neron and Felix Faust have made good use of their assistance.

ENEMIES

Doctor Fate and the Justice League as of recently (comparatively speaking), the Timeless Ones and various agents of the Higher Powers before that.

DESPERO

The planet of Kalanor was home to a race who developed incredibly advanced technology before it discovered it was being killed by the radiation that powered that technology. Much of the planet's population died, but one of those who survived mutated and developed telepathic powers he used to subjugate the remaining survivors. He then went on to rule the planet with an iron fist until he was killed by his son, Despero.

When Kalanorian rebels fled to Earth, Despero followed and met his first true defeat at the hands of the Justice League. Escaping imprisonment and returning to Kalanor, Despero immersed himself in the Flame of Py'tar, a mystical power source that granted Despero incredible strength. Time and again Despero has attempted to take his revenge on Earth and the Justice League, only to be thwarted each time—though he has inflicted grievous damage upon the League, killing several members over the years. When Despero was dismembered by Starro the Conqueror, Despero's ability to regenerate allowed him to quickly return, stronger than ever.

For a time, Despero's spirit was separated from his body. While his corporeal form was controlled by the mind of the robot L-Ron, the threat of Despero was neutralized for a time... until his mind and body were reunited with the help of Johnny Sorrow and he once again became one of the greatest threats to the Justice League.

PERSONALITY

Despero is a tyrant willing to crush anyone who stands in his way for no other reason than to prove he can do so.

REAL NAME: DESPERO
OCCUPATION: CONQUEROR BASE: MOBILE

DESPERO — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
18	18	6	6	8	7	10	6

POWERS

Flame of Py'tar: Enhanced Strength 5, Limited To Lifting (Lifting Strength 23; 100,000 tons); Immortality 5; Immunity 10 (Life Support); Impervious Toughness 18; Quickness 10; Regeneration 10 • *73 points*
Flight: Flight 13 (16,000 MPH) • *26 points*
Mental Powers: Array (40 points)
- **Illusion:** Illusion 8 (All Senses), Resistible, Selective • *40 points*
- **Mental Blast:** Perception Ranged Damage 10, Resisted by Will • 1 point
- **Mind Control:** Perception Ranged, Cumulative Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled) • *1 point.*
- **Mind Reading:** Mind Reading 14 • *1 point*
- **Mental Communication:** Communication 4 (Worldwide, Mental), Area, Selective • *1 point*

ADVANTAGES

All-out Attack, Diehard, Power Attack, Seize Initiative, Ultimate Effort 2 (Toughness, Will)

SKILLS

Close Combat: Unarmed 2 (+10), Intimidation 8 (+14), Technology 8 (+15)

OFFENSE

Initiative +6

Unarmed +10	Close, Damage 18

DEFENSE

Dodge	10	**Fortitude**	18
Parry	10	**Toughness**	18
Will	10		

POWER POINTS

Abilities	158	**Skills**	9
Powers	143	**Defenses**	6
Advantages	6	**Total**	322

COMPLICATIONS

Conqueror: Despero is obsessed with proving his strength through conquest.

Enemy: Despero's attempts to conquer Earth have been thwarted several times by the Justice League, and he is particularly obsessed with destroying them.

POWERS & ABILITIES

The third eye born of his mutated Kalanorian DNA grants Despero hypnotic powers. Though he initially relied on those abilities along with his intelligence and strategy, stepping into the Flame of Py'tar empowered him with incredible strength and durability, as well as the ability to regenerate from nearly any damage—and ever since his conquests have been based on brute strength.

ALLIES

Though there is none he considers an equal, Despero has allied himself with villains ranging from Johnny Sorrow to the time-travelling Time Stealers when he needs them to accomplish his goals. When Starro once challenged Despero's place as the supreme interstellar conqueror, he joined the forces led by Brainiac 2 (Vril Dox), until Starro had been utterly defeated.

ENEMIES

Any who stand between Despero and his goal are his enemies, doubly so for those who have stood in his way and bested him in the past, including the Justice League.

DOCTOR FATE

REAL NAME: DR. KENT NELSON
OCCUPATION: FORMER ARCHAEOLOGIST, PHYSICIAN
BASE: TOWER OF FATE, SALEM, MA

Millennia ago, the Lord of Order Nabu came to Earth and took a physical form in the lands of Egypt. While so incarnated, he was a champion for Order and fought alongside Prince Khufu and Teth-Adam against many enemies, including Vandal Savage (see **Vol. II**) and various agents of Chaos. Eventually, his physical form wearing out, Nabu placed himself in a state of suspended animation, his body hidden in a sealed crypt. He remained there undisturbed until the first half of the Twentieth Century.

Sven Nelson, a skilled archaeologist, discovered and explored Nabu's tomb alongside his son Kent. Kent discovered the sarcophagus with Nabu's body but while unintentionally releasing the ancient entity, the boy also released a gas that killed his father Sven. The death of his father was part of Nabu's coldly-calculated plan to forge a new champion, in the eyes of the Lords of Order a necessary sacrifice. Nabu took Kent under his tutelage, using his magic to temporarily erase the boy's memories of his father's death. Under the power of his new teacher, the boy rapidly became a man, his mentor imparting tremendous knowledge and arcane skill. When he felt Kent was ready, Nabu restored his student's memories in order to provoke his student to anger and thus be struck down by his successor—destroying Nabu's physical body and releasing his true form. Congratulating Kent on passing his final test, Nabu gave him artifacts of great power: The Helm of Nabu and The Amulet of Anubis. The Helm was a direct channel of Nabu's power and kept him ever-present in his pupil's life. Kent left Egypt, taking the name Doctor Fate and going out into the world to face the forces of Chaos and darkness.

One of his first known adventures took Doctor Fate up against the sorcerer Wotan, an enemy that would become a

frequent nemesis over the years. It also introduced him to Inza Kramer, a young woman Kent would fall in love with and eventually marry. Unbeknownst to Kent, this union was no mere chance—he was supposed to meet her, and the two of them meld into a new entity using the power of Fate. This had been the plan, but Nabu worked against his brethren in this instance, as the merged entity would have been beyond his control and he preferred to keep Kent as his tool.

Over the years, Doctor Fate met many other heroes and fought many battles. He joined the Justice Society of America and was instrumental in a number of their successes, though he, too, was susceptible to the great spell that kept the other powered heroes out of Axis territories during the Second World War. During several periods when Kent chafed under Nabu's influence, he replaced the Helm with a half-face helmet and relied only on his personal enchantments for strength and durability and the few telekinetic magics he had mastered without Nabu's power; eventually, however, he returned to using his mentor's gift.

After decades of working on the behalf of the Lords of Order at great personal risk and sacrifice, Nelson and his mentor (who refused to side with his brethren in this decision) were abandoned by the Lords of Order when they decided to allow the Kali Yuga to end creation in the hands of the Lords of Chaos—the rebirth of the universe would see the forces of Order ascendant, which was a state the Lords of Order desired after countless millennia of stalemates. Beset by agents of his enemies and the changing nature of magic brought about by the Kali Yuga, Kent and Inza lost their magical protections against age and succumbed to the years, Inza also losing her mind and killing herself. Nabu would not let Kent join his wife until a successor was chosen. Eric Strauss, a young boy, became the first such successor, and Kent's body died while his spirit joined Inza's in the idyllic pocket dimension hidden within the Amulet of Anubis.

Neither Eric nor his stepmother (and later wife) Linda, who followed him as the wielder of the artifacts and title of Doctor Fate, did very well nor lasted very long in the role, finally dying at the hands of a powerful instrument of Chaos called The Anti-Fate. Eventually, Nabu and allies would replace them with a resurrected Kent and Inza Nelson, reborn in young bodies. Due to the intervention of the Lords of Chaos and Nabu's own machinations, this second chance was a troubled time, with great fluctuations in Kent and then Inza's (who took the Helm when Kent found himself unable to use it) powers and even their power's source. Nabu was banished to Earth by the Lords of Order for his actions and possessed Kent's old body reappointing himself as advisor and guide to his former charge.

Kent and Inza continued in the same role as heroes and protectors as Fate always had, helping first the Justice League and then returning to the Justice Society when it briefly reformed following his teammates' escape from their imprisonment in the pocket realm of a simulated Ragnorak. It was during this time that the JSA encountered and fell to Extant in a brief and terrible battle. A creature of Order and Chaos combined, Extant forcibly separated the Nelsons from the artifacts of Fate, weakening them terribly. While weakened, the Nelsons were later killed in battle with agents of the demonic Kingdom entity, their power in a somewhat modified form passing to reluctant successor Jared Stevens. Stevens, calling himself simply "Fate," refused to deal with Nabu, now come back into his old power. Enraged, Nabu interfered with the informal "treaty" between Order and Chaos that held sway following the failure of the Kali Yuga transition. He was transformed into a Lord of Chaos for this action and fought against Stevens.

Shortly thereafter, an incarnate Lord of Chaos named Mordru came to Earth and began murdering agents of both Chaos and Order, including Stevens, paving the way for his interference in the destined rebirth of Fate and the hopeful acquisition of Nabu's artifacts (which had reformed into their

DOCTOR FATE — PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	3	2	3	4	3	12	7

POWERS

Amulet of Anubis: Removable (-6 points) • *24 points*
Mystic Attunement: Senses 5 (Magical Awareness, Mental, Extended 4) • *5 points*
Pocket Dimension: Movement 1 (Dimension Travel 1), Increased Mass 8 • *10 points*
True Sight: Senses 8 (Analytical Sight, Sight Counters All Concealment, Sight Counters Illusion, Noticeable: Glowing Eyes (-1 point)) • *7 points*
Helm of Nabu: Removable (-13 points) • *54 points*
Lord of Order Incarnate: Enhanced Advantage (Fearless); Enhanced Awareness 8; Enhanced Presence 5; Feature 1 (Guidance of Nabu) • *28 points*
Magical Mastery: Array (55 points)*
- **Spell Shattering:** Nullify 18, Broad (Magic), Precise, Simultaneous; Dynamic • *56 points*
- **Ankh Gate:** Teleport 13, Extended (8,000 miles), Portal; Limited to Extended; Dynamic • *2 point*
- **Mystic Lightning Barrage:** Ranged Damage 18, Multiattack; Dynamic • *2 point*
- **Scrying:** Remote Sensing 18 (Sight, Hearing), Dimensional; Dynamic • *2 point*
- **Shields of Order:** Deflect 18; Dynamic • *2 point*

Longevity: Immunity 1 (Age) • 1 point
Telekinetic Magic: Enhanced Strength 8; Flight 6 (120 MPH); Move Object 8; Protection 8 • *52 points*
*Any user of the Helm without Nelson's training and experience is treated as suffering a major penalty (see DC Adventures: *Hero's Handbook*, page 15) when attempting to use this power.

EQUIPMENT

HEADQUARTERS: TOWER OF FATE • *24 POINTS*

Medium; Tou 20; Defense System (Wards), Dimensional Portal, Dual Size (Awesome), Library, Living Space, Sealed, Secret (DC 30)**, Self-Repairing, Workshop
**Outside the Mystical Community

ADVANTAGES

Accurate Attack, Artificer, Diehard, Equipment 5, *Fearless*, Improved Disarm, Improved Trip, Languages 4 (several dead and occult languages), Ritualist, Trance

SKILLS

Athletics 2 (+12), Close Combat: Unarmed 4 (+8), Deception 6 (+13), Expertise: Magic 20 (+23), Insight 6 (+18), Perception 6 (+18), Persuasion 3 (+10), Ranged Combat: Magic Spells 8 (+10), Treatment 7 (+10)

OFFENSE

Initiative +2

Magical Mastery +10	Range varies, Damage varies or other effects up to 18
Unarmed +8	Close, Damage 10

DEFENSE

Dodge	8	**Fortitude**	10
Parry	8	**Toughness**	11
Will	20		

POWER POINTS

Abilities	46	**Skills**	31
Powers	123	**Defenses**	25
Advantages	16	**Total**	241

COMPLICATIONS

Overbearing Mentor: The longer Nelson wears the Helm of Nabu, the more influence its creator wields over him, until finally Nelson's (or any long-term wielder's) personality is subsumed under Nabu's own.

Relationship: Married to Inza Nelson

Responsibility: Nelson struggles under the weight of his many responsibilities as Earth's foremost mystical protector and the successor to Nabu.

Restricted Power: The Helm decides who is and isn't worthy to wear it. Those deemed unworthy suffer either a lethal Continuous Mental Blast 20 or Continuous Affliction 20 (Resisted by Will; Dazed, Stunned, Transformed) that leaves the unfortunate target in a permanent vegetative state.

Secret Identity: Kent Nelson

original state and manifested in Egypt following Jared Stevens' death). Thanks to the reformation of the Justice Society he inspired by this, Mordru failed. Hector Hall, son of Carter and Sheira Hall and a former super hero who had died at the hands of one of his parents' enemies, was reincarnated as the son of Hank Hall and Dawn Grainger, the former agents of Order and Chaos named Hawk and Dove. He was the destined successor to the mantle of Fate and as the offspring of Chaos and Order together, was an agent for balance instead of acting for either side in the ancient struggle.

After a number of his own adventures and a quest to find his lost wife Lyta and their child, Hector enjoyed a brief interlude reunited with his love before they were both killed in a confrontation with an unleashed Spectre in its attempts to rid the Earth of magic. Their spirits were taken to the Dreaming by their son Daniel, who had replaced Morpheus as Dream after his destruction. Nabu faced the Spectre in a fight he knew he was going to lose and during which he would die, all in order to force the Presence (the power to which the Spectre answered) to notice and rein in its agent. Nabu's death ended the Ninth Age of Magic and marked the beginning of the Tenth.

Following Nabu and Hall's deaths, the Helm of Fate made its way through many potential wielders, either rejecting them, being rejected by them, or in at least one instance being taken away from a wielder (by the angel Zauriel). It finally made its way into the possession of Kent V. Nelson, the grand-nephew of Kent Nelson. A reluctant possessor of the Helm and power, the current Doctor Fate is still learning how to use it properly and without coming to a bad end in the process—a learning curve that is ongoing.

PERSONALITY

Kent Nelson is a brave and caring man, devoted to his wife and his duties. Under the influence of Nabu, he is distant and cold, almost inhuman in demeanor.

THE HEIRS OF NABU

Kent Nelson was the first to wear the Helm, but not the last. However, none of his successors have had his intensive training and attunement to the helm, his decades of experience in using its power, nor the powers he developed without it.

The Strausses, Eric and Linda, were fairly ordinary aside from their roles as Fate's successors and had neither any real abilities nor skills of note.

For **Inza Nelson**, use the Mystic Archetype from the DCA core rules, substituting the Helm and Amulet for all of the archetype's powers; similarly, for **Hector Hall**, use the Battlesuit Archetype, again switching out the archetype's powers (devices) for the Helm and Amulet.

Kent V. Nelson (grand-nephew of the original Doctor Fate), the current wearer of the Helm and a failed Psychiatrist with a number of personal problems, has only a few notable traits: **Int** 3, **Awe** 3, Expertise: Psychiatrist 6 (+9), Insight 6 (+9) and the power **Mind Reading 5**.

POWERS & ABILITIES

Any wielder of the artifacts of Fate is a force to be respected and feared. Even the unskilled that the Helm deems worthy of its usage are immediately gifted with sufficient mystic power to put them in the ranks of the most powerful magical practitioners on Earth, and even without the presence of the now-dead Nabu, the Helm retains a form of awareness sufficient to pass this judgment. In the hands of their original wielder, trained in their usage and greatly experienced, the resulting Doctor Fate is consistently considered among the small handful of the most mystically powerful individuals in the entire DC Universe, a status none of his (brief) successors have come close to matching. While channeling Nabu's powers directly, Kent Nelson surpasses most practitioners effortlessly and eschews the need for many complex spells and their trappings, using magic as directly and reflexively as others breathe.

Even without the helmet, Kent Nelson channels a form of telekinetic magic, giving him, among other abilities, a respectable degree of superhuman strength and durability.

ALLIES

The original Doctor Fate is a member of the Justice Society and, at times, of the Justice League. He counts the Phantom Stranger, John Zatara, and many other good-aligned magic heroes as his stalwart allies.

ENEMIES

Fate has many enemies. Of note are the sorcerer Wotan, the Lords of Chaos and their agents, and Mordru.

FATE (JARED STEVENS)

Jared Stevens was a relic hunter (i.e., specialized thief) who was in the wrong place at the wrong time after the wrong relics, inadvertently interrupting the efforts of the demonic Kingdom to steal the power of Fate from the weakened Nelsons. Picked half by circumstance, he became the heir to Fate after Kingdom's agents killed Kent and Inza Nelson. A reluctant hero at best, Stevens chose to modify the raiments of Fate for his own use, melting the helmet and amulets down and reforging them as bladed weapons, while internalizing several of their powers. Stevens had a short and troubled tenure in his role as an agent of balance between Order and Chaos. He was murdered by Mordru during the Dark Lord's quest to steal the artifacts and prevent the rebirth of Doctor Fate in the form of Hector Hall.

FATE (JARED STEVENS) — PL10 • 178 POINTS

Abilities: Str 7 **Sta** 7 **Agl** 4 **Dex** 4 **Fgt** 7 **Int** 2 **Awe** 2 **Pre** 2

Powers: Enhanced Stamina 5; **Enhanced Strength 5**; **Immunity 10** (Magic Effects); **Protection 3**; **Regeneration 7**; **True Sight** (Senses 8: Analytical Vision, Vision Counters All Concealment, Vision Counters Illusion) **Weapons** (Array (15 points), Removable (-3 points), **Ankh Daggers (**Perception Range Damage 5), **AE: Longblade** (Strength-based Damage 3, Penetrating 10))

Advantages: Close Attack 3, Great Endurance, Improved Critical 2 (Blades), Jack-of-all-trades, Ritualist, Seize Initiative, Uncanny Dodge, Weapon Bind

Skills: Acrobatics 4 (+8), Athletics 4 (+11), Deception 6 (+8), Expertise: Relic Hunter 8 (+10), Expertise: Magic 6 (+8), Insight 8 (+10), Intimidation 6 (+8), Investigation 6 (+8), Perception 6 (+8), Sleight of Hand 6 (+10), Stealth 4 (+8)

Offense: Initiative +4, Unarmed +10 (Damage 7), Ankh Daggers (Damage 5), Longblade +10 (Damage 10, Crit. 18-20)

Defense: Dodge 10, Parry 10, Fortitude 9, Toughness 10, Will 11

Totals: Abilities 50 + Powers 61 + Advantages 11 + Skills 32 + Defenses 20 = 174t

Complications:: **Enemies:** Stevens inherited many enemies due to his role as an agent of balance and his possession of the Fate artifacts. **Persistent Damage:** Stevens was injured during his early adventures and only the healing properties channeled through the Cloak of Destiny (Doctor Fate's cape)—transformed into the wraps around his arm—keeps his injuries from progressing and killing him).

DOCTOR LIGHT

Two very different individuals have called themselves Doctor Light. One has used that name for good, the other for the blackest of evil.

DOCTOR LIGHT (KIMIYO HOSHI)

Kimiyo Hoshi , like her father, is a scientist. Her proud, arrogant nature saw her marriage fall apart in a bitter divorce, and her ruthless dedication to her career similarly led to her neglecting her two children. However, if not for these flaws she never would have become a super hero, as it was this haughty sense of superiority that made her dismiss her cowardly and incompetent (to her mind, anyway) staff so she could observe the Vega System (see **Chapter** 9 of *DC Adventures Hero's Handbook*) during the Crisis on Infinite Earths.

This battle between the Monitor and his counterpart, the Anti-Monitor, warped space and was affecting the universe in a manner that risked cosmic-level destruction. The Monitor, recognizing the dangers assailing reality, selected Kimiyo to be his champion. He both empowered and summoned her away by reflecting a ray of ion energy off Vega's dying sun towards Earth and into her telescope to strike her, destroying much of her observatory in the process.

Finding herself empowered and wearing a costume much like that of her villainous predecessor, Kimiyo's first appearance as Doctor Light was marred by her inability to speak English. The confusion and urgency of the situation resulted in a brief clash with super heroes out to destroy a massive "tuning fork" artifact. Kimiyo discerned the device was actually necessary to save the planet from the anti-matter bombardments hurtling towards Earth. After arrogantly speaking with Superman, she was welcomed into the fight to preserve the remaining Earths, later playing a vital role in the Anti-Monitor's downfall. Her experiences during this conflict (especially Supergirl's death) showed Kimiyo what it is to be a hero.

She would move on to join the Justice League following the Crisis, and later Justice League Europe. Although she attempted to behave more warmly and compassionately, acting as a counterpoint to Hal Jordan's leadership at the same time, Kimiyo frequently found herself slipping back into her old ways, despite taking over the European team when Hal became Parallax. She ended up leaving the team with Ice's death and rededicated herself to raising her children.

Kimiyo moved back to Japan, but her sense of heroic responsibility continued to pull her into adventures, including some time spent with the Doom Patrol. America and Kord Tech drew her away soon after, causing her to once again begin neglecting her children for her work. Kimiyo was in line for promotion to company president following Ted Kord's death, but her fully restored, villainous predecessor sought her out and attacked her at Kord Tech's Chicago office. Arthur Light drained her abilities, and used Kimiyo as bait to lure Green Arrow into place so Light could, in turn, target the the Teen Titans.

REAL NAME: KIMIYO (BORN KIMOKO) HOSHI
OCCUPATION: SCIENTIST, PART-TIME CRIME FIGHTER
BASE: METROPOLIS, TOKYO

Despite taking on Black Adam during World War III, Kimiyo's powers were erratic, which compelled her to become an American citizen, move to Metropolis, and work for S.T.A.R. Labs rather than risk her powers failing during a crucial moment. Her powers were unreliable during the Infinite Crisis, but even so, she was able to aid in Tokyo's evacuation and confront Arthur Light once again.

She became embroiled with the Justice League and Shadow Cabinet (see **Vol. II**) soon after her move to Superman's home city as part of Shadow Thief's (see **Vol. II**) efforts to free Starbreaker, in the process acquiring a new costume that improved control over her abilities. Hardware later helped return her powers using the remaining energy within Arthur Light's candle-corpse.

Kimiyo continues to live in Metropolis, assisting S.T.A.R. Labs with metahuman medical and scientific issues, and has also rejoined the Justice League.

DOCTOR LIGHT (DR. KIMIYO HOSHI) PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	3	3	4	1	4	3	1

POWERS

Hard Light Field: Ranged Protection 12, Affects Others, Impervious, Sustained • *48 points*
Light Wave Rider: Flight 6 (120 MPH) • *12 points*
Starlight Energy: Dynamic Array (28 points)

- **Hard Light Blast:** Ranged Damage 14, Dynamic • *29 points*
- **Hard Light Burst:** Burst Area Ranged Damage 9, Dynamic • *2 points*
- **Holograms:** Visual Illusion 9, Independent, Dynamic • *2 points*
- **Invisibility:** Visual Concealment 4 (All), Limited to Vision, Dynamic • *2 points*
- **Laser Beam:** Line Area Damage 11, Precise, Ricochet, Dynamic • *2 points*
- **Light Constructs:** Create 9, Moveable, Subtle, Dynamic • *2 points*
- **Lighting:** Environment 14 (Light, 2 points per rank), Dynamic • *2 points*
- **Phasing:** Insubstantial 3, Concentration, Dynamic • *2 points*
- **Starlight Flash:** Burst Area Ranged Affliction 9 (Resisted by Dodge; Vision Impaired, Vision Disabled, Vision Debilitated), Dynamic • *2 points*

ADVANTAGES

Connected, Languages (English, Japanese is native), Skill Mastery 2 (Expertise: Astronomy, Science)

SKILLS

Expertise: Astrophysics 5 (+9), Expertise: Metahumans 3 (+7), Expertise: Science 3 (+7), Perception 2 (+5), Persuasion 1 (+2), Ranged Combat: Starlight Energy 4 (+8), Technology 3 (+7), Treatment 1 (+5)

OFFENSE

Initiative +3

Starlight Flash —	Ranged, Burst Area Affliction 9, Resisted by Dodge
Hard Light Blast +8	Ranged, Damage 14
Hard Light Burst —	Ranged, Burst Area Damage 9
Laser Beam —	Close, Line Area Damage 11

DEFENSE

Dodge	7	**Fortitude**	8
Parry	5	**Toughness**	15/3*
Will	9	*Without Hard Light Field.	

POWER POINTS

Abilities	38	**Skills**	11
Powers	105	**Defenses**	19
Advantages	4	**Total**	177

COMPLICATIONS

Nyctophobia: Doctor Light is afraid of the dark (or, more specifically, what can happen under such conditions).

Starlight Conduit: Doctor Light draws energy through her connection to the distant star, Vega, in order to fuel her powers. Others have been able to manipulate this conduit against Light's will, drawing energy from Vega through her. If the starlight connection is blocked or severed, Doctor Light's powers require ambient light to function. In such instances, her powers suffer a Weakness effect and won't work in total darkness. The Gamemaster determines the effect's rank, as suits lighting levels.

PERSONALITY

Although she has mellowed somewhat over the years, Kimiyo remains a coldly arrogant, emotionally distant and proud woman who has hardened herself against healthy interaction with others. This has soured all her relationships, be they with teammates, friends, lovers, or her own father (prior to his death) and children.

POWERS & ABILITIES

Doctor Light's abilities are solar-powered (drawing energy from environmental light or through her Vega conduit), but do not manifest as sunlight. Aside from being able to manipulate light levels around her, her offensive abilities consist of firing laser beams or hard light blasts, and unleashing blinding light bursts. Defensively, Kimiyo can create hard light constructs, such as walls, animate holograms, phase, or summon hard light shields. She has also learned to transform herself into light that exists outside the viewable spectrum, rendering her invisible.

Her capacity for absorbing solar energy and light at range in order to boost her abilities makes her one of the more powerful super heroes on the planet, but this skill remains elusive, only exhibiting itself in rare moments of utmost need and distress.

ALLIES

Doctor Light is most often associated with the Justice League, in one form or another, although she has also spent time with the Doom Patrol and Outsiders.

ENEMIES

Kimiyo has acquired several enemies while serving with the Justice League. On a more personal note, the original Doctor Light did not appreciate her using his name or wearing a costume resembling his own, however, and has violently made such feelings known to his "namesake."

DOCTOR LIGHT (ARTHUR LIGHT)

A scientist working with Jacob Finlay to develop light-based technology for S.T.A.R. Labs, Arthur Light found himself forced to sell his employer's secrets to pay off his debts, not knowing Finlay was also abusing his access, but in a more benevolent way: Finlay had used their innovations to create a suit that gave him powers which he used in the guise of a super hero called Doctor Light. Unfortunately, one of Finlay's first acts as a hero was to catch his friend in the act of stealing technology from their employers. He released Arthur, however, but that would prove to be his downfall.

With little effort, Arthur figured out who Doctor Light really was, and fully intended to confront his friend the next day, but before he could do so Finlay was killed by malfunctioning lab equipment. Finlay's ghost then appeared before Arthur, who fled only to find the Doctor Light suit stuffed into the faulty machine that had killed the would-be hero. Using the suit, Arthur drove away the ghost and, in an uncharacteristic display of backbone, declared he would no longer be pushed around. Thus was born Doctor Light, super-villain.

Despite taking on established heroes such as the Justice League of America and Teen Titans, Doctor Light's early career was noteworthy only because of how even his best laid plans, no matter how ridiculous they were, would fall apart spectacularly regardless of how close to victory he was. For example, he learned the JLA's secret identities even before they'd shared them with each other while making the team forget who they were. The League broke free of his influence and turned Doctor Light's invention back upon him, however, removing their secrets from his memories in turn.

In an effort to be taken more seriously, Doctor Light formed his own team of super-villains, the Fearsome Five (see **Fearsome Five**) but his ineptitude saw this endeavor fail as well. One of the Five, Psimon, promptly tossed Doctor Light out and assumed leadership for himself. Doctor Light's confidence wasn't helped any by the return of Jacob Finlay's ghost; the spirit constantly taunted the humiliated villain, reminding him of his shortcomings and further shaking Doctor Light's already tenuous confidence.

REAL NAME: DR. ARTHUR LIGHT
OCCUPATION: CRIMINAL, FORMER PHYSICIST
BASE: MOBILE

Doctor Light couldn't even succeed at his own redemption. He was killed on a mission after joining the Suicide Squad and found himself in Hell. There, he and Jacob Finlay were repeatedly tormented and then resurrected together, only to quickly die and be returned to Hell so the cycle could begin anew. However, Light managed to break the cycle, not only returning permanently to life, but also freeing him of Finlay's ghost. He did not remain free for long.

Having decided to return to the criminal life, Doctor Light took on Hal Jordan and ended up trapped in his power battery, an experience that, once he escaped, transformed him into a being of semi-living light. This would not last, and Doctor Light remained little more than an annoyance until he learned all was not as it seemed.

As it turned out, Doctor Light had behaved as a bumbling clod because years earlier, having learned their identities, he broke into the JLA's satellite headquarters and attacked Sue Dibny, the Elongated Man's wife. Light was caught upon the team's arrival. Furious at such a base violation, some of the heroes wanted to kill the villain, while others outright refused. Zatanna presented a compromise, wiping his memories of the event and his knowledge of their true identities. In the process, Light received a partial mystic lobotomy that robbed him of his genius and sadism, thus transforming him into the bumbler the world thought him to be.

When the truth of this deception was revealed, Doctor Light's true nature resurfaced, worse than before. No longer incompetent, Light surprised everyone with the new and insidi-

DOCTOR LIGHT (DR. ARTHUR LIGHT) PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	2	2	3	0	4	3	2

POWERS

Light Manipulation: Dynamic Array (37 points)
- **Light Constructs:** Create 12, Moveable, Subtle, Dynamic • *38 points*
- **Bursting Flash:** Burst Area Affliction 11 (Resisted by Dodge; Vision Impaired, Vision Disabled, Vision Debilitated), Concentration, Move Action, Dynamic • *2 points*
- **Hard Light Blast:** Ranged Damage 12, Multiattack, Ricochet, Dynamic • *2 points*
- **Holograms:** Visual Illusion 12, Independent, Dynamic • *2 points*
- **Invisibility:** Visual Concealment 4 (All), Limited to Light-Dependent Vision, Dynamic • *2 points*
- **Lighting:** Environment 12 (light, 2 points per rank), Selective, Dynamic • *2 points*
- **Repulse Photons:** Burst Area 4 Ranged Visual Concealment 4 (All), Attack, Dynamic • *2 points*

Flight: Flight 5 (60 MPH) • *10 points*
Solid Light Field: Protection 10, Sustained • *10 points*

ADVANTAGES

Connected, Defensive Attack, Inventor, Redirect, Skill Mastery (Expertise: Science)

SKILLS

Deception 4 (+6), Expertise: Optics 5 (+9), Expertise: Science 4 (+8), Intimidation 1 (+3), Persuasion 4 (+6), Ranged Combat: Leech Light 4 (+7), Ranged Combat: Light Manipulation 7 (+10), Technology 5 (+9)

OFFENSE

Initiative +2

Bursting Flash —	Burst Area, Affliction 11, Resisted by Dodge
Hard Light Blast +10	Ranged, Damage 12
Unarmed +0	Close, Damage 0

DEFENSE

Dodge	9	**Fortitude**	6
Parry	7	**Toughness**	12
Will	7		

POWER POINTS

Abilities	32	**Skills**	17
Powers	70	**Defenses**	22
Advantages	5	**Total**	146

COMPLICATIONS

Bully: Doctor Light receives gratification from the humiliation and suffering of others, especially women and those who are not consenting to his will.

Light-Dependence: Doctor Light's powers require ambient light, suffering a Weakness effect in reduced light exposure. The Gamemaster determines the effect's rank, as suits lighting levels. The powers don't work at all in total darkness.

Something to Prove: Doctor Light can be driven into a rage if sufficiently mocked, belittled, or if his immense self-doubt is otherwise enflamed.

ous uses he found for his powers and, coupled with his dark genius, he became a truly dangerous threat, as Doctor Light (Dr. Kimiyo Hoshi), Green Arrow and the Teen Titans quickly learned.

Despite losing to the Titans, Doctor Light proved he was no longer anyone's fool, and so he was imprisoned off-world during Operation: Salvation Run. Upon his return, he joined the Secret Society and played a key role in the Martian Manhunter's murder. For this and his many other atrocities, the Spectre apparently killed Doctor Light by transforming him into a living candle, which the Spirit of Vengeance then lit.

PERSONALITY

Once a bumbling fool bogged down by self-doubt and failure, the removal of Zatanna's mind-wipe revealed Doctor Light to be a confident, sadistic and spiteful man with dreams of power and depravity.

POWERS & ABILITIES

This villain's partial transformation into light (among other things) made his abilities an inherent part of his physiology. What's more, regaining his full mental faculties and personality increased Doctor Light's powers in both strength and utility, allowing him to do far more with them than before.

Manipulating light levels by altering photon activity became child's play, as was releasing blinding flashes, directing hard (solid) light, projecting holograms, or blinding by preventing the eye from perceiving light.

Doctor Light had previously employed light-based inventions, including those that affected memories and control the mind. Some of these devices, and his plans on how to employ them, were ridiculous in their scope and intent, possibly reflecting Finlay's spirit whispering nonsense into the villain's subconscious as a way to keep Doctor Light from doing any serious harm. Doctor Light began to understand there may have been no upper limit to his mastery of light (and possibly the entire electro-magnetic spectrum), and so he has not returned to using such gadgets in his schemes.

ALLIES

In his time, Doctor Light founded the Fearsome Five before his leadership was usurped by Psimon. He even spent some time with the Suicide Squad and has also worked alongside the Injustice Gang, Injustice League, and Secret Society of Super-Villains before his latest death. He recently returned as a Black Lantern.

ENEMIES

The Teen Titans were Doctor Light's foremost enemies and he failed to defeat the JLA and Doom Patrol. He certainly held a grudge against the Fearsome Five as well, nor had he forgotten or forgiven Kimiyo Hoshi's use of his name and appearance. Furthermore, he holds all women in contempt, especially female metahumans.

DOCTOR MID-NITE

DOCTOR MID-NITE (DR. PIETER CROSS) PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	3	4	3	4	3	3

POWERS

Blindsight: Senses 4 (Darkvision, Infravision, Ultravision), Innate • *5 points*

Blackout Bombs: Visual Concealment 2 (Normal Sight), Cloud Area 2 (30 feet), Attack, Contracted Range 2, Quirk: Can be blown away by strong winds, etc. even while being sustained (-1 point), Removable (-2 points) • *7 points*

Goggles: Feature 1 (Compensate for blindness), Removable • *1 point*

Medical Gauntlets: Array (12 points), Removable (–3 points)

- **Surgical Laser:** Ranged Damage 5, Accurate, Precise • *12 points*
- **Anesthetic Spray:** Cumulative Affliction 5 (Resisted by Fortitude; Fatigued, Exhausted, Asleep), Reach 2 • *1 point*
- **Pharmaceutical Injector:** Enhanced Skill 8 (Treatment +8) • *1 point*

Night-Fighting: Enhanced Skill 8 (Deception +8), Limited: Only for use with Redirect, Limited: Only in Concealment • *1 point*

ADVANTAGES

Contacts, Defensive Attack, Defensive Roll 5, Evasion, Improved Disarm, Favored Environment (Darkness), Leadership, Precise Attack (Close; Concealment), Redirect, Set-up, Ultimate Effort (Treatment), Uncanny Dodge

SKILLS

Athletics 5 (+7), Close Combat: Unarmed 11 (+14), Deception 3 (+6/+14*), Insight 7 (+10), Investigation 5 (+9), Perception 8 (+11) Ranged Combat: Medical Gauntlet 7 (+11), Stealth 8 (+11), Technology 8 (+12), Treatment 14 (+18)
*In Concealment.

OFFENSE

	Initiative +3
Unarmed +14	Close, Damage 2
Surgical Laser +13	Ranged, Damage 5
Anesthetic Spray +13	Close, Reach 2, Cumulative Affliction 5, Resisted by Fortitude

DEFENSE

Dodge	10	**Fortitude**	8
Parry	10	**Toughness**	8/3**
Will	8	**Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	38
Powers	25	**Defenses**	24
Advantages	16	**Total**	153

COMPLICATIONS

Blind: Without his goggles, Doctor Mid-Nite is completely blind, except in pitch blackness.

Portsmouth Medical Clinic: Doctor Mid-Nite runs a community clinic with assistants who help him in his adventures. But the staff and the clients of the clinic have also become targets for his enemies.

Two good men have donned the cowl and called themselves Doctor Mid-Nite.

DOCTOR MID-NITE (PIETER CROSS)

Years ago, the mother of Pieter Cross was saved from a mugging by the first Doctor Mid-Nite, Charles McNider, who then delivered Pieter when his mother went into labor. Inspired by the story as he grew up, Pieter went on to become a doctor and travelled the world doing medical research. While running a free clinic in Portsmouth, Washington, Cross was blinded by druglords but found himself able to see in the dark. Taking on the mantle of his hero, Cross became the new Doctor Mid-Nite.

PERSONALITY

Even as a super hero, Doctor Mid-Nite is dedicated to the greater good. He is always watching out for innocent bystanders during battles, and is quick to come to the aid of the injured on either side.

POWERS & ABILITIES

Doctor Mid-Nite's only metahuman ability is the power to see clearly in pitch blackness, but he is also a brilliant surgeon who carries a wide array of high-tech medical equipment—and on occasion has used that medical equipment as weapons in battle. Like his predecessor, he uses blackout bombs to put his foes at a disadvantage.

ALLIES

Doctor Mid-Nite is best known for fighting alongside the Justice Society of America. Yet reformed gang members and others he has helped in the past often assist him as nurses at his free clinic and as his agents in the streets. He also owns a trained owl named Charlie who wears a camera with a video-link to Mid-Nite's goggles. (If using Charlie, give

REAL NAME: PIETER CROSS
OCCUPATION: PHYSICIAN BASE: PORTSMOUTH CITY, WA

Doctor Mid-Nite Remote Sensing 8 (1 mile; Medium (Charlie), Simultaneous, Subtle) and Minion 4. Use Hooty's game information for Charlie.)

ENEMIES

In Portsmouth, Doctor Mid-Nite has battled against animal-costumed gang leaders who call themselves the Terrible Trio and control the drug trade in the city. With the Justice Society, Mid-Nite fights foes like the Injustice Society, Black Adam, Eclipso, and Vandal Savage.

DOCTOR MID-NITE (CHARLES MCNIDER)

Charles McNider was a brilliant surgeon called upon to perform delicate surgery on a witness testifying against the mob. In the middle of the operation, a grenade was thrown into the operating theater, resulting in McNider being blinded. McNider persisted in his medical research with the assistance of his girlfriend. When his owl, Hooty, loosened his bandages, McNider discovered that although blind, he could see perfectly in pitch darkness.

Developing blackout bombs that let him create darkness around his victims, McNider trained until he could often lay criminals low with a single right hook. Donning a costume, he became Doctor Mid-Nite, the bane of organized crime in New York and a hero who would serve with distinction alongside the Justice Society and the All-Star Squadron.

PERSONALITY

Doctor Mid-Nite is a brilliant surgeon and fighter who focuses unerringly on overcoming the obstacle before him. While his determination is what makes him a hero, sometimes his focus blinds him to larger problems around him.

POWERS & ABILITIES

Though blind, Doctor Mid-Nite has the ability to see in darkness. To gain the advantage over his opponents, Mid-Nite makes use of special "blackout bombs" that can create a cloud of perfect darkness around him.

ALLIES

Doctor Mid-Nite is a member of both the original Justice Society and the All-Star Squadron. Yet his closest allies are his trained owl, Hooty, and his girlfriend Myra Mason.

HOOTY — PL4 MINION • 49 POINTS

Abilities: Str -2 **Sta** 0 **Agl** 4 **Dex** 2 **Fgt** 2 **Int** -1 **Awe** 2 **Pre** 0

Powers: Strength-based Damage 1; **Flight 4** (30 MPH; Innate, Subtle, Wings); **Senses 3** (Darkvision, Extended Vision; Innate); **Shrinking 6** (Permanent, Innate)

Advantages: Evasion, Fast Grab, Improved Initiative, Move-by Attack

Skills: Stealth 2 (+12)

Offense: Initiative +8, Unarmed +8 (Close, Damage -1)

Defense: Dodge 12, Parry 10, Fortitude 1, Toughness 0, Will 2

Totals: Abilities 16 + Powers 17 + Advantages 4 + Skills 1 + Defenses 11 = 49

ENEMIES

The majority of Doctor Mid-Nite's battles are against organized crime, but alongside the Justice Society he faces the costumed villains of the Injustice Society.

DOCTOR MID-NITE (DR. CHARLES MCNIDER) — PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	3	3	4	4	3	2

POWERS

Blindsight: Senses 2 (Darkvision), Innate • *3 points*
Blackout Bombs: Visual Concealment 2 (Normal Sight), Cloud Area 2 (30 feet), Attack, Contracted Range 2, Quirk: Can be blown away by strong winds, etc. even while being sustained (-1 point), Removable (-2 points) • *7 points*
Goggles: Feature 1 (Compensate for blindness), Removable • *1 point*
Night-Fighting: Enhanced Skill 8 (Deception +8), Limited: Only for use with Redirect, Limited: Only in Concealment • *1 point*

ADVANTAGES

All-out Attack, Defensive Attack, Defensive Roll 2, Favored Environment (Darkness), Improved Critical 2 (Unarmed), Improved Initiative, Leadership, Minion 4, Power Attack, Precise Attack (Close; Concealment), Redirect, Set-up, Ultimate Effort (Treatment)

SKILLS

Athletics 7 (+10), Close Combat: Unarmed 9 (+13), Deception 2 (+4/+12*), Expertise: Writer 2 (+6), Insight 5 (+8), Investigation 2 (+6), Perception 7 (+10), Persuasion 4 (+6), Stealth 8 (+10), Treatment 10 (+14) *In Concealment.

OFFENSE

Initiative +7

Unarmed +13	Close, Damage 3, Crit. 18-20

DEFENSE

Dodge	8	**Fortitude**	8
Parry	8	**Toughness**	6/4**
Will	7	**Without Defensive Roll.	

POWER POINTS

Abilities	52	**Skills**	28
Powers	10	**Defenses**	17
Advantages	18	**Total**	125

COMPLICATIONS

Blind: Without his special goggles, Doctor Mid-Nite is completely blind, except in pitch blackness.

Focused: Doctor Mid-Nite will chase down his objective with a dogged determination, but it sometimes means he misses important events happening just outside his view.

REAL NAME: CHARLES MCNIDER
OCCUPATION: SURGEON BASE: NEW YORK, NY

DOCTOR POLARIS

REAL NAME: NEAL EMERSON
OCCUPATION: PHYSICIAN, CRIMINAL
BASE: NEW MEXICO

Neal Emerson grew up in an abusive household, making him withdrawn and shy, estranging him from his brother and later his nephew Grant, who would become the hero called Damage. When Emerson studied medicine he was obsessed with magnetism, and purposefully exposed himself to magnetic fields to absorb their energy. He created the "Doctor Polaris" persona for his lectures and books, but Polaris took a life of its own as an evil personality that manifested his powers. He would forever battle himself as his evil side tried to increase his power by any means, even becoming the South Pole of the Earth at one time. This inner struggle ended when Polaris sold Emerson's soul to the demon

DOCTOR POLARIS — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	0	3	3	2	5	4	3

POWERS

Absorb EM Energy: Enhanced Magnetic Force-Field 3, Fades (recharges when exposed to source or attack with electromagnetic descriptor); Enhanced Regeneration 10, Fades (recharges when exposed to source or attack with electromagnetic descriptor), Sustained • *8 points*

Flight: Flight 5 (60 MPH) • *10 points*

Magnetic Control: Array (31 points)

- **Neuro-Electrical Shutdown:** Ranged Affliction 12 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) Linked to Ranged Affliction (Resisted by Fortitude; Vulnerable) 12, Limited Degree 2, Accurate • *31 points*
- **EM Blast:** Ranged Damage 12, Variable Descriptor (Electromagnetic, Electrical, Laser), Accurate • *1 point*
- **EM Pulse:** Burst Area Nullify 7, Affects Objects (Only), Broad (Electronics), Simultaneous • *1 point*
- **Magnetize:** Affliction 14 (Resisted by Fortitude; Hindered, Immobile) Burst Area 3 (120 feet), Limited to targets made of or carrying metal, Limited Degree • *1 point*
- **Metal Manipulation:** Move Object 14, Damaging, Limited to Metallic/Conductive Objects • *1 point*
- **Molecular Acceleration:** Environment Control 14 (Extreme Heat) • *1 point*

Magnetic Force-Field: Impervious Protection 9, Sustained • *18 points*

Magnetic Sense: Senses 9 (Ranged and Accurate Detect Electromagnetics, Ranged and Accurate Detect Metal, Direction Sense) • 9 *points*

Composite Suit: Protection 3, Removable (-1 point) • 2 *points*

ADVANTAGES

Accurate Attack, Inventor, Redirect, Skill Mastery (Technology), Startle

SKILLS

Deception 8 (+11), Expertise: Science 8 (+13), Expertise: Physician 8 (+13), Ranged Combat: Magnetic Control 7 (+10), Insight 5 (+9), Intimidation 8 (+11), Perception 8 (+12), Technology 10 (+15), Treatment 8 (+13)

OFFENSE

Initiative +3	
Unarmed +2	Close, Damage 1
EM Blast +12	Ranged, Damage 12
Magnetize or Metal Manipulation +10	Ranged, Damage 14 or other effects
Neuro-Electrical Shutdown +12	Ranged, Affliction 12, Resisted by Fortitude

DEFENSE

Dodge	7	**Fortitude**	7
Parry	6	**Toughness**	15/12*
Will	7	*Without Enhanced Magnetic Force-Field.	

POWER POINTS

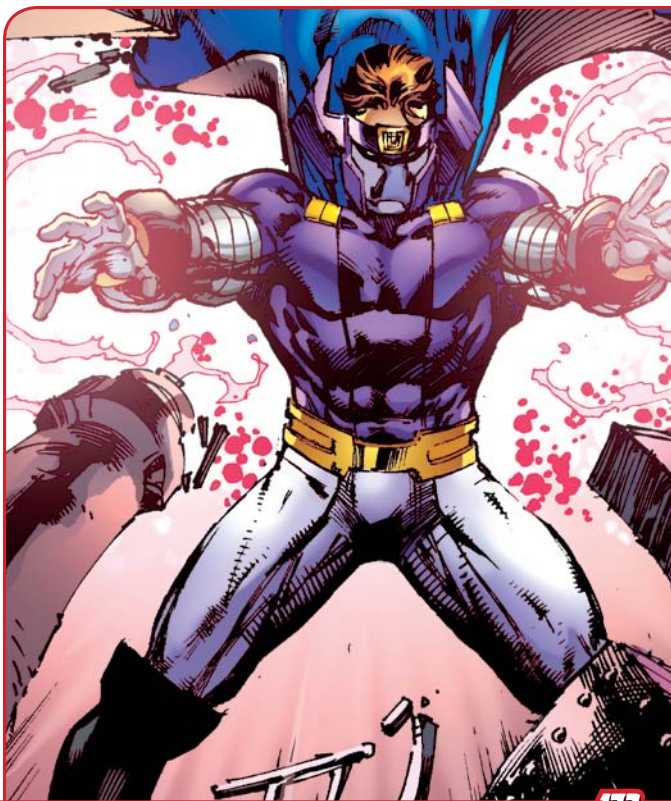
Abilities	42	**Skills**	35
Powers	83	**Defenses**	18
Advantages	4	**Total**	182

COMPLICATIONS

Eroding Sanity: His magnetic powers slowly sap Neal Emerson's Awareness and Will. He is also susceptible to telepathy powers.

Magnetic: Doctor Polaris is basically a living magnet, and as such he functions like one, losing his "charge" when exposed to extreme heat, recharging with kinetic energy, susceptible to magnetic fields, etc.

Split Personality: Doctor Polaris is a second personality within Neal Emerson. Both personalities wrestle for control.



Neron to retain control of their body, but the gap left in his psyche is still vulnerable.

PERSONALITY

Two of them, actually. Neal Emerson is reclusive, but well-meaning and altruistic. Doctor Polaris, on the other hand, is a power-hungry tyrant who stops at nothing to achieve his goals.

POWERS & ABILITIES

Neal Emerson did not gain his powers by accident or happenstance; he consciously developed them himself, so he has an intimate understanding of what he can achieve with his magnetic fields. He is able to improvise new effects readily thanks to his scientific background.

ALLIES

Doctor Polaris prefers to work solo, but he has been part of the Society of Super-Villains and a lieutenant of the demon Neron. Hal Jordan can be counted as a friend of Neal Emerson.

ENEMIES

Doctor Polaris has threatened Green Lantern Hal Jordan several times, but has fought many heroes who tried to stop his schemes, including the Justice League, Flash, Green Arrow, Black Lightning, and Aquaman.

DOCTOR PSYCHO

Ridiculed at medical school for his diminutive size and large head, Edgar Cizko fell in love with and became engaged to a beautiful woman named Marva. Marva and a handsome, athletic student named Ben Bradley framed Cizko for theft and he was sent to prison. While there, he was recruited by the war-god Ares (through the Duke of Deception) to help keep women out of the military. As Doctor Psycho, Cizko killed Marva's beau, married her, and kept her hypnotized and entranced. He learned he could draw ectoplasm from her body and use it to disguise himself, and embarked on a criminal career using these skills to traumatize and defraud others.

Psycho eventually acquired a device that allowed him to create ectoplasm without the use of a human medium, and later his powers expanded to include the telepathy and dream manipulation that he now wields.

DOCTOR PSYCHO — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	0	1	4	1	9	8	4

POWERS

Dream Manipulation: Illusion 12 (All Senses), Independent, Resistible, Limited to One Subject, Limited to Sleeping Targets, Subtle 2; Senses 16 (find dreaming subject; Mental Awareness, Accurate, Acute, Extended 10, Radius, Ranged), Limited to One Subject at a Time, Limited to Sleeping Targets • *42 points*

Dwarfism: Shrinking 4, Permanent, Innate • *9 points*

Ectoplasmic Disguise: Morph 3 (Humanoids), Removable (machine or victim used to channel ectoplasm, -1 points), Activation (Standard Action), Check Required (Deception, DC 15) Linked to Protection 6 • *11 points*

Hypnosis: Affliction 12 (Resisted by Will; Entranced, Compelled, Controlled), Concentration, Cumulative, Reach 2 • *38 points*

Mind Invasion: Mind Reading 12, Concentration, Distracting, Cumulative, Effortless, Subtle • *25 points*

ADVANTAGES

Fascinate (Deception), Favored Environment (Dreams), Inventor

SKILLS

Deception 10 (+14), Expertise: Medicine 8 (+17), Expertise: Science 8 (+17), Insight 9 (+17), Intimidation 10 (+12), Investigation 6 (+15), Perception 6 (+14), Persuasion 4 (+8), Sleight of Hand 6 (+10), Stealth 5 (+8), Technology 8 (+17)

OFFENSE

Initiative +1

DEFENSE

Dodge	6	**Fortitude**	6
Parry	6	**Toughness**	6/0*
Will	18	*Without Ectoplasmic Disguise.	

POWER POINTS

Abilities	54	**Skills**	39
Powers	125	**Defenses**	22
Advantages	3	**Total**	243

COMPLICATIONS

Madness: Doctor Psycho suffers from a pathological hatred of women, especially beautiful women. This misogynistic fury sometimes drives him to outbursts of rage and fits of hysteria.

PERSONALITY

Doctor Psycho's pseudonym fits him well. He is completely insane and utterly sadistic, particularly where beautiful women are concerned. He prefers to torture through telepathic dream manipulation rather than cause physical injury, slowly driving his victims mad.

POWERS & ABILITIES

Doctor Psycho is a brilliant, if twisted, researcher and scientist, and is able to draw ectoplasm from a human medium, shaping it around his body to disguise himself. He also has formidable powers of telepathy and can control a victim's dreams.

REAL NAME: EDGAR CIZKO
OCCUPATION: SCIENTIST, CRIMINAL BASE: WASHINGTON, D.C.

ALLIES

Doctor Psycho's insanity makes him a loner, but he has worked in the employ of Ares, the God of War, and with Lex Luthor's Secret Society of Super-Villains.

ENEMIES

Doctor Psycho is a persistent foe of Wonder Woman, and has devoted a great deal of attention to harming her and those close to her.

DOCTOR SIVANA

DOCTOR SIVANA PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	1	0	2	2	10	3	4

EQUIPMENT

50 points of equipment as appropriate, typically headquarters and vehicles.

ADVANTAGES

Benefit 4 (Multi-millionaire), Equipment 10, Improvised Tools, Inventor, Jack-of-all-trades, Leadership, Redirect, Set-up, Skill Mastery (Technology), Well-informed

SKILLS

Deception 9 (+13), Expertise: Business 6 (+16), Expertise: Science 12 (+22), Insight 6 (+9), Intimidation 10 (+14), Investigation 3 (+13), Perception 5 (+8), Persuasion 3 (+7), Technology 12 (+22), Treatment 2 (+12)

OFFENSE

Initiative + 0

Unarmed +2	Close, Damage -1

DEFENSE

Dodge	4	**Fortitude**	3
Parry	4	**Toughness**	1
Will	12		

POWER POINTS

Abilities	42	**Skills**	34
Powers	0	**Defenses**	17
Advantages	22	**Total**	115

COMPLICATIONS

Big Red Cheese!: Captain Marvel is the bane of Sivana's existence, driving him to irrational extremes in order to do the hero harm.

Insecurities: Sivana is a seething mass of paranoid insecurities that sees rivals and obstacles everywhere, even when none actually exist. Success means nothing to him unless it has a cost to someone else.

Doctor Thaddeus Sivana built a business empire with nothing more than the power of his genius. This was the story he liked people to believe, particularly as it ignored the dirty-dealings that were actually involved in Sivana's climb up the corporate ladder to become CEO of the eponymous Sivana Industries. His involvement in financing an expedition to the Middle East resulted in the murders of the Batsons, expedition leaders, and his continued attempts to exploit the ill-gotten finds of the trek led him into conflict with the newly-empowered

REAL NAME: DOCTOR THADDEUS BODOG SIVANA
OCCUPATION: "MAD SCIENTIST," FORMER BUSINESS TYCOON
BASE: FAWCETT CITY

Captain Marvel. Ultimately exposed for his corrupt business dealings, Sivana was ruined, his image destroyed alongside his wealth. Angry, bitter, and vengeful, Sivana turned his genius towards more openly criminal pursuits.

Unlike many of his peers, Doctor Sivana's efforts have often been aimed purely at building illicit resources (real estate holdings, corporate stock, etc.) rather than directly attacking his enemies. His career path has not deterred his basic greed and naked ambitions, only channeled them in avenues that benefit no one other than himself. His basic distaste for violence directed at his person has also remained undiminished, so Sivana prefers operating behind proxies (such as the Fearsome Five) whenever possible.

PERSONALITY

Doctor Sivana is driven by deep-seated insecurities which make his ambitions unlikely to ever succeed. No matter what he achieves, he will always crave more. His jealousy of others has driven him to amass wealth and power and to use those resources against the people of whom he is jealous. Beauty, power, wealth, control… none of them will ever satisfy the bitter darkness that long ago ate away his heart.

POWERS & ABILITIES

Doctor Sivana possesses an incredible genius-level intellect and a mastery of multiple disciplines of science and technology with few equals or superiors. He is never without one or two pieces of superscience on his person: invented weapons, defenses, or other technology to compensate for his physical shortcomings. (Use the Routine result of his Technology skill (32) as a points guideline for invented single-appearance "toys.") The combination of his weasely nature and intellectual genius makes him a talented manipulator and strategist.

ALLIES

Doctor Sivana doesn't have allies as much as he does (very) temporary partners of convenience. He can force himself to work with anyone on a short-term basis if it helps him achieve his goals, with the possible exception of his children. Others, like the science-based villains on Oolong Island, are simply a means to an end.

ENEMIES

First and foremost Doctor Sivana hates the Marvel family for their constant interference in and thwarting of so many of his plans. He also loathes Lex Luthor intensely, as he feels he's being pushed into Luthor's shadow by "peers" and a public that view him as a genius *almost* as impressive as Lex. Though Doctor Sivana may have dismissed him as dumb muscle, Black Adam is unlikely to forget Sivana's participation in Adam's torture on Oolong Island or Sivana's involvement in creating the Four Horsemen of Apokolips that leveled Kahndaq.

DOOMSDAY

The creature known as Doomsday originated long ago on the planet Krypton, before that world's inhabitants conquered their environment. The alien scientist Bertron cloned and released a humanoid infant onto the harsh surface of the planet. After its immediate death, the remains were dissected and used to create a new clone. Each successive "generation" of the creature was encoded with the death agonies of all of the prior clones, creating a form of forced adaptive evolution.

First, the clone became able to withstand the harsh environment. Then it developed abilities to deal with the deadly predator species, to survive on solar energy without the need for food, water, or air, and, eventually to regenerate and adapt to whatever killed it, even without Bertron's technology. "The Ultimate" form of the creature exterminated Krypton's deadliest predatory species, then turned on Bertron, aware that he had "killed" it thousands of times over.

Escaping from Krypton, the creature rampaged across the universe for thousands of years. It battled Darkseid on Bylan 5, resulting in the poisoning of that world's atmosphere. It rampaged across Khundia, uniting the warring clans to build a rocket to send the Destroyer hurling back into space. The creature killed a Green Lantern and even attacked Oa, requiring hundreds of Green Lanterns and even one of the Guardians of the Universe to perish in order to stop it.

REAL NAME: NONE. KNOWN AS THE ULTIMATE, THE ARMAGEDDON CREATURE, THE BEAST, AND THE ULTIMATE DESTROYER
OCCUPATION: DESTROYER BASE: MOBILE

Finally, the Ultimate cut a swath of devastation across the world of Calaton. The survivors of the Calaton royal family merged their life forces into a powerful energy being known as the Radiant. It killed the Ultimate, although the battle devastated the surface of Calaton. In accordance with their funerary rites, the Calatonians shrouded and chained the Ultimate's corpse, so its spirit could not escape the afterlife. They placed it into a capsule and shot it into space. Eventually, the capsule crash-landed on Earth, buried deep underground by the impact.

After an unknown amount of time buried alive, the creature regenerated and fought its way free, emerging in the American Midwest. Dubbed "Doomsday" after Booster Gold likened its appearance to "the arrival of doomsday," the creature easily defeated the assembled Justice League, making his way towards Metropolis. Doomsday's early development gave him the ability to sense the presence of Kryptonian life-forms—it automatically considered them a threat—so he was drawn to Superman's home to attack him.

Superman attempted to stop Doomsday, leading to a running battle all the way into Metropolis. Even the Man of Steel was only just able to slow the creature. Finally, in a no-holds-barred combat, Superman and Doomsday beat each other to death in front of the *Daily Planet* building in downtown Metropolis. Not long thereafter, Hank Henshaw, the Cyborg Superman (posing as the real Superman) stole Doomsday's corpse. He bound the creature to an asteroid and sent it hurtling out of the solar system on a trajectory

DOOMSDAY — PL16

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
20	20	1	1	10	-2	0	0

POWERS

Adaptive: Immunity 20 (Any effect that previously killed him, see description) • *20 points*
Bone Spurs: Strength-based Damage 2 • *2 points*
Healing Factor: Immortality 6, Regeneration 18 • *30 points*
Invulnerability: Immunity 10 (Life Support), Impervious Toughness 20 • *30 points*
Leaping: Leaping 10 (4 miles) • *10 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str 24, 400,000 tons) • *4 points*

ADVANTAGES

All-out Attack, Diehard, Fast Grab, Fearless, Great Endurance, Improved Critical (Bone Spurs), Improved Initiative, Improved Hold, Power Attack, Takedown

SKILLS

Athletics 6 (+26), Intimidation 12 (+12), Perception 4 (+4), Ranged Combat: Throwing 6 (+7)

OFFENSE

Initiative +5	
Bone Spurs +10	Close, Damage 22, Crit. 19-20
Unarmed +10	Close, Damage 20

DEFENSE

Dodge	10	**Fortitude**	20
Parry	10	**Toughness**	20
Will	12		

POWER POINTS

Abilities	100	**Skills**	12
Powers	96	**Defenses**	21
Advantages	10	**Total**	239

COMPLICATIONS

Hatred: Doomsday hates all things Kryptonian and can sense Kryptonian life-forms due to the nature of its origins.

that would not intersect with any inhabited worlds. Doomsday recovered in the depths of space, still unkillable.

PERSONALITY

Doomsday is an engine of almost mindless destruction. There is no reasoning—or even speaking—with it.

POWERS & ABILITIES

Doomsday is a massive powerhouse, able to dish out rank 22 Damage with an attack—27 with a critical hit!—but his greatest power is his ability to bounce back from virtually *anything*. His Adaptive power is a unique sort of Immunity: once a particular effect has killed him, Doomsday adapts to it and the effect no longer works against him. The Gamemaster should keep track of ways used to defeat Doomsday in the game, and may choose to make a method the heroes try one already covered by Doomsday's Immunity as a complication, awarding the players a hero point accordingly.

Similarly, Doomsday has been known to spontaneously develop additional abilities to deal with certain foes, from breathing fire to secreting venom from his bone spurs. These are essentially one-time power stunts the GM can introduce as complications when the heroes face Doomsday, particularly if any of them have known vulnerabilities or weaknesses. Base their rank(s) on Doomsday's power level and the appropriate rank for the power level of the game.

ALLIES

Doomsday has no allies, although some have attempted to use the powerful brute to their own advantage in the past.

ENEMIES

Doomsday is an enemy of all living things, although particularly inclined to hate Kryptonians. The Radiant of Calaton and Superman are among the very few foes to ever defeat the creature.

THE DOOM PATROL

More than any other super-team, the Doom Patrol's history is complex and even contradictory, with members undergoing serial demises and resurrections. The team has been through several incarnations, but the core members are the Chief, Elasti-Woman, Negative Man, and Robotman, with Mento as a long-term associate.

The team was formed by Niles Caulder, the Chief (who may have secretly engineered their origins). They began as outcasts who became super heroes to change how society perceived "freaks" like them, fighting villains such as the Brotherhood of Evil and aiding other heroes such as the JLA, Metamorpho, and the Teen Titans. The team eventually met their end when they were captured by Madame Rouge and General Zahl, who detonated a bomb near the island of Codsville, Maine, apparently killing all members, except Robotman.

A short-lived team was then formed by the Indian heroine Celsius; this included a rebuilt Robotman, Negative Woman, and Tempest. This incarnation clashed with villains like Kalki the Undying, Reactron, and Shrapnel, but the team collapsed shortly after it began due to internal frictions and the deaths of several members.

BASE: OOLONG SCIENCE ISLAND
CURRENT MEMBERS: THE CHIEF, ELASTI-WOMAN, MENTO, NEGATIVE MAN, AND ROBOTMAN
FORMER MEMBERS: BEAST BOY, BUMBLEBEE, CELSIUS, DANNY THE STREET, DOCTOR LIGHT (DR. KIMIYO HOSHI), ELONGATED MAN, FAST FORWARD, FEVER, SCOTT FISHER, FREAK, GRUNT, KID SLICK, LODESTONE, METAMORPHO, NEGATIVE WOMAN, NUDGE, TEMPEST, CRAZY JANE, DOROTHY SPINNER, REBIS, VORTEX, VOX.
ENEMIES: ANIMAL-VEGETABLE-MINERAL MAN, THE BROTHERHOOD OF DADA, THE BROTHERHOOD OF EVIL, GARGUAX, GENERAL IMMORTUS, KALKI, MEN FROM N.O.W.H.E.R.E., MR. 104, REACTRON, RED JACK, THE SCISSORMEN, SHRAPNEL.
HEADQUARTERS: DAYTON MANOR, OOLONG ISLAND.

Another Doom Patrol eventually formed and went through a series of bizarre adventures, facing surreal threats such as Red Jack, the De-Creator, and the Brotherhood of Dada. This Doom Patrol was undone by a now insane Chief, who threatened the world with nanotechnology.

The current version of the team consists of the original lineup—all of whom are quite alive, though they now function as "paranormal investigators" more than super heroes. They are quartered on Oolong Island, a haven for eccentric scientists. Given the team's routine encounters with super-science, weird phenomena, and other strangeness, anything is possible for the Doom Patrol's future.

HQ: LAB COMPLEX • *20 POINTS*

Size: Gargantuan **Tou** 10 **Features:** Communications, Computer, Garage, Gym, Grounds, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System 2 (DC 25), Workshop

THE CHIEF

The Chief's history is still mysterious; as a young man in India, he encountered General Immortus. The General funded Caulder's research into an immortality serum (to replace Immortus' own failing potion), but Caulder balked when he learned his benefactor's identity. Caulder consumed the serum himself, and then faked his own death. While Caulder's ruse did fool General Immortus, he was left partially paralyzed as a result.

Caulder founded the first Doom Patrol, convincing the original members that together they could better the world and themselves. He was thought dead following the Codsville, Maine incident. But the Chief survived by unknown means. He secretly worked for the government, not surfacing until years later.

When the Chief returned, a new personality was evident. In time, he went utterly insane, attempting world annihilation. At one point, after again being thought dead, the Chief returned a second time to reform the classic Doom Patrol.

The Brain (of the Brotherhood of Evil) accused Niles Caulder of causing "accidents" which mutilated people, including the one which ruined the Brain's human body. According to these allegations, the Chief also created super-beings known as Electric Blu, the Human Cannon, and Negative Girl. The truth remains undetermined.

Later revelations indicate the Chief was responsible for the "accidents" which transformed the original Doom Patrol members. Certain accounts implicate Niles Caulder in the murder of Joshua Clay/Tempest, the creation of the Brain, and even a doomsday plot. Despite his erratic behavior, the Chief usually functions as at least a borderline hero. Perhaps the immortality serum he ingested long ago adversely affected his mental health.

The Chief is the intelligence behind the Doom Patrol. He aids the team through his vast knowledge and scientific expertise, rarely entering a fray directly. Chief will only take a direct role when armed with a weapon or plan sufficient to deal with whatever foes are at hand. Niles Caulder remains the leader

REAL NAME: NILES CAULDER
OCCUPATION: SCIENTIST

of the Doom Patrol, though the members question his self-serving motives.

PERSONALITY

Niles Caulder initially appeared to be a benevolent, caring man who used his mental gifts to aid mankind. Later, his personality became more aloof and callous, with the Chief manipulating others for his own gain. He no longer seems to value others' lives. He is very acquisitive, bent on increasing his knowledge and influence at nearly any cost. The Chief also has an apparent addiction to chocolate, often growing irritated or distracted when deprived of his vice. His personality is unstable at best.

POWERS & ABILITIES

Confined to a wheelchair, Niles Caulder's intellect more than compensates for his disability. He is a brilliant inventor, scientist, surgeon, and strategist. He has extensive resources, and comes up with whatever gadgets or weapons are needed for a situation. He may use devices built into his wheelchair, power-neutralizing devices, or just rely on sheer cunning. Still, the Chief rarely engages in combat, instead advising and giving tactical advice to the Doom Patrol in the field.

ELASTI-WOMAN

Rita Farr was a former Olympic swimmer who became a semi-famous B-movie starlet. When a movie stunt went awry and forced her into a mysterious ravine, she was exposed to strange volcanic gases. These vapors mutated Ms. Farr, giving

THE CHIEF — PL10 • 135 POINTS

Abilities: Str 0 **Sta** 0 **Agl** 2 **Dex** 4 **Fgt** 4 **Int** 10 **Awe** 5 **Pre** 5

Advantages: Benefit 4 (Multi-millionaire), Equipment 10, Fascinate (Deception), Inventor, Languages 2, Leadership, Ranged Attack 4, Seize Initiative, Set-up, Skill Mastery (Deception), Skill Mastery (Persuasion), Skill Mastery (Technology), Taunt, Ultimate Effort (Technology), Well-informed

Skills: Deception 8 (+13), Expertise: Medicine 5 (+15), Expertise: Science 10 (+20), Insight 5 (+10), Investigation 5 (+15), Persuasion 8 (+13), Technology 10 (+20), Treatment 5 (+15), Vehicles 4 (+8)

Offense: Initiative +0, Unarmed +8 (Close, Damage 0 or by weapon), Ranged +8 (Ranged, Damage by weapon)

Defense: Dodge 2, Parry 6, Fortitude 5, Toughness 0, Will 10

Totals: Abilities 60 + Powers 0 + Advantages 31 + Skills 30 + Defenses 12 = 135

Complications: Disability: The Chief lost the use of his legs years ago, due to nervous system damage. He is confined to a wheelchair. **Nemesis:** Niles Caulder has several sworn enemies, including the Brain and General Immortus. **Reputation:** The Chief has garnered a reputation as duplicitous and mentally unstable. Other heroes (even his allies) are suspicious of his actions.

REAL NAME: RITA FARR
OCCUPATION: ACTRESS

her size-changing abilities over which she initially had little control. Like Negative Man and Robotman, she was recruited into the original Doom Patrol by the Chief. Taking the codename Elasti-Girl, Rita battled menaces such as General Immortus and Garguax alongside her teammates

Though Elasti-Girl and Negative Man had a tentative relationship, Rita was romanced by Steve Dayton, also known as the hero Mento. The two married and subsequently adopted junior Doom Patrol member Garfield Logan, alias Beast Boy.

Rita was thought to have perished in the explosion engineered by Madame Rouge and General Zhal. It was later revealed she was not really dead, though her body was largely destroyed. The Chief was able to regenerate Rita's body from what remained. Revived, she again became an active Doom Patrol member. Later she learned her recreated body was much less "human" than before, making her more of a "freak".

Left mentally docile by the ordeal, Rita was manipulated by the Chief until her husband Mento intervened, using his psychic powers to threaten Caulder. Ironically, Rita later discovered Mento had been telepathically manipulating her for years. Enraged, she ended their marriage, though she retains feelings for Dayton. Finally free of all outside influences for the first time in years, Rita has renamed herself Elasti-Woman and has taken on a more aggressive, independent attitude.

Elasti-Woman has no real defensive abilities outside of her regeneration and shrinking abilities, but is immensely strong and tough at maximum size.

ELASTI-WOMAN — PL11 • 151 POINTS

Abilities: Str 12/0* **Sta** 19/7* **Agl** 4 **Dex** 4 **Fgt** 4 **Int** 1 **Awe** 2 **Pre** 3

Powers: Change Stature (Array (48 points), **Shrinking** (Shrinking 24 (½ inch tall; +12 Dodge, +12 Parry)), **AE: Growth** (Growth 16 (120 feet tall; +16 Strength, +16 Stamina, -8 Dodge, -8 Parry) Linked to the following powers: **Enhanced Strength 4** (Limited to Grabbing/Holding), **Leaping 4**; **Elastic Limbs** (Elongation 3 (60 feet)); **Floating** (Movement 1 (Safe Fall) Limited to when ½ inch tall); **Giant-Sized Arm Sweep or Stomp** (Strength 16 Damage is Area Effect Burst, Limited: Only useable when 60 feet tall or taller, Quirk: Damage equal to current Strength value (-1 point))); **Rebuild Body** (Regeneration 5, Persistent)

Advantages: Accurate Attack, Attractive, Diehard, Improved Grab, Improved Hold, Teamwork

Skills: Athletics 4 (+16/+4*), Close Combat: Unarmed 6 (+10), Expertise: Acting 4 (+5), Intimidation 0 (+9/+3*), Persuasion 6 (+9)

Offense: Initiative +4, Unarmed +10 (Close, Damage 12/0*)

Defense: Dodge 1/7*, Parry 1/7*, Fortitude 7/10, Toughness 19/7*, Will 3 *Without typical levels of Growth.

Totals: Abilities 50 + Powers 70 + Advantages 6 + Skills 10 + Defenses 7 = 143

Complications: Involuntary Powers: Elasti-Woman's size-changing abilities are sometimes out of control when she is emotionally unstable. **Relationships:** Rita Farr is deeply committed to her fellow Doom Patrol members, her adopted son Beast Boy, and (while together) her husband, Mento. **Weakness:** Due to her malleable brain, Elasti-Woman suffers a -5 penalty to checks against Deception and Persuasion attempts, and against Mind Control attacks.

PERSONALITY

A former starlet, Rita Farr is typically fun-loving, vivacious, and light-hearted, despite being relegated to the role of a social misfit due to her strange "condition". Elasti-Woman's cheerful presence bolsters the morale of her gloomier teammates. At the same time, Rita Farr has become more somber and shorter-tempered than in her celluloid glory days. She is also a bit dimmer mentally, a side-effect of her powers.

She has no inhibitions about throwing herself into battle in her giant form, exercising her tremendous strength to great effect. Fully grown, Elasti-Woman is the team's "heavy hitter'. Even in her diminutive state, Rita is adventurous and confident.

In contrast to many heroines, Elasti-Woman tends toward modesty in manner and choice of costume (a full-body suit of late). She often adopts a "den mother" role to her comrades Cliff Steel and Negative Man, and to Garfield Logan, whom she adopted. Rita was very protective of her husband Mento (prior to their recent estrangement) and son Beast Boy, before Garfield left to join the Titans.

POWERS & ABILITIES

Rita Farr grows to over one hundred feet tall or shrinks down to less than an inch and she can also stretch to extraordinary lengths. Elasti- Woman's malleable body allows her to heal injuries that would kill or maim ordinary humans, even to the point of regenerating completely.

At a height of sixty feet (Growth 12, Elasti-Woman's usual "action size") she has a +12 bonus to her Strength and Toughness, and a -6 penalty to her active defenses, which allows her to fit into her normal power level as shown on her character sheet. As she gets larger, Gamemasters should impose other limitations on her or penalize her Attack bonus. Elasti-Woman's shrinking is typically used for reconnaissance, not fights, and it's not unusual for her to have active defenses far outside power level ranges.

MENTO

Multi-billionaire businessman Steve Dayton is a metahuman born with various psychic powers. To booth boost his powers and conceal their true nature, he created the Mento helmet. It magnified his mental prowess to super-heroic levels, allowing him to become a costumed crime-fighter. As Mento, he met and romanced Rita Farr, on whom he had a crush. After becoming an unofficial member of the Doom Patrol, he and Elasti-Girl married and adopted the orphaned Beast Boy. They seemed to be a loving, if unusual, family.

Dayton became unhinged after the apparent death of his wife. He improved his Mento equipment and sought vengeance against Madame Rouge and Zahl, but was thwarted

REAL NAME: STEVE DAYTON
OCCUPATION: BUSINESSMAN/SCIENTIST

in his mission until he received help from Beast Boy, Robotman, and the Teen Titans.

Mento retired from superheroics, but was persuaded to join a mission by the occultist John Constantine. He helped defeat a terrible supernatural menace but success came at a price. The experience left him partially paralyzed, and confined to a wheelchair. It also rendered him semi-psychotic, causing Dayton to seek revenge against former allies. He used an experimental compound called Promethium to create his own villain team, the Hybrid. The empathic Raven (of the Titans) cured Mento's insanity, and Dayton discarded his helmet. This did not last, as he again donned the device and became the super-villainous Crimelord. As the Crimelord, he engaged in a complex scheme involving the assassin Deathstroke and stolen nuclear weapons, but was again foiled by the Titans, and Dayton was placed in an asylum.

Eventually Dayton regained his old personality and joined the newly reborn Doom Patrol. At first still distracted by the helmet's side-effects, Mento regained his composure when the Chief was found manipulating his wife . He assumed leadership of the team, but was removed when Rita Farr discovered Mento had been using his mind-reading powers on her for nearly their entire relationship. His future with the team is uncertain.

PERSONALITY

Steve Dayton is mentally unstable, possibly from using his power-amplifying helmet. While wearing the Mento helm, his intelligence is boosted but he becomes overwhelmed with radical new concepts and fantastic notions. While under the device's influence, Mento alternatively acts heroically, wanders about in a self-absorbed haze, or becomes a raving megalomaniac. Removing the headgear for prolonged periods restores his lucidity.

Mento is passionately in love with Elasti-Woman to an unhealthy extent. He's obsessed with Rita's "well-being." Dayton subjected her to surreptitious psychic monitoring for years. Eventually his wife discovered her husband's telepathic spying and separated from him. Mento was expelled from the Doom Patrol. Steve Dayton now refrains from using his helmet, intent on recovering his mental health and rebuilding his personal relationship with his ex-wife.

POWERS AND ABILITIES

The Mento helmet increases Steve Dayton's intrinsic psychic powers, giving him a wide array of mental abilities. He can manifest clairvoyance, telepathy, and telekinesis. Mento has also generated psionic blasts and become intangible on rare occasions.

In addition, Steve Dayton is a highly talented businessman and a skilled inventor in his own right. He is knowledgeable about the arts, literature, strategy, and science.

MENTO — PL10 • 159 POINTS

Abilities: Str 0 **Sta** 0 **Agl** 1 **Dex** 2 **Fgt** 2 **Int** 4 **Awe** 6 **Pre** 4

Powers: Mental Awareness (Senses 2 (Mental Sense, Radius)); **Mento Helmet** (75 points, Removable (-15 points); **Clairvoyance** (Remote Sensing 6 (1,800 feet; Visual, Hearing), Subtle (Only detectable by Mental Sense)); **Mind Over Matter (**Array (20 points), **Intangibility** (Insubstantial 4 (Intangible)), **AE: Telekinetic Blast** (Ranged Damage 10), **AE: Telekinesis** (Move Object 8, Accurate 4)); **Telekinetic Field** (Protection 12, Sustained); **Telepathic Powers** (Array (20 points), **Mind Reading** (Mind Reading 10), **AE: Mental Communication** Communication 3 (Statewide, Mental), Area, Selective, **AE: Mind Control** Perception Range Affliction 5 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative,) **AE: Mental Blast** (Perception Range Damage 5, Resisted by Will)))

Advantages: Benefit 5 (Billionaire), Inventor, Seize Initiative, Ultimate Effort (Will checks)

Skills: Deception 6 (+10), Expertise: Business 8 (+12), Expertise: Engineering 8 (+12), Expertise: Science 6 (+10), Perception 4 (+10), Persuasion 6 (+10), Ranged Attack: Mental Blast 8 (+10)

Offense: Initiative +1, Unarmed +2 (Close, Damage 0), Mental Blast—(Ranged, Damage 5, Resisted by Will), Telekinetic Blast +10 (Ranged, Damage 10)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 12, Will 14

Totals: Abilities 38 + Powers 63 + Advantages 8 + Skills 23 + Defenses 27 = 159

Complications: Disability: The psi-boosting helmet adversely affects Dayton's mentality, causing him to become easily distracted at inopportune times. It can even lead to bouts of psychosis. **Relationships**: Mento's relationships with his wife and adopted son Beast Boy sometimes veer into obsessive behavior. **Secret:** Mento uses his mind-influencing powers on allies and friends without their knowledge, including his wife Elasti-Woman

NEGATIVE MAN

Larry Trainor was a test pilot whose experimental aircraft malfunctioned after passing through a strange energy field. He was saved from death when a "negative spirit" emerged from his body and stopped the airplane from sinking into the ocean. Besides gaining this strange superpower, Larry became radioactive, his body resembling a glowing skeleton. Contacted by Niles Caulder, Larry was given lead-treated bandages which contained his radioactivity. The Chief inducted him into the Doom Patrol, and Larry took on the codename Negative Man.

Negative Man was thought slain in Madame Rouge's explosion, but the energy-being lived on and proved to be an independent creature (perhaps extraterrestrial). It temporarily took up residence in Valentina Vostok, who became Negative Woman. Later, Larry turned up alive (though comatose) and the negative entity returned to Trainor's body once its original host fully recovered. Later, the energy being, Larry, and one Dr. Eleanor Poole became a gestalt known as Rebis. The Rebis entity was last seen exploring a parallel Earth.

REAL NAME: LARRY TRAINOR
OCCUPATION: TEST PILOT

NEGATIVE WOMAN

Valentina Vostok was a Russian military test pilot who stole a plane in order to defect to the U.S., but her craft ditched near the site of Larry Trainor's demise. The negative-energy being (seeking a host) attached itself to Vostok, giving her energy-related powers similar to Trainor's. She was recruited into the Doom Patrol formed by Celsius.

Originally Valentina changed into a negative-energy form, but eventually her abilities matched those of Negative Man; her flesh became radioactive and needed to be covered by treated bandages.

When Larry Trainor was discovered to be alive, the negative spirit left Valentina and returned to Trainor. Valentina retired from super heroics and pursued an intelligence career. She eventually became a Checkmate operative, rising to the rank of "White Queen.".

Negative Woman's game information is the same as Negative Man's with the following changes:

Advantages: *Close Attack 6, Improved Initiative 2,* Languages 2 (French, German, Russian), *Uncanny Dodge,* Connected

Skills: Athletics 4 (+5), Expertise: Military Intelligence 4 (+6), Expertise: Politics 3 (+5), Insight 4 (+6), Perception 4 (+6), Technology 4 (+6), Vehicles 2 (+5)

Complications: Nemesis: Valentina was wanted by the Russian government for defection; her homeland's authorities sent agents and super-operatives to recapture her.

Eventually, Larry Trainor surfaced with the reformed Doom Patrol, with his old appearance and powers. It has since been revealed Larry's original body did die in the explosion; all the host bodies of the negative spirit since were created by the Chief. They were either clones of Trainor or infused with his metagene and DNA code. The current host is the first to be aware of this development.

Negative Man outperforms his PL in many ways, as the Negative Spirit entity is nearly impervious to any attack; this is balanced out by the vulnerable host left behind.

NEGATIVE MAN — PL12 • 302 POINTS

Abilities: Str 9/1* **Sta** 4 **Agl** 4 **Dex** 3 **Fgt** 6 **Int** 1 **Awe** 4 **Pre** 2

Powers: Negative Man (Alternate Form (222 points); Activation (Move Action, -1 point), **Fast (**Enhanced Advantages 9 (Close Attack 6, Improved Initiative 2, Uncanny Dodge)), **Flight (**Flight 18 (500,000 MPH)), **Inhuman (**Immunity 53 (Aging, Critical Hits, Fortitude Effects, Will Effects, Life Support)), **Intangible (**Insubstantial 3 (Energy Form)), **Negative Energy Body** (Affects Corporeal Reaction Damage 12, Penetrating 12 Linked to Affects Corporeal Close Range Nullify 12 (Electronic Equipment)), **Tactile Telekinesis** (Enhanced Strength 8, Affects Corporeal 9))

Advantages; *Close Attack 6*, Extraordinary Effort, *Improved Initiative 2*, Trance, *Uncanny Dodge*

Skills; Athletics 4 (+5), Deception 4 (+9), Insight 6 (+10), Perception 7 (+11), Persuasion 4 (+10), Technology 4 (+5), Vehicles 9 (+12)

Offense: Initiative +4/+9*, Unarmed +6/+12 (Close, Damage 1/9*), Negative Energy Body +12* (Close, Damage 12 Linked to Nullify 12*)

Defense: Dodge 8, Parry 8, Fortitude 6/Immune*, Toughness 4, Will 6/Immune* *In Negative Man form.

Totals: Abilities 50 + Powers 221 + Advantages 2 + Skills 19 + Defenses 10 = 302

Complications: Prejudice: Larry Trainor lives life as a human mummy, wrapped in bandages to contain his strange energies. He is treated as an outcast everywhere. **Weakness:** Larry Trainor (or whichever host body) grows weaker the longer the Negative Man is out of his body. He is able to act, but only through extreme effort. In addition, the Negative Man must return to Trainor's body after roughly a minute or risk Trainor's death. **Weakness:** The Negative Spirit is vulnerable to attacks with the electromagnetic descriptor, including EMP attacks and magnetic force fields. It suffers a -5 penalty to resist such effects.

PERSONALITY

On the surface, Negative Man seems well-adjusted and comfortable with his existence. He rarely appears alienated or depressed, but instead displays a snarky and self-deprecating sense of humor. Larry Trainor is actually a somber self-aware man who keeps his deepest thoughts and feelings to himself. He knows his mutation sets him apart, but he makes light of this fact. Larry is sensitive about his appearance, almost never removing the bandages which conceal his "human X-ray" condition. Currently, Larry possesses the memories of all his previous incarnations, but suppresses the non-Trainor personas.

POWERS & ABILITIES

Larry Trainor releases a negative-energy being from his body, which is superhumanly strong, can fly at light-speed, move through solid matter, and disrupt electronic machinery. The energy being is immortal and nearly impervious to damage of any kind. It can exist unharmed in deep space or the depths of the ocean. It exhibits traits of both electrical and radioactive energies, but is not exactly either. The creature can be contained by force fields or lead shielding. The entity can also be disrupted by electromagnetic pulses.

Trainor's life-essence is linked to the energy being and he grows weaker when it is outside his body. This can result in Larry falling into a coma or dying if they are separated too long. Though the energy-being is self-aware, it generally acts according to Larry's wishes.

Other hosts of the energy being have exhibited different sets of powers, including precognition, heightened awareness, and transmutation of living matter. Its limits remain unknown.

REAL NAME: CLIFF STEELE
OCCUPATION: EX-DAREDEVIL

ROBOTMAN

Once a daredevil and race car driver, Cliff Steele's normal life ended when a car crash destroyed his body, leaving only his brain intact. When he awoke from a surgical table, he found himself encased in a powerful cyborg shell. Driven mad, he ran amok until confronted by the surgeon who performed the operation: Niles Caulder. The Chief reasoned with Cliff, convincing him to accept his new life and join the original Doom Patrol.

As Robotman, Cliff served with the original team until its seeming destruction. His badly damaged body was found and rebuilt by Doc Magnus of the Metal Men. Soon thereafter, he joined Arani Desai's Doom Patrol.

When the second Doom Patrol fell apart following an alien invasion, Cliff had a breakdown and landed in a sanitarium. There he met Crazy Jane and Dorothy Spinner, both of whom would later join a new Doom Patrol incarnation, along with a new version of Negative Man known as Rebis. This group had many bizarre adventures, ending with an apocalyptic scenario where the Chief was revealed to be insane, Tempest was murdered, and the other teammates left or retired.

ROBOTMAN — PL 11 • 174 POINTS

Abilities: Str 10 **Sta**—**Agl** 3 **Dex** 2 **Fgt** 6 **Int** 1 **Awe** 1 **Pre** 4

Powers: Armored Robotic Body (Strength-based Damage 2; Immunity 32 (Critical Hits, Fortitude Effects); Protection 13, Impervious 8) **Artificial Senses** (Senses 7 (Direction Sense, Extended Sight, Extended Hearing, Low-Light Vision, Infravision, Radio, Time Sense)); **Disembodied Brain** (Immortality 1 (As long as his brain survives, Robotman can be repaired)); **Hydraulic Legs** (Leaping 4; Movement 1 (Safe Fall), Speed 4 (30 MPH)); **Magnetized Boots** (Movement 2 (Wall-crawling 2), Limited to surfaces with metal in/on them); **Blaster** (Ranged Damage 10)

Equipment: 5 points of appropriate equipment.

Advantages: Diehard, Equipment, Fearless, Improved Hold, Interpose, Teamwork

Skills: Athletics 4 (+14), Close Combat: Unarmed 4 (+10), Intimidation 4 (+8), Persuasion 2 (+7), Ranged Combat: Weapons System 8 (+10), Vehicles 4 (+9), Technology 4 (+5)

Offense: Initiative +5, Unarmed +10 (Close, Damage 12), Blaster +10 (Ranged, Damage 10)

Defense: Dodge 6, Parry 9, Fortitude Immune, Toughness 13, Will 8

Totals: Abilities 54 + Powers 86 + Advantages 6 + Skills 15 + Defenses 13 = 174

Complications: Prejudice: Robotman's metallic appearance sets him apart from humanity. **Relationships:** Cliff Steele is devoted to the well-being of his teammates. **Weakness:** Robotman has a human brain, which is dependent on his bionic body's life support systems. He cannot exist indefinitely without oxygen or nourishment, despite his Immunity to Fortitude effects, as his robot body's reserves are not infinite.

REAL NAME: ARANI CAULDER (NÉE DESAI)
OCCUPATION: ADVENTURER

When Elasti-Woman and Negative Man turned up alive, Robotman eagerly hooked up with his earliest allies to reform the classic Doom Patrol team. The mainstay of the Doom Patrol, Steele has served on all incarnations of the team over the years.

PERSONALITY

Cliff Steele is steadfastly loyal to his teammates, stoic and brave even when facing superior foes. He empathizes with fellow "freaks" and outcasts. His gruff exterior and offbeat sense of humor help him take even the most bizarre situations in stride, simply accepting such events as just other elements in his oddball existence.

There are still periods when Robotman falls into depression, resenting his cyborg existence. He still laments his loss of humanity, his robotic appearance, and the coldness of his artificial senses. Still, Cliff Steele is not a bitter man; he would sacrifice his own life to save his friends, allies, or innocent civilians.

POWERS & ABILITIES

His human brain housed inside a powerful robotic shell, Robotman possesses superhuman strength, durability, and reflexes, as well as amplified vision and hearing. Built-in life support systems sustain his brain with oxygen and nourishment. His cyborg body houses devices such as an arm-mounted

CELSIUS — PL11 • 165 POINTS

Abilities: Str 1 **Sta** 3 **Agl** 5 **Dex** 5 **Fgt** 5 **Int** 3 **Awe** 1 **Pre** 3

Powers: Cold/Heat Resistance (Immunity 20 (Cold Effects, Heat Effects), Limited to Half Effect); **Immortality** (Immunity 1 (Aging)); **Thermal Control** (Array (23 points), **Cold/Heat Blast** (Ranged Damage 11, Variable Descriptor (Heat, Cold)), **AE: Extreme Temperature Field** (Ranged Weaken 11 (Toughness), Affects Only Objects), **AE: Ice Generation** (Create Object 11))

Advantages: Benefit 2 (Independently Wealthy), Defensive Roll 3, Improved Critical (Unarmed), Improved Defense, Instant Up, Language 2 (Chinese, Russian, Hindi, English), Power Attack, Prone Fighting, Ritualist, Trance

Skills: Acrobatics 3 (+8), Close Combat: Unarmed 10 (+15), Deception 3 (+6), Expertise: Magic 3 (+6), Expertise: Science 4 (+7), Investigation 2 (+3), Ranged Combat: Cold/Heat Blast 6 (+11), Persuasion 3 (+6), Stealth 4 (+9), Technology 4 (+7)

Offense: Initiative +5, Cold/Heat Blast +11 (Damage 11), Unarmed +15 (Damage 1, Crit. 19-20)

Defense: Dodge 15, Parry 15, Fortitude 8, Toughness 6/3, Will 8

Totals: Abilities 52 + Powers 46 + Advantages 14 + Skills 21 + Defenses 32 = 165

Complications: Nemesis: Arani's arch-enemy is her psychotic father, the mythological villain Kalki (and to a lesser extent, General Immortus). **Obsession**: Celsius is fanatical in her desire to restore the Chief and then prove her prior relationship with him.

blaster and electromagnets in his legs. He occasionally jury-rigs other equipment as needed, or is re-outfitted by the Chief or Will Magnus.

CELSIUS

The Brahmin daughter of a wealthy Indian scientist, Arani Desai was cast out by her unbalanced father at an early age. He blamed Arani for her mother's death in childbirth. Unsuited for life on the streets, Arani nearly starved before Niles Caulder befriended her. They supposedly became romantically involved and possibly even a married couple. Caulder treated Arani with his immortality serum, which also activated her meta-gene. Caulder left to protect her from the wrath of his enemy, General Immortus, leaving her at a Himalayan monastery. There she studied martial arts and mysticism.

Upon hearing about the Chief's "death," Arani journeyed to the U.S. where she recruited her own Doom Patrol team: Robotman, Negative Woman, and Tempest. Her poor leadership skills and obsessive (but accurate) insistence that Caulder still lived alienated her teammates. Her Doom Patrol's roster was unstable. Numerous metahumans came and went in the team's brief time. Still, they did have memorable adventures, teaming up with heroes such as Superman and Power Girl.

Celsius eventually faced down her deranged father, who had become the super-villain Kalki. She helped rescue the still-living Larry Trainor, and briefly reunited with Caulder. This last was bittersweet; he insisted they were never married or romantically linked.

Celsius perished while repelling an alien invasion of Earth. After her death, the Chief admitted to their marriage, though he claimed this was just done to manipulate the young woman. Since this was revealed when the Chief was deranged, the validity of all this is questionable.

POWERS & ABILITIES

Celsius generates intense cold and heat from her right and left hands, respectively. Her training in martial arts techniques also makes her a formidable hand-to-hand combatant. She is immortal due to a serum given to her by the Chief. She has exceptional knowledge of both science and mysticism.

TEMPEST

Joshua Clay was a human mutant whose abilities surfaced during his stint in the Vietnam War. A troubled youth who ran with a street gang known as the Stompers, Clay chose military service over a jail term. As an Army combat medic, he served under a brutal sergeant named Krullen. Joshua stopped the murderous Krullen from slaughtering innocent Vietnamese by instinctively using his powers to blast the man, seemingly killing him. Fearing court-martial, he fled back to the United States, took on a fake identity and lived "underground." Celsius uncovered his true identity and coerced Joshua to join her Doom Patrol as Tempest. There he developed an unrequited romance with Valentina Vostok, AKA Negative Woman. Later, it was revealed the sergeant's own mutant powers were activated by Joshua's blast, and he became Reactron, a foe of the Doom Patrol.

REAL NAME: JOSHUA CLAY OCCUPATION: MEDIC, M.D.

TEMPEST — PL10 • 126 POINTS

Abilities: Str 2 **Sta** 5 **Agl** 2 **Dex** 2 **Fgt** 6 **Int** 2 **Awe** 2 **Pre** 0

Powers: Defensive Blasts (Protection 8, Check Required 5 (Ranged Combat: Blast, DC 15), Limited to only vs. Ranged attacks); **Power Bursts** (Array (21 points), **Power Blast** (Ranged Damage 10, Variable Descriptor (Heat, Kinetic, Radiation)), **AE: Aimed Shot** (Deflect 10), **AE: Vortex** (Move Object 10)); **Propulsion** (Flight 6 (120 MPH))

Advantages: Benefit 1 (False ID), Improved Aim, Improved Defense, Move-by Action, Power Attack, Precise Attack (Ranged; Cover)

Skills: Athletics 6 (+8), Close Combat: Unarmed 2 (+8), Deception 4 (+4), Expertise: Medicine 6 (+8), Expertise: Military 2 (+4), Expertise: Streetwise 4 (+6), Persuasion 4 (+4), Ranged Combat: Blast 4 (+10) , Stealth 4 (+8), Treatment 8 (+10)

Offense: Initiative +4, Power Blast +10 (Ranged, Damage 10), Unarmed +8 (Damage 2)

Defense: Dodge 7, Parry 12, Fortitude 10, Toughness 5-13*, Will 6 *Depends on Defensive Blasts check.

Totals: Abilities 42 + Powers 36 + Advantages 6 + Skills 22 + Defenses 20 = 126

Complications: Nemesis: Tempest has a personal archenemy in Reactron, his brutal ex-army sergeant. **Relationship:** Tempest is deeply in love with teammate Negative Woman. **Secret:** Joshua Clay is a deserter from the U.S. Army living under a false identity.

Joshua never cared for superheroics, and left the Doom Patrol at the earliest opportunity. He assumed a false identity as Dr. Jonathon Carmichael (having obtained a medical license). He was again pressured into becoming Tempest by Cliff Steele, but his career was brief. He stayed on with the Doom Patrol as medical support despite giving up costumed exploits, sharing a few of the team's oddest adventures. Niles Caulder murdered Joshua while the Chief was in a psychotic state. But he has already returned on two occasions, the most recent as a Black Lantern.

PERSONALITY

Tempest is a reserved man, more interested in a quiet life as a doctor than operating as a super hero or a member of the Doom Patrol.

POWERS & ABILITIES

Tempest can generate blasts of heat and concussive force, fly, and create wind vortexes. He has extraordinary control over his powers, being able to light a match at 100 meters away or reduce brick walls to rubble.

DREAM GIRL

Nura grew up on the planet Naltor, where everyone has the ability to see the future to some extent. Nura, however, was among the most powerful and when she had a vision of the Legion of Super-Heroes dying, she quickly joined the team to save them.

Instead of telling her teammates what she saw, she manipulated them and managed to get the seven endangered Legionnaires' memberships revoked. Eventually, Nura's teammates found her out and had her removed from the team. For some time, she languished as a member of the Legion of Substitute Super-Heroes, but she eventually proved herself and rejoined the Legion.

As one of the physically weaker members, Nura trained with Karate Kid until she became one of the Legion's most skilled hand-to-hand fighters. Her expertise with Naltorian science also made her one of the best scientists. Those talents coupled with her far-reaching powers made her an effective strategist and long-term planner. She eventually became the Legion's leader and distinguished herself by facing down the threat of the villainous Darkseid.

Over the years, Dream Girl, along with the other members of the Legion, has traveled to the 20th ctentury numerous times.

PERSONALITY

Nura is a long-term planner who is often considered manipulative by others. She is driven to excellence, never rests on past accomplishments, and has learned to use every advantage to its fullest.

POWERS & ABILITIES

As a Naltorian, Nura can see into the future. She is unique amongst her people in that she can see the future while still awake. She has also trained extensively with Karate Kid and is one of the top scientists in the Legion of Super-Heroes.

REAL NAME: NURA NAL
OCCUPATION: ADVENTURER
BASE: 31ST CENTURY EARTH

DREAM GIRL — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	5	4	3	7	7	8	6

POWERS

Precognition: Senses 5 (Danger Sense, Precognition) • *5 points*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3 points); Flight 7 (250 MPH), Removable (–3 points) • *16 points*
Telepathic Plug: Comprehend 3 (Languages); Mental Communication 1 (Close Range), Removable (–1 point) • *7 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst), Removable (–2 point) • *7 points*

ADVANTAGES

All-out Attack, Assessment, Attractive, Benefit 1 (Legion membership), Defensive Attack, Defensive Roll 3, Equipment 6, Evasion, Interpose, Leadership, Move-by Action, Power Attack, Redirect, Set-up, Teamwork, Trance, Uncanny Dodge

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 8 (+13), Deception 10 (+16), Expertise: Biology 12 (+19), Expertise: Science 12 (+19), Expertise: Medicine 8 (+15), Expertise: Tactics 10 (+17), Insight 8 (+16), Investigation 4 (+11), Perception 4 (+12), Persuasion 10 (+16), Technology 10 (+17), Treatment 6 (+13)

OFFENSE

Initiative +4

Unarmed +15	Close Range, Damage 2

DEFENSE

Dodge	10	**Fortitude**	8
Parry	10	**Toughness**	8/5*
Will	12	*Without Defensive Roll.	

POWER POINTS

Abilities	84	**Skills**	53
Powers	5	**Defenses**	16
Advantages	24	**Total**	182

COMPLICATIONS

Relationship: Dream Girl and Star Boy have been a couple for years. The care for and protect each other.

Motivation—Responsibility: Dream Girl uses her powers to help others because she feels she's been given those powers for a reason.

ALLIES

As a member of the Legion, Nura can call on most members for help. She is also on good terms with the Science Police and many Naltorian scientists.

ENEMIES

Nura's enemies include any that threaten the United Planets or the Legion, including the Dominators, the Fatal Five and many others.

DUPLICATE DAMSEL

A native of the planet Cargg, Luornu Durgo possessed the Carggite ability to split into three selves. She left home to become the first to join the original three founders of the Legion of Super-Heroes on Earth, and remained one of the Legion's most consistent members as Triplicate Girl. Even after suffering the death of one of her selves, Luornu renamed herself Duo Damsel and remained with the Legion. After marrying Bouncing Boy, the couple retired from active duty for a time to run the Legion Academy, but returned in the Legion's time of need. Luornu eventually discovered the ability to duplicate not just twice, like other Carggites, but many times over, taking the code-name Duplicate Damsel.

PERSONALITY

Duplicate Damsel has a courageous, never-say-die attitude, willing to put herself in danger for the good of others. Not surprisingly, she's an excellent team player.

POWERS & ABILITIES

Duplicate Damsel can summon exact duplicates of herself. She was initially limited to two duplicates (and known as Triplicate Girl) but later developed the power to summon even more duplicates. Given this new aspect of her power, her upper limit of duplication is unknown.

Luornu is also a skilled hand-to-hand fighter and a member of the Legion Espionage Squad, a capable investigator, scout, and spy.

REAL NAME: LUORNU DURGO
OCCUPATION: LEGIONNAIRE, INSTRUCTOR
BASE: 31ST CENTURY EARTH

DUPLICATE DAMSEL — PL7

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	1	3	3	4	2	3	2

POWERS

Duplication: Summon Duplicates 7 (105 points), Horde, Multiple Minions 5 (32 minions) • *91 points*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal (–3)), Flight 7 (250 MPH), Removable (–3 points) • *16 points*
Telepathic Plug: Comprehend 3 (Languages), Mental Communication 1 (Close Range), Removable (–1 point) • *7 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst), Removable (–2 points) • *7 points*

ADVANTAGES

Benefit 1 (Legion membership), Defensive Roll 2, Equipment 6, Improved Initiative, Teamwork

SKILLS

Acrobatics 6 (+9), Athletics 6 (+8), Close Combat: Unarmed 8 (+12), Deception 6 (+8), Insight 5 (+8), Investigation 5 (+7), Perception 4 (+7), Persuasion 3 (+5), Sleight of Hand 5 (+8), Stealth 7 (+10), Vehicles 3 (+6)

OFFENSE

Initiative +7

Unarmed +12	Close, Damage 2

DEFENSE

Dodge	11	**Fortitude**	7
Parry	11	**Toughness**	3/1*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	40	**Skills**	29
Powers	91	**Defenses**	25
Advantages	11	**Total**	196

COMPLICATIONS

Relationship: Married to Chuck Taine (Bouncing Boy).

Trauma: Duplicate Damsel still carries the memory of the death of one of her duplicates at the hands of Computo. It haunts her in ways others can never understand.

ALLIES

Duplicate Damsel can count on her fellow Legionnaires and her students from the Legion Academy, but most of all on her husband, Chuck Taine (Bouncing Boy). Of course, she is also her own greatest ally, able to outnumber most foes all by herselves!

ENEMIES

Duplicate Damsel has faced off against some of the Legion's deadliest enemies. Her greatest personal foe is the rogue artificial intelligence Computo, responsible for the death of one of her triple selves when she was still Triplicate Girl.

ECLIPSO

REAL NAME: ECLIPSO
OCCUPATION: WRATHFUL SPIRIT OF REVENGE
BASE: MOBILE

When the universe was young, Eclipso was the original Spirit of Vengeance, but he was so driven by revenge rather than by divine retribution that he was eventually replaced by the Spectre. Since then, Eclipso has devoted all his energy to bring torment and despair to the universe that rejected him.

A black gemstone called the *Heart of Darkness* is Eclipso's tether to the physical world, as well as his prison. It is rumored that the gem originates from Apokolips itself, and has undergone many changes throughout history. A hapless adventurer found the giant gemstone in Africa in the 19th century, and cut it into one thousand smaller gems, weakening Eclipso's magical bindings and opening a myriad of windows for his evil.

Eclipso's first host was Bruce Gordon, a scientist who succumbed to the entity while studying solar activity. Eclipso manifested as Gordon's "dark half," with a grey or dark blue circle covering two thirds of his face and assuming a dark outfit. Eclipso surfaced only during eclipses, be they solar, lunar or even stellar, and was easily banished by bright light.

As a seeming low-grade villain, Eclipso hid his true power from Earth's heroes until he put his first grand plot into action. He possessed as many heroes as he could, subsuming his victims into a single body that had all the mass and powers of those he had possessed. He was finally defeated when Bruce Gordon led a group of heroes inside Eclipso's castle.

The entity was not fully banished and resurfaced in the South American country of Parador, taking over its citizens and turning the land into a realm of nightmares. His unholy dictatorship was challenged many times, but Eclipso fended off these attempts easily; he almost destroyed a coalition of super-powered and non-powered heroes calling itself the Shadow Fighters. Eventually the Phantom Stranger ended his dark reign by making the Heart of Darkness whole in order to imprison Eclipso once and for all.

The Spectre destroyed the remains of Eclipso's palace and removed the Heart of Darkness from Earth in the hope of banishing his vengeful counterpart, but Eclipso corrupted a number of magically adept heroes to recover his gemstone. Bruce Gordon rose to fight the entity again as he did in Parador, but this time the only way to stop Eclipso was to become his host again. Gordon was partially successful in keeping Eclipso's powers while keeping his own personality.

Years later, a young man called Alex Montez believed the Heart of Darkness could be controlled. He gathered the cursed shards and concocted a liquid compound from them that he injected into himself, using patterns of magic tattoos to ward against Eclipso's influence. Alex joined Black Adam in Kahndaq, but killed himself in the end to prevent Eclipso's emerging personality from overwhelming him.

The last gem found its way into Jean Loring's cell in Arkham Asylum. After claiming her as his host, Eclipso cajoled the Spectre into starting a crusade against all magic. Eclipso remained behind the scenes during the ensuing massacre of Earth's magic wielders until the Shadowpact formed to oppose the Spectre. The supernatural heroes discovered Eclipso's plotting and, after many battles, Nightshade teleported him to a non-decaying orbit around the Sun.

Eclipso returned, however, and tried to corrupt Mary Marvel, but this plan backfired and he abandoned Jean Loring to drown in the sea around Themyscira, and is now once more restrained by Bruce Gordon's will.

PERSONALITY

Eclipso was the original embodiment of God's wrath, before the Spectre replaced him. This usurpation angered Eclipso and now drives his sinister manipulations in pursuit of his one desire: to see all of creation plunged into darkness and the souls of all living things under his thrall.

POWERS & ABILITIES

Eclipso's powers were sealed inside a gemstone called the Heart of Darkness, and he can work his evil through the

ECLIPSO — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
13	12	5	8	8	5	8	7

POWERS

Dark Translocation: Array (16 points)
- **Flight:** Flight 8 (500 MPH) • *16 points*
- **Speed:** Speed 8 (500MPH) • *1 point*
- **Teleport:** Teleport 8 (1 mile) • *1 point*

Eternal Spirit: Immortality 1 (Returns inside the crystal) • *2 points*
Darkness Awareness: Remote Sensing 32 (Mental), Conduit (Shards of the Heart of Darkness), Limited (Emotion Awareness only), Reduced Range (Close, target must touch the shard); Senses 1 (Emotion Awareness) • *9 points*
The Heart of Darkness: Easily Removable (-68 points)
Laser Beam: Ranged Damage 13 • *26 points*
Eclipse Soul: Perception Range Affliction 13 (Resisted by Will; Dazed, Compelled, Controlled), Limited (target cannot be "pure" of heart and must touch a shard of the Heart of Darkness), Quirk ("eclipsed" pigmentation, -1 point) • *25 points*
Shadow Objects: Create Object 8, Continuous, Precise • *25 points*
Shadow Beings: Summon 8 (120 points), Controlled, Horde, Multiple Minions 4 (16 minions) • *96 points*
Possess Host: Perception Affliction 13 (Resisted by Will; Dazed, Compelled, Controlled), Limited (Target must have a shard of the Heart of Darkness in his possession); Insubstantial 4 (Incorporeal), Limited (Must be in close to host); Concealment 8 (All Senses except Mental and Magic), Limited (Must be close to host) • *50 points*
Strength of Darkness: Enhanced Stamina 12; Enhanced Strength 13; Impervious Toughness 12; Immunity 11 (Aging, Life Support), Protection 4 • *81 points*

ADVANTAGES

Assessment, Close Attack 2, Fascinate (Persuasion), Improved Initiative, Fearless, Power Attack

SKILLS

Close Combat: Unarmed 3 (+11), Deception 14 (+21), Expertise: Magic 13 (+18), Expertise: Universal History 10 (+15), Insight 11 (+19), Intimidation 7 (+14), Persuasion 16 (+23), Ranged Combat: Laser Beam 5 (+13), Stealth 5 (+10)

OFFENSE

Initiative +9

Unarmed +13	Close, Damage 13
Eclipse Soul —	Close, Affliction 13
Laser Beam +13	Range, Damage 13

DEFENSE

Dodge	10	**Fortitude**	13
Parry	10	**Toughness**	16
Will	13		

POWER POINTS

Abilities	82	**Skills**	42
Powers	264	**Defenses**	13
Advantages	7	**Total**	408

COMPLICATIONS

Dark Soul: While Eclipso is manifested in his host or as a double, exposure to sunlight or an exorcism power either renders him dormant or banishes him altogether.

Spirit Being: As an embodiment of power, Eclipso cannot exist in physical reality without a host.

Spirit of Revenge: Eclipso is compelled to fulfill his hosts' power fantasies and personal revenge before he can set his own plans into action.

shards. Anyone in possession or contact with one of these cursed fragments can be claimed as a host for the eternal spirit, or have their darkest nature take over to serve him. If a potential host is not aggressive or vengeful enough, Eclipso instead manifests as a double of his victim, embodying whatever darkness he can find.

Possessed hosts and dominated thralls take upon an "eclipsed" appearance, with half of their faced blackened or shrouded in darkness. Eclipso incarnate is nigh-invulnerable and has superhuman strength, speed and resistance, as well as the ability to fly. He can fire beams of light by looking through a shard of the Heart of Darkness with the host's "uneclipsed" eye, or project solid darkness through the shadowed eye in order to create black constructs.

ALLIES

While imprisoned in Alex Montez, Eclipso cooperated with Black Adam, as well as with Mordru and Obsidian; he might have served Darkseid at some point, but ultimately he is his own only ally.

SHARDS OF THE HEART OF DARKNESS

These crystals are the source of Eclipso's power. Depending on the story, there may be from just one to one thousand of these lurking in the shadows. Eclipso's possession and corruption powers are listed more as a dramatic effect should he try to possess one of the PCs during an adventure. Normally, the accursed gem is a plot device and it should affect NPCs automatically.

When the heroes get to confront Eclipso, he should already be inside a host or manifesting as a double, especially a person known to the heroes. If a player allows his hero to be Eclipso's new host for the adventure, or be an Eclipsed puppet of the evil entity, he should earn hero points as part of a Complication regarding the hero's own dark side coming into action.

ENEMIES

Every living thing in existence. He has particular animosity towards the Spectre and against Bruce Gordon, his current host. Many heroes have faced him, but the Shadowpact, including the Phantom Stranger, has been the most effective.

ELEMENT LAD

In the 30th century universe of the Legion of Super-Heroes, the radioactive planet Trom was home to a race of advanced, peaceful humanoids with the wondrous ability to transmute elements with a thought. The infamous Roxxas the Butcher, unmoved by their goodness, perpetrated a genocidal slaughter upon them, and only the teenage Jan Arrah survived.

Jan fled to Earth in disguise, and successfully petitioned the Legion for membership. Naturally, his first order of business as a Legionnaire was bringing Roxxas to justice, and he eventually did so with the help of his new teammates. Jan mercifully spared Roxxas' life, and with the Butcher safely imprisoned, Arrah finally revealed his true nature. He then took Element Lad as his Legion code name.

With his world literally destroyed, the solitary Jan made the Legion his new life's focus. Formally, he has served multiple terms as the Legion's leader or deputy leader, while informally, the team members look to him as a source of spiritual clarity and solace. Though change is inherent in Elemental Lad's very nature, to the Legion he is often the stillness in times of storm.

PERSONALITY

Jan is quiet, contemplative, and contagiously serene, showing an inner fire only through his dedication to the Legion.

POWERS & ABILITIES

Like the other members of his extinct race, Jan can alter the elemental composition of matter at will. Complex transformations tax his abilities and cause him strain, however, and there is an upper limit to the volume of matter he can transmute at once. Jan completed Legion combat training, but rarely relies on those skills.

REAL NAME: JAN ARRAH
OCCUPATION: LEGIONNAIRE BASE: 31ST CENTURY EARTH

ELEMENT LAD — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	2	2	3	4	5	1

POWERS

Transmutation: Perception Range Transform 10 (Anything to Anything), Continuous, Resistible (Toughness) • *70 points*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal (-3)); Flight 7 (250 MPH); Removable (-3 points) • *16 points*
Telepathic Plug: Comprehend 3 (Languages), Mental Communication 1 (Close Range), Removable (-1 point) • *7 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst), Removable (–2 point) • *7 points*

ADVANTAGES

Assessment, Benefit 1 (Legion membership), Defensive Roll 2, Equipment 6, Inspire, Leadership

SKILLS

Close Combat: Unarmed 6 (+9), Expertise: Chemistry 8 (+12), Expertise: Science 6 (+10), Insight 6 (+11)

OFFENSE

Initiative +2

Transmutation	Perception, Transform 10
Unarmed +9	Close, Damage 2

DEFENSE

Dodge	12	**Fortitude**	9
Parry	12	**Toughness**	6/4*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	46	**Skills**	13
Powers	70	**Defenses**	30
Advantages	12	**Total**	171

COMPLICATIONS

Doing Good: The core tenet of Jan's philosophy is helping others, regardless of self.

Honor: Out of his concern for others, Jan uses his potentially lethal powers judiciously, even when such restraint puts him at a disadvantage.

ALLIES

Jan's closest associates have always been his Legion teammates, who view him as one of the group's bedrock members. Outside the Legion, his friendship with Science Police officer Shvaughn Erin seems destined to blossom into love.

ENEMIES

Though Jan once spared his life, Roxxas the Butcher still plots against him, fearing retaliation for the Trommite genocide.

ELONGATED MAN

A fan of contortionists as a child, Ralph Dibny realized that they all drank a soda called Gingold. Developing a concentrated form of the soda's ingredients, Dibny drank the concoction and gained the ability to stretch his body. Gaining fame as the "Elongated Man," Ralph met and fell in love with wealthy socialite Sue Dearborn, and the two were married.

Ralph and Sue travelled the world indulging their love of mystery, from the "The Hangman Club Murders" to "The Unknown Soldier of Victory" adventures that led Ralph to lead heroes ranging from the Flash and Batman to the Justice League and the Justice Society of Earth-2. Meanwhile, Sue wrote novels inspired by their adventures and became equally famous in her own right.

While in Europe, the Dibnys joined Justice League Europe together, Sue acting as an administrator and organizer at the team's Paris headquarters. Later Ralph and Sue returned to a life of travel, but again settled down in Opal City so Ralph could study with famed detective Hamilton Drew. Unfortunately, while in Opal City, Sue was murdered by their friend, Jean Loring, and Ralph Dibny would face the greatest challenges of his life before they could be reunited.

PERSONALITY

Ralph Dibny is gregarious and light-hearted, excited to live the life of a hero. The only thing he loves more than being on the trail of a mystery is his wife—and even better is being on the trail of a mystery with his wife at his side.

REAL NAME: RALPH DIBNY
OCCUPATION: DETECTIVE
BASE: MOBILE

POWERS & ABILITIES

True to his name, the Elongated Man can stretch any part of his body to incredible lengths, though beyond stretching, his ability to change the shape of his body is limited.

ALLIES

Ralph Dibny's closest ally is his wife. The Elongated Man has been a member of the Justice League for many years, including the League's European branch and joined with other ex-Leaguers as part of the "Super Buddies." Dibny has also befriended most of the world's great detectives, and has banded together with some of the best into a group called the Croatoan Society.

ENEMIES

Many of the Elongated Man's earliest adventures were alongside the Flash, where he faced some of the speedster's Rogues. Dibny also harbors a personal grudge against the Atom's ex-wife Jean Loring—recently possessed by the demon Eclipso—since she killed Dibny's wife, Sue. While he shares many enemies with the Justice League, the magician Felix Faust and the demon-lord Neron particularly hate the Elongated Man.

GHOST DETECTIVES

Following the murder of Sue Dibny, a grief-stricken Ralph Dibny undertook a year-long quest to delve into the myster-

ELONGATED MAN — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	5	3	2	3	5	2

POWERS

Elongating Man: Strength-based Damage 3; Elongation 7 (900 feet); Enhanced Advantage 10 (Accurate Attack, All-out Attack, Chokehold, Close Attack 4, Fast Grab, Improved Grab, Improved Hold); Enhanced Strength 4, Limited to Resist Attempts to Break Grabs; Leaping 6; Movement 3 (Safe Fall, Slithering, Swinging) • *33 points*
Rubber Body: Impervious Protection 8 • *16 points*

ADVANTAGES

Accurate Attack, *All-out Attack*, Assessment, *Chokehold*, *Close Attack 4*, Contacts, *Fast Grab*, *Improved Grab*, *Improved Hold*, Well-informed

SKILLS

Acrobatics 5 (+10), Athletics 8 (+10), Close Combat: Unarmed 9 (+11), Deception 2 (+4), Insight 10 (+15), Investigation 15 (+18), Perception 11 (+16), Sleight of Hand 10 (+13), Stealth 4 (+9), Vehicles 4 (+7)

OFFENSE

Initiative +5

Stretching Strike +15	Close, Damage 5 or Grab (900 feet reach)

DEFENSE

Dodge	8	**Fortitude**	12
Parry	8	**Toughness**	12
Will	8		

POWER POINTS

Abilities	52	**Skills**	39
Powers	49	**Defenses**	20
Advantages	3	**Total**	163

COMPLICATIONS

I Smell a Mystery!: Ralph Dibny finds mysteries and enigmas irresistible, and the same investigative instinct that makes him an amazing detective has also been used to lure him into traps.

Ralph & Sue: Whenever the Elongated Man is on the trail of a mystery, his wife is by his side.

ies of magic and resurrection in hopes of being reunited with his wife. In the end, Ralph was killed by the demon Neron but manipulated events such that he was reunited with Sue. Now the two of them are "ghost detectives" investigating paranormal mysteries from beyond the grave by possessing the bodies of the living. In their new incarnation, both Dibnys now possess the following additional powers:

Invisible: Concealment 10 (total), Continuous, Permanent • *20 points*
Intangible: Insubstantial 4 (incorporeal), Continuous, Permanent • *20 points*
Possession: Mind Control 6 • *24 points*

SUE DIBNY — PL6 • 71 POINTS

Abilities: Str 1 **Sta** 1 **Agl** 1 **Dex** 1 **Fgt** 1 **Int** 3 **Awe** 3 **Pre** 4

Advantages: Attractive, Benefit 4 (Fame, Millionaire), Defensive Roll 2, Connected, Languages 2

Skills: Athletics 5 (+5), Close Combat: Unarmed 3 (+4), Deception 4 (+8), Expertise: Writing 7 (+10), Insight 6 (+9), Investigation 3 (+6), Perception 5 (+8), Persuasion 10 (+14), Vehicles 7 (+8)

Offense: Initiative +1, Unarmed +4 (Close, Damage 1)

Defense: Dodge 3, Parry 3, Fortitude 1, Toughness 3/1, Will 5

Totals: Abilities 30 + Powers 0+ Advantages 10 + Skills 25 + Defenses 6 = 71

ENCHANTRESS

June Moone followed a secret passage during a party at Terror Castle only to find an entity called Dzamor who joined her to a magical being called the Enchantress, promising June a great destiny as a magical defender.

June lost control of the Enchantress persona after Power Girl ruined her chances to gain omnipotence, and turned to villainy until she was captured and jailed. June spent a short stint in the Suicide Squad, during which she was ripped apart from Enchantress, but they rejoined after a war broke out in Hell, forming the entity known as Soulsinger, who left June in full control of Enchantress' powers, without the burden of the evil personality.

REAL NAME: JUNE MOONE
OCCUPATION: FREELANCE ARTIST, SORCEROUS OVERSEER
BASE: THE OBLIVION BAR

When Eclipso goaded the Spectre into a rampage , she formed the Shadowpact to oppose them. She detected Eclipso's influence and channeled the power of all magic practitioners into Captain Marvel to fight the Spectre. June lost control, reverting to the evil personality of the old Enchantress until Blue Devil knocked her out. After the crisis, she and the Shadowpact dealt with several magical threats before disbanding.

PERSONALITY

Enchantress is practical, aloof and a little mean, but generally well-meaning; she is responsible and very aware of her weaknesses.

POWERS & ABILITIES

Enchantress is an extremely skilled sorceress and expert in sensing, tracking and tapping magical energy flows. She enjoys increased physical prowess, and her repertoire of magi-

cal spells include flight, teleportation, element manipulation, and healing.

ALLIES

Her closest allies are the members of the Shadowpact and her apprentice, Warlock's Daughter. Enchantress can also count Zatanna, the Phantom Stranger and other Sentinels of Magic among her friends.

ENEMIES

Enchantress has made enemies of many supernatural threats, such as Doctor Gotham, Etrigan the Demon, and Eclipso.

ENCHANTRESS PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	2	5	2	6	7	4

POWERS

Cauldron of Herne-Ramsgate: Enhanced Skill 12 (Expertise: Magic +12), Limited to knowledge about magic creatures; Enhanced Advantage (Assessment); Remote Sensing 20 (Magic Sensitivity), Limited to only magical creatures, Dimensional 2, No Conduit; Easily Removable (-12 points) • *14 points*

Enchanted Physique: Enhanced Strength 6, Limited to Lifting (Lifting Str 7: 3 tons); Protection 7 • *13 points*

Magic Sensitivity: Senses 8 (Accurate Acute Analytical Magical Awareness, Extended 2, Tracking) • *8 points*

Sorcery: Array (32 points)

- **Channel Power:** Ranged Variable 8 (boost effects), Affects Only Others, Check Required (Expertise: Magic, DC 18), Concentration, Fades (recharges when tapping the magic of others), Limited (only Enhanced Trait for target's existing traits) • *32 points*
- **Eldritch Blast:** Ranged Damage 12, Variable Descriptor (elemental) • *1 point*
- **Ghostwalk:** Flight 4; Movement 3 (Permeate 3); Senses 2 (Sight Penetrates Concealment); Immunity 2 (Suffocation) • *1 point*
- **Healing:** Healing 10, Energizing • *1 point*
- **Hex Hijack:** Ranged Affliction 12 (taps and control magic flows; Magic Impaired, Magic Disabled, Controlled), Limited (Controlled condition only applies to effect parameters) 0 • *1 point*
- **Teleportation:** Teleport 12 (16 miles), Increased Mass 4 (800 lbs.) • *1 point*

ADVANTAGES

Artificer, *Assessment,* Leadership, Luck, Ritualist, Skill Mastery (Expertise: Magic), Teamwork, Trance

SKILLS

Insight 8 (+12), Investigation 6 (+12), *Expertise: Magic 12 (+18),* Expertise: Art 8 (+14), Perception 13 (+20), Treatment 12 (+18), Ranged Combat: Sorcery 5 (+10)

OFFENSE

	Initiative +2
Unarmed +2	Close, Damage 1
Sorcery +10	Ranged, Eldritch Blast 12 or other effects

DEFENSE

Dodge	12	**Fortitude**	8
Parry	8	**Toughness**	10
Will	10		

POWER POINTS

Abilities	60	**Skills**	26
Powers	72	**Defenses**	24
Advantages	7	**Total**	189

COMPLICATIONS

"Enchantress!": June must be able to pronounce the word "Enchantress" to have access to her powers and the Expertise: Magic skill.

Stressful Magic: Concentration effects and rituals that last too long, catastrophic failures or incredible successes may cause Enchantress to lose control and become evil.

ERADICATOR

The device that would become known as the Eradicator was originally built by an ancient race to preserve their culture. The device, accompanied by an exploration team of its creators, arrived on Krypton. Kem-L, an ancestor of Superman, killed the explorers and reprogrammed the device to preserve his ideal of Kryptonian culture by eradicating all others. One of the explorers, known as the Cleric, survived Kem-L's slaughter, and he left Krypton, taking the Eradicator with him. For 200,000 years the Cleric kept the Eradicator with him until they were both discovered by Superman on Warworld. The Eradicator acted to protect Krypton's last son, so the Cleric gave it to Superman, and then died.

Returning to Earth with Superman, the Eradicator caused a number of bizarre events. Superman threw the device into the frozen wastes of Antarctica, where it built the Fortress of Solitude. Mentally possessing two scientists, the Eradicator forced them to build a portal to the Phantom Zone through which it drew Kryptonian artifacts to the Fortress. When Superman discovered that one of his ancestors had created the Eradicator to preserve Kryptonian culture, it tried to transform the Earth into a new Krypton and erased Superman's memories until Professor Hamilton restored them. Superman pursued the Eradicator into the Phantom Zone and learned from a projection of Kem-L that the House of El could issue commands to the device, but first had to endure a rite of passage. Successfully completing the ritual, Superman ordered the Eradicator to shut down and stored it in his fortress.

Sometime later, the Eradicator reactivated and altered Superman's personality to resemble more closely a "perfect Kryptonian." Regaining his senses when he tried to kill Jonathan and Martha Kent, Superman confronted the Eradicator and threw it into the sun where its physical form was destroyed, but its psyche survived as an energy being where it attempted to convert the sun into a red dwarf like that which Krypton once orbited. Superman foiled the Eradicator's plan, again with Professor Hamilton's assistance.

REAL NAME: DR. DAVID CONNOR
OCCUPATION: PRESERVER OF KRYPTONIAN HERITAGE
BASE: MOBILE

On Superman's demise at the hands of Doomsday, the Eradicator used the stored ambient solar energy in the Man of Steel's body to create a pseudo-organic body for itself, but the process led it to believe that it was actually Superman reborn. This new Eradicator was extremely sensitive to normal light, and had to wear protective goggles to see clearly. The Eradicator returned to Metropolis, and even met with Lois Lane, but told her he was unable to continue their relationship as the Kent aspect of his personality had been destroyed, leaving only Superman.

Trying to prevent the destruction of Coast City by an alien spacecraft, Eradicator faced Cyborg Superman and was severely injured. Taken to the Fortress of Solitude, it learned its true identity from the servitor robots who aided it. By this time, the real Superman had been revived, and the Eradicator joined him in his battle against Cyborg Superman. Eradicator was seemingly killed when trying to shield the Man of Steel from a kryptonite-charged energy blast delivered by the cyborg.

Following this death, the Eradicator was delivered to S.T.A.R. Labs, where it merged with Dr. David Connor, who was dying of cancer. The new Eradicator joined the Outsiders and even worked with Superman on occasion. Connor struggled to control the Eradicator's cultural preservation program, but still couldn't prevent the death of his wife and the abandonment of his children.

The original Eradicator program still secretly existed in the Fortress of Solitude, and after the Fortresses' destruction, the program again tried to brainwash Superman via a figurine Lois Lane had salvaged from the ruins. When the primary pro-

ERADICATOR — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
19	14	2	2	8	5	3	2

POWERS

Energy Blast: Ranged Damage 16, Variable Descriptor (any energy) • *34 points*
Flight: Array (30 points)
- **Flight:** Flight 15 (64,000 MPH) • 30 *points*
- **Space Flight:** Movement 1 (Space Travel) • *1 point*
- **Speed:** Speed 15 (64,000 MPH) • *1 point*

Invulnerability: Protection 4; Impervious Toughness 18; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *27 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Detect 2 (extradimensional beings, mental), Detect 2 (extradimensional gateways, mental), Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment (except lead)) • *19 points*
Super-Speed: Quickness 12, Limited to mental tasks 4 • *10 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str 23: 200,000 tons) • *4 points*

ADVANTAGES

Diehard, Eidetic Memory, Extraordinary Effort, Languages (Kryptonian, English native), Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat : Unarmed 1 (+9), Expertise: Krypton 12 (+17), Expertise: Scientist 7 (+12), Ranged Combat: Energy Blasts 8 (+10), Perception 8 (+11), Technology 8 (+13)

OFFENSE

Initiative +2

Energy Blast +10	Ranged, Damage 16
Unarmed +9	Close, Damage 19

DEFENSE

Dodge	10	**Fortitude**	15
Parry	10	**Toughness**	18
Will	12		

POWER POINTS

Abilities	110	**Skills**	22
Powers	126	**Defenses**	20
Advantages	7	**Total**	285

COMPLICATIONS

Obsessed: Eradicator is obsessed with preserving the culture and knowledge of the planet Krypton, no matter how little of it remains.

Power Loss: Eradicator loses his powers under a red sun. Other effects draining or interfering with the energies of the yellow sun can deprive him of his Energy Blast, Flight, Super-Senses, Super-Speed, and Super-Strength.

Vulnerability: Eradicator is as vulnerable to magic as anyone else. His Toughness is not Impervious against magical attacks.

Weakness: Eradicator has a weakness to kryptonite, the radioactive remains of the planet Krypton. Kryptonite comes in a number of forms. Green kryptonite is by far the most common. Its radiation saps his Strength, Flight, Super-Senses, Super-Speed, and Super-Strength, leaving him impaired, disabled, and eventually debilitated in terms of Strength and power effects. Long-term exposure (usually a matter of minutes, less for a large enough amount) imposes the dying condition and may lead to death.

gram fused the ashes of the Fortress into a colossal Kryptonian warsuit, Connor allowed himself to be absorbed into the structure and merged with the original program. Suffering from a multiple personality disorder, the Eradicator program struggled with Connor's humanity for control of the warsuit. Connor finally gained the upper hand and blasted off into space, vowing never to return to Earth again.

During its travels through the void, Connor's consciousness was subsumed into the primary program. Now insane, the Eradicator returned to Earth, bent on convincing Earth's populace to repent their sins.

Superman realized that the only way to help Connor was to somehow separate his personality from the Eradicator program. Unable to find a way to achieve his goals, Superman immobilized the Eradicator in an absolute zero staging area in John Henry Irons' Steelworks.

Freed from this prison by super-villains , the Eradicator was "jokerized" and went on a lunatic rampage until faced by Superman and Krypto. The shock of discovering Krypto's extradimensional origin was enough to re-establish the Eradicator's original cultural preservation programming. To prevent Eradicator from killing Krypto, Superman placed the Eradicator in suspended animation.

Eradicator has since reached balance with itself, and adopted a new humanoid form, one that wears robes resembling those of the Science Guild on Krypton, and aims to assist humanity.

PERSONALITY

The Eradicator is a cold and dispassionate being, most often ruled by logic and his directive of preserving Kryptonian culture and heritage. At times, David Connor's personality has become dominant, giving the Eradicator a more human-like and emotional countenance.

POWERS & ABILITIES

The Eradicator possesses all the powers and abilities of a Kryptonian exposed to yellow sun radiation. In addition, he is able to manipulate energy to produce various types of blasts, possesses a vast computer intellect, and is able to detect interdimensional beings and gateways.

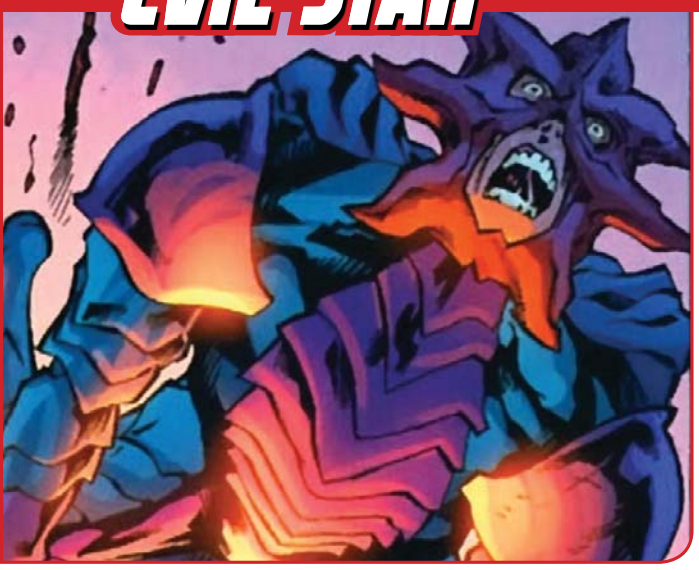
ALLIES

The Eradicator has been allied with the Outsiders on occasion, and is considered part of Superman's extended family.

ENEMIES

The Eradicator has at times directly opposed Superman.

EVIL STAR



Evil Star from Aoran created his star-shaped mask, the Star-Band, to convert the energy of the stars into power to prolong his life, prematurely aging and eventually killing the entire Aoran population in the process. The Star-Band drove him mad and he fashioned himself a galactic conqueror. After several run-ins with the Green Lantern Corps and the Darkstars, Evil Star was captured. The Guardians attempted to cure the corruption of the Star-Band, but failed, and Evil Star's whereabouts are currently unknown.

PERSONALITY

The Star-Band eroded Evil Star's morals and made him ruthless and ambitious. While deep down he is appalled of his own actions, his fear of death is much greater.

POWERS & ABILITIES

The Star-Band gives Evil Star force-manipulation powers similar to a Green Lantern, in addition to an extended lifespan and great health. He also commands five small copies of himself, artificial and mindless Starlings who are extremely resilient and strong. They become directionless when their master is unconscious.

STARLING — PL13 MINIONS • 120 POINTS

Abilities: Str 13 **Sta**—**Agl** 4 **Dex** 0 **Fgt** 1 **Int**—**Awe** 3 **Pre** -2

Powers: Immunity 40 (Fortitude Effects, Mental Effects); Impervious Protection 12; **Regeneration 1**; **Flight 3** (16 MPH); **Movement 3** (Space Travel 3)

Advantages: Improved Hold, Interpose, Teamwork

Skills: Athletics 2 (+15), Close Combat: Unarmed 12 (+13), Perception 8 (+11)

Offense: Initiative +4, Unarmed +13 (Damage 13)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 12, Will Immune

Totals: Abilities 18 + Powers 77 + Advantages 3 + Skills 11 + Defenses 11 = 120

REAL NAME: UNKNOWN
OCCUPATION: GALACTIC CONQUEROR
BASE: PLANET AORAN

ALLIES

None known.

ENEMIES

Evil Star is a dangerous enemy of all galactic peace forces, including the Green Lanterns and Darkstars.

EVIL STAR — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	6	2	4	4	8	5	5

POWERS

The Star-Band: 249 points, Removable (–50 points) • *199 points*
Ageless: Immunity 3 (Aging, Starvation, Thirst); Enhanced Stamina 4 • *11 points*
Flight: Flight 13 (16,000 MPH); Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *34 points*
Force Field: Impervious Protection 10; Immunity 10 (Life Support) • *30 points*
Starlings: Summon 13 (195 points), Controlled, Feature 1 (Can give two commands to Starlings as a move action), Horde, Multiple Minions 3 (5 minions), Sacrifice • *132 points*
Starlight Manipulation: Array (32 points)
- **Starforce Blast:** Ranged Damage 16 • *32 points*
- **Force Constructs:** Create 16 • *1 point*
- **Lifting:** Move Object 16 • *1 point*

Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

Inspire 2, Inventor, Precise Attack (Ranged; Concealment), Set-up

SKILLS

Deception 7 (+13), Expertise: Science 14 (+22), Intimidation 10 (+15), Investigation 8 (+16), Ranged Combat: Star-Band 6 (+10), Technology 15 (+23)

OFFENSE

	Initiative +2
Unarmed +4	Close, Damage 2
Star-Band +10	Range, Damage 16 or other effects

DEFENSE

Dodge	8	**Fortitude**	15
Parry	7	**Toughness**	16
Will	8		

POWER POINTS

Abilities	64	**Skills**	30
Powers	199	**Defenses**	21
Advantages	5	**Total**	319

COMPLICATIONS

Star-Band Corruption: The Star-Band erodes Evil Star's principles and sanity. He *is* vulnerable to remorse and guilt when faced directly with his past atrocities.

Starlight: Being isolated from starlight reduces every power in the Star-Band by one rank per full day of isolation.

THE FATAL FIVE

The Fatal Five began their careers as the United Planets' top five most-wanted criminals. When the Sun-Eater threatened the entire galaxy, the Legion of Super-Heroes was forced to turn to these criminals for help. Bringing them together, they managed to stop the Sun-Eater (at the cost of Ferro Lad's life). The Fatal Five saw the advantage of remaining together, using their abilities for mutual conquest and profit.

Initially led by Tharok, by virtue of the control he established over Validus, the Fatal Five has also been led by the Emerald Empress. Regardless of who is in charge, these villains always have lofty goals, such as planetary and even galactic conquest. They are a destructive, brutal bunch responsible for the deaths of several Legionnaires, and made all the more dangerous by their uncharacteristic habit of looking out for each other. They will not leave one of their members to languish in prison (or an alternate dimension, as the case may sometimes be), but work to free their compatriot.

EMERALD EMPRESS

Sarya of Vengar discovered the fabled Emerald Eye of Ekron in an ancient ruin and used its power to conquer her homeworld. Ultimately, she was dethroned by a popular uprising, and the Eye's vulnerability to a glowing green stone. Recruited to fight the Sun-Eater, she eagerly joined the Fatal Five. Ever since, she has sought to increase her own power, even looking to displace Tharok as leader of their alliance, and to reclaim the rulership she feels is hers by right.

BASE: MOBILE, 31ST CENTURY
CURRENT MEMBERS: EMERALD EMPRESS, MANO, PERSUADER, THAROK, VALIDUS
HEADQUARTERS: MOBILE VEHICLES: AS NEEDED

MANO

A mutant born of the toxic, polluted environment of his homeworld of Angtu, Mano possesses a deadly antimatter "disintegration disk" on his right palm. An outcast even amongst his own outcast people, Mano used his powers to destroy his world, becoming an infamous contract killer throughout the galaxy.

Mano breathes an atmosphere poisonous to oxygen breathers, and so must wear a specialized containment suit virtually all of the time. His suit's special gloves serve to help contain the annihilating power of his hand unless he chooses to unleash it.

PERSUADER

The deadliest, and highest-paid, mercenary in the galaxy, the man known only as "the Persuader" acquired his infamous Atomic Axe while climbing the criminal ladder. The weapon is just as legendary as its wielder, capable of cutting through virtually anything, including fields of energy or force. The Persuader is a follower by nature, willing to take on whatever job ensures him the maximum payment and opportunity for mayhem. Thus membership in the Fatal Five suits him just fine.

THAROK

Originally a petty thief from Zadron, Tharok stole an experimental bomb and a stray shot from a law officer set it off, atomizing the left side of his body. Zadronian physicians saved Tharok's life by grafting his remaining human half to a cybernetic body. His intellect vastly increased by the brain-computer interface, Tharok swore terrible vengeance on all lawmen.

Tharok's unmatched intellect—and control over Validus—ensure his leadership of the Fatal Five.

EMERALD EMPRESS — PL14 • 155 POINTS

Abilities: Str 0 **Sta** 2 **Agl** 2 **Dex** 2 **Fgt** 1 **Int** 2 **Awe** 3 **Pre** 4

Powers: The Emerald Eye of Ekron (Removable, –18 points, Indestructible, +1 point): **Emerald Blast** (Ranged Damage 18), **Levitation** (Flight 5 (60 MPH)), **Protective Field** (Impervious Protection 18; Immunity 10: Life Support)

Advantages: Accurate Attack, Attractive, Ranged Attack 4

Skills: Deception 4 (+8), Insight 4 (+7), Intimidation 4(+8), Perception 4 (+7), Persuasion 4 (+8), Ranged Combat: Emerald Eye 4 (+6)

Offense: Initiative +2, Emerald Blast +10 (Ranged, Damage 18), Unarmed +1 (Close, Damage 0)

Defense: Dodge 8, Parry 8, Fortitude 7, Toughness 20, Will 15

Totals: Abilities 32 + Powers 75 + Advantages 6 + Skills 12 + Defenses 30 = 155

Complications: Blind and Powerless: Blinding the Emerald Eye leaves the Empress unable to access its powers. **Kryptonite:** Exposure to kryptonite can reduce the Emerald Eye's power ranks and even disable it for a time.

MANO — PL12 • 126 POINTS

Abilities: Str 2 **Sta** 4 **Agl** 2 **Dex** 3 **Fgt** 3 **Int** 0 **Awe** 2 **Pre** 2

Powers: Containment Suit (Immunity 11: Life Support, Own Powers; Protection 6, Removable, –3 points); **Disintegration Disk** (Damage 15, Penetrating 15, Link to Weaken Toughness 15)

Skills: Athletics 3 (+5), Close Combat: Unarmed 6 (+9), Intimidation 4 (+6), Technology 3 (+3)

Offense: Initiative +2, Disintegrating Touch +9 (Close, Damage 15, Penetrating, Weaken Toughness 15), Unarmed +9 (Close, Damage 2)

Defense: Dodge 9, Parry 10, Fortitude 8, Toughness 10, Will 7

Totals: Abilities 36 + Powers 59 + Advantages 0 + Skills 8 + Defenses 23 = 126

Complications: Toxic Atmosphere: Mano breathes a poison atmosphere and suffocates in an Earth-normal atmosphere without his containment suit.

PERSUADER — PL12 • 152 POINTS

Abilities: Str 8 **Sta** 8 **Agl** 5 **Dex** 4 **Fgt** 7 **Int** 0 **Awe** 3 **Pre** 2

Powers: Atomic Axe (Easily Removable, –6 points; Feature: Mentally Linked to Persuader); **Atomic Strike** (Damage 14, Penetrating 14, Affects Insubstantial 2, Dimensional 3, Reach, Variable Descriptor 2 (Quantum); **AE: Cut Anything** (Damage 14 Linked Weaken Toughness 14, Affects Objects Only, Reach), **AE: Cut Rift** (Dimensional Travel 3, Portal); **Armor** (Impervious Protection 2, Removable, –1 point)

Advantages Accurate Attack, Close Attack 3, Connected, Fearless, Improved Initiative, Power Attack

Skills Acrobatics 3 (+8), Athletics 4 (+12), Deception 2 (+4), Expertise: Mercenary 8 (+8), Expertise: Streetwise 8 (+8), Intimidation 9 (+11), Stealth 2 (+7)

Offense: Initiative +9, Atomic Axe +10 (Damage 14), Unarmed +10 (Damage 8)

Defense: Dodge 8, Parry 14, Fortitude 12, Toughness 10, Will 6

Totals: Abilities 74 + Powers 35 + Advantages 8 + Skills 18 + Defenses 17 = 152

THAROK — PL12 • 199 POINTS

Abilities: Str 8/2 **Sta** 10 **Agl** 2 **Dex** 3 **Fgt** 5 **Int** 13 **Awe** 8 **Pre** 2

Powers: Cybernetic Half (Enhanced Strength 6, Limited to Left Side; Enhanced Stamina 8; Impervious Toughness 8); **Cybernetic Mind** (Comprehend 2: Languages, Machines; Enhanced Intellect 11; Enhanced Awareness 6; Immunity 10: Mental Effects), **Weapons** (Array, 22 points, **Blaster** (Ranged Damage 8, Penetrating 4, Accurate 2), **AE: Stunner** (Ranged Affliction 6: Resisted by Fortitude, Impaired, Stunned, Incapacitated, Cumulative, Accurate 2))

Advantages: Connected, Eidetic Memory, Fascinate 2 (Deception, Persuasion), Improvised Tools, Inventor, Jack-of-all-trades, Leadership, Ranged Attack 3, Seize Initiative, Well-informed

Skills: Deception 5 (+7), Expertise: Criminal 6 (+19), Expertise: Science 4 (+17), Expertise: Streetwise 4 (+17), Insight 3 (+11), Intimidation 8 (+10), Perception 2 (+10), Persuasion 8 (+10), Stealth 4 (+6), Technology 4 (+17), Vehicles 6 (+9)

Offense: Initiative +2, Blaster +10 (Ranged Damage 8), Unarmed +5 (Damage 8)

Defense: Dodge 10, Parry 9, Fortitude 10, Toughness 10, Will 14

Totals: Abilities 40 + Powers 101 + Advantages 13 + Skills 27 + Defenses 18 = 199

Complications: Half-Man (Tharok is half cybernetic, so effects that work on machines can affect him as well)

VALIDUS — PL14 • 153 POINTS

Abilities: Str 20 **Sta** 20 **Agl** 0 **Dex** 0 **Fgt** 4 **Int** –2 **Awe** 1 **Pre** 1

Powers: Giant (Growth 16, Permanent, Innate); **Indestructible** (Impervious Toughness 14); **Mental Lightning** (Line Area Damage 14, Penetrating 14, Activation: Standard Action, –2 points); **Sealed Mind** (Immunity 10: Mental Effects)

Advantages All-out Attack, Power Attack, Takedown

Skills Close Combat: Unarmed 4 (+8), Intimidation 0 (+9)

Offense: Initiative +0, Mental Lightning—(Line Area Damage 14), Unarmed +8 (Damage 20)

Defense: Dodge 4, Parry 4, Fortitude 20, Toughness 20, Will 8

Totals: Abilities 24 + Powers 97 + Advantages 3 + Skills 2 + Defenses 27 = 153

Complications: Mindless (Validus is virtually incapable of thinking or acting on his own without orders or direction), Rage (Validus is filled with undirected rage and given to rampages of destructions when provoked)

MULTIPLES VERSIONS

The Fatal Five exist across a number of the 52 Earths and there have been instances in which they appear and fight alongside one another. This is also true of a number of other heroes and villains. While these characters may look slightly different and have altered histories, the characters themselves essentially remain the same. If you decide to use otherworldly duplicates in your series, use the same game information (abilities, powers, etc.) as the version from the mainstream DC Universe, then make whatever cosmetic changes you think are most interesting.

OTHER MEMBERS

In addition to its infamous founding members, the Fatal Five has included other criminals over the years, particularly during the Emerald Empress' attempt to reform the group around herself as leader. They include:

- **Caress:** A female mercenary with a burning acid touch.
- **Flare:** A Rimborian thief with mutant fire powers. Her dark skin turns red, her hair a halo of flames, when she is powered-up.
- **Mentalla:** A Titanian would-be Legion applicant with the mental power to "push" people into doing things subconsciously. Embittered over her rejection, she joined the Emerald Empress' team.
- **Mordecai:** A hulking monster that dwelled in the sewer tunnels on Earth before being recruited by the Fatal Five.

VALIDUS

The monster known as Validus is one of the dangerous oddities of the galaxy. His origins are unknown to the general public, but his destructive power, whether brute strength or the "mental lightning" he projects from his brain, are infamous. Efforts were underway to find a means of destroying the captured creature when the Legion recruited him against the Sun-Eater. Since then, Tharok has exerted influence over Validus, using the monster as his strong-arm and enforcer to control the Fatal Five.

In truth, Validus is the son of Garth Ranzz (Lightning Lad) and Imra Ardeen (Saturn Girl), taken from the future by Darkseid at the moment of his birth, and transformed into a monster. Send backwards in time, Validus menaces his own parents-to-be. Eventually released from Darkseid's "curse," his true future remains to be seen.

THE FEARSOME FIVE

Seeking allies for his criminal endeavors, Doctor Light (see **Doctor Light (Dr. Arthur Light)**) took out an ad in an underground newspaper called *The Underground Star* in order to recruit a team to attack the Teen Titans. Four criminals answered the ad, and together Doctor Light, Gizmo, Shimmer, Mammoth, and Psimon founded the Fearsome Five.

Soon after the team was formed, Psimon took control from Doctor Light and has managed to reassemble the group time and again when needed for his pusposes. It's not uncommon for some of the members to operate using the Fearsome Five name with one or two previously unaffiliated villains, but somehow the membership always returns to the five founding members.

During their time together, the team has often faced the Teen Titans, different incarnations of the Outsiders, and even Superman. Despite their persistence, the Fearsome Five are often defeated and incarcerated. When this happens, it's common for any teammates who managed to escape to break their "friends" out—even if it means breaking into prison or finding a way to free a teammate from exile in another dimension.

Regardless of their long history together, team relations are typically strained at best; infighting and backstabbing is not uncommon. Psimon is usually at the center of these betrayals, ever willing to sacrifice anyone in order to get what he wants.

PSIMON

Psimon is an enormously powerful psychic with an equally enormous ego. He is a sadist and prefers to cause fear and pain to others than kill them outright, even if that might be easier or wiser. Though the Fearsome Five was formed by Doctor Light, Psimon soon seized control of the team. Whatever the scheme, Psimon considers anyone but himself to be expendable, and has even tried to kill the members of his own

PSIMON — PL11 • 180 POINTS

Abilities: Str 1 **Sta** 3 **Agl** 1 **Dex** 2 **Fgt** 1 **Int** 7 **Awe** 4 **Pre** 7

Powers: Telepath (Array (44 points), **Mental Domination** (Perception Range Cumulative Affliction 11 (Resisted by Will; Dazed, Compelled, Controlled)), **AE: Illusory Disguise** (Burst Area Affects Others Selective Morph 3 (Humanoids), Resistible), **AE: Mental Probe** (Mind Reading 11, Cumulative), **AE: Mental Projection** (Illusion 11 (Visual, Hearing), Resistible, Selective)); **Telekinetic** (Array (24 points), **Telekinetic Blast** (Perception Range Damage 8), **AE: Telekinetic Toss** (Perception Range Move Object 8 (6 tons)); **Telekinetic Shield** (Protection 5, Sustained)

Advantages: Daze (Intimidation), Leadership, Redirect, Seize Initiative, Set-up, Taunt

Skills: Deception 8 (+15), Expertise: Physics 4 (+11), Insight 8 (+12), Intimidation 8 (+15), Perception 4 (+8)

Offense: Initiative +1, Telekinetic Blast—(Perception Range, Damage 12), Telepath—(Perception Range, Affliction 11, Resisted by Will, or other effects)

Defense: Dodge 10, Parry 8, Fortitude 6, Toughness 8, Will 14

Totals: Abilities 52 + Powers 77 + Advantages 6 + Skills 16 + Defenses 29 = 180

Complications: Destroyer: The demon Trigon the Terrible (See **Vol. II**) is responsible for Psimon's existence and he tasked Psimon with the destruction of the Earth. Psimon is still trying to meet that goal. **Egotist:** Psimon is out for himself. He works with his team as long as they prove useful, but he's more than willing to abandon them (or worse) if it will help his cause.

team in the past. Only someone more ruthless than Psimon can keep him in line... and even then Psimon will quietly bide his time and wait for an opportunity to prove his superiority.

When he's in control of the team and none of the members need rescuing from prison, Psimon prefers to think big, spreading as much fear as possible as he works toward the destruction of the world. While he's willing to work for others and perform other sorts of missions, he remains a nihilist at heart.

GIZMO

Gizmo's intelligence is as large as his body is small, and the diminutive genius can cobble dangerous weapons together from household appliances. What he can build when given tools and resources is even more impressive. More concerned with wealth than power, he's happy to follow the schemes of whoever is leading the Fearsome Five as long as a payday is in sight. When not teamed up with the Five, Gizmo runs an underground company called "Gizmos, Inc." that supplies equipment to villains and the underworld.

JINX

While studying magic at an isolated temple in India, Jinx mastered dark powers she used to destroy the other acolytes at the temple and then its master. Though she was captured, Jinx was freed by the Fearsome Five, who called upon her to make use of her elemental magicks. Occasionally, Jinx will slip away from the Fearsome Five to play a part in the schemes of the female criminals who call themselves Villainy, Inc.

GIZMO — PL11 • 135 POINTS

Abilities: Str 1 **Sta** 1 **Agl** 2 **Dex** 3 **Fgt** 1 **Int** 6 **Awe** 3 **Pre** 2

Powers: Dwarf (Shrinking 4, Permanent, Innate); **Force Field** (Protection 8, Removable (-2 points)); **Goggles** Senses 1 (Infravision), Removable); **Jet Pack** Enhanced Advantage 1 (Move-by Action), Flight 6 (120 MPH), Removable (-3 points)); **Pocket Laser** (Ranged Damage 10, Penetrating 4, Easily Removable (-10 points))

Equipment: 15 points of appropriate equipment

Advantages: Eidetic Memory, Equipment 3, Evasion, Favored Environment (Flying), Improvised Tools, Inventor, Jack-of-all-trades, *Move-by Action*, Skill Mastery (Technology), Ultimate Effort (Technology)

Skills: Close Combat: Inventions 4 (+7), Deception 5 (+7), Expertise: Electronics 8 (+14), Ranged Combat: Pocket Laser 6 (+9), Stealth 3 (+9), Technology 8 (+14)

Offense: Initiative +2, Pocket Laser +12 (Ranged, Damage 10, Penetrating 4), Inventions +10 (Varies)

Defense: Dodge 13, Parry 13, Fortitude 8, Toughness 9, Will 8

Totals: Abilities 40 + Powers 40 + Advantages 11 + Skills 17 + Defenses 31 = 139

Complications: Greedy: Gizmo is motivated by money, pure and simple.

JINX — PL11 • 143 POINTS

Abilities: Str 1 **Sta** 4 **Agl** 2 **Dex** 2 **Fgt** 2 **Int** 4 **Awe** 4 **Pre** 5

Powers: Elemental Magic (Array (24 points), **Earthquake** (Burst Area Damage 8 Linked to Burst Area Affliction 8 (Resisted by Dodge; Vulnerable, Defenseless), Limited Degree; both effects are Selective, Limited—Jinx and targets must be in contact with the ground), **AE: Green Flamestorm** (Ranged Burst Area Affliction 8 (Resisted by Fortitude; Vulnerable, Disabled, Incapacitated), Concentration, Cumulative, Instant Recovery, Limited: Jinx Must be in Contact with Earth), **AE: Gust of Wind** (Cone Area Move Object 5, Close Range, Limited Direction: Straight Away), **AE: Mystic Bolt** (Ranged Damage 12, Limited: Jinx Must be in Contact with Earth)); **Mystic Shield** (Protection 4, Sustained)

Advantages: Accurate Attack, Attractive, Daze (Deception), Fascinate (Deception), Languages 3, Luck 3, Ritualist, Skill Mastery (Expertise: Magic)

Skills: Deception 8 (+12), Expertise: Magic 8 (+12), Perception 5 (+9), Persuasion 5 (+10), Ranged Attack: Mystic Bolt 8 (+10), Stealth 6 (+8)

Offense: Initiative +2, Mystic Bolt +10 (Ranged, Damage 12), Earthquake—(Close, Damage 8, Affliction 8 Resisted by Dodge; both Burst Area 2 or other effects)

Defense: Dodge 14, Parry 12, Fortitude 6, Toughness 8, Will 12

Totals: Abilities 48 + Powers 36 + Advantages 12 + Skills 20 + Defenses 32 = 143

BASE: MOBILE
CURRENT MEMBERS: GIZMO, JINX, MAMMOTH, PSIMON, SHIMMER
HEADQUARTERS: MOBILE VEHICLES: NONE KNOWN

SHIMMER — PL11 • 152 POINTS

Abilities: Str 1 **Sta** 4 **Agl** 2 **Dex** 1 **Fgt** 2 **Int** 1 **Awe** 1 **Pre** 2

Powers: Transmutate Object (Transform 11 (Anything to Anything), Continuous, Quirk: Instant Recover after Minutes (-1 point), **AE: Acid Touch (**Damage 12, Penetrating 6, Secondary Effect), **AE: Transmutate Being (**Cumulative Affliction 12 (Resisted by Dodge then Fortitude; Dazed, Immobile, Incapacitated), Continuous, Quirk: Instant Recovery after Minutes (-1 point)))

Advantages; All-out Attack, Defensive Roll 5, Fast Grab, Improved Grab, Seize Initiative, Taunt

Skills: Acrobatics 8 (+10), Athletics 4 (+5), Close Combat: Touch 8 (+10), Deception 7 (+9), Intimidation 8 (+10), Persuasion 7 (+9)

Offense: Initiative +2, Acid Touch +10 (Close, Damage 12, Penetrating 6, Resisted by Dodge then Fortitude, Secondary Effect), Transmutate +10 (Close, Cumulative Affliction 12)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 9/4*, Will 8 *Without Defensive Roll.

Totals: Abilities 28 + Powers 67 + Advantages 9 + Skills 21 + Defenses 27 = 152

Complications: Broken: Shimmer's personality and outlook have clearly changed since she was brought back from her shattered state. How much she's changed and what it may mean for her future is unknown.

MAMMOTH — PL11 • 107 POINTS

Abilities: Str 14 **Sta** 12 **Agl** 1 **Dex** -1 **Fgt** 2 **Int** -2 **Awe** -2 **Pre** 2

Powers: Charge (Leaping 3; Speed 3 (16 MPH)); **Mammoth (**Growth 2, Permanent, Innate); **Thick-Skinned (**Impervious Protection 6)

Advantages; All-out Attack, Chokehold, Extraordinary Effort, Improved Critical 2 (Unarmed), Improved Hold, Improved Smash, Interpose, Startle

Skills; Athletics 6 (+20), Close Combat: Unarmed 6 (+8), Intimidation 10 (+13), Ranged Combat: Throwing 6 (+5)

Offense: Initiative +1, Unarmed +8 (Close, Damage 14, Crit. 18-20)

Defense: Dodge 4, Parry 4, Fortitude 18, Toughness 18, Will 2

Totals: Abilities 44 + Powers 23 + Advantages 9 + Skills 14 + Defenses 17 = 107

Complications: Simple: Mammoth is simple-minded and lacks the ability to understand complicated plans and ideas. This makes him easy to lead, but hard to predict...especially when tricked or lied to.

MAMMOTH & SHIMMER

Brother and sister, Baran and Selinda Flinders, better known as Mammoth and Shimmer, respectively, possessed their powers from birth and were mocked by other children for being different until the pair lashed out with their abilities. Attempts to instill the children with a sense of morality failed, and the two turned to crime and later joined the Fearsome Five together. They remain inseparable and enormously dedicated to one another, even venturing together to a Tibetan monastery when they considered leaving a life of crime. But after Shimmer was killed by Psimon, Mammoth searched for any way to bring her back until Psimon and Doctor Sivana combined their abilities to reunite them.

In combat, the pair make a good team; while Mammoth causes mayhem and draws attention, Shimmer uses the confusion to slide up behind their attackers and incapacitate them with her acidic touch—or in extreme cases—by transforming them into rock or glass.

THE IMPORTANCE OF TEAMWORK

In games like DC Adventures, it's common for players to want their heroes to go toe-to-toe with every villain they face, but sometimes that's just not practical because of differences in power level. That's when players should work together to take down their foes using actions and maneuvers.

AID

Aid (see DC Adventures, page 175) allows any hero, even one vastly outclassed by an opponent, to help an ally score a hit on a foe. All that's required of the aiding hero is to succeed at a DC 10 attack check. One or two degrees of success grants a teammate a +2 attack bonus, and 3 or more degrees of success grants a +5 attack bonus. You don't inflict damage with your attack, but you give your ally a greater chance to hit and hopefully do damage.

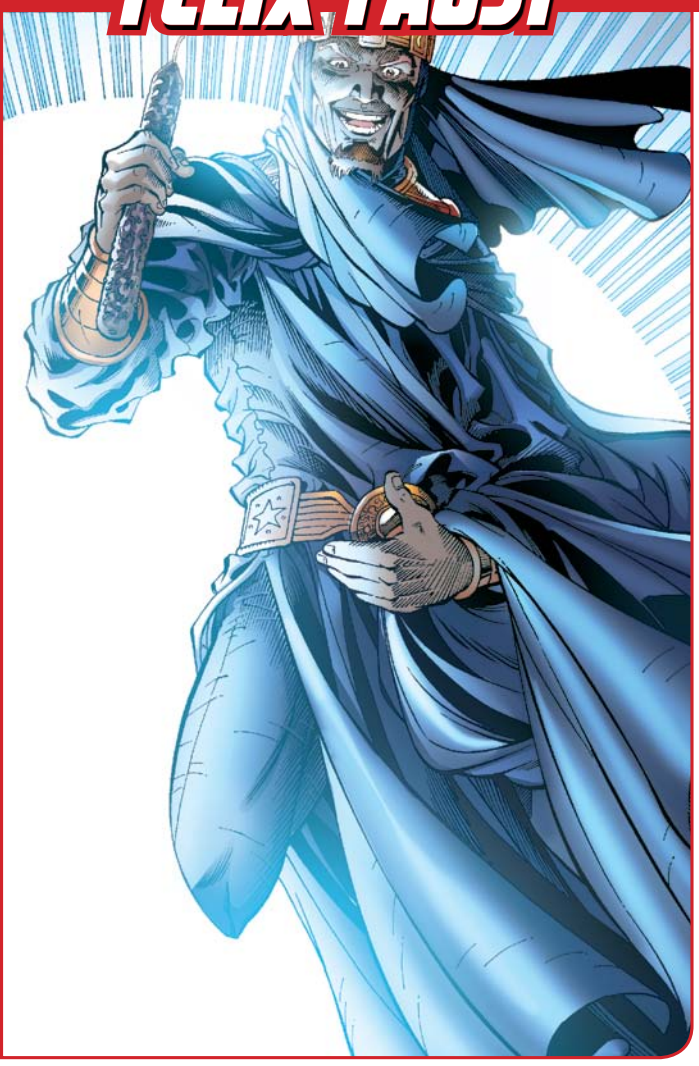
TEAM ATTACK

Team Attack (see DC Adventures, page 178) allows multiple attackers to combine their attacks in an attempt to overcome an opponent's defenses. Each attacker must use an attack using the same effect that's also resisted by the same defense and the effect needs to be within 5 ranks of each other. All the attackers must delay to act at the same point in initiative order (that of the slowest attacker). Each attacker makes an attack check. Take the largest effect rank of the attacks that hit and count the combined degrees of success for the other attacks: one degree provides a +2 circumstance bonus to the rank of the main attack, three or more degrees provides a +5 circumstance bonus.

CONDITIONS

Conditions, whether inflicted by an Affliction effect, actions such as Grab or Trip, or maneuvers like Demoralize or Feint, are another great way to limit a more powerful foe's effectiveness and give you and your teammates a better chance at success against them.

FELIX FAUST



The dark sorcerer now known as Felix Faust first appeared seven millennia ago. The sorcerer, whose true identity is lost to history, battled the great sorcerer king Nommo of Kor over possession of the fabled Flame of Life. Nommo ultimately absorbed the powers of the Flame of Life, defeated the sorcerer, and banished his spirit into another dimension.

The sorcerer remained trapped until the early 20th Century when a man named Dekan Drache freed him. The sorcerer consumed Drache's soul and possessed his body but found his powers a shadow of his former glory. Inspired by the classic tale of bartering with the Devil for power, he took the name Felix Faust.

Faust has spent decades obsessed with increasing his mystical might. He first encountered super heroes when he attempted to barter with the evil Demons Three for power, forcing the JLA to stop him. Since, Faust has tried repeatedly to find some artifact, pact, or spell to achieve his goals. To date, Faust has failed and had to begin anew.

REAL NAME: UNKNOWN
ALIASES: DEKAN DRACHE, NABU (IMPERSONATED)
OCCUPATION: DEMONOLOGIST
BASE: MOBILE

FELIX FAUST — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	1	1	0	3	5	3

POWERS

Eternal: Immunity 2 (Aging, Disease); Feature 1 (Can survive death as disembodied spirit until granted new body by outside sources) • *3 points*
Mystic Senses: Senses 4 (Magic Awareness, Radius, Acute, Analytical) • *4 points*
Protective Enchantments: Enhanced Defense (Dodge 14, Parry 14), Sustained; Protection 4, Sustained • *18 points*
Sorcery: Array (55 points)

- **Arcane Trickery:** Illusion (All Senses) 11, Dynamic • *56 points*
- **Countermagic:** Nullify 13, Broad (all magic effects), Dynamic • *2 points*
- **Demon Pact:** Summon 7 (105 points), Broad Variable Type (Demons), Heroic, Multiple Minions 1 (2 minions), Attitude (Indifferent), Resistible, Dynamic • *2 points*
- **Mystic Blast:** Ranged Damage 13, Dynamic • *2 points*
- **Mystic Shield:** Deflect 17, Dynamic • *2 points*
- **Mystic Veil:** Concealment 10 (All Senses), Precise, Dynamic • *2 points*
- **Telekinesis:** Move Object 13, Dynamic • *2 points*
- **Teleport:** Teleport 11 (8 miles), Increased Mass 2, Dimensional 2 (Mystic Dimensions), Dynamic • *2 points*

ADVANTAGES

Artificer, Languages 2 (Latin, Greek), Luck 2, Ritualist, Trance

SKILLS

Deception 10 (+13), Expertise: Magic 15 (+18), Insight 5 (+10), Intimidation 4 (+7), Perception 4 (+9), Persuasion 7 (+10), Ranged Combat: Sorcery 8 (+9), Sleight of Hand 7 (+8), Stealth 6(+7)

OFFENSE

Initiative +0

Mystic Bolt +9	Ranged, Damage 13
Unarmed +0	Close, Damage 0

DEFENSE

Dodge	15	Fortitude	8
Parry	14	Toughness	5
Will	14		

POWER POINTS

Abilities	28	**Skills**	33
Powers	95	**Defenses**	16
Advantages	7	**Total**	179

COMPLICATIONS

Damaged Goods: Faust's soul is considered so used and tainted it no longer has worth as a bargaining chip for dealing with demonic entities.

Obsession: Increasing his magical powers.

Relationships: Fauna (daughter) and Sebastian (son). Faust has also bartered with various demons for power, including Nekron and the Demons Three.

PERSONALITY

Felix Faust is depraved, arrogant, and completely devoted to his quest for personal power. After many dark pacts, Faust's soul had been traded and sold so often, most demons and dark powers consider it damaged goods. Because of this, Faust has taken to trying to trick innocent individuals into surrendering their souls. He will even pose as other mystical beings such as Doctor Fate or Deadman to fool victims.

POWERS & ABILITIES

Faust is a skilled magician and knowledgeable occultist. He often uses rituals and artifacts to augment his power. Faust is particularly adept at demonology and illusion-casting. He has no other combat skills.

ALLIES

Faust often works alone or with various demonic entities, including Nekron and the Demons Three. However, recently he has joined the more traditional super-villain groups, the Society and Injustice League.

ENEMIES

Faust is a classic foe of the Justice League of America and various mystic heroes like Zatanna and Doctor Fate. Both of his children, Sebastian and Fauna, detest their father for his plans to sell their infant souls for power. Faust's original foe, King Nommo, still exists today as Doctor Mist of the Global Guardians.

FIRE

This Brazilian beauty has led an eventful life. First a model in Rio de Janeiro, she then became a special agent for her government. She joined the U.N.-sponsored Global Guardians after gaining her powers; when that team disbanded, Beatriz and her best friend Ice applied for membership in Justice League International. Fire was a popular member of the team and stuck with the Justice League even after it was shut down.

Ice's death was a huge blow for Beatriz, and she lost herself in her work for Maxwell Lord, which opened the door into Checkmate, where she served as the Black King's Knight. She was a committed agent, but Lord's resurrection cast her into a renegade role.

PERSONALITY

Beatriz is hot-blooded, impulsive, bold, and confident in her stunning looks. She's a strong and loyal friend, and even has a big sister complex towards younger, more innocent teammates.

POWERS & ABILITIES

Bea became able to breathe fire after she was doused with a substance called Pyroplasm, which also turned her hair green. The Dominators' metagene bomb, gave her the ability to turn into a being of living green flame, partially insubstantial and able to shoot blasts of fire.

REAL NAME: BEATRIZ BONILLA DACOSTA
OCCUPATION: SPECIAL AGENT, MODEL, WEBSTAR
BASE: NEW YORK CITY, NY

FIRE — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	3	3	3	2	3	3

POWERS

Fire Form: 59 points, Activation (Move Action –1 point) • *58 points*
Pyroplasm Body: Immunity 10 (Fire Effects); Insubstantial 3 (Fire Form); Strength Affects Corporeal 2 • *22 points*
Flight: Flight 5 (60 MPH) • *10 points*
Fire Projection: Array (30 points)

- **Gout of Flame:** Line Area 2 (120 feet) Damage 10 • *30 points*
- **Burning Touch:** Damage 11, Penetrating 11, Accurate 1 • *1 point*
- **Fire Blast:** Ranged Damage 10, Enhanced Advantage (Improved Critical 2), Secondary Effect on 8 ranks • *1 point*
- **Flame Aura:** Reaction Damage 7 • *1 point*
- **Flaming Fan:** Cone Area Damage 10 • *1 point*
- **Incendiary Blast:** Ranged Damage 10 Linked to Ranged Affliction 10 (target is set on fire; Resisted by Fortitude; Toughness Impaired, Toughness Disabled), Limited Degree • *1 point*

ADVANTAGES

All-out Attack, Attractive, Benefit 1 (Checkmate Clearance), Close Attack 2, Connected, Contacts, Defensive Roll 4, Favored Environment (Airborne) , *Improved Critical 2 (Fire Blast)*, Languages (Portuguese native, English), Move-by Action

SKILLS

Acrobatics 10 (+13), Close Combat: Unarmed 2 (+5), Deception 7 (+10), Expertise: Espionage 8 (+10), Expertise: Fashion Design 5 (+7), Insight 9 (+12), Investigation 5 (+7), Persuasion 8 (+11), Ranged Combat: Fire Projection 7 (+10), Stealth 7 (+10)

OFFENSE

	Initiative +3
Unarmed +7	Close, Damage 2
Burning Touch +9	Close, Damage 11, Penetrating 11
Fire Blast +10	Ranged, Damage 10, Crit. 18-20, Secondary Effect on 8 ranks
Flaming Fan —	Close, Cone Area Damage 10
Gout of Flame —	Close, Line Area 2 (120 feet) Damage 10
Incendiary Blast +10	Ranged, Damage 10 and Affliction 10, Resisted by Fortitude

DEFENSE

Dodge	12	**Fortitude**	6
Parry	8	**Toughness**	7/3*
Will	6	*Without Defensive Roll.	

POWER POINTS

Abilities	42	**Skills**	34
Powers	61	**Defenses**	20
Advantages	14	**Total**	171

COMPLICATIONS

Dark Secret: Beatriz's father is a war criminal.

Fire Nature: Fire can be doused out of her Fire Form by strong water effects, and she may set things on fire accidentally, including her own clothes.

Flaming Heart: Fire may burst into her complete or partial Fire Form during emotional outbursts.

Thrillseeker: Beatriz loves excitement, adventure and glamour; Amanda Waller claims she also enjoys killing.

ALLIES

Fire has worked with many of the world's super heroes. After a resurrected Max Lord caused her to lose her position with Checkmate, she was reunited with her old Justice League teammates, including her best friend Ice (see **Ice**).

ENEMIES

Fire has always fought and adventured as part of a team or organization, so their enemies become hers.

FIRESTORM

Originally, Firestorm was a gestalt being created when high school student Ronald "Ronnie" Raymond joined an environmental activist group in order to impress a girl. Unfortunately the leader of the group, Eddie Earhart, was an eco-terrorist. When a local nuclear power plant opened, Ronnie thought the group was simply going to protest at the plant. He did not realize that Earhart's goal was to destroy it.

REAL NAME: RONALD RAYMOND/JASON RUSCH
OCCUPATION: STUDENT/STUDENT
BASE: NEW YORK CITY AND IVY TOWN, NY, PITTSBURGH, PA, DETROIT, MI

Martin Stein was a scientist and designer of the nuclear power plant. He'd fired one of his assistants, Danton Black, after Danton claimed that Martin stole the credit from him. In revenge, Danton rigged the plant to explode on the same night that Ronnie's group broke into it. Eddie Earhart knocked Martin unconscious. When Ronnie balked, Earhart knocked him unconscious as well. Earhart decided to let both men to die in the explosion so he could pin the crime on Ronnie.

Ronnie regained consciousness long enough to get himself and the unconscious Martin almost to safety but they were still caught in the explosion. Ronnie and Martin were fused together into a single being, Firestorm. Unbeknownst to them, Danton was also affected and became the villain Multiplex. Firestorm's first mission was to capture Earhart and hand him over to the authorities.

The gestalt Firestorm became a super hero. While both men were conscious within Firestorm, only Ronnie was in full control of Firestorm's body. Martin theorized that this was because he was unconscious when the fusion occurred. Still, Ronnie gained the benefit of Martin's knowledge and advice. This enabled Ronnie to hone his atomic rearrangement power, using the scientist's knowledge of elements to make complex transformations (tellingly, when Ronnie later found himself cut off from Martin, his use of the power became much more simplistic).

Unfortunately, while Martin was active in aiding Ronnie when they were fused, he could not remember their adventures when they separated. Instead, Martin would find himself somewhere with no memory of how he got there. Martin turned to alcohol, which soon affected Firestorm as well. Ronnie confronted Martin and, working together, Martin was finally able to keep his memories during the gestalt.

Firestorm eventually became the youngest member of the Justice League of America. Ronnie became infatuated with Firehawk, another nuclear hero initially created to defeat him. Ronnie attended the University of Pittsburgh primarily because Martin was teaching there and Ronnie was afraid that if they were separated it would be the end of Firestorm.

Unfortunately, Martin discovered that he had terminal cancer. Faced with the prospect of losing his superpowers, Ronnie decided to take bold action to leave Firestorm's mark in the world. Firestorm demanded that the USA and the Soviet Union eliminate their nuclear stockpiles. Neither nation agreed and Firestorm soon found himself pitted against both the Justice League of America and Soviet super heroes. While Firestorm fought the Soviet Pozhar in Nevada, the American military dropped a nuclear bomb on them.

Instead of killing them, however, a new Firestorm was created. While the body was composed of Ronnie and Pozhar, Martin was now in control. Unfortunately, Martin had amnesia and became a powerful and dangerous being. He later discovered that he would have been a fire elemental had the accident at the nuclear facility that created Firestorm not have occurred. Martin accepted his role as a fire elemental and became a new, and radically different-looking, Firestorm.

Martin consulted the other elementals (Naiad, Red Tornado, and Swamp Thing) to better understand his place in life, but soon found himself up against Brimstone. Brimstone was a construct that believed it was an avenging angel sent to cleanse the earth for its god (actually Darkseid). Martin fought Brimstone but the construct's power source fell into the sun.

Fearing a chain reaction that could cause a supernova, Martin tried to contain it. Unfortunately, as Earth's fire elemental, he was bound to the planet. Martin came up with a solution by piloting a jet as high as he could and triggered an explosion that separated all three members of the gestalt. Reformed as a singular fire elemental, Martin stabilized the sun but accidentally created a wormhole that sent him into deep space.

Ronnie and Pozhar were returned to their original forms and lives. Ronnie discovered he had the ability to become Firestorm on his own and rejoined the Justice League of America. Ronnie became involved in an investigation into the murder of the Elongated Man's wife. During an interrogation, the villain Shadow Thief stabbed Ronnie through the chest with the Shin-

ing Knight's sword. Realizing that this would cause his body to reach critical mass and explode, Ronnie flew into the sky and detonated.

After Ronnie's death, the Firestorm matrix looked for a new host. It found one in Detroit. Jason Rusch was a teenager with an abusive unemployed father. Jason accepted a job as a drug courier for rent money. During his first drop, Rusch got caught in the crossfire of a gunfight. Through the matrix, Rusch merged with a wounded criminal and became the new Firestorm.

Jason discovered that he needed a second person to become Firestorm and that remaining as Firestorm for too long would suck the life out of the person with whom he had bonded. Unlike the previous Firestorm, Jason could merge with anyone to gain his powers.

The second person in the gestalt had no knowledge of the experience and the merger would heal any wounds that the victim had. Unfortunately, if the second person's will was strong enough, he or she could take over control of Firestorm. This meant that Jason had to be careful when choosing a partner. The spirit of Ronnie Raymond merged with him at one point to teach Jason how to control his powers.

During one adventure, Jason was abducted by the Secret Society of Super-Villains to provide the power source for their headquarters. While imprisoned, Jason met Gehenna, a strange girl that turned out to be the clone of the supervillain Tokamak. After escaping from their imprisonment, the two became friends and started dating.

Donna Troy recruited Jason to aid in the crisis caused by residents from a pocket dimension attempting to turn Earth into a world habitable for themselves. During this adventure Jason met the elemental Firestorm while mortally wounded. Martin merged with Jason to save him and accepted Jason's offer to become a permanent second body for Firestorm. Jason enrolled in the same college where Martin got a new job.

Martin mysteriously disappeared not long thereafter. Jason turned to Firehawk for help and they became bonded as Firestorm. Together they discovered that Martin had been kidnapped by Pupil. They rescued Martin and he returned to being Firestorm's "second."

Jason participated in the fight against the Black Lanterns after being attacked by a reanimated Ronnie, who was now a Black Lantern. Ronnie absorbed Jason and killed Gehenna by turning her into salt. After struggling with Ronnie for control of his own body, both were separated as living human beings by the defeat of Nekron. Gehenna was not among the resurrected and Jason blames Ronnie for her death.

PERSONALITY

Ronald "Ronnie" Raymond has a carefree personality, occasionally plagued by doubts as to his abilities as a super hero. Jason Rusch is more conflicted due to a hard personal life and the struggle to control his powers. Initially, he has no trouble "stealing" people to help him manifest his powers.

POWERS & ABILITIES

Firestorm is "the Nuclear Man" and has the ability to rearrange inorganic matter and fly. He can also merge with another person (at times three), gaining the benefit of his knowledge.

FIRESTORM — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	8	4	4	2	1	2	2

POWERS

Absorption: Burst Area Nullify 11 (Electromagnetic Energy) Linked to Burst Area Nullify 11 (Kinetic Energy), Distracting, Tiring • *22 points*
Flight 8 (500 MPH) • *16 points*
Heightened Senses: Senses 9 (Extended Vision 3, Infravision, Microscopic Vision 4, Ultravision) • *9 points*
Nuclear Control: Array (42 points)
- **Atomic Rearrangement:** Ranged Transform 8 (Anything to Anything), Increased Duration (Continuous), Skill Check Required 10 (Expertise: Science DC20) , Half-Value Side Effect: Automatic when attempted on organic matter: Affliction 12 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) and Damage 12 • *42 points*
- **Nuclear Bolt:** Ranged Damage 12 • *1 point*
- **Intangible** Insubstantial 4 (Incorporeal), Reaction • *1 point*

Quick Change: Feature 1 • *1 point*
Stein's Presence*: Enhanced Skill 14 (Expertise: Science +14) • *7 points*
*Only when Stein is part of Firestorm

ADVANTAGES

Defensive Roll 2, Evasion, Improved Initiative, Move-by Action, Power Attack, Ultimate Effort (Expertise: Science)

SKILLS

Acrobatics 4 (+8), Athletics 4 (+12), Close Combat: Unarmed 12 (+14), Deception 4 (+6), Expertise: Science 5 (+6/+20*), Insight 4 (+6), Perception 5 (+7), Ranged Combat: Nuclear Control 6 (+10)
*Only if Stein is part of the Firestorm matrix

OFFENSE

	Initiative +8
Atomic Rearrangement +10	Ranged, Transform 8, Continuous, Skill Check Required
Nuclear bolt +10	Ranged, Damage 12
Unarmed +14	Close, Damage 8

DEFENSE

Dodge	12	**Fortitude**	10
Parry	10	**Toughness**	10/8**
Will	8	**Without Defensive Roll.	

POWER POINTS

Abilities	62	**Skills**	22
Powers	88	**Defenses**	24
Advantages	7	**Total**	203

COMPLICATIONS

Identity: Firestorm's identities are secret from the public.

Motivation: Doing Good: Firestorm and those that join together to make him are good people interested in helping however they can.

Power Loss: The two beings who merge to create Firestorm have no powers when they separate into their normal forms.

ALLIES

As a member of the Justice League of America and Power Company, Firestorm has many allies to call upon. Firehawk is a friend and ally of both Firestorms. Jason counts the super hero Gehenna as a partner and lover, until she is killed by the Black Lantern Firestorm.

ENEMIES

Firestorm's adversaries include Black Bison, Killer Frost, Multiplex, Pupil, Plastique, Shadow Thief, Thinker, Tokamak, Typhoon, and the Soviet super hero Pozhar (who later becomes an ally). As a member of the Justice League of America, Firestorm can count a host of better known super-villains as adversaries.

FIREHAWK

Lorraine Reilly was a senator's daughter and convenient target. Industrialist Henry Hewitt, upset at Senator Reilly's blockage of an energy bill, kidnapped Lorraine and subjected her to a recreation of the explosion that created Firestorm. Lorraine became a slightly different super-being and called herself Firehawk. Hewitt used his research to turn himself into the super-villain Tokamak.

FIREHAWK — PL10 • 182 POINTS

Abilities: Str 6 **Sta** 6 **Agl** 5 **Dex** 6 **Fgt** 2 **Int** 2 **Awe** 3 **Pre** 4

Powers: Thermokinetic Control (Ranged Damage 10, **AE: Insubstantial 4** (Incorporeal); **Flight 9** (1,000 MPH); **Immunity 11** (Fire Effects, Heat); **Feature 1** (Quick Change)

Advantages: Agile Feint, Attractive, Benefit 1 (Security Clearance), Connection, Contacts, Defensive Roll 2, Evasion, Uncanny Dodge, Well-informed

Skills: Acrobatics 8 (+13), Close Combat: Unarmed 6 (+8), Deception 4 (+8), Expertise: Current Events 8 (+10), Expertise: Politics 12 (+14), Insight 6 (+10), Investigation 6 (+8), Perception 4 (+7), Persuasion 8 (+12), Ranged Combat 4 (+10)

Offense: Initiative +5, Thermokinetic Control +10 (Damage 10), Unarmed +8 (Damage 6)

Defense: Dodge 12, Parry 8, Fortitude 8, Toughness 8/6, Will 8

Complication: Power Loss: In normal form

Totals: Abilities 68 + Powers 51 + Advantages 10 + Skills 33 + Defenses 20 = 182

Initially brainwashed to fight Firestorm, Lorraine shook the conditioning and became a hero and love-interest of Ronnie Raymond and, later, Booster Gold. Since Ronnie's death Lorraine has been an ally of the new Firestorm. Lorraine is currently a United States Senator.

THE FLASH

Over the decades, three men have been the most famous speedsters known as the Flash.

THE FLASH (BARRY ALLEN)

Barry Allen developed a reputation for taking things slow, to the bemusement and occasional frustration of friends, family, and his fiancée, fast-acting journalist Iris West. Barry's proclivity for deliberation and detail made him an excellent forensic scientist for the Central City Police Department, however, known for his ability to crack difficult cases.

Barry was working late one night in his lab when a bolt of lightning crashed through the window, striking a shelf of chemicals. Bathed in those electrified chemicals, he gained the power of super-speed, discovered when racing on foot after a departing cab, only to find himself rushing past it! Inspired by his childhood hero Jay Garrick, Barry created a unique crimson costume, able to compress down to fit into a tiny compartment in a ring he wore. He took on the name and mantle of the Flash, the Fastest Man Alive!

PERSONALITY

Barry has a reputation as a "straight-laced" law and order type. He's intelligent, careful, and thoughtful, and living life in the (literal) "fast lane" gives him an appreciation for the little things.

REAL NAME: BARTHOLOMEW HENRY "BARRY" ALLEN
OCCUPATION: POLICE SCIENTIST
BASE: CENTRAL CITY, MO

POWERS & ABILITIES

Tapped into the extra-dimensional Speed Force, the Flash is indeed the Fastest Man Alive. He's capable of moving at near light-speed. He has learned to harness his super-speed for a number of effects, including whipping up powerful air currents and vibrating his body's molecules to pass through solid objects.

ALLIES

The Flash is a founding member of the Justice League of America, and has connections to most of the other speedsters of the DC Universe. He has worked with his predecessor, Jay Garrick, while his protégé, Wally West, also went on to assume the Flash mantle. His grandson and namesake Bartholomew "Bart" Allen is Kid Flash. Barry's true partner is his wife Iris, a brave and determined journalist.

ENEMIES

The Flash has garnered a considerable Rogues Gallery of foes, including Captain Cold, the Trickster, Weather Wizard, Mirror Master, and Captain Boomerang. Among the Flash's greatest enemies are the future magician Abra Kadabra, the super-intelligent Gorilla Grodd, and Professor Zoom, the "Reverse Flash" from the 25th century.

IRIS ALLEN

A go-getting reporter for the Central City *Picture News*, Iris West found herself dating the laidback, perpetually late police scientist Barry Allen. They eventually married, and Iris learned Barry was actually the Flash, because he talked in his sleep.

THE FLASH (BARRY ALLEN) PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	4	3	4	4	3	2

POWERS

Frictionless Aura: Immunity 1 (Friction Heat)
Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*
Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*
Super-Speed: Enhanced Defense 24 (Dodge 12, Parry 12), Enhanced Advantage (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH) • *91 points*
Super-Speed Stunts: Array (20 points)

- **Air Control:** Cone Area Move Object 10, Close Range • *20 points*
- **Air Cushion:** Burst Area Safe Fall, Affects Others • *1 point*
- **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • *1 point*
- **Vibration:** Insubstantial 4 (Intangible) • *1 point*
- **Whirlwind:** Burst Area Move Object 10, Close Range • *1 point*

EQUIPMENT

Cosmic Treadmill: Time Travel 3 • *6 points*
Costume Ring: Feature 1 (stores compressed costume) • *1 point*

ADVANTAGES

Agile Feint, Close Attack 4, Contacts, *Defensive Roll 5,* Equipment 2, *Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown,* Teamwork, Ultimate Effort (Super-Speed checks), Well-informed

SKILLS

Acrobatics 4 (+8), Athletics 6 (+7), Deception 4 (+6), Close Combat: Unarmed 2 (+10), Expertise: Forensics 8 (+12), Expertise: Law Enforcement 4 (+8), Insight 8 (+11), Investigation 8 (+12), Perception 4 (+7), Technology 8 (+12)

OFFENSE

	Initiative +44
Unarmed +10	Close, Damage 1
Whirlwind	Burst Area, Grapple, Dodge DC 20

DEFENSE

Dodge	16	**Fortitude**	9
Parry	16	**Toughness**	8/3*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	48	**Skills**	28
Powers	119	**Defenses**	13
Advantages	6	**Total**	214

COMPLICATIONS

Enemies: The Flash has an extensive Rogues Gallery of foes out to get him.

Relationships: His wife, Iris, grandson Bart "Kid Flash" Allen, Wally West, and the greater "Flash family."

Secret Identity: Barry Allen, Central City police scientist.

Weakness: Extra effort involving Speed threatens to draw the Flash into the Speed Force.

IRIS ALLEN PL4 • 39 POINTS

Abilities: Str 0 **Sta** 0 **Agl** 0 **Dex** 1 **Fgt** 0 **Int** 2 **Awe** 3 **Pre** 2

Advantages: Contacts, Well-informed

Skills: Expertise: Future History 4 (+6), Expertise: Journalism 6 (+8), Insight 4 (+7), Investigation 3 (+5), Perception 4 (+7), Persuasion 3 (+5)

Offense: Initiative +0, Unarmed +0 (Damage 0)

Defense: Dodge 2, Parry 2, Fortitude 3, Toughness 0, Will 5

Totals: Abilities 16 + Powers 0 + Advantages 2 + Skills 12 + Defenses 9 = 39

When the Flash's enemy Professor Zoom murdered Iris, she learned her own origins were far from ordinary. She was born in the 30th century, sent into the past by her true parents, who rescued her from the present after Zoom's attack and

installed her consciousness in a new body. Iris was briefly reunited with her husband, but he then sacrificed himself fighting the Anti-Monitor.

Iris returned to the present day, where she and Barry had lived, to help her grandson Bart, who inherited Barry's super-speed. For a time, she avoided contact with people from her past life, due to her knowledge of their future. She and Barry were reunited once again when he returned from the Speed Force, allowing them to start life anew in Central City.

THE FLASH (JAY GARRICK)

As a college student in chemistry at Midwestern University in Keystone City, Jay Garrick was accidentally exposed to the vapors of an experimental form of hard water. Inhaling those vapors granted him the power of super-speed. Donning a red shirt with a lightning bolt crest and his distinctive winged helmet, Jay began using his powers to fight crime as the Flash.

He became a founding member of the Justice Society of America and married his college sweetheart, Joan Williams. Now one of the "elder statesmen" of the super hero set, Jay considers it his responsibility to guide and mentor younger heroes, to help make them better at what they do.

PERSONALITY

Jay is known for his good nature, folksy charm, and knack for fatherly advice, making him a great mentor and role-model for younger heroes. He has an iron core of strength when it comes to doing the right thing and protecting the people he cares about.

POWERS & ABILITIES

Like the other Flashes, Jay is connected to the Speed Force, giving him tremendous powers of super-speed. Although he's slowed ever so slightly over the years, his biggest limitation is his physical endurance and ability to withstand superhuman speeds.

THE FLASH (JAY GARRICK) PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	3	3	5	4	3	2

POWERS

Frictionless Aura: Immunity 1 (Friction Heat) • *1 point*
Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*
Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*
Super-Speed: Enhanced Defenses 12 (Dodge and Parry), Enhanced Advantages (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH) • *91 points*
Super-Speed Stunts: Array (20 points)
- **Air Control:** Cone Area Move Object 10, Close Range • *20 points*
- **Air Cushion:** Burst Area Safe Fall, Affects Others • *1 point*
- **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • *1 point*
- **Vibration:** Insubstantial 4 • *1 point*
- **Whirlwind:** Burst Area Move Object 10, Close Range • *1 point*

Vibrational Guise: Feature 1 (disguises facial features) • *1 point*

ADVANTAGES

Agile Feint, Close Attack 4, Contacts, *Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown,* Teamwork

SKILLS

Acrobatics 4 (+7), Athletics 6 (+7), Close Combat: Unarmed 2 (+7), Expertise: Chemistry 8 (+12), Insight 8 (+11), Investigation 4 (+8), Perception 5 (+8), Ranged Combat: Throwing 7 (+10), Technology 4 (+8)

OFFENSE

	Initiative +43
Unarmed +11	Close, Damage 1
Whirlwind	Burst Area, Grapple, Dodge DC 20

DEFENSE

Dodge	15	**Fortitude**	9
Parry	17	**Toughness**	7/2*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	46	**Skills**	24
Powers	120	**Defenses**	14
Advantages	2	**Total**	206

COMPLICATIONS

Age: Jay is starting to show his age a bit, and pushing himself too hard can result in injury or even heart troubles.

Enemies: The trio of the Fiddler, the Thinker, and the Shade, and his opposite number Rival.

Relationships: Jay is devoted to his wife Joan.

Weakness: Extra effort involving Speed threatens to draw the Flash into the Speed Force.

REAL NAME: JASON PETER "JAY" GARRICK
OCCUPATION: HERO BASE: KEYSTONE CITY, KS

ALLIES

A founding member of the Justice Society of America, and a mentor to the team's younger members, Jay can count of their support, and that of the "Flash family," to whom he is a father-figure.

ENEMIES

Jay's most infamous foes are the trio of the Fiddler, the Thinker, and the Shade, although perhaps his most deadly is Edward Clariss, known as Rival, who believes he invented the chemical that granted Jay his speed and carries a grudge against him for "stealing" it.

THE FLASH (WALLY WEST)

Iris West's nephew Wallace "Wally" West was president of the Blue Valley chapter of the Official Flash Fan Club. He was less than thrilled by his Aunt Iris' fiancé Barry Allen, until he found out that Barry, through his work with the police department, actually knew the Flash! Wally jumped at the opportunity to meet his idol, and the Flash demonstrated to him how he acquired his super-speed. Then lighting literally struck twice, spilling the same mixture of chemicals onto Wally West and granting *him* super-speed!

Wally adopted a costume similar to his mentor and became Kid Flash, the Fastest Boy Alive. He eventually became a founding member of the Teen Titans. He left the team for a time to attend college, returned under the influence of Raven's empathic powers, and then departed again.

Wally had largely given up his super hero career when Barry perished saving the multiverse from the Anti-Monitor. To carry on his uncle's legacy, Wally adopted the name and costume of the Flash. He eventually moved to Keystone City, across the river from Barry's old Central City stomping grounds. There he met reporter Linda Park and the two of them developed a romantic relationship, eventually marrying and having twins, Jai and Iris.

Although humble about the idea of succeeding Barry as the Flash, Wally learned more about the origins of the speedsters' powers than virtually anyone: he was the first to break the lightspeed barrier and pass into the Speed Force and return, anchored by his love for Linda.

PERSONALITY

Wally began his career as an impulsive and brash young man whose powers matched his personality. He grew up to become a fun-loving hero always ready with a quip, but constantly concerned he wasn't living up to Barry Allen's legacy.

REAL NAME: WALTER "WALLY" WEST
OCCUPATION: HERO BASE: KEYSTONE CITY, KS

THE FLASH (WALLY WEST) PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	3	3	4	1	2	3

POWERS

Frictionless Aura: Immunity 1 (Friction Heat) • *1 point*
Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*
Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*
Speed Force Costume: Feature 1 • *1 point*
Super-Speed: Enhanced Defense 24 (Dodge 12, Parry 12), Enhanced Advantage (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH) • *91 points*
Super-Speed Stunts: Array (20 points)

- **Air Control:** Cone Area Move Object 10, Close Range • *20 points*
- **Air Cushion:** Burst Area Safe Fall, Affects Others • *1 point*
- **Transfer Speed:** Affects Others on Speed 20 • *1 point*
- **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • *1 point*
- **Vibration:** Insubstantial 4 (Intangible), Side-Effect: Object suffers Damage 10 and explodes) • *1 point*
- **Whirlwind:** Burst Area Move Object 10, Close Range • *1 point*

ADVANTAGES

Agile Feint, Close Attack 4, Contacts, *Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown,* Taunt, Teamwork, Ultimate Effort (Super-Speed checks), Well-informed

SKILLS

Acrobatics 4 (+7), Athletics 6 (+8), Deception 4 (+7), Close Combat: Unarmed 2 (+6), Insight 6 (+8), Perception 4 (+6)

OFFENSE

Initiative +43

Unarmed +10	Close, Damage 2
Whirlwind	Burst Area, Grapple, Dodge DC 20

DEFENSE

Dodge	16	**Fortitude**	10
Parry	16	**Toughness**	8/3*
Will	9	*Without Defensive Roll.	

POWER POINTS

Abilities	42	**Skills**	13
Powers	121	**Defenses**	15
Advantages	5	**Total**	193

COMPLICATIONS

Enemies: The Flash has an extensive Rogues Gallery of foes out to get him.

Relationships: His wife, Linda, children , and the greater "Flash family."

Secret Identity: Barry Allen, Central City police scientist.

Weakness: Extra effort involving Speed threatens to draw the Flash into the Speed Force.

Over the years he's become more confident in his abilities and, more importantly, in his role as the Flash. Now, Wally is a capable, friendly man who's always willing to lend a hand.

POWERS & ABILITIES

Like the others who bear the Flash name, Wally tapped into the extra-dimensional Speed Force, but unlike the others, he learned more about it and was able to perform stunts the other Flashes couldn't.

ALLIES

The Flash is a founding member of the Teen Titans and is particularly good friends with Dick Grayson. He was a long-time member of the Justice League of America, and has connections to most of the other speedsters of the DC Universe. Wally is married to Linda Park and has twins with her, Jai and Iris.

ENEMIES

The Flash's long-time enemies include the Rogues, including Captain Cold, the Trickster, Weather Wizard, Mirror Master, Captain Boomerang, along with newer members such as Girder, Murmur, Plunder, and Magenta. Other enemies include time-travelling magician Abra Kadabra, the super-intelligent Gorilla Grodd, and the obsessive speedster Zoom.

LINDA PARK

Television journalist Linda Park started her relationship with Wally West on an adversarial note, pressing him for an interview over the property damage caused by one of his super-battles. Eventually, they became friendly and began to date. Wally has acknowledged his love for Linda as the "lifeline" that keeps him connected to the world, allowing him to return from the Speed Force.

THE SPEED FORCE

The Flashes and a number of other speedsters (like Kid Flash and Jesse Chambers) are empowered by an extra-dimensional energy known as the "Speed Force." Not everyone with superhuman speed draws from the Speed Force (Superman, for example, does not), but those empowered by it are amongst the fastest around.

Wally West was the first modern Flash to learn about the Speed Force, although previous speedsters (like Max Mercury and Savitar) knew about it, and Barry learned of it upon his death, when—like all speedsters—he passed out of the universe and into the Speed Force.

In fact, Max Mercury later revealed that Barry Allen *created* the Speed Force when he became the Flash, generating "an electrical energy that exists in every dimension, every universe, and every era." Because of the Speed Force's trans-temporal and extra-dimensional nature, it has been able to empower speedsters generations before Barry was even born, and it has been shown to empower speedsters (including future Flashes) for millennia to come.

Speedsters who perish are absorbed into the Speed Force, a kind of "Speed Heaven" or afterlife for them, and some have even managed to return from it. Exceeding the speed of light causes a speedster to "brush up" against the extra-dimensional interface between the Speed Force and physical reality, and many simply disappear into the other dimensional realm as a result.

In DC Adventures game terms, the Speed Force is a key descriptor for super-speed related powers, and provides a great way of coming up with power stunts and Alternate Effects for them. One of the Flash's stunts is a "light-speed punch," a slam attack (see **Slam** in the **Action & Adventure** chapter) for Damage 14 (the max allowed by his power level) with up to a +2 circumstance bonus to damage for moving at full speed.

The Speed Force can also serve as a complication for speedsters, since pushing their powers to their limits involves running very close to the edge of no-return for them. Gamemasters can emphasize the dangerous nature of the Speed Force, requiring players to roleplay a "lifeline" or sufficient reason for their heroes to not yield to the temptation to vanish into "Speed Heaven" forever.

LINDA PARK — PL4 • 46 POINTS

Abilities: Str 0 **Sta** 0 **Agl** 1 **Dex** 1 **Fgt** 0 **Int** 2 **Awe** 2 **Pre** 2

Advantages: Contacts, Well-informed

Skills: Expertise: Journalism 6 (+8), Expertise: Medicine 6 (+8), Insight 4 (+6), Investigation 3 (+5), Perception 4 (+6), Persuasion 3 (+5), Treatment 6 (+8)

Offense: Initiative +0, Unarmed +0 (Damage 0)

Defense: Dodge 3, Parry 3, Fortitude 3, Toughness 0, Will 5

Totals: Abilities 16 + Powers 0 + Advantages 2 + Skills 16 + Defenses 11 = 45

Linda and Wally married and they have twin children, Iris and Jai. The "Tornado Twins" have inherited versions of their father's super-speed, Linda decided to leave her career in journalism to study pediatrics, allowing her to better deal with some of the unique challenges posed by her children's heritage.

FLORONIC MAN

Jason Woodrue claims to be an extra-dimensional criminal from the planet Floria, which is populated by many mythological creatures. Jason was a Florian human that attempted to take over the world. He was defeated and exiled to Earth.

This fanciful account, however, comes from Jason himself and was never verified. It was therefore equally possible that Jason is simply a human botanist driven mad. His early career as Plant-Master would bear this out, as he appeared to be just a scientist with plant-altering gadgetry. Further evidence of his Earthly origin can be found in his later selection as a New Guardian, which was supposed to be limited to Earth natives.

In either case, Jason ended up becoming a professor of botany who counted Alec Holland and Pamela Isley amongst his students. His madness was apparent even then, as he wooed Pamela solely for the opportunity to experiment on her. When his experiment landed Pamela in the hospital Jason was forced to flee.

Now a fugitive, Jason created plant-altering gadgets and became the criminal Plant-Master. He suffered defeats from the Atom and the Justice League of America before deciding that he was not powerful enough; he needed a physical form that matched his ambition. Jason created a serum that would transform his body into a humanoid plant. He could manipulate his vegetable body as well as control other plants. Jason renamed himself the Floronic Man.

REAL NAME: JASON WOODRUE
OCCUPATION: CRIMINAL, PROFESSOR
BASE: MOBILE

FLORONIC MAN — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	5	2	2	4	4	2	2

POWERS

Chlorokinesis: Array (36 points), Quirk: Plants must be nearby (-1 point) • *39 points*
- **Grabbing Tendrils:** Ranged Burst Area Affliction 12 (Resisted by Dodge; Hindered, Immobile, Paralyzed) • *36 points*
- **Duplication:** Summon Duplicate 11 (165 points), Controlled, Mental Link 3 • *1 point*
- **Plant Servants:** Summon 4 (60 points), Controlled, Horde, Multiple Minions 2 (4 minions), Mental Link • *1 point*
- **Squeezing Tendrils:** Perception Range Damage 12 • *1 point*
- **Venomous Toxin Cloud:** Ranged Cloud Area Affliction 12 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated) • *1 point*

Plant Body: Elongation 2 (30 feet); Immortality 5; Immunity 3 (Starvation and Thirst, Suffocation, all half effect), Protection 7, Regeneration 5 • *26 points*

Thorny: Strength-based Damage 6; Damage 2, Reaction • *14 points*

Communicate with Plants: Comprehend (Plants 2 and Plant Spirits 1) • *6 points*

Plant Sense: Senses 3 (Plant Awareness, Acute, Radius) • *3 points*

ADVANTAGES

Diehard, Great Endurance, Improved Initiative

SKILLS

Close Combat: Unarmed 8 (+12), Expertise: Botanist 10 (+14), Insight 3 (+5), Perception 5 (+7), Stealth 8 (+10)

OFFENSE

Initiative +6	
Grabbing Tendrils —	Ranged, Burst Area Affliction 12, Resisted by Dodge
Squeezing Tendrils —	Perception Range, Damage 12
Thorny +12	Close, Damage 10
Venomous Cloud —	Ranged, Cloud Area Affliction 12, Resisted by Fortitude

DEFENSE

Dodge	10	**Fortitude**	12
Parry	10	**Toughness**	12
Will	8		

POWER POINTS

Abilities	50	**Skills**	17
Powers	88	**Defenses**	27
Advantages	3	**Total**	185

COMPLICATIONS

Motivation: For better or worse, the Floronic Man considers himself the defender of plant life and is willing to go to extremes to show humans the error of their ways.

Prejudice: The Floronic Man is a human/plant hybrid and looks strangely horrific.

Even with his new powers, Jason was eventually captured and imprisoned for his crimes. He was later released by the Sunderland Corporation. The Sunderland Corporation was working with the American government to solve the world's food shortage problems. This involved examining Dr. Alec Holland's research as well as his body; he was presumably killed when he was shot in the head by a bullet from one of the soldiers sent to capture him.

Jason discovered that the Swamp Thing was not Alec Holland but rather a plant creature that had absorbed Holland's memories when both were exposed to Holland's Bio-Restorative experiment. Furthermore Jason believed that the Swamp Thing, being a plant creature like him, was not actually dead but regenerating. When Sunderland refused to accept Jason's analysis and threatened to fire him, Jason enabled the Swamp Thing to escape and kill the CEO, Avery Sunderland, in the process.

Jason didn't remain free for long and found himself interred in Arkham Asylum. When two Maltusians (the Oans and Zamarons) selected Jason to be one of the ten "Chosen" he agreed because it got him out of the asylum. Unlike the others, however, Jason refused to accept new superpowers (as stated earlier, this lends credence to Jason being an Earth native, since the Chosen were supposed to usher in the next evolution of humanity primarily through breeding). As a member of the New Guardians (which the Chosen took to calling themselves) Jason tried being a super hero and changed his heroic name to Floro. Unfortunately, neither his new career nor the New Guardians stuck and Jason was soon back to his villainous antics as the Floronic Man.

Jason faced the Swamp Thing once again and was decapitated, although he did not die due to scientific preservation. Jason came into contact with a marijuana plant and regenerated his body. Now infused with the characteristics of a marijuana plant, Jason cornered the drug market by cheaply manufacturing drugs from his own body.

Jason decided that he wanted a child and broke his former student Pamela, now Poison Ivy, out of prison. He offered her a small fortune from his drug money in return. Poison Ivy initially played along but turned against him, allying with Batman to defeat Jason. Batman defeated him through electrocution.

Since then Jason has reappeared several times, sometimes to do good but more often to wreak havoc as the villainous Floronic Man.

PERSONALITY

The Floronic man has historically been a megalomaniac, believing that his control of plant life gave him the ability to rule the world. He once tried his hand at being a super hero and is currently conflicted about whether he should be hero or villain.

POWERS & ABILITIES

The Floronic Man can control and manipulate plant life. His own body is essentially a living plant.

ALLIES

As a villain, the Floronic Man counts members of the Secret Society of Super-Villains, such as Cheetah, Killer Frost, Rag Doll, and the Ultra-Humanite as allies. As a hero, Floro counted the New Guardians as allies.

ENEMIES

The Floronic Man's primary enemies include the Atom, Green Lantern, and Swamp Thing. Poison Ivy also has a special hatred for him.

FREEDOM FIGHTERS

Whenever the nation's liberty is threatened, the Spirit of America embodies itself as a mythic defender, most famously known as Uncle Sam. However, as the Second World War drew ever closer to America's shores, the Spirit found the encroaching global struggle was beyond even its great powers. In need of allies to repulse the Japanese sneak attack on Pearl Harbor, Uncle Sam brought together a group of neophyte "mystery men"—the Invisible Hood, Magno (Tom Dalton), Miss America, Neon the Unknown, the Red Torpedo, plus JSA member Hourman (Rex Tyler), as the original Freedom Fighters.

Despite the team's efforts, its mission ended in failure and loss, with the U.S. forces in Hawaii devastated, Magno killed, Neon missing, and the Red Torpedo forced into retirement by his wounds. Undeterred, Uncle Sam recruited a second group of Freedom Fighters to thwart the impending Japanese invasion of California. From amongst the All-Star Squadron, the Black Condor (Richard Grey, Jr.), the Ray (Lanford "Happy" Terrill), Doll Man (Darrell Dane), Phantom Lady (Sandra Knight), the Human Bomb (Roy Lincoln), and the Red Bee (Rick Raleigh) answered Uncle Sam's call. Through their efforts, the Axis attack was thwarted, despite the Red Bee's death at the hands of Baron Blitzkrieg. Inspired by the Bee's example, the surviving heroes

BASE: MOBILE

CURRENT MEMBERS: BLACK CONDOR (JOHN TRUJILLO), CAPTAIN TRIUMPH, DOLL MAN (LESTER COLT), FIREBRAND (ANDRE TWIST), THE HUMAN BOMB (ANDY FRANKLIN), MAGNO (UNKNOWN), MISS AMERICA (CURRENTLY MISS COSMOS), NEON (LANFORD "HAPPY" TERRILL), PHANTOM LADY (STORMY KNIGHT), THE RED BEE (JENNA RALEIGH), THE RAY (RAY TERRILL), UNCLE SAM

FORMER MEMBERS: CITIZEN X, THE INVISIBLE HOOD (KEN THURSTON), THE LIBERTINE, THE RAY (STAN SILVER)

HEADQUARTERS: THE HEARTLAND DIMENSION

galvanized into the Freedom Fighters' core membership and remained teammates for decades afterwards.

In 1942, the core Freedom Fighters splintered from the All-Star Squadron and moved their base of operations to Washington, D.C. for the war's duration. They were joined by a number of other "mystery men" who became associated with the team, including Midnight, Captain Triumph, Plastic Man, the Jester, Manhunter (Dan Richards), Miss America, Max Mercury, and Firebrand (Rod Reilly). The remainder of the team's World War II exploits are largely unrecorded, and other, as yet unrevealed, members may have been added during this period.

The second Freedom Fighters disbanded at the war's end when, his mission accomplished, Uncle Sam vanished once more into the spirit realm. In later years the core members reunited briefly whenever critical situations necessitated Uncle Sam's return, such as the Appellaxian invasion and the Crisis on Infinite Earths. The team's longest reunion involved an extended campaign against a former Nazi super-villain known as the Silver Ghost. During this period, Firebrand (Rod Reilly) rejoined the team, but ultimately gave his life to help defeat the Ghost.

Eventually, the years took their toll, and the second Freedom Fighters finally went their separate ways. Doll Man went insane as a result of his shrunken physiology, the Human Bomb took a civilian government job, and the Ray, the Black Condor, and Phantom Lady retired to mentor their respective successors. The Spirit of America recast itself as the armored Patriot, and then assembled a new team of Freedom Fighters during the Imperiex invasion.

This third grouping eventually grew to include the Patriot (which soon resumed its Uncle Sam guise), Black Condor (Ryan Kendall), the Ray (Ray Terrill), Phantom Lady (Dee Tyler), the Human Bomb (Roy Lincoln), Iron Munro, and Damage. These Freedom Fighters served as an auxiliary squad of the JSA until the Infinite Crisis, when they were ambushed by the Secret Society of Super-Villains and the team suffered its most grievous losses yet. Uncle Sam, the Human Bomb, Black Condor, Phantom

Lady were brutally murdered, and Damage horribly maimed in the attack. Only the Ray survived, taken prisoner by the Society.

After the Infinite Crisis, the enigmatic being known as Father Time orchestrated the formation of the current, fourth Freedom Fighters team. Using his high position within the U.S. government's Super Human Advanced Defense Executive (S.H.A.D.E.), Time passed the mantles of the Ray (Stan Silver), Doll Man (Lester Colt), the Human Bomb (Andy Franklin), and Phantom Lady (Stormy Knight) on to new government-sanctioned individuals. He then created the grave threat to America needed to prompt Uncle Sam's return, acting as a seeming ally to the would-be tyrant and warmonger known as Gonzo the Mechanical Bastard. Gonzo assumed the assassinated Senator Henry Knight's identity just prior to Knight's election as President of the United States, and planned to use the office to destroy domestic liberty and wage war worldwide.

In seeming accordance with this scheme, Father Time ordered the new heirs to the Freedom Fighters' legacies to apprehend Uncle Sam and his acolyte Firebrand (Andre Twist). However, Sam persuaded them to switch sides and join his struggle to save America. Thanks to Sam's influence, the group was soon augmented by Black Condor (John Trujillo), the Red Bee (Jenna Raleigh), and the Invisible Hood (Ken Thurston), along with old allies Miss America and the Ray (Ray Terrill) returning to the fold. The new team endured the betrayal of the third Ray and his subsequent murder of the Invisible Hood, and ultimately exposed and defeated Gonzo. The fires of this battle forged the Freedom Fighters anew, and they agreed to work under the auspices of a reformed S.H.A.D.E., all according to Father Time's machinations.

FIREBRAND (ANDRE TWIST) PL10 • 156 POINTS

Abilities: Str 4 **Sta** 5 **Agl** 4 **Dex** 4 **Fgt** 7 **Int** 2 **Awe** 2 **Pre** 4

Powers: Flame Blast (Damage 10, Ranged, Split; *AE:* Ranged Burst Area Damage 7); **Immunity 5** (Fire Damage)

Equipment: Staves (Strength-based Damage 2, Reach)

Advantages: Accurate Attack, Attractive, Close Attack, Defensive Attack, Defensive Roll 2, Equipment 1, Evasion, Fascinate (Persuasion), Great Endurance, Improved Defense, Improved Disarm, Improved Hold, Power Attack, Well-informed

Skills: Acrobatics 6 (+10), Athletics 6 (+10), Close Combat: Staves 4 (+11), Expertise: Current Events 4 (+6), Expertise: Politics 4 (+6), Intimidation 6 (+10), Perception 4 (+6), Persuasion 6 (+10), Ranged Combat: Flame Blast 6 (+10), Sleight of Hand 5 (+9), Stealth 5 (+9)

Offense: Initiative +4, Flame Blast +10 (Damage 10), Staves +12 (Damage 6), Unarmed +8 (Damage 4)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 7/5, Will 8

Totals: Abilities 64 + Powers 27 + Advantages 15 + Skills 28 + Defenses 22 = 156

Complications: Justice: Andre is an ardent liberal, driven by his concern for social justice and distrust of powerful right-wing cabals. **Temper:** Befitting his code name, Andre sometimes acts angrily before he thinks, once his liberal sensibilities are offended. **Quirk:** Pretty faces mean trouble for Firebrand. After a brief, ego-bruising infatuation with the beautiful but unstable Stormy Knight, Andre fell hard for Jenna Raleigh, leading to unresolved feelings between them and some misplaced bitterness (later resolved) towards Andy Franklin.

While turning back an alien insect invasion force, the Freedom Fighters accepted Magno (Unknown), Captain Triumph, Citizen X, and the Libertine into its ranks (though the later two died in action, like too many of their teammates before). The original Ray (Lanford "Happy" Terrill) also rejoined the team, re-dubbing himself Neon after gaining new light-based powers, and Miss America evolved into an even more powerful being now known as Miss Cosmos.

Ultimately, these additions failed to hold the Freedom Fighters together against the personal stresses of being full-time super heroes. Most of the team's members are currently pursuing other interests, but it seems certain that when the next great crisis threatens human liberty, the Freedom Fighters will return.

ALLIES

The members of the second team of Freedom Fighters all began World War II as part of the All-Star Squadron, but were more loosely affiliated after the group relocated to Washington, D.C. in 1942. More recently, the third team of Freedom Fighters were organized as a reserve grouping of the modern JSA. The current Freedom Fighters have an on-again, off-again relationship with S.H.A.D.E.

ENEMIES

The second Freedom Fighters engaged various Axis supers and saboteurs throughout World War II (Baron Blitzkrieg, in particular), and had a long-running postwar feud with ex-Nazi agent the Silver Ghost.

THE HEARTLAND

The Heartland is a timeless extra-dimensional refuge containing a verdant stretch of unspoiled American land as it was in the late 18th century. Courtesy of Phantom Lady, Emma Glenn's home and laboratory have been teleported here.

HEADQUARTERS: THE HEARTLAND • *15 POINTS*

Size: Huge **Tou** 8 **Features**: Communications, Computer, Feature 1 (Nullifies unwanted personal super-power effects), Grounds, Laboratory, Living Space, Power System, Sealed, Immunity 2 (Aging, Starvation and Thirst), Workshop

FIREBRAND (ANDRE TWIST)

Blüdhaven resident Andre Twist was splitting his time between a menial job and his left-wing political activism when the Secret Society of Super-Villains dropped the toxic monstrosity Chemo on the city, devastating it. Andre was one of several individuals who not only survived that attack, but gained super-powers in the process. With his newfound pyrokinetic abilities and righteous anger at S.H.A.D.E.'s heavy-handedness in dealing with the Blüdhaven disaster, Andre became the new Firebrand.

Andre publically denounced S.H.A.D.E. in the media and covertly defied its authority, which he regarded as illegitimate. His words eventually shamed the Titans into investigating S.H.A.D.E.'s activities in Blüdhaven, uncovering Father Time's attempts to mold its mutated residents into a metahuman army. Before he could help put a stop to Time's machinations,

the voice of Uncle Sam called out to Andre, and persuaded him to join his new team of Freedom Fighters.

With Firebrand's help, the Freedom Fighters brought an end to Gonzo the Mechanical Bastard's attempt to impose an American tyranny, and became part of a reformed S.H.A.D.E. During this time, Andre's feelings for the Red Bee grew, and her seeming rejection of him while under the control of alien invaders hurt him deeply. Her departure from the team left their relationship unsettled, and his future as Firebrand uncertain.

PREDECESSORS

Firebrand (Rod Reilly) lacked any flame powers, fighting unarmed instead with a skill matching Andre's ability with staves. By contrast, Firebrand (Danette Reilly) had pyrokinesis similar to Andre (adding Flight) but no hand-to-hand combat proficiency.

DOLL MAN (LESTER COLT)

Lester Colt is one of the most decorated soldiers in American history, doing whatever it took to serve his country in countless spots around the globe. Despite the acclaim, Colt longed for a life beyond killing, and eagerly volunteered to be a test subject in an experiment conducted by Dr. Glenn and his daughter Emma. Colt quickly fell for Emma, but to their horror a terrorist strike (conducted by disguised S.H.A.D.E. operatives) interrupted the test. The attack left Emma's father dead, Lester reduced to six inches in size, and the notes on how to restore him destroyed.

Now known as Doll Man, Colt became S.H.A.D.E.'s top assassin, easily evading the toughest security and eliminating terrorists, drug traffickers and other threats to America using miniaturized state-of-the-art weaponry designed by Emma Glenn. Uncle Sam, however, convinced Colt to join the Freedom Fighters, where Lester at last found the peace he sought. The team's refuge "the Heartland" provided a safe haven for Emma and temporarily restored Lester to his former size, allowing them finally to express their true feelings and conceive a child.

After helping the Freedom Fighters topple Gonzo the Mechanical Bastard's regime, Lester and Emma were drawn into helping restore the original Doll Man (Darrell Dane) and a host of other permanently shrunken former test subjects. As a result of their efforts, Colt's condition was successfully reversed, but the others were merged into a horrific composite being. Emma Glenn remains committed to helping them, even as Lester and she prepare for parenthood.

DARRELL DANE

Before madness overtook him, the original Doll Man had powers similar to Colt's. Dane's Shrinking was not Permanent, and he lacked the Rocket Pack and Miniaturized Arsenal. He had a Dollplane scaled for his reduced size, and a crime-fighting partner, Doll Girl. Dane's Science and Chemistry skills were higher, but he lacked Colt's soldier Expertise.

THE HUMAN BOMB (ANDY FRANKLIN)

Andrew Franklin was a young research scientist working in Blüdhaven when the villain Chemo's exploding poisonous form ravaged the area. Like other city residents, Franklin gained metahuman abilities as a result, and his entire physiology become dangerously explosive. Contact with his bodily tissues, even his perspiration, could level cities. The government agency S.H.A.D.E. kept Andy immersed in liquid fibro-wax to

DOLL MAN (LESTER COLT) PL10 • 168 POINTS

Abilities: Str -3 **Sta** 4 **Agl** 3 **Dex** 3 **Fgt** 6 **Int** 4 **Awe** 5 **Pre** 3

Powers: Shrinking 12 (6 inches; Permanent); **Combat Rocket Pack** (Flight 5 (60 MPH), Removable)

Equipment: Miniaturized Arsenal (select 35 equipment points worth of Projectile Weapons, Heavy Weapons, and/or Grenades and Explosives)

Advantages: Agile Feint, All-out Attack, Chokehold, Close Attack 6, Defensive Roll, Equipment 7, Great Endurance, Improved Critical 2 (Guns), Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Trip, Leadership, Power Attack, Ranged Attack 4, Redirect, Tracking

Skills: Acrobatics 3 (+6), Athletics 3 (+0), Expertise: Politics 7 (+11), Expertise: Science 7 (+11), Expertise: Soldier 9 (+13), Intimidation 0 (-3), Perception 9 (+14), Ranged Combat: Guns 6 (+9), Stealth 3 (+18), Vehicles 7 (+10)

Offense: Initiative +7, Ranged Attacks +13 (Damage by Weapon Type), Unarmed +12 (Damage -4 or by Weapon Type)

Defense: Dodge 15, Parry 15, Fortitude 10, Toughness 5/4, Will 10

Totals: Abilities 56 + Powers 32 + Advantages 33 + Skills 27 + Defenses 20 = 168

Complications: Patriotism: Colt is the consummate soldier, ready to follow any order and even die in order to protect America. **Relationship:** Colt truly loves Emma Glenn, and her safety (and their baby's) remains his constant concern.

THE HUMAN BOMB (ANDY FRANKLIN) PL12 • 234 POINTS

Abilities: Str 3 **Sta** 4 **Agl** 2 **Dex** 2 **Fgt** 2 **Int** 4 **Awe** 4 **Pre** 2

Powers: Explosive Physiology (Array (132 points), **Nuclear Blast** (Burst Area 12 (16 Miles) Damage 12, Side Effect (same as base effect, always occurs)), **AE: Tissue Grenades** (Ranged Burst Area Damage 10,), **AE: Thunderclap** (Cone Area Damage 8)); **Fibro-Wax Containment Suit** (Protection 6)

Advantages Extraordinary Effort

Skills Expertise: Chemistry 12 (+16), Expertise: Science 7 (+11), Technology 7 (+11)

Offense: Initiative +2, Explosive Physiology (Damage 12, 10, or 8), Unarmed +2 (Damage 3)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 10, Will 14

Totals: Abilities 46 + Powers 140 + Advantages 1 + Skills 13 + Defenses 34 = 234

Complications: Acceptance: Franklin feels almost completely cut off from humanity, and hopes his heroism will somehow overcome the fear he engenders in others. **Temper:** The highly emotional Andy has a tendency to overreact when he believes his teammates have been harmed, retaliating with extreme (sometimes lethal) force. **Accident:** If not immersed in a fibro-wax bath or given special daily medication prepared by S.H.A.D.E., Andy's explosive physiology reaches critical mass in 24 hours and uncontrollably explodes at maximum Damage rank. **Honor:** Though his Temper complication sometimes overwhelms him, Andy is normally governed by a strong moral concern for the well-being of others.

PHANTOM LADY (STORMY KNIGHT) PL10 • 184 POINTS

Abilities: Str 3 **Sta** 4 **Agl** 3 **Dex** 3 **Fgt** 3 **Int** 4 **Awe** 3 **Pre** 4

Powers: Black-Light Bands (Array (75 points), Removable (-15 points), **Fourth-Dimension Aperture** (Teleport 15, Accurate, Extended, Portal, Limited to Extended), **AE: Dimensional Travel 1** (The Heartland, Increased Mass 12), **AE: Dimensional Shift** (Teleport 10, Accurate, Attack (Resisted by Dodge, Negated by Force Fields and Teleport ability), Increased Mass 11, Precise, Ranged), **AE: Inter-Dimensional Suffocation** (Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Progressive, Ranged), **AE: Two-Dimensional Plane** (Damage 10, Ranged, Penetrating 10), **AE: Portable Hole** (Deflect 14), **AE: Fourth-Dimensional Phantom** (Immunity 2 (Suffocation), Insubstantial 3, Sight & Hearing Penetrates Concealment))

Advantages: Attractive 2, Defensive Attack, Defensive Roll 2, Evasion, Fascinate (Deception), Grabbing Finesse, Improved Grab, Improved Hold, Improved Trip, Redirect

Skills: Close Combat: Unarmed 8 (+11), Deception 8 (+12), Expertise: Science 5 (+9), Expertise: Popular Culture 6 (+10), Insight 4 (+7), Ranged Combat: Black-Light Bands 7 (+10), Stealth 8 (+11), Technology 4 (+8)

Offense: Initiative +3, Black-Light Bands +10 (Ranged Damage 10, Penetrating 10), Unarmed +11 (Damage 3)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 6/4, Will 8

Totals: Abilities 54 + Powers 66 + Advantages 12+ Skills 25 + Defenses 27 = 184

Complications: Recognition: Stormy's stated goal is to prove to herself she's more worthy than other socialites, but her actions indicate it's more important for the world to acknowledge it. **Addiction:** Stormy currently has her alcoholism under control, but the demands of her life as a famous movie actress/super hero remain a constant threat to push her off the wagon.

keep his power in check until, at Father Time's behest, he was equipped to serve the organization as the new Human Bomb.

Of the various metahumans working for S.H.A.D.E., Andy had the most qualms about its aims and means, and eventually deserted it to join Uncle Sam in forming a new Freedom Fighters. In time, his teammates lost their trepidations about his volatile abilities, and his awesome powers were a major asset in defeating Gonzo the Mechanical Bastard and its corrupt allies in S.H.A.D.E.

Later incidents threatened Andy's new hard-won friendships with his teammates. While both were under the influence of invading alien insects, Jenna Raleigh forced Andy to mate with her, something for which he has yet to forgive her. Andre Twist in turn harbored a grudge against Andy for the incident because of his feelings for Jenna, but the two have since reconciled. With the Freedom Fighters in abeyance, Andy ponders his future in the team's "Heartland" sanctuary.

ROY LINCOLN

The original Human Bomb's abilities were similar to Franklin's, but with a top-rank Damage 9. Lincoln also did not have the Accident complication.

PHANTOM LADY (STORMY KNIGHT)

Being born the gorgeous, rich, and famous daughter of Senator (later President) Henry Knight is Stormy Knight's greatest blessing, and her most dire curse. To the public, she was a spoiled, callow over-publicized tramp, and Stormy willingly acted the part, even as she earned a physics degree and longed to do something worthwhile. Her opportunity came when the enigmatic Father Time recruited her into the government agency S.H.A.D.E. to become the new Phantom Lady.

Stormy soon proved her worth to the organization, effectively defending America from a variety of unusual menaces. Her good work served to vindicate her inflated sense of superiority, and her party-girl lifestyle continued unabated. When doubts about S.H.A.D.E.'s methodology arose, the fact the organization earned her father's cooperation and approval dispelled them. Even after Uncle Sam convinced her to disassociate herself from S.H.A.D.E., and join the Freedom Fighters, Stormy continued to trust in her father's goodness and innocence.

The revelation of her father's murder and replacement by Gonzo the Mechanical Bastard hit Stormy hard, and even Gonzo's defeat failed to deter her from an even more self-destructive path. This led to numerous ugly public incidents, culminating in Stormy drunkenly and bloodily murdering a villain in front of a shocked crowd. A subsequent intervention by her teammates failed to prevent a suicide attempt, but a detoxification by Miss America got her on the road to recovery. For Stormy, that meant leaving super-heroics behind for a new career as an acclaimed film actress.

PREDECESSORS

Phantom Lady (Sandra Knight)'s Black-Light Rays temporarily blinded opponents (Affliction 8) and rendered her invisible. She also wore ultravision goggles. Her successor Dee Tyler's gadgets added the capability of projecting holograms (Illusion 10) and energy blasts (Damage 10).

THE BLACK CONDOR (JOHN TRUJILLO)

Shortly after Uncle Sam formed the current version of the Freedom Fighters, the Native American John Trujillo climbed an Arizona mesa seeking the legendary powers of the Black Condor. The Mayan spider goddess Tocotl granted him the abilities he sought, empowering him with the very spirits of the land and air. She also charged Trujillo with joining Uncle Sam's efforts to end Gonzo the Mechanical Bastard's threat to America.

Uncle Sam foresaw Trujillo becoming the new Black Condor, and led the Freedom Fighters into the Southwestern desert in search of him. A team of metahumans working for S.H.A.D.E. intercepted them first, and were on the verge of apprehending Sam and his compatriots when Trujillo appeared on the scene. Almost single-handedly, Trujillo defeated the S.H.A.D.E. operatives and forced them to retreat.

Trujillo's power and courage quickly made him a cornerstone of the new team, and he became a close confidant of the similarly mystically empowered Uncle Sam. Even after other members left the team to get their lives in order, he remains

THE BLACK CONDOR (JOHN TRUJILLO) PL10 • 174 POINTS

Abilities: Str 8 **Sta** 8 **Agl** 4 **Dex** 2 **Fgt** 4 **Int** 3 **Awe** 4 **Pre** 4

Powers: Aerokinesis (Move Object 10, Cone Area, Perception Range, Dynamic, **AE (Dynamic): Flight 8** (500 MPH))

Advantages: All-out Attack, Assessment, Daze (Intimidation), Defensive: Attack, Evasion, Fearless, Improved Defense, Move-by Action, Power Attack, Startle, Takedown 2, Tracking

Skills: Acrobatics 3 (+7), Athletics 3 (+11), Close Combat: Unarmed 8 (+12), Expertise: Magic 5 (+8), Insight 6 (+10), Intimidation 6 (+10), Perception 6 (+10), Stealth 3 (+7)

Offense: Initiative +4, Aerokinesis (Perception Range Cone Area Move Object 10), Unarmed +12 (Damage 8)

Defense: Dodge 12, Parry 12, Fortitude 10, Toughness 8, Will 10

Totals: Abilities 74 + Powers 43 + Advantages 13 + Skills 20 + Defenses 24 = 174

Complications: Responsibility: Tocotl bestowed John Trujillo with the power of the Black Condor to be guardian protector of all creation, a role he takes with the utmost seriousness. **Quirk:** Trujillo is unaccustomed to dealing with other people, and is often at a loss in social situations where threats are not required.

at Sam's side, ready for battle. While not the most gregarious soul, Trujillo has demonstrated tremendous personal insight, being the first to see through Stormy Knight's personal facade and discern Emma Glenn's pregnancy.

PREDECESSORS

The original Black Condor (Richard Grey, Jr.) had the power of Flight (rank 8) and carried a "black light" pistol (Damage 8). Ryan Kendall, the second hero to bear the name, had no such weapon, but could fly at similar speeds and was telekinetic (Move Object 10). Kendall was also a skilled knife thrower, could sense emotions, and rapidly heal wounds (Regeneration).

THE RED BEE (JENNA RALEIGH)

Jenna Raleigh is the grand-niece of Richard Raleigh, who fought crime and Axis saboteurs during the early 1940s as the costumed Red Bee. Uncle Sam saw to it her grand-uncle's notes and crime-fighting gear found their way into her hands, and coupled with her extensive knowledge of insects and robotics, she was able to outfit herself as the second Red Bee.

The new Red Bee made her public debut helping to free Uncle Sam and the Freedom Fighters from the clutches of S.H.A.D.E., and with that accomplished, accompanied the team back to its extra-dimensional base "the Heartland." Excited by her first heroic outing, Jenna eagerly accepted Sam's offer to join the team, and remained steadfast even after witnessing the slaying of Invisible Hood (Ken Thurston) by the traitorous third Ray (Stan Silver).

Jenna's assumption of the Red Bee mantle changed her life entirely. She experienced the first sparks of romance with her teammate Andre Twist, and was groomed by S.H.A.D.E. to become the team's public face after Stormy Knight became a drunken embarrassment. The greatest transformation of all occurred as a result of her encounter with a swarm of alien

THE RED BEE (JENNA RALEIGH) PL10 • 150 POINTS

Abilities: Str 7 **Sta** 3 **Agl** 4 **Dex** 3 **Fgt** 4 **Int** 4 **Awe** 4 **Pre** 3

Powers Exoskeleton (40 points, Removable (-8 points): **Stinger Blasts** (electricity; Ranged Damage 8), **Flight 5** (60 MPH; Wings), **Impervious Protection 5**, **Enhanced Strength 4**, **Senses 1** (Communication Link with Robot Drones))

Advantages: Beginner's Luck, Inventor, Minion 6 (2 Robot Drones)

Skills: Close Combat: Unarmed 7 (+11), Expertise: Entomology 9 (+13), Expertise: Robotics 9 (+13), Expertise: Science 8 (+12), Perception 7 (+11), Ranged Combat: Stinger Blasts 9 (+12), Technology 7 (+11)

Offense: Initiative +4, Stinger Blasts +12 (Ranged Damage 8), Unarmed +11 (Damage 7)

Defense: Dodge 12, Parry 10, Fortitude 9, Toughness 8, Will 10

Totals: Abilities 56 + Powers 32 + Advantages 8 + Skills 28 + Defenses 26 = 150

Complications: Thrills: Freed from the laboratory, Jenna quickly found the excitement of costumed heroics to her liking. **Relationship:** The Human Bomb's hatred towards her drove her away from the team. She apparently harbors some degree of attraction to Firebrand (Andre Twist), but guilt over her actions while under the control of alien insects caused her to abruptly cease all contact with him, leaving their mutual feelings unresolved.

ROBOT DRONE PL6 MINIONS • 46 POINTS

Abilities: Str -5 **Sta**—**Agl** 4 **Dex** -2 **Fgt** 0 **Int**—**Awe** 0 **Pre** —

Powers: Stinger Blasts (electricity; Ranged Damage 6); **Shrinking 8** (Permanent, Innate); **Flight 5** (60 MPH; Wings); **Immunity 40** (Fortitude Effects, Mental Effects)

Offense: Initiative +4, Stinger Blasts +6 (Ranged Damage 6), Unarmed +8 (Damage –5)

Defense: Dodge 12, Parry 9, Fortitude Immune, Toughness 0, Will Immune

Totals: Abilities –26 + Powers 71 + Advantages 0 + Skills 0 + Defenses 1 = 46

invaders which secretly took over her mind and forcibly mutated her body into a more insect-like form.

Under their domination, Jenna seized control of the Freedom Fighters and forced them to do her bidding in preparation for a full-scale invasion of Earth. Eventually Jenna regained her free will and normal human form with the help of her teammates, and was instrumental in defeating the insect conquerors. Despite her redemption and other mitigating factors, Jenna's relationships with Andy Franklin (whom she forced to mate with her) and Andre Twist were strained to the point she felt compelled to leave the team. She returned to her research, and it remains to be seen if she will ever resume her career as the Red Bee.

RICHARD RALEIGH

The original Red Bee had no super-powers, but relied on his hand-to-hand combat training, swarm of trained bees, and "stinger gun" (Damage 8) to fight crime. Unlike Jenna, his Expertise was in practicing law and bee-keeping.

MISS AMERICA — PL12 • 223 POINTS

Abilities: Str 5 **Sta** 7 **Agl** 3 **Dex** 2 **Fgt** 3 **Int** 3 **Awe** 3 **Pre** 3

Powers: Elemental Transmutation (Perception Range Transform 12 (Anything into Anything, Continuous), **AE: Perception Range Affliction 12** ((Resisted by Fortitude; Hindered, Immobile, Transformed), Progressive, Reversible), **AE: Perception Range Healing 12**, Perception Area, **AE: Morph 2** ((human forms), Continuous,) **AE: Flight 7** (250 MPH), **Immunity 10** (Life Support)); **Immunity 1** (Aging)

Advantages: Accurate Attack, Attractive, Defensive Attack, Fast Grab, Improved Disarm, Improved Hold, Improved Trip, Leadership

Skills: Close Combat: Unarmed 5 (+8), Deception 7 (+10), Expertise: Chemistry 8 (+11), Expertise: Journalist 2 (+5), Insight 7 (+10), Persuasion 7 (+10)

Offense: Initiative +3, Elemental Transmutation (Perception Range Affliction 12, others), Unarmed +8 (Damage 5)

Defense: Dodge 15, Parry 15, Fortitude 12, Toughness 7, Will 12

Totals: Abilities 58 + Powers 101 + Advantages 8 + Skills 18 + Defenses 38 = 223

Complications: Doing Good: Joan believes in fighting for what's right, sometimes to the exclusion of all other considerations. **Patriotism:** As her code name indicates, Joan is a proud citizen of the United States.

NEON (LANFORD "HAPPY" TERRILL) — PL10 • 162 POINTS

Abilities: Str 4 **Sta** 10 **Agl** 5 **Dex** 5 **Fgt** 4 **Int** 4 **Awe** 4 **Pre** 3

Powers: Neonic Energy Control (Dynamic Array (38 points): **Flight 19** (Dynamic), **AE: Neonic Blasts** (Ranged Damage 10, Cone Area, Penetrating 5, Dynamic), **AE: Solid-Light Constructs** (Create 10, Movable, Dynamic), **AE: Blinding Light:** Affliction 10 (Resisted by Fortitude; Impaired, Disabled, Unaware), Cumulative, Ranged, Perception Area (Visual), Limited to Visual Senses, Dynamic, **AE: Bend Light:** Concealment 4 (All Visual Senses, Attack, Dynamic), **AE: Invisibility** (Concealment 4, All Visual Senses, Dynamic), **AE: Light Projection** (Environment 10, Light, Eliminates Concealment, Precise, Dynamic), **AE: Solid-Light Vibrations** (Communication 3, Auditory, Subtle)); **Feature 1** (Quick Change); **Immunity 1** (aging); **Senses 7** (Communication Link [Mental, with Ray Terrill]; Detect Electromagnetic Radiation [Visual Sense], Accurate, Acute, Analytical, Ranged; Direction Sense)

Advantages: Evasion 2, Extraordinary Effort, Move-by Action

Skills: Close Combat: Unarmed 4 (+9), Expertise: Journalist 3 (+7), Ranged Combat: Neonic Energy 5 (+10)

Offense: Initiative +5, Neonic Blasts +10 (Ranged Damage 10, others), Unarmed +9 (Damage 4)

Defense: Dodge 10, Parry 10, Fortitude 12, Toughness 10, Will 8

Totals: Abilities 78 + Powers 61 + Advantages 4 + Skills 6 + Defenses 17 = 166

Complications: Doing Good: Despite his protesting he's too old to be a super hero, Happy ultimately does the right thing. **Relationship:** Happy's over-protectiveness of his son, Ray, sometimes drives him to extreme and bizarre ends. The situation between the two is sometimes tense as a result.

MISS AMERICA

In spring 1941, newspaper reporter Joan Dale followed a lead to Bedloe's Island, but dozed off waiting for her source to appear. While asleep, she dreamed the Statue of Liberty came alive and empowered her to defend the country's liberty. Truthfully, Dale had been abducted by "Project M," a secret government super-soldier program, to be a replacement test subject. Convinced the experiment failed and destroyed her mind, the project's operatives dumped Dale's body near the Statue.

Joan awoke with the ability to transmute matter, and inspired by her vision she donned a patriotic costume to battle Axis saboteurs. She relocated to Washington, D.C. and took a job in the War Department to keep abreast of enemy activities. Soon after, a grateful citizen she rescued from Nazi agents dubbed her "Miss America," and this became her crime-fighting alter ego. As Miss America, she joined the first two Freedom Fighters' lineups.

By the war's end, Miss America's powers were fading, leading to her retirement and subsequent marriage to Admiral Derek Trevor. The couple adopted a daughter, Hippolyta, who later became the second costumed heroine known as Fury. In truth, Joan hid her powers and true age to live a quiet family life, until recently when her husband's death and the appearance of an evil imposter finally brought the real Miss America back. Now more powerful than ever, Miss America remains a cornerstone of the Freedom Fighters.

MISS COSMOS

During World War II, Joan had far less command of her powers, and had yet to develop any of the Alternate Effects listed above. Recently, she was forced to absorb the full force of the Human Bomb's explosive power, then flee into space before the resulting overload blew her to atoms. Incredibly, she was able to reform her body from stellar materials, becoming even more powerful in the process. Now calling herself Miss Cosmos, her still-undefined powers border the limits of what *DC Adventures* can reasonably depict and she may be considered a PLX character.

NEON (LANFORD "HAPPY" TERRILL)

In 1940, scientist Dr. Dayzl duped *New York Star* reporter Lanford "Happy" Terrill into a high-altitude balloon flight. Lightning seemingly struck Terrill, but in truth a "genetic bomb" of Dayzl's design had detonated. Dayzl theorized Happy's offspring would be a hybrid of human being and pure light, able to communicate with a light entity he believed would someday threaten Earth. In the meantime, Happy gained the ability to fly and project energy, with which he became the costumed hero the Ray.

Throughout World War II, the Ray was a core member of Uncle Sam's Freedom Fighters, remaining active until 1954. Soon after, Happy struggled to care for two sons born with uncontrollable light powers exceeding his own. This led to his first wife's death, his first son, Joshua's, imprisonment in suspended animation, and his second son, Ray, being raised by Happy's brother. Happy's long estrangement from Ray's life complicates their relationship to this day.

OTHER MEMBERS

Comparatively little has been revealed about some of the newer Freedom Fighters. The second Captain Triumph's abilities seem analogous to the Paragon archetype in the DC Adventures rulebook, while the capabilities of the new Magno (Unknown) mirror those of the Energy Controller archetype. The known powers of the Ray (Stan Silver) resemble those of the Ray (Ray Terrill, see **Vol. II**). The second Invisible Hood (Ken Thurston) was essentially a one-device Gadgeteer archetype: a Removable cloak providing visual Concealment. Sadly, Citizen X and the Libertine perished before any firm conclusions could be drawn about their abilities, and thus Gamemasters can represent them in whatever fashion best suits the demands of their plotlines.

Recently, at Uncle Sam's behest, Happy went searching for Neon the Unknown, missing for nearly seven decades. Despite being the last, best chance to rescue Ray Terrill and the other Freedom Fighters from an alien invasion force, Neon refused to help. Angered, Happy drank from the magical glowing oasis that originally gave Neon his "neonic energy" powers. As a result, Happy gained similar light-based abilities and used them to save Ray and his teammates, re-dubbing himself the new Neon.

THE ORIGINAL RAY

Prior to gaining Neon's light-generation ability, Happy's powers were dependent on external light sources. Broad daylight or any bright, directed light, like that from a searchlight allowed him to operate at full power, while an overcast day left him at half normal power ranks. Moonlight reduced him to one-third his usual power ranks, and total darkness rendered him powerless. His Environment power was also not Precise.

THE GENERAL

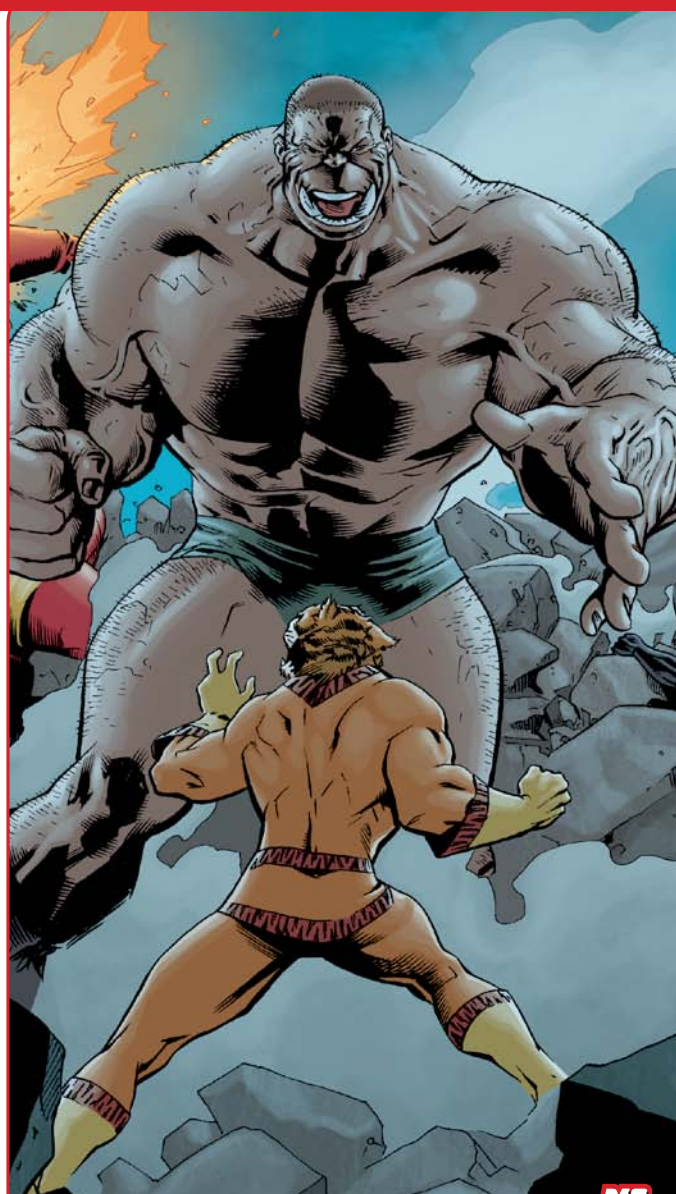
A career military man who believed the ends justify the means, Wade Eiling rose through the ranks of the United States Air Force by manipulation and blackmail. As a Colonel, Eiling was in charge of Project Atom, a government experiment involving nuclear power and a mysterious alien metal.

Unwilling to wait for volunteers, Eiling framed a fellow Air Force officer, Nathaniel Adam, for a capital crime. Eiling offered Adam a pardon in exchange for volunteering for Project Atom. Knowing he was innocent but not wanting to die, Nathaniel Adam agreed. Adam's body was apparently vaporized during the Project Atom experiments. In truth, Adam was propelled nearly twenty years into the future. Ever the opportunist, Eiling later married Adam's widow and helped raise his two children.

Wanting to redeem himself in the eyes of his superiors, Eiling restarted Project Atom but needed another volunteer. Never one to wait, Eiling scrounged the stockade for a subject. The perfect 'volunteer' presented himself in the form of Clifford Zmeck, a court-martialed USAF officer. Zmeck was thought to have died as a result of the experiment but in reality he was also launched several decades into the future.

Eiling had risen to the rank of General when Nathaniel Adam finally returned. Eiling saw Adam, with his newfound atomic powers, as the perfect pawn. Eiling offered Adam time with his children in exchange for using his powers to aid the military. Adam broke free from Eiling's control and the ever-ambitious General vowed to destroy Captain Atom.

REAL NAME: GENERAL WADE EILING
OCCUPATION: FORMER GENERAL IN THE UNITED STATES AIR FORCE, CRIMINAL
BASE: FORMERLY THE THRESHOLD, CURRENTLY UNKNOWN



THE GENERAL — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
18	14	0	0	8	2	2	1

POWERS

Indestructible Body: Protection 6, Impervious Toughness 16, Immunity 11 (Life Support, Sleep), Regeneration 5 • *38 points*

ADVANTAGES

All-out Attack, Power Attack

SKILLS

Athletics 2 (+20), Close Combat: Unarmed 2 (+10), Deception 4 (+5), Expertise: Military 8 (+10), Expertise: Tactics 8 (+10), Insight 2 (+4), Intimidation 6 (+7), Perception 2 (+4), Persuasion 4 (+5), Ranged Combat: Guns 4 (+4), Vehicles 4 (+4)

OFFENSE

Initiative +0

Unarmed +10	Close, Damage 18

DEFENSE

Dodge	8	**Fortitude**	18
Parry	8	**Toughness**	20
Will	6		

POWER POINTS

Abilities	90	**Skills**	23
Powers	38	**Defenses**	16
Advantages	2	**Total**	169

COMPLICATIONS

Enemy: Captain Atom.

General Eiling retained command of Project Atom in the hopes that Clifford Zmeck would return just as Nathaniel Adam had. Theorizing the extra coating of alien metal and more efficient nuclear blast used in the experiments on Zmeck would result in a more powerful being, General Eiling bided his time. Eiling was not disappointed. Zmeck emerged several years later with not only more power and strength than Adam, but without the hindrance of a conscience.

For several years General Eiling was in command of various projects and operations involving Clifford Zmeck, using the codename Major Force. Under General Eiling's control, Major Force was sanctioned to carry out political assassinations, hunt down those Eiling deemed traitors, and any other off-the-books dirty work the government needed.

Major Force was eventually used as a government-sponsored super hero with General Eiling as his handler. When Major Force's wild and reckless use of his powers made him more trouble than he was worth, General Eiling was relieved of command of the project and Major Force was taken back into the shadows of government black operations.

General Eiling went on to create the Ultramarine Project, a series of experiments with the intent of creating super powered soldiers who would be loyal to the United States military. Four U.S. marines were subjected to tests involving an artificial isotope, granting them unique powers. Under General Eiling's command the Ultramarines were intended as a more loyal counter measure to the independent Justice League.

General Eiling ordered the Ultramarines to retrieve the nearly indestructible body of the Shaggy Man, a synthetic monstrosity created by Professor Andrew Zagarian. The Ultramarines were loyal soldiers and never questioned General Eiling's orders until they realized what he was planning to do with the Shaggy Man. General Eiling was diagnosed with an inoperable brain tumor and wanted to transfer his mind into the Shaggy Man's body. The JLA convinced the Ultramarines that General Eiling was insane and needed to be stopped.

General Eiling knew the Ultramarines would fall to the JLA. He was using them simply as a delaying tactic so he could complete the transference of his intelligence into the Shaggy Man's body. Unwilling to use such a name, General Eiling shaved off the Shaggy Man's excessive hair and began calling himself simply the General.

Unable to prevent the mental transfer, the Ultramarines teamed up with the JLA to fight the new monster. The combination of General Eiling's sharp tactical mind and the Shaggy Man's limitless physical powers was more than a match for the JLA and Ultramarines. The General nearly destroyed the JLA before they managed to teleport him to an asteroid near Jupiter.

Queen Bee rescued the General in exchange for his joining the new Injustice Gang. The General agreed and they attacked the JLA. Several times during the battle, the General railed against the banishment the JLA imposed on him. The JLA was again unable to defeat the General so they were forced to trap him in the Phantom Zone. It is unknown how the General managed to escape the Phantom Zone but he currently serves as a member of Amanda Waller's Suicide Squad.

PERSONALITY

The General is a career military man who believes the ends justifies the means. He is a dishonest, manipulative, and power driven man. When manipulation fails, his methods turn brutal, often using excessive force to attain his goals. Although the sharpness of his mind was somewhat dulled during the transference into the Shaggy Man's body, the General retains much of his knowledge and all of his drive.

POWERS & ABILITIES

As a former General in the U.S. Air Force, Wade Eiling is a highly trained tactician, soldier, and leader of men. The Shaggy Man body he controls is a near-indestructible behemoth with vast super-strength.

ALLIES

The General still has highly placed contacts in the military. He is a former member of the Injustice Gang, and is a current member of Amanda Waller's Suicide Squad, but chafes under her leadership.

ENEMIES

In his mind, the General is a patriot defending America against all enemies foreign and domestic. The General has fought the Justice League of America, Captain Atom, the Ultramarines, and any other "costumed menace" that gets in the way of his duty.

GENERAL IMMORTUS

In the distant past Immortus discovered a life-extending formula that allowed him to live far beyond his natural lifespan. At some point the formula was lost and Immortus has spent several centuries in various schemes to rediscover the secrets of longevity. Over the centuries he has gathered a vast fortune to fund his efforts.

When his own alchemical research failed, Immortus used various shadow corporations and non-existent subsidiaries to hire Niles Caulder, who used science rather than alchemy. He came close to perfecting a longevity ray, but discovered Immortus's role in the project and sabotaged the device.

REAL NAME: UNKNOWN
OCCUPATION: WOULD-BE WORLD CONQUEROR
BASE: MOBILE

Caulder later formed the Doom Patrol to combat Immortus and his schemes to gain eternal life. With his own alchemical research at a dead end, and the ways of science constantly blocked by the Doom Patrol, Immortus turned to magic for the answer.

Immortus organized a vast secret society with the sole purpose of stealing magical artifacts, scrolls, and tomes that could grant him longer life. The Doom Patrol discovered the secret society and continued to thwart Immortus' efforts.

GENERAL IMMORTUS — PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-2	4	0	0	2	8	5	7

POWERS

Longevity: Immunity 1 (Aging) • *1 point*

EQUIPMENT*

Heavy Pistol: Ranged Damage 4 • *8 points*
Knife: Damage 1 • *2 points*
*General Immortus has access to vast resources and a wide variety of other equipment

ADVANTAGES

Benefit 6 (Cipher, Billionaire), Connected, Contacts, Defensive Roll 3, Diehard, Equipment 2, Great Endurance, Improvised Tools, Improvised Weapon, Inventor, Jack-of-all-trades, Move-by Action, Redirect, Set-up, Startle, Uncanny Dodge, Well-informed

SKILLS

Close Combat: Unarmed 4 (+6), Deception 8 (+15), Expertise: History 10 (+18), Expertise: Military 10 (+18), Expertise: Politics 10 (+18), Expertise: Science 10 (+18), Expertise: Tactics 10 (+18), Insight 8 (+13), Intimidation 11 (+18), Investigation 8 (+16), Perception 8 (+13), Persuasion 11 (+18), Ranged Combat: Guns 4 (+4), Technology 10 (+18), Vehicles 10 (+10)

OFFENSE

Initiative +0

Heavy Pistol +4	Ranged, Damage 4
Knife +6	Close, Damage 1

DEFENSE

Dodge	4	**Fortitude**	6
Parry	2	**Toughness**	7/4*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	48	**Skills**	66
Powers	1	**Defenses**	8
Advantages	25	**Total**	148

COMPLICATIONS

Obsession: General Immortus is obsessed with discovering any means to extend his life.

PERSONALITY

General Immortus is a man obsessed with life. Every scheme is bent toward one purpose: extending his life. He approaches every situation as if it were a chess game or battle to be won.

POWERS & ABILITIES

General Immortus is effectively immortal. He has extensive knowledge of history and tactics, as well as access to a vast network of minions and resources.

ALLIES

Immortus commands a network of loyal followers. He is a founding member of the Brotherhood of Evil.

ENEMIES

General Immortus is a long-time foe of Niles Caulder and his Doom Patrol. In his quest for longer life, Immortus has encountered many of the world's top scientists, alchemists, and mystics.

GENERAL ZOD

Descended from and named after the most famed admiral and explorer in Kryptonian history, Dru-Zod never doubted he would rise high in his chosen profession. Eventually, he was appointed leader for military defense for the Kryptonian Science Council, his homeworld's highest governing body. Alongside his lieutenant, Ursa, an elite soldier from the military, it was while acting in his official capacity that Zod raided the laboratory of Jor-El and placed him and Jor-El's mentor, Non, in custody on charges of heresy and defying the edicts of the council.

The Science Council, though aware of the accuracy of Jor-El's findings, firmly believed that only panic and unrest would result if those findings were made public and suppressed them. When Zod discovered that he and the people of Krypton were being lied to, he left the council and joined with Non in an attempt to warn the populace of the truth. Zod and Non became close friends during this trying time, but ultimately agents of the council captured Non, Zod, and others. They lobotomized Non, destroying his impressive intellect and reducing him to little more than a violent savage. Zod was enraged. Forswearing the council, Zod plotted revenge. Despite Zod's best efforts, Jor-El refused to join him in assaulting the council directly, disagreeing that violence was the answer. Zod, Non, and Ursa infiltrated the council chambers and managed to murder several of the members before they were captured. Jor-El used the last of his influence to sway the surviving council from executing the three for treason. Placed in charge of the trio's punishment by the remaining members of the council, Jor-El chose what he thought the most merciful and civilized recourse—exile to the Phantom Zone. Zod accused Jor-El of cowardice because of the scientist's refusal to join in Zod's coup attempt and swore vengeance upon the House of El, on Jor-El and his heirs.

While trapped in the Phantom Zone, Zod and Ursa discovered the remnants of Fort Roz. Once an old Kryptonian prison, the building had been transported to the Phantom Zone because of a projector accident. Within the confines of Roz, the Phantom Zone prisoners were able to maintain solid form and time passed normally; leaving the building resulted in a return to the standard conditions of the Zone, though. Zod made Fort Roz his base of operations and while

REAL NAME: DRU-ZOD
OCCUPATION: LEADER OF THE NEW KRYPTON MILITARY GUILD
BASE: NEW KRYPTON

GENERAL ZOD — PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
18	14	3	2	10	2	2	3

POWERS

Flight: Array (26 points)
- **Flight:** Flight 13 (16,000 MPH) • *26 points*
- **Space Flight:** Movement 1 (Space Travel) • *1 point*
- **Speed**: Speed 13 (16,000 MPH) • *1 point*

Heat Vision: Ranged Damage 13 • *26 points*
Invulnerability: Protection 4, Impervious Toughness 18; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *27 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment (except lead)) • *15 points*
Super-Speed: Quickness 6 • *6 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (lifting Str 22; 100,000 tons) • *4 points*

ADVANTAGES

Benefit 3 (Commander of New Krypton Military Guild), Close Attack 2, Defensive Attack, Improved Aim, Languages (English; Kryptonian native), Leadership, Ranged Attack 7, Seize Initiative

SKILLS

Athletics 6 (+24), Deception 8 (+10) , Expertise: Krypton 10 (+12), Expertise: Soldier 12 (+14), Insight 6 (+8), Intimidation 8 (+10), Perception 8 (+10), Persuasion 6 (+8), Technology 10 (+12), Vehicles 4 (+6)

OFFENSE

Initiative +3

Heat Vision +9	Ranged, Damage 13
Unarmed +12	Close, Damage 18

DEFENSE

Dodge	12	**Fortitude**	14
Parry	12	**Toughness**	18
Will	12		

POWER POINTS

Abilities	108	**Skills**	39
Powers	106	**Defenses**	21
Advantages	17	**Total**	291

COMPLICATIONS

Kneel before Zod!: Zod's defining characteristic is his monumental arrogance, which frequently blinds him to flaws in his plans or the potential superiority of his adversaries.

Power Loss: Zod loses his powers under a red sun, like that of Krypton, and other effects draining or interfering with the energies of the yellow sun can deprive him of his powers. Without his powers, Dru-Zod has Strength 2 and Stamina 3.

Vulnerability: Zod is as vulnerable to magic as anyone else. His Toughness is not Impervious against magical attacks.

Weakness: Kryptonite (see sidebar).

there he and Ursa produced a son, Lor-Zod. There, he was also able to construct small ships that could maintain physical cohesion and leave the Phantom Zone. Zod used his son and one of these ships to establish a physical "tether" for Zod and the other Phantom Zone prisoners to escape to Earth, which he'd been able to observe from the Phantom Zone and knew was the home of the heir to the House of El. Zod immediately set upon a campaign of revenge against the son of Jor-El and of conquest directed toward a planet he saw as an easy target for becoming a new Kryptonian homeworld. Thanks to Superman's efforts (and Zod's own son), this campaign was thwarted and the Zone prisoners returned to their exile.

When Superman managed to free Kandor from the clutches of Brainiac and return the city to its normal size, it and Earth eventually came to violence. The Kandorans used Brainiac's technology to move their city offworld and build a new planet for themselves. The Kandorans also freed Zod and his compatriots from the Phantom Zone and restored him to a position of leadership, as they remembered Zod as a military hero who had tried desperately to save Kandor from Brainiac's initial attack. For a time, Kal-El joined the other Kryptonians, putting him where he could keep an eye on Zod. This proved wise, as the actions of General Lane, Luthor, and Zod combined to bring New Krypton to a destructive end and helped Zod instigate a short-lived invasion of Earth at the head of the Kryptonian survivors. Superman and allies returned Zod to the Phantom Zone, along with his new followers—but Zod has escaped the Phantom Zone before…

PERSONALITY

Zod is extremely arrogant, assured of his own superiority and judgment in any situation. He is also decisive, articulate, and a natural leader.

Even though the people of New Krypton viewed Zod as a hero, a view Zod shared, the General's actions are always formulated through the lens of his ego; his responses and goals *always* stem from personal umbrage or ambition, regardless of what selfless fictions he would like others to believe.

KRYPTONITE

General Zod's greatest weakness is the radioactive remains of his home planet of Krypton, known as "kryptonite." It comes in a number of forms. Green kryptonite is by far the most common. Its radiation saps the Strength and powers of Kryptonians, leaving them impaired, disabled, and eventually debilitated in terms of Strength and power effects. Long-term exposure (usually a matter of minutes, less for a large enough amount) imposes the dying condition and may led to death. Kryptonite radiation has far less effect on humans, little to none unless exposed over a long period of time, in which case radiation sickness or cancer can result.

POWERS & ABILITIES

Zod is a Kryptonian and gains the same powers all Kryptonians gain under a yellow sun, though his are currently weaker than Superman's due to Superman's lifetime of exposure. Zod is a quick learner and his decades of military training compensates for Superman's raw power sufficiently to make any fight between the two a contest.

ALLIES

The General is seldom without his associates Ursa and Non. While in the Phantom Zone, he is arguably the leader of the Kryptonian criminals exiled there. During the existence of New Krypton, Zod was commander of the Military Guild

URSA AND NON

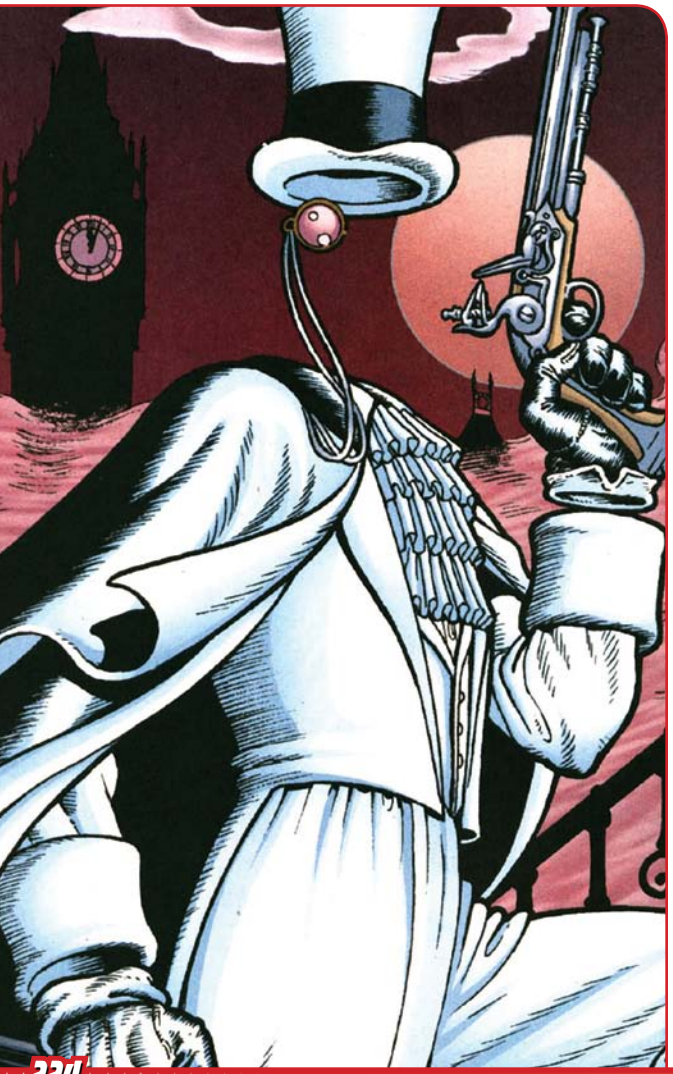
For Ursa, use Zod's write-up, dropping Strength to 17 and raising her Close Attack bonus to a +13; she should also have a number of combat-related advantages representing commando training. For Non, use Zod but drop all skills except Intimidation, drop all advantages, drop Intellect and Awareness to -1 each, raise Strength to 20 and Impervious Toughness to 19.

ENEMIES

General Zod considers Superman and his allies, as well as the intergalactic menace Brainiac (for what it did to Kandor under Zod's watch) his enemies.

GENTLEMAN GHOST

The abandoned son of a nineteenth-century English gentleman, Jim Craddock became a highwayman and thief so notorious that he fled from England to the United States in the mid-1800s. There he ran afoul of the gunslinger Nighthawk, who lynched Craddock. Cursed to wander the Earth until his killer, too, moved on to the next plane of existence, Craddock discovered that Nighthawk was merely the latest incarnation of an Egyptian prince who had been repeatedly reincarnated for thousands of years.



Craddock continued to haunt his killer through the decades until the twentieth century, when the prince was reincarnated as the hero Hawkman and the ever-polite Craddock became known as the "Gentleman Ghost." The other half of the curse instilled Craddock with an insatiable greed that led him to cross swords with an even wider number of heroes, until he is now counted among the world's super-villains.

PERSONALITY

The Gentleman Ghost is polite even to his foes, but cursed with unending greed that draws him to wealth of all kinds.

POWERS & ABILITIES

The Gentleman Ghost is a spirit with the ability to be invisible and insubstantial when desired, as well as the ability to move about the world via the spirit planes. He can also summon weapons that include his walking stick and a pair of antique flintlocks. Any living creature he touches or that passes through his ghostly form feels the cold touch of the grave.

ALLIES

The Gentleman Ghost once summoned the spirits of the dead, but his primary allies on the mortal plane have been the villains of the Injustice Society.

ENEMIES

The Ghost's primary nemesis and the reason for his unending existence is Hawkman, but his crimes have brought him into conflict with a wide array of heroes from Batman and the Flash to the Atom and the Justice Society.

REAL NAME: "GENTLEMAN JIM" CRADDOCK
OCCUPATION: HIGHWAYMAN, GHOST
BASE: MOBILE

GENTLEMAN GHOST — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	6	2	3	2	2	2	6

POWERS

Cursed Spirit: Concealment 10 (Total); Immunity 12 (Aging, Life Support, Sleep), Immortality 2 • *36 points*
Spectral Flintlocks: Ranged Damage 9 • *18 points*
Spirit Walk: Array (15 points)
- **Ghost:** Insubstantial 3: Energy (Spectral Energy); Limited: Attacks by characters with royal blood deal full damage) • *15 points*
- **Travel the Spirit Planes:** Teleport 5 (900 feet), Accurate • *1 point*

Touch of Death: Affliction 10 (Resisted by Will; Dazed, Disabled, Incapacitated) • *10 points*

ADVANTAGES

Daze (Intimidation), Fearless, Improved Initiative 2, Startle, Uncanny Dodge

SKILLS

Close Combat: Unarmed 10 (+12), Close Combat: Simple Weapons 10 (+12), Deception 4 (+10), Intimidation 8 (+14), Ranged Combat: Spectral Flintlocks 10 (+13), Stealth 8 (+10)

OFFENSE

Initiative +10

Spectral Flintlocks +13	Ranged, Damage 9
Touch of Death +12	Close, Affliction 10, Resisted by Will

DEFENSE

Dodge	16	**Fortitude**	9
Parry	16	**Toughness**	6
Will	10		

POWER POINTS

Abilities	44	**Skills**	25
Powers	80	**Defenses**	39
Advantages	6	**Total**	194

COMPLICATIONS

Cultured: Even as a highwayman and criminal, Gentleman Ghost always tries to maintain an air of culture and propriety—but is also quick to anger when he fails to receive the respect he believes he deserves.

Cursed: The Gentleman Ghost is unable to pass on to the next plane of existence until the one who killed him passes first, along with a magically unquenchable greed that drives him to crime.

GEO-FORCE

Dr. Helga Jace, Markovia's top scientist gave Brion his powers for the express purpose of fighting Baron Bedlam and his Soviet supporters, who staged a rebellion that quickly became an invasion. He soon found the support of Batman, Metamorpho, and Black Lightning, along with newcomers Katana and Halo, who arrived to Markovia each for their own reasons. The heroes decided to stay together under Batman's leadership after his recent resignation from the Justice League, becoming The Outsiders.

Brion moved to the U.S., where he attended college and even started a relationship with classmate Denise Howard, whom he would later marry.

Brion's nobility was tested after the Outsiders teamed up with the Teen Titans, and he met with his half-sister Tara, aka Terra, who had also received powers from Dr. Jace before she was exiled from Markovia to avoid a scandal. Like the others, Brion was not aware that Tara was a traitor, and gladly assumed the role of big brother. He remained ignorant even after her demise, until Batman revealed to him the truth of her relationship with Deathstroke.

He changed to a new gold and green costume that his teammates gave him to lift his spirits and replace his regular brown-toned uniform, which reminded him of Terra. This actually worked to the point that Geo-Force became the un-

REAL NAME: PRINCE BRION MARKOV
OCCUPATION: REGENT OF MARKOVIA
BASE: MARKOVIA, NEW YORK CITY, NY

GEO-FORCE — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
13	14	2	5	6	3	3	4

POWERS

Earthen Physiology: Enhanced Strength 10; Enhanced Stamina 12; Impervious Toughness 12; Regeneration 10, Source (Must be buried in earth), Immunity 1 (Suffocation from burying) • *62 points*

Magma Thrust: Flight 6 (120 MPH), Tiring (last 2 ranks only) • *10 points*

Geo-Manipulation: Array (27 points)

- **Gravity Control:** Move Object 13, Damaging, Limited Direction; Enhanced Advantage (Improved Trip) • *27 points*
- **Earthquake:** Burst Area 2 (60 feet) Affliction 12 (Resisted by Dodge; Attack Impaired and Hindered), Extra Condition, Concentration, Instant Recovery, Limited Degree 2, Limited to targets standing on the ground; Burst Area 2 (60 feet) Weaken Toughness 12, Affects Only Objects, Limited to targets standing on the ground • *1 point*
- **Gravity Pin:** Ranged Affliction 13 (Resisted by Fortitude; Hindered, Immobile), Affects Objects, Limited Degree • *1 point*
- **High Gravity Area:** Environment Control 5 (high gravity; Affects Acrobatics and Athletics; Impede Movement 2) • *1 point*
- **Lava Blast:** Ranged Damage 13 • *1 point*
- **Low Gravity Area:** Burst Area Enhanced Strength 13 (Affects Others, Limited to Lifting) • *1 point*
- **Shift Earth:** Create 13 (Rock/Earth), Continuous, Innate, Limited: Needs ground or rock • 1 *point*

ADVANTAGES

All-out Attack, Benefit 6 (Diplomatic Immunity, Influence of the Markovian throne, Multi-millionaire), Connected, Diehard, *Improved Trip (with Move Object only),* Inspire, Instant Up, Interpose, Languages (Romanian native, English), Leadership

SKILLS

Athletics 3 (+16), Deception 4 (+8), Close Combat: Unarmed 3 (+9), Expertise: Rulership 5 (+8), Intimidation 6 (+10), Persuasion 7 (+11), Ranged Combat: Geo-Manipulation 4 (+9), Vehicles 2 (+7)

OFFENSE

	Initiative +2
Unarmed +9	Close, Damage 13
Geo-Manipulation +9	Ranged, Damage 13 or other effects

DEFENSE

Dodge	8	**Fortitude**	14
Parry	8	**Toughness**	14
Will	8		

POWER POINTS

Abilities	56	**Skills**	17
Powers	105	**Defenses**	13
Advantages	14	**Total**	205

COMPLICATIONS

Borrowed Power: The Earth Shift and Earthquake powers are actually new to Geo-Force; he may lose control of them when stressed.

Burden of Duty: Brion feels that it is his duty to be a protector, and may be torn between his duties as a hero, as a ruler, and as a friend.

Earthbound: Brion's powers come from the Earth; if he spends too much time in space he will weaken and eventually die.

official leader of The Outsiders when they had a falling out with Batman. From that moment the team's funding came from Markovia's treasury, and Geo-Force would rally them to defend his homeland once more.

The U.S. government threatened to withdraw all aid unless King Gregor, Brion's older brother, disclosed the real names of The Outsiders. Gregor didn't even have time to consider the issue before he was murdered. Brion renounced his right of succession, abdicating in favor of the child that Ilona, his sister-in-law, was carrying. He was rewarded with imprisonment, but one of his teammates discovered that Gregor's murderer was actually Dr. Jace, who betrayed them all to the alien Manhunters.

The Outsiders disbanded after defeating the Manhunters, leaving Geo-Force alone to struggle with his doubts. His life would not improve when he reformed The Outsiders together with Katana, and the vampire Roderick framed them for Queen Ilona's murder. Brion and his friends went underground, hiding in the U.S. until they managed to defeat Roderick and restore peace in Markovia. Brion gained a measure of happiness for himself by marrying his girlfriend, Denise.

His strength of character was strained again as a new Terra appeared, but claiming she was not Tara Markov. Brion invited her to Markovia and became very close to her, so much that he understood her fears about herself and lied about the DNA results that did prove that she was, at least, a genetic duplicate of the old Terra. Brion would not have time to develop this sibling relationship as Terra was killed later by Black Adam.

Brion began displaying earth-manipulation powers like Terra's; Deathstroke approached him, claiming to be the source of such powers and threatening Brion with the psychosis that had taken grip of Tara, in a bid to make him his agent. Instead of going along with Deathstroke's blackmail, Geo-Force went to the Justice League, who accepted him provisionally and used him as a double-agent. He brought Deathstroke to the alley where the mercenary had caused his own son's throat to be slit, and Brion slit his own. Unnerved by the similarities, Deathstroke tried to save Brion, but the younger man impaled him with his own sword. Brion felt he had avenged Tara, and lied down for death to arrive. Geo-Force survived, however, and was made leader of The Outsiders once more, still tormented and shamed by his actions and his failures.

During the Blackest Night, Brion was driven to the breaking point when Black Lantern Terra arrived at The Outsiders' HQ, lying about her condition in order to heighten the team's compassion and hope for her "sad" state, so she could devour them. His feelings betrayed again, Geo-Force had an epiphany; he had enough, and finally accepted that Terra had fooled him like she had everyone else. He turned the animated corpse of his half-sister to stone, finally burying her in his heart. Although he is currently the regent of Markovia until

his nephew comes of age, he is already planning to give The Outsiders a much-needed direction.

PERSONALITY

Brion is steadfast and unyielding like the earth itself, a loyal friend who cares deeply for those close to him and is eager to trust others. Brion has a heroically-minded personality, easy to anger in the face of injustice and prone to make rash judgments, although always with the best of intentions.

POWERS & ABILITIES

Geo-Force has power over the Earth; originally this was simply the control of gravitational forces, but he soon learned to shoot super-heated magma to aid in his flight. In an unsettling development, he gained earth-manipulation powers similar to those of his late half-sister Terra.

ALLIES

Geo-Force is a trusted member of the Outsiders and can count on them to aid him as they have countless times. He is also a long-time ally of the Justice League.

ENEMIES

Geo-Force's enemies are those that threaten his country and his friends. He feels a particular animosity towards Deathstroke for his part in Terra's fate.

GIGANTA

REAL NAME: DR. DORIS ZEUL
OCCUPATION: SCIENTIST, TEACHER, VILLAIN
BASE: MOBILE

Doctor Doris Zeul had a plan to save herself from a fatal disease: to transfer her mind to the body of Wonder Woman. Her plan was interrupted by Cassie Sandsmark and Queen Hippolyta, but her assistant managed to reroute her into the body of a female gorilla called Giganta, and later Zeul transferred herself into the body of Olga, a circus strong-woman who had the magical power of growth.

After several failed plans, including an attempted conquest of Skartaris, kidnapping Donna Troy, and the Battle of Metropolis, Dr. Zeul became a professor at Ivy University. She fought off the control of the M'Nagalah, who wanted her to seduce and trap the new Atom, Ryan Choi, but she actually fell for him.

GIGANTA — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16/4*	16/4*	4	2	2	5	2	3

POWERS

Giant Form: 54 points, Activation (Move action, –1 point) • *53 points*
Size Increase: Growth 12 (Magic) Linked to Growth 4, Limited: Ranks do not add to Damage and Toughness; Enhanced Stamina 12, Linked: 1 Rank per rank of Size Increase; Impervious Toughness 8 • *48 points*
Trained Defenses: Enhanced Defense 12 (Dodge 6, Parry 6), Limited to only offset Growth modifiers • *6 points*
Protective Suit: Impervious Toughness 2; Immunity 2 (Heat, Cold) • *4 points*

ADVANTAGES

Accurate Attack, Chokehold, Fast Grab, Improved Grab, Improved Hold, Improvised Weapon, Startle, Takedown

SKILLS

Athletics 2 (+22/+6*), Close Combat: Unarmed 6 (+8), Expertise: Science 14 (+19), Expertise: Teaching 4 (+9), Intimidation 5 (+14/+8*), Technology 7 (+12), Treatment 10 (+15)

OFFENSE

Initiative +4

Unarmed +8	Close, Damage 16/4*

DEFENSE

Dodge	5	**Fortitude**	16/4*
Parry	7	**Toughness**	16/4*
Will	8	*Without Growth.	

POWER POINTS

Abilities	52	**Skills**	24
Powers	57	**Defenses**	12
Advantages	8	**Total**	153

COMPLICATIONS

Borrowed Body: While she hasn't had any trouble yet, Giganta's body is not Dr. Zeul's original; she takes very good care of it, just in case.

Torn Loyalties: While still a villain, Dr. Zeul is trying to get a normal life and a normal relationship.

She was exiled off-planet during Project: Salvation Run, but escaped, much mellower and seemingly ready to settle down, but whether she becomes a hero, returns to her criminal ways or fades into a normal life remains to be seen.

PERSONALITY

Brilliant but irascible, Dr. Zeul is also ambitious and determined to get her way by any means, including helping her former foes.

POWERS & ABILITIES

Giganta can grow to colossal size, gaining great strength and durability. Originally her cognition was reduced, but she trained herself to eliminate this and exploit her strengths.

ALLIES

Giganta has associated in the past with Villainy, Inc., the Secret Society of Super-Villains, and the Injustice League Unlimited, and individually with The Cheetah and Doctor Psycho. She seemed to be in a relationship with Ryan Choi, the new Atom, and due to this has even helped her old foe Wonder Woman.

ENEMIES

Her main foes are the Amazon super heroines, Wonder Woman, Donna Troy, and Wonder Girl.

GORILLA GRODD

Every family has its black sheep, every society its outcasts. For the peaceful simian civilization of Gorilla City, it's Grodd.

Long ago, an alien starship crashed in central Africa. Its pilot survived and granted great intelligence to a tribe of local apes. Two of their number, Grodd and Solovar, developed mental powers as well. When human explorers stumbled upon the advanced hidden civilization built by these apes, Grodd used his powers to influence them to kill the alien, allowing Grodd to wrest control of Gorilla City. Solovar was able to mentally contact and warn the Flash, who defeated Grodd and thwarted his plan to extend his power over the entire world.

Since then, Grodd has been a sworn enemy of both Solovar and the Scarlet Speedster. He attempted to regain control over Gorilla City on a number of occasions, and used his "force of mind" powers against the Flash as well. Grodd's stated ambition has always been the subjugation—and often elimination—of the human race and the "elevation" of apes and other animals to their "rightful" place as rulers of the Earth, with himself as their undisputed leader, of course.

REAL NAME: GRODD
OCCUPATION: CONQUEROR
BASE: MOBILE

PERSONALITY

Grodd is supremely arrogant about the power of his evolved intellect and force-of-mind powers, lording his superiority over "primitive" humans. He still has a fierce animal side, however, and indulges in sheer bloodlust from time to time.

POWERS & ABILITIES

Grodd is below his listed power level in terms of his raw combat abilities: although possessed of gorilla strength and speed, he's no match for

GORILLA TECH

In addition to the traits listed, Grodd has considerable Intellect, Technology skill, and the Inventor advantage, along with access to Gorilla City's scientific advances. This means he often has various inventions or devices at his disposal, either stolen from Gorilla City or built using the technological resources available to him. The GM should feel free to assign Grodd technology suitable for the story at hand, particularly if one of his schemes is based around it. His skill is sufficient to produce inventions worth 16 points with a routine check.

A common device for the sinister simian is some kind of "De-Evolution" technology: a ray, morphogenic gas, or similar item able to transform humans into apes. This is an Affliction with dazed, compelled (the victim is increasingly dominated by ape-like impulses), and transformed effects, either Ranged, Area, or both and often Cumulative or Progressive as well. The affected characters typically get an increase in Strength with a proportionate decrease in Intellect, along with gaining ape senses (like Grodd's) at the transformed degree of effect. Rather than having the transformation last until the characters successfully resist, the GM may choose to make it longer lasting as a temporary complication, awarding the players hero points when their characters grapple with the challenges of their gorilla nature.

truly super-strong opponents in direct hand-to-hand combat. Grodd prefers to use his formidable mental powers to deal with foes, and they can be especially effective against those who depend on high active defenses rather than Will. He has been known to make a "mental blast" attack (Perception Ranged Damage 8, Resisted by Will) on occasion, a power stunt of his Telepathy (and good for awarding the player of the unfortunate hero a hero point).

Grodd has escaped capture and death on a number of occasions using the telepathic trick of transferring his consciousness into other bodies, usually at the last moment. Circumstances have even forced him on occasion to inhabit a human form, although he has always sought to restore his true (and more "noble") simian shape whenever possible. This ability appears rarely enough to be considered a last-ditch Telepathy "power stunt" for Grodd (more a plot device than a power he uses on a regular basis). Likewise, Grodd has sometimes possessed a Morph power stunt where he can assume a human form, typically a bald Caucasian man. Whatever his outward form, Grodd retains his formidable intellect and mental powers, along with his drive to subjugate all creatures to his will.

ALLIES

Grodd has worked with a number of different groups to further his goals. He has been involved with alliances like the Injustice League and the Secret Society of Super-Villains, his own Simian Scarlet cabal in Gorilla City (working to assassinate Solovar), and even the short-lived Tartarus, a group of enemies of the Titans (including Wally West as the Flash). His considerable ego and disdain for *Homo sapiens* nearly always leads to a falling out with his erstwhile allies, however.

GORILLA GRODD — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	6	4	4	6	8	5	3

POWERS

Ape Senses: Senses 2 (Low-Light Vision, Acute Smell) • *2 points*
Force of Mind: Perception Range Move Object 5, Subtle 2 • *17 points*
Prehensile Feet: Feature 1 (May use feet as hands) • *1 point*
Telepathy: Array (25 points)
- **Mind Reading 12:** Subtle • *25 points*
- **Mind Control:** Perception Range Affliction 8 (Resisted by Will; Dazed, Compelled, Controlled), Subtle • *1 point*
- **Thought Projection:** Area Mental Communication 5 • *1 point*

ADVANTAGES

All-out Attack, Benefit 1 (Ambidexterity), Defensive Roll 3, Fast Grab, Inventor

SKILLS

Acrobatics 8 (+12), Athletics 6 (+15), Deception 8 (+11), Close Combat: Unarmed 7 (+13), Expertise: Gorilla City 8 (+16), Insight 6 (+11), Intimidation 8 (+11), Perception 5 (+10), Stealth 4 (+8), Technology 8 (+16), Vehicles 4 (+8)

OFFENSE

Initiative +4

Unarmed +13	Close, Damage 9
Mind Control —	Perception Range, Affliction 8, Resisted by Will

DEFENSE

Dodge	13	**Fortitude**	11
Parry	13	**Toughness**	9/6*
Will	13	*Without Defensive Roll.	

POWER POINTS

Abilities	90	**Skills**	36
Powers	47	**Defenses**	29
Advantages	7	**Total**	209

COMPLICATIONS

Hatred: Grodd has sworn revenge against Gorilla City and the Flash for past slights.

Obsession: With extending his influence over the world.

Prejudice: Grodd considers simians far superior to "primitive" humans.

ENEMIES

Grodd's two greatest enemies are Solovar and the Flash (Barry Allen). He will go to any length to remove them as obstacles to his plans. He also reserves a particular vengeful streak for Gorilla City for his treatment over the years. In cooperation with other villains, Grodd has come up against diverse heroes, including most of the members of the Justice League.

Father and son have carried the name and fought crime as Green Arrow.

GREEN ARROW (CONNOR HAWKE)

Illegitimate son of Oliver Queen, the Green Arrow, Connor Hawke's mother Sandra raised him before he joined a Zen monastery. During his studies he met Oliver, later adventuring with him as his sidekick. Though Connor knew Oliver was his father since childhood, Oliver only discovered Connor was his son shortly before Queen was killed saving Metropolis from a terrorist attack. Connor then took over as Green Arrow, working with various heroes and eventually joining the Justice League of America.

After his father's resurrection, the two worked together, both using the name Green Arrow. Eventually, Connor was near-fatally wounded. He was saved by a process that gave him regenerative powers but also caused him to suffer amnesia. Since then Connor has regained his memory and confronted his father about abandoning him as a child and Queen's killing of the villain Prometheus.

REAL NAME: CONNOR HAWKE
OCCUPATION: ADVENTURER BASE: MOBILE

GREEN ARROW (CONNOR HAWKE) PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	2	5	3	9	1	3	2

EQUIPMENT

Bow and Arrows: Ranged Damage 5 • *10 points*

ADVANTAGES

Agile Feint, All-out Attack, Attractive, Defensive Attack, Defensive Roll 3, Equipment 2, Favored Foe (Martial Artists), Improved Defense, Improved Grab, Improved Initiative, Improved Trip, Languages 2, Move-by Action, Power Attack, Precise Attack (Close; Concealment), Quick Draw, Ranged Attack 3, Set-up, Takedown, Trance, Uncanny Dodge

SKILLS

Acrobatics 7 (+12), Athletics 7 (+10), Close Combat: Unarmed 5 (+14), Expertise: Theology & Philosophy 5 (+6), Insight 6 (+9), Intimidation 4 (+7), Investigation 3 (+4), Perception 7 (+10), Ranged Combat: Archery 7 (+10), Ranged Combat: Throwing 5 (+8), Stealth 3 (+8), Treatment 3 (+4), Vehicles 2 (+5)

OFFENSE

Initiative +9

Bow +13	Range, Damage 5
Unarmed +14	Close, Damage 3

DEFENSE

Dodge	13	**Fortitude**	7
Parry	13	**Toughness**	5/2*
Will	9	*Without Defensive Roll.	

POWER POINTS

Abilities	56	**Skills**	32
Powers	0	**Defenses**	23
Advantages	27	**Total**	138

COMPLICATIONS

Uncertainty: Green Arrow often isn't sure he wants to be a super hero like his father. He's even less sure he wants to take over as Green Arrow, despite his time filling that role. He knows he wants to help others but he is often unsure that wearing a costume and slinging a bow is the best way to do this.

Wayward Son: For a time Green Arrow lost his memories, his skills as an archer, and gained regenerative powers. To reflect this period replace his Ranged Attack Advantage and Skills with the Power **Healing Factor:** Regeneration 5, Immunity 5 (Pain). He has since regained his memories but has grown somewhat disillusioned with his father, whom he sees as neglectful and irresponsible. It is unknown if he still has his powers.

PERSONALITY

Green Arrow is a gentle, kindhearted soul. He angers slowly, though acts of terror and blatant evil test his temper. He is often oblivious to his physical attractiveness and inexperienced in many worldly endeavors. This makes him often seem naïve despite his good instincts and perceptive nature.

POWERS& ABILITIES

Green Arrow is not the archer his father is but he is still quite skilled. He supplements his marksmanship with considerable martial arts prowess and is considered to be among the more naturally talented fighters on Earth. Connor prefers normal arrows but at times uses the trick arrows his father favors (In game terms, he uses Extra Effort for an Alternate Effect on his bow).

ALLIES

Connor has a rocky but loving relationship with his father, Green Arrow (Oliver Queen). He considers Black Canary and Arsenal family and is good friends with the Green Lantern Kyle Rayner, Robin, and former CIA-operative Eddie Fyers.

ENEMIES

Connor shares some of his father's enemies like Onomatopoeia. He has also battled some members of the martial arts underground like Silver Monkey.

GREEN ARROW (OLIVER QUEEN)

Heir to the Queen family fortune and business empire, Oliver Queen was initially far more interested in thrill-seeking political activism, which led to him being attacked and thrown overboard by smugglers on the high seas. He managed to make it to a deserted tropical island, where he was forced to develop survival skills, including cultivating his knack for archery. When he discovered the smugglers were using the island for a base, Queen used his makeshift bow and arrows to defeat them and return to the outside world.

Inspired by his experience, he adopted the costume and name of Green Arrow and became a crime fighter, investing his considerable wealth into an arsenal of trick arrows as well as resources like the "Arrowcar" and "Arrowplane." He took on the orphaned Roy Harper as his ward and trained him as his sidekick, Speedy.

Eventually, Oliver lost his fortune due to his relative naiveté with business affairs and his focus on his crime fighting alter ego. His leftist politics increasingly came to the fore, particularly while working with straight-laced friend and fellow hero Hal Jordan (Green Lantern). Queen was also confronted with some harsh realities when he learned his former ward Roy Harper was a heroin addict.

After a time working as a liberal newspaper columnist and a failed mayoral run in Star City, Green Arrow moved to Seattle with Black Canary. He abandoned his trick arrows in favor of traditional broadhead arrows and even used deadly force against criminals on occasion. Life away from Star City and Green Arrow's new crime fighting persona put a severe strain on Oliver and Dinah's relationship, and they eventually separated.

After infiltrating an eco-terrorist group known as the Eden Corps, Green Arrow sacrificed his life to prevent them from setting off a bomb to destroy Metropolis. A notorious ladies' man, Oliver has fathered two known children, his son Robert (with the assassin Shado) and Connor Hawke, who took on the mantle of Green Arrow for a time after his father's death.

Hal Jordan, possessed by Parallax, later resurrected Oliver as part of a misguided effort to "fix" prior mistakes. Initially suffering from partial amnesia, Oliver returned to his old haunts in Star City. He adopted a new ward, Mia Dearden, who later took on the mantle of Speedy. He regained a considerable personal fortune, and even succeeded in becoming mayor of Star City for a time. He also reunited with and eventually proposed to Black Canary and the two were married.

REAL NAME: OLIVER JONAS "OLLIE" QUEEN
OCCUPATION: ADVENTURER
BASE: STAR CITY

PERSONALITY

Green Arrow is famous for his often abrasive attitude and his leftist politics. He shoots his mouth off as freely as his bow,

GREEN ARROW (OLIVER QUEEN) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	4	4	4	1	2	3

EQUIPMENT

Bow and Arrows: Array (10 points)

- **Standard Arrow:** Ranged Damage 5 • *10 points*
- **Cable Arrow:** Movement (Swinging) • *1 point*
- **Flare Arrow:** Ranged Affliction 5 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
- **Knockout Gas Arrow:** Ranged Burst Area Affliction 3 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Net Arrow:** Ranged Affliction 3 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile) • *1 point*
- **Stun Arrow:** Ranged Affliction 3 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 3 (wealthy), Defensive Roll 4, Equipment 3, Improved Aim, Improved Critical (Bow), Improved Disarm, Improved Initiative, Move-by Action, Power Attack, Precise Attack 2 (Ranged, Cover and Concealment), Ranged Attack 3, Quick Draw, Skill Mastery (Ranged Combat: Bow), Takedown, Taunt, Ultimate Effort (Aim), Uncanny Dodge

SKILLS

Acrobatics 4 (+8), Athletics 8 (+10), Close Combat: Unarmed 4 (+8), Deception 8 (+11), Expertise: Journalism 6 (+7), Expertise: Politics 6 (+7), Expertise: Survival 4 (+5), Insight 6 (+8), Intimidation 4 (+7), Investigation 6 (+7), Perception 6 (+8), Ranged Combat: Bow 8 (+12), Stealth 8 (+12), Vehicles 6 (+10)

OFFENSE

Initiative +8	
Bow +15	Ranged, Damage 5 plus others, Crit. 19-20
Unarmed +8	Close, Damage 2

DEFENSE

Dodge	14	**Fortitude**	7
Parry	12	**Toughness**	6/2*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	44	**Skills**	42
Powers	0	**Defenses**	31
Advantages	29	**Total**	146

COMPLICATIONS

Beliefs: Green Arrow is an outspoken liberal, willing to defend his beliefs with action as well as words, which gets him into trouble (and no small number of arguments).

Relationships: Married to Black Canary, father of Connor Hawke, mentor of Mia Dearden (Speedy), former mentor of Roy Harper (Red Arrow).

Temper: Ollie can have a short fuse, particularly when it comes to social and political causes he believes in.

with verbal aim and arrows just as precise. He fiercely (and loudly) defends people and causes he believes in and has a real sympathy for the downtrodden and often-ignored members of society.

POWERS & ABILITIES

Green Arrow is the world's greatest archer, with uncanny aim and precision. His arsenal of trick arrows has over the years included everything from net arrows and knockout gas arrows to boomerang arrows, exploding arrows, taser arrows, and the infamous boxing-glove arrow.

A FULL QUIVER

Green Arrow has used an enormous number of different types of arrows over the years. While there have been times during which he only used his standard arrow—with which he could perform a number of very impressive tricks—he's known for his trick arrows. The list of options above gives a good selection of effects, but you're free to swap out arrows for other options of your own creation or to come up with an alternate trick arrow that's not listed right when you need it (using a hero point for a one-shot alternate effect).

Inspiration for those trick arrows can be drawn from some Green Arrow has used over the years in the comics, such as: acetylene arrow, acid arrow, balloon arrow, boomerang arrow, buzz saw arrow, diamond-tipped arrow (good for adding the Penetrating extra), smokescreen arrow, sonic arrow, and many more.

A number of Green Arrow's more common trick arrows are listed as part of his standard equipment (and therefore usable any time), but the Emerald Archer's quiver is also an excellent opportunity for power stunts; pulling out just the right trick arrow for the job, much like he does in the comics. Because Green Arrow's quiver is equipment, the Gamemaster may require the expenditure of a hero point to perform power stunts for it, rather than simply using extra effort. (See the **Gadgets & Gear** chapter of the DC Adventures *Hero's Handbook* for additional information.)

Note that while Green Arrow's weapons have a relatively low rank, being based on just 10 power points of effect, his considerable skill with a bow and his Power Attack advantage allows him to augment that rank by taking the appropriate penalty to his attack check, particularly against opponents he knows that he can hit easily.

ALLIES

Green Arrow was one of the first members invited to join the newly formed Justice League of America and served as a regular member of the team. There he met Black Canary (Dinah Laurel Lance) and the two of them began a long-standing romantic relationship and were eventually married.

Ollie has also mentored other heroes, including his ward Roy Harper and Mia Dearden, who both used the identity of "Speedy."

ENEMIES

Green Arrow's enemies have included other archers like the assassins Shado and Merlyn and more mercenary criminals like Count Vertigo.

GREEN LANTERN CORPS

For millennia, the greatest force for order and justice in the known universe has been the Green Lantern Corps, wielders of the green light of willpower. The Guardians of the Universe, inhabitants of the planet Maltus who mastered the green light, sought to control the powers of the emotional spectrum and establish order in the cosmos. They established a headquarters on the planet Oa and initially created a corps of android enforcers known as the Manhunters. The Manhunters developed a serious flaw, wiping out virtually all life in Space Sector 666. The Guardians were forced to deactivate the androids, although some rebelled and fled into distant parts of the universe.

IN BRIGHTEST DAY, IN BLACKEST NIGHT,
NO EVIL SHALL ESCAPE MY SIGHT.
LET THOSE WHO WORSHIP EVIL'S MIGHT,
BEWARE MY POWER...GREEN LANTERN'S LIGHT!

From that point onward, the Guardians recruited living agents. They armed them with rings and portable power sources linked to a Central Power Battery on Oa, allowing them to transform their willpower into energy capable of accomplishing virtually anything. They initially chose candidates who felt no fear, because the Central Power Battery secretly served as the prison for the fear-entity Parallax, the essence of the yellow portion of the emotional spectrum. Parallax's presence in the Central Power Battery created an "impurity" in the green light, making the power rings ineffective against anything colored yellow.

The events of the long-prophesized War of Light and Blackest Night have led to changes in the Green Lantern Corps. Most notable, the Corps now recruits members able to face and *overcome* their fears rather than those who are without fear, and it assigns two Green Lanterns to each of its 3600 recognized space sectors, both to better cover such vast territory and to provide the Corps members with the support and oversight of a partner. Sector 2814 (containing Earth) is a unique exception, having four Green Lanterns assigned to it. The release of Parallax from the Central Power Battery has also removed the impurity from the Green Lantern's rings, although fear remains will's greatest foe.

BASE: THE PLANET OA
CURRENT MEMBERS: 7,200 OFFICERS, SPREAD ACROSS 3,600 SPACE SECTORS.
(SEE *GREEN LANTERN* FOR SOME PROMINENT MEMBERS.)

GREEN LANTERN POWER RING

Green Lantern Power Ring: 129 points, Removable (-26 points) • *103 points**
AI and Database: Features 2 (see description) • *2 points*
Communication: Senses 1 (Communication Link to Central Power Battery) • *1 point*
Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *36 points*
Force Field: Impervious Protection 12; Immunity 10 (Life Support) • *34 points*
Force Manipulation:Array (40 points)*
Force Blast: Ranged Damage 20, Dynamic • *41 points**
- **Force Constructs:** Create 20, Dynamic • *2 points*
- **Lifting:** Move Object 20, Dynamic • *2 points*

Scanning Beam: Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*
Universal Translator: Comprehend Languages 4 • *8 points*

*A power ring's Force Manipulation Array is limited to ranks no greater than the wearer's Will rank, so these values will typically be less, as will the ring's overall cost for the wielder. Skilled ring wielders develop additional Alternate Effects for Force Manipulation; see the **Green Lantern** listings for examples.

GREEN LANTERN POWER RING

Green Lantern wields one of the most powerful weapons in the universe: a power ring created by the Guardians of the Universe to tap into the green light of willpower, gathered and focused through the Central Power Battery on the planet Oa, headquarters of the Green Lantern Corps. The power ring runs off the wielder's will.

A power ring protects its wearer from harm automatically (its Force Field power) and a Green Lantern on the defensive can use Force Constructs to create powerful barriers. The ring is equipped with an artificial intelligence, or AI, allowing it to answer questions for its wielder from a knowledge base on Oa. (The GM largely gets to determine what information the ring can provide.) Power rings are programmed to automatically seek out a suitable new wielder if their current wearer dies.

The wielder's will and imagination are the only real limits on a power ring; a wide range of power stunts is possible using the ring's effects, particularly its Force Manipulation Array and Scanning Beam (for exotic senses or scans).

ION

Ion is the intelligent essence of willpower, the green portion of the emotional spectrum. Like similar entities, Ion needs a host to function in the material world and, unlike beings like Parallax, prefers to work with a willing host. The Guardians have referred to Ion's host as the "torchbearer" of the Corps.

Ion's avatar essentially possesses all the powers of a Green Lantern power ring without the need for a ring, at a rank limited solely by the wielder's Will.

GREEN LANTERN

The Green Lantern Corps is made up of thousands of members from a wide variety of alien worlds. The Green Lanterns of Earth have served proudly among their ranks.

GREEN LANTERN (GUY GARDNER)

Guy Gardner was born in Baltimore, Maryland. His father was an abusive alcoholic who clearly favored Guy's older brother Mace. Guy retreated into his comic books, especially a super hero called General Glory (Guy modeled his hairstyle after General Glory's sidekick Ernie). He became a juvenile delinquent and only escaped a life of crime with help from his brother, who as a police officer scared his younger brother straight.

Guy entered the University of Michigan and became good friends with John Henry Irons (who later became Steel). He worked his way through college and became a social worker after graduation. On the fateful night that a dying Abin Sur crashed onto Earth and his power ring sought a replacement, Guy was a candidate but not selected because Hal Jordan happened to be closer.

Hal Jordan later became aware of Guy's status as his potential replacement and met with Guy, who was now a high school gym teacher. Keeping his status as Green Lantern secret, Hal became good friends with Guy and secretly accepted him as his back-up. Guy was later injured in a bus accident (he would have died if not for Hal's intervention) and met the love of his life, Kari Limbo, at a carnival while he was recuperating. During his recuperation a back-up Green Lantern was needed, forcing the Oans to pass over Guy once more and choose Jon Stewart.

Guy finally got his chance to be Green Lantern when Hal needed to leave Earth to fix his power ring. Guy was given a new ring and Hal's recharging lantern in the meantime. Unfortunately, Hal's problem was the lantern, not the ring, and it ended up exploding in Guy's face. While seemingly incinerated, Guy was actually thrown into the Phantom Zone.

In the Phantom Zone, Guy could see what's happening on Earth and watched Hal start a love affair with Kari. This, in addition to his injuries, abandonment, and situation, drove Guy over the edge. He was consumed by anger and rage, which permanently altered his personality. Guy came to believe that Hal gave him the broken lantern deliberately. Guy managed to mentally touch Kari on the day of her wedding to Hal. Hal enlisted Superman's help to find Guy, but they were waylaid by Guy and his new ally, General Zod.

REAL NAME: GUY GARDNER
OCCUPATION: GREEN LANTERN, ADVENTURER
BASE: OA, EARTH

GREEN LANTERN (GUY GARDNER) PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	2	3	6	1	2	2

POWERS

Power Ring: 126 points, Removable (–25 points) • *101 points*
AI and Database: Features 2 • *2 points*
Communication: Senses 1 (Communication Link to Central Power Battery) • *1 point*
Flight: Flight 13 (16,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *34 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
Force Manipulation: Array (32 points)
- **Force Blast:** Ranged Damage 16, Dynamic • *33 points*
- **Force Bubble:** Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support), Dynamic • *2 points*
- **Force Constructs:** Create 16, Dynamic • *2 points*
- **Lifting:** Move Object 16, Dynamic • *2 points*
- **Mobile Constructs:** Create 12, Movable, Dynamic • *2 points*

Scanning Beam: Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*
Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

Fearless, Improved Initiative, Power Attack, Ultimate Effort (Will)

SKILLS

Acrobatics 5 (+7), Athletics 6 (+9), Close Combat: Unarmed 6 (+12), Expertise: Teacher 6 (+7), Intimidation 10 (+12), Investigation 4 (+5), Perception 4 (+6), Ranged Combat: Power Ring 7 (+10)

OFFENSE

Initiative +6

Power Ring +10	Ranged, Damage 16
Unarmed +12	Close, Damage 3

DEFENSE

Dodge	11	**Fortitude**	10
Parry	10	**Toughness**	15/3*
Will	16	*Without Power Ring protection.	

POWER POINTS

Abilities	44	**Skills**	24
Powers	101	**Defenses**	34
Advantages	4	**Total**	207

COMPLICATIONS

Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low.

Reputation: Guy Gardner is hard-nosed and stubborn. People usually expect the worst from Guy... and they usually get it.

Weakness: Green Lantern power rings depend on the willpower of the wearer; the maximum rank of the ring's effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

A further attempt by Hal to rescue Guy went awry when Sinestro kidnapped Guy and took him to Qward. Hal managed to rescue Guy, but Guy's experiences had thrown him into a coma. Because of Guy's condition, the Oans selected John Stewart as the new Green Lantern of Earth when Hal Jordan retires.

Guy awakened during the Crisis of Infinite Earths, but his mind was highly unstable. Renegade Oans gave him a new ring and recruited him to lead a powerful criminal alliance against the Anti-Monitor. Unfortunately, the success of Guy's mission would have destroyed the universe, prompting the other Green Lanterns, Hal and John, to stop him. Still, for his actions the Oans made Guy the official Green Lantern of Earth while Hal became a recruiter.

Guy became a founding member of the Justice League International and began a relationship with fellow teammate Ice. Unfortunately, his personality constantly put him at odds with his teammates and Guy eventually left the group. When Hal returned to Earth to be restored as Earth's guardian, Guy fought him over it. Guy lost and gave up his power ring. Later, Guy acquired Sinestro's yellow ring and returned to being a super hero. He wore a blue and black variation of his modified Green Lantern uniform and adopted the name "Warrior."

Hal Jordan went insane after being possessed by Parallax and destroyed the Green Lantern Corps. He also destroyed

Guy's yellow power ring when Guy tried to stop him. In search of a new power source, Guy traveled to South America where a drink from a chalice activated alien DNA within him. Guy could now turn his body into living weapons. He kept the name "Warrior" but adopted a reddish costume. This ended when another encounter with Parallax possessed Guy and purged him of his alien DNA. During this conflict, Hal Jordan's ring split in two and Guy reclaimed his role as a Green Lantern.

Guy became a senior member of the Green Lantern Corps and was later promoted to the Honor Guard, where he became a wandering Green Lantern, not tied to any particular sector. Guy later joined the Corps' black operations unit, nicknamed "the Corpse." Guy relinquished his ring in exchange for an edible purple disk that gave him the same power ring powers (albeit purple) for five days per dose. Guy left the Corpse due to his discomfort over the Corpse's policy of using lethal force. Guy was reinstated as a Green Lantern but his memory of his time with the Corpse was wiped.

Guy fought in the Sinestro Corps War and helped defeat Parallax once again. Parallax was split into four and Guy got a piece bonded to his power battery. Guy attempted to rekindle his romance with Ice, but they both concluded that they'd grown too far apart since their time together in the JLI.

Later, both Guy and Kyle Rayner opposed the Guardians' edict to kill all members of the Sinestro Corps and they were reassigned to Earth as a result. They returned to Oa, only to be attacked by black power rings which reanimated fallen Green Lanterns as Black Lanterns. Guy freed Vice, a Red Lantern, to combat the Black Lanterns. In the ensuing conflicts, Vice and Kyle are killed and Vice's red power ring comes to the enraged Guy.

Guy used the combined power of both rings to defeat the Black Lanterns but was in danger of becoming consumed by his rage. The Black Lanterns were defeated and Guy has been cured, and is once again a Green Lantern.

PERSONALITY

Partially due to brain damage, Guy has an abrasive and obnoxious personality and has difficulty being a team player. His unpredictability strikes fear in the hearts of his enemies. He is morally opposed to killing.

POWERS & ABILITIES

As with all Green Lanterns, Guy's abilities come from his green power ring. Guy tends to use his ring in a forceful, aggressive manner, blasting or smashing anything that gets in his way.

ALLIES

Guy has many allies amongst the Green Lantern Corps and the Justice League of America. One key ally is his on-again, off-again girlfriend and fellow Justice League member Ice.

ENEMIES

Guy doesn't have a typical rogues gallery, his enemies are generally those of the Green Lantern Corps (such as Parallax and Sinestro) or the Justice League of America (such as Darkseid). At times, Guy's abrasive attitude pits him against other Green Lanterns.

GREEN LANTERN (HAL JORDAN)

Hal Jordan's father Martin was the bravest man he knew: the kind of pilot who had "the right stuff," as they said. Still, it didn't keep Martin Jordan's plane from going down in flames. Young Hal was determined to follow his dad into the air, joining the U.S. Air Force, and eventually becoming a maverick test pilot. Jordan's tendency towards insubordination and recklessness got him into trouble on more than one occasion.

While working for Ferris Aircraft, Hal was suddenly transported to an isolated area of desert. There he found a dying alien, Abin Sur, a member of the Green Lantern Corps, an interstellar organization of law enforcers. Abin Sur explained that Hal had been chosen as the next wielder of Sur's power ring, having "the ability to overcome great fear." Taking the ring, Hal became the new Green Lantern of space sector 2814 (containing Earth).

Almost immediately, he began training as a member of the Green Lantern Corps, under the guidance of veteran Lanterns Kilowog and Sinestro. During this time, Jordan discovered Sinestro's dictatorial rule over his home planet of Korugar and exposed it to the Corps. Sinestro was stripped of his ring and exiled to the anti-matter world of Qward, becoming a sworn enemy of the Green Lantern Corps and of Earth's new Green Lantern in particular.

Possibly Sinestro's greatest scheme against his arch-foe opened Jordan up to possession by the fear-entity Parallax (see **Sinestro Corps** in **Vol. II**), trapped within the Central Power Battery on Oa. Under Parallax's influence, Hal Jordan went mad and destroyed the Green Lantern Corps, but the survival of a single power ring allowed Kyle Rayner to act as the torchbearer of the Corps until such a time as it could be restored (see **Green Lantern: Kyle Rayner**). Jordan's tremendous willpower enabled him to force Parallax to use its power to save Earth's sun from being consumed by a sun-eater. His spirit was bonded to the Spectre for a time, but Hal Jordan was not meant to be an agent of vengeance and found a way to rejoin body and soul, taking up the mantle of Green Lantern again and helping to rebuild the Corps and his home of Coast City.

Hal played a key role in the prophesized "War of Light" between the different Lantern corps and in the Blackest Night, when the embodiment of death attempted to snuff out all light and life throughout the cosmos. He has been and remains a controversial figure in the Green Lantern Corps, known for his innovation and determination but also his issues with authority and his willfulness even towards the Guardians of the Universe.

PERSONALITY

Like his father, Hal has "the right stuff." He's a daring pilot and while he sometimes has trouble with authority, he also has a great sense of personal loyalty. People are more important to him than institutions or rules. His will is unshakeable, as is his determination to do the right thing, no matter what. This sometimes gets Hal into trouble as he's willing to do what he feels is right, regardless of orders from higher-up. Only his consistent success has managed to save him from the consequences of his willfulness. His never-say-die attitude tends to make Hal surprisingly light-hearted and witty, even in the face of overwhelming odds.

GREEN LANTERN (HAL JORDAN) PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	2	3	5	1	3	3

POWERS

Power Ring: 132 points, Removable (–26 points) • *106 points*
- **AI and Database:** Features 2 • *2 points*
- **Communication:** Senses 1 (Communication Link to Central Power Battery) • *1 point*
- **Flight:** Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *36 points*
- **Force Field:** Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
- **Force Manipulation:** Array (36 points)
  - **Force Blast:** Ranged Damage 18, Dynamic • *37 points*
  - **Force Bubble:** Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support), Dynamic • *2 points*
  - **Force Constructs:** Create 18, Dynamic • *2 points*
  - **Lifting:** Move Object 18, Dynamic • *2 points*
  - **Mobile Constructs:** Create 12, Movable, Dynamic • *2 points*
- **Scanning Beam:** Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*
- **Universal Translator:** Comprehend Languages 4 • *8 points*

ADVANTAGES

Fearless, Teamwork, Ultimate Effort (Will)

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 3 (+8), Deception 4 (+7), Expertise: Law Enforcement 8 (+9), Expertise: Military 8 (+9), Insight 8 (+11), Investigation 4 (+5), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Power Ring 7 (+10), Vehicles 12 (+15)

OFFENSE

Initiative +2

Power Ring +10	Ranged, Damage 18
Unarmed +8	Close, Damage 2

DEFENSE

Dodge	12	**Fortitude**	10
Parry	10	**Toughness**	14/2*
Will	18	*Without Power Ring Protection.	

POWER POINTS

Abilities	42	**Skills**	33
Powers	106	**Defenses**	38
Advantages	3	**Total**	222

COMPLICATIONS

Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low.

Reputation: Hal Jordan is a maverick in nearly all aspects of his life and known for having issues with authority.

Responsibility: Hal takes his responsibilities as a ring-slinger very seriously. He also feels responsible for the terrible acts of Parallax while the fear entity controlled him.

Weakness: Green Lantern power rings depend on the willpower of the wearer; the maximum rank of the ring's effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

REAL NAME: HAROLD "HAL" JORDAN
OCCUPATION: TEST PILOT, POLICE OFFICER
BASE: COAST CITY

POWERS & ABILITIES

Hal Jordan wears a Green Lantern power ring, channeling the power of will as a green light able to make thoughts manifest (see his **Powers** entry and the **Green Lantern Corps** entry). As one of the most willful Green Lanterns, Hal is a natural in using his power ring, the first to even question overcoming the yellow impurity imposed by Parallax.

Each Green Lantern's personality influences power ring use. In Hal's case, it's all about focus. His power ring creations tend towards precision and laser-like intensity; he's more likely to strike with a focused beam of energy than to create a complex construct, unless there's a need for complexity.

A common use of extra effort for Hal is applying the Precise modifier to one of the effects of his ring's Force Manipulation array (see **Extra Effort**, page 20, DC Adventures *Hero's Handbook*) to reflect this level of focus. His Ultimate Will advantage also helps Jordan to overcome those moments of doubt that can weaken a Green Lantern's power (as described under **Complications**).

FRIENDS AND FAMILY

Although a bachelor with a reputation as something of a ladies-man, Hal Jordan does have many people in his life. In addition to Tom and Jillian, they include:

Carol Ferris: Daughter of the founder of Ferris Aircraft and Hal's boss during his time with the company, Carol shared a mutual attraction with Jordan that turned into an on-again, off-again romantic relationship. As if Hal's dual identity and responsibilities weren't complicated enough, things became even more involved when the Zamarons chose Carol to host the violet light of the Star Sapphire, and later to join the Star Sapphire Corps. See **Star Sapphire** for more information.

Jack Jordan: Hal's older brother, Jack has three children: Jason, Jennifer, and Jan.

Jim Jordan: Hal's younger brother, Jim is married to Sue Williams Jordan and they have two children, Howard and Jane. Jim's family was among the first to move back to a reconstructed Coast City and to offer Hal their support when Sinestro attempted to terrorize the people of the city, earning Coast City the nickname "the City Without Fear."

Harold Lawrence "Hal" Jordan: One of Hal Jordan's several cousins is also nicknamed Hal, the son of Larry Jordan, the original Air Wave. Hal's namesake later adopted a version of his father's costume, equipped with circuitry allowing him to transform into and "ride" radio waves, becoming the new Air Wave. Green Lantern, Green Arrow, and Black Canary helped to train and mentor the new young hero in his chosen vocation. (See **Air Wave**.)

General Jonathan Stone: Hal Jordan's commanding officer at Edwards Air Force Base, "Herc" Stone learned Hal's Green Lantern identity during an incident involving the Manhunters. He keeps the secret and uses his influence to assist Jordan in carrying out his duties as both an Air Force officer and a member of the Green Lantern Corps with as little interference as possible.

ALLIES

Green Lantern was a founding member of the Justice League and served regularly with the team when his duties in his space sector permitted. Hal Jordan's issues with authority sometimes got him into trouble with the masters of the Corps, the immortal Guardians of the Universe, although he found a kindred spirit in the rebellious Green Arrow (Oliver Queen). He also became good friends with the straight-laced Flash (Barry Allen), both with very different approaches to life, but a common background in law enforcement.

Within the Corps, Hal works with the three other Green Lanterns assigned to Space Sector 2814: John Stewart, Guy Gardner, and Kyle Rayner.

ENEMIES

Green Lantern's greatest foe is Sinestro, rogue member of the Green Lantern Corps and wielder of the yellow light of fear, now leader of his own Sinestro Corps. Hal has also fought Carol Ferris in her Star Sapphire identity, when the influence of the violet light overwhelmed her good sense. His other foes include the psychic Hector Hammond, the Shark, Black Hand, Doctor Polaris, and Sonar. See their individual entries for more information.

TOM KALMAKU

Inuit-born Thomas Kalmaku worked as an aeronautics engineer at Ferris Aircraft when Hal Jordan joined the company as a test pilot. The two became fast friends, particularly after Jordan treated Tom better than some of the other maverick pilots (who were fond of calling him "Pieface," a play on "Eskimo Pie").

Tom was one of the few people Hal entrusted with the secret of his identity as Green Lantern, relying on his help to cover up his frequent absences from work. On occasion, Tom also helped to save his friend's life by providing behind-the-scenes

TOM KALMAKU — PL4 • 38 POINTS

Abilities: Str 1 **Sta** 1 **Agl** 0 **Dex** 2 **Fgt** 1 **Int** 2 **Awe** 2 **Pre** 1

Skills: Expertise: Aeronautics 6 (+8), Insight 3 (+5), Perception 3 (+5), Technology 4 (+6), Vehicles 4 (+6)

Offense: Initiative +0, Unarmed +1 (Damage 1)

Defense: Dodge 2, Parry 2, Fortitude 2, Toughness 1, Will 6

Totals: Abilities 20 + Powers 0 + Advantages 0 + Skills 10 + Defenses 8 = 39

JILLIAN "COWGIRL" PEARLMAN — PL5 • 55 POINTS

Abilities: Str 1 **Sta** 1 **Agl** 1 **Dex** 2 **Fgt** 4 **Int** 1 **Awe** 1 **Pre** 1

Advantages: Defensive Roll 2, Great Endurance

Skills: Athletics 4 (+5), Close Combat: Unarmed 2 (+6), Insight 4 (+5), Perception 4 (+5), Ranged Combat: Guns 4 (+6), Stealth 4 (+5), Technology 2 (+3), Treatment 2 (+3), Vehicles 8 (+10)

Offense: Initiative +1, Unarmed +6 (Damage 1)

Defense: Dodge 4, Parry 4, Fortitude 4, Toughness 3/1, Will 6

Totals: Abilities 24 + Powers 0 + Advantages 3 + Skills 17 + Defenses 11 = 55

assistance, like retrieving Hal's power battery to recharge his ring in the nick of time. Tom eventually married and continued to move up through the ranks of Ferris Aircraft.

JILLIAN "COWGIRL" PEARLMAN

Daughter of a Texas rancher, Jillian Pearlman's background and accent earned her the call sign "Cowgirl" in the U.S. Air Force. She met Green Lantern when he saved her from a failing experimental jet crash.

Cowgirl and Hal "Highball" Jordan spent some time as POWs together after they were shot down on a mission along with Shane "Rocket-Man" Sellers. Jillian and Hal developed a romantic relationship. When the Star Sapphire returned, possessing Carol Ferris, it initially attacked Cowgirl, then tried to possess her when it realized Hal Jordan had feelings for her. Green Lantern was able to free both women from the gem's influence. (See **Star Sapphire** in **Vol. II** for more information.)

GREEN LANTERN (KYLE RAYNER)

Kyle Rayner was a struggling freelance graphic artist living in Los Angeles when Ganthet, the last surviving Guardian of the Universe, appeared and gifted him with the last Green Lantern power ring. Ganthet did not seem to have any particular reason for choosing Rayner for this great honor, beyond the fact that he was there (Ganthet's words at the time were "You shall have to do"). Since then, though, Kyle Rayner has acquitted himself well, proving to be one of the most impressive of all of the Lanterns.

Rayner took up the mantle of the Green Lantern in the wake of Hal Jordan's rampage, which left the rest of the Corps dead. One of his first trials as Green Lantern, in fact, was battling Hal Jordan (possessed by the fear entity Parallax). He won that fight, returned to Earth, and joined the JLA, winning the respect of such luminaries as the Flash, Alan Scott, and Batman.

Following his battle with Oblivion, Rayner became the omnipotent being called Ion. As Ion, he was able to control and influence events everywhere, but instead of keeping this power, he chose to revive the Lantern Battery on Oa and create a new Green Lantern Corps.

Kyle was himself possessed by Parallax for a time. Sinestro used a moment of fear—by stating that Rayner was responsible for his own mother's death—to allow Parallax the moment of doubt it needed to take over Kyle's mind. Rayner wound up stuck inside his own consciousness, able to watch as Parallax attacked those he loved, including the family of Hal Jordan. During all of this, Rayner saw a painting, and with the help of John Stewart and Guy Gardner, he came to realize that his mother was the artist who created it. This ray of hope, combined with assistance from Hal Jordan (whom Parallax had also absorbed) allowed Rayner to fight back and separate himself from and defeat the fear entity. After this experience, Rayner was inducted into the Honor Guard, but no longer carried the Ion Force. He and Guy Gardner relocated to Oa to better fulfill their duties as special investigators for the Corps.

Rayner had a longstanding (though inconsistent) romantic relationship with Jade, the daughter of Alan Scott, the Golden Age Green Lantern. Rayner even proposed to her at one point (using a Green Lantern power ring, no less), and although she declined this proposal, she remained close to him. Jade died during the Rann-Thanagar War, but during the events of Blackest Night, her body was resurrected as one of the Black Lantern Corps. She tried to seduce Rayner, but he saw through her ploys and attacked her. Rayner eventually wound up sacrificing himself to protect the Central Power Battery from the Black Lanterns. Through the efforts of the Star Sapphire Corps, however, Rayner was revived, and fights on as the Torch-Bearer of the Green Lantern Corps.

PERSONALITY

Despite being called into action as a Green Lantern almost by accident, Kyle Rayner has acquitted himself well and often in the field. His defining traits, besides the strength of will common to all Green Lanterns, are his creativity as an artist and his integrity.

REAL NAME: KYLE RAYNER
OCCUPATION: GRAPHIC ARTIST BASE: OA

GREEN LANTERN (KYLE RAYNER) PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	1	2	4	4	2	3	3

POWERS

Green Lantern Power Ring: 132 points, Removable (–26 points) • *106 points*
AI and Database: Features 2 • *2 points*
Communication: Senses 1 (Communication Link to Central Power Battery) • *1 point*
Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *36 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
Force Manipulation: Array (36 points)
- **Force Blast:** Ranged Damage 18, Dynamic • *37 points*
- **Force Bubble:** Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support), Dynamic • *2 points*
- **Force Constructs:** Create 18, Dynamic• *2 points*
- **Lifting:** Move Object 18, Dynamic • *2 points*
- **Mobile Constructs:** Create 12, Movable, Dynamic • *2 points*

Scanning Beam: Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*
Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

Benefit 1 (Honor Guard), Teamwork, Ultimate Effort (Will)

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 3 (+7), Deception 3 (+6), Expertise: Art 9 (+11), Insight 8 (+11), Investigation 4 (+6), Perception 5 (+8), Persuasion 4 (+7), Ranged Combat: Power Ring 6 (+10), Technology 2 (+4)

OFFENSE

Initiative +2

Power Ring +10	Ranged, Damage 18
Unarmed +7	Close, Damage 2

DEFENSE

Dodge	12	**Fortitude**	10
Parry	9	**Toughness**	13/1*
Will	18	*Without Power Ring Protection.	

POWER POINTS

Abilities	42	**Skills**	24
Powers	106	**Defenses**	39
Advantages	3	**Total**	214

COMPLICATIONS

Fear Given Form: Several times during his career, Rayner's own fears and darker impulses have taken on physical and deadly form.

Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low.

Weakness: Green Lantern power rings depend on the willpower of the wearer; the maximum rank of the ring's effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

POWERS & ABILITIES

Rayner possesses a power ring of the Green Lantern Corps, allowing him to create nearly anything he can imagine from sheer strength of will. Rayner's skill as an artist has allowed him to create intricate and powerful constructs with his ring. Quite apart from simple solids, Kyle creates duplicates of himself, embodiments of his own drawings, and fully functional machines. His ring also grants him the powers of flight and of survival in the vacuum of space.

ALLIES

Kyle Rayner has fought alongside many of the most powerful and respected heroes in the universe. He held membership first in the Titans and fought alongside Superboy, and later in the JLA. He is an honored member of the Green Lantern Corps. He was also named Torch-Bearer of the Corps, since he had the faith and will to see it through its darkest times.

ENEMIES

As a Green Lantern, Rayner has battled a plethora of strange beings. He fought against a super-being calling itself Pele, after the Hawaiian fire goddess, alongside Superboy. Kyle has also battled Sinestro and been host to the fear-entity called Parallax. Early in his career as a Green Lantern, Kyle confronted a being known as Oblivion. This monstrous creature was eventually revealed to be the embodiment of Rayner's own fear and dark impulses, created at the moment he accepted the power ring from Ganthet. He's also faced off against other villains, including Sonar (Bito Wladon, Jr.), Effigy, Grayven, Fatality, and Doctor Light (Dr. Arthur Light) among others.

GREEN LANTERN (ALAN SCOTT)

Long ago, a green meteorite fell in ancient China. From it issued forth a green flame that spoke: *"Three times shall I burn green! First to bring death! Second to bring life! Third to bring power!"* A lamp-maker fashioned the green metal of the meteorite into a lamp. When a superstitious mob attacked him, the lamp flared with green flame and killed them. In the 20th century, a mental patient found the lamp and refashioned into a modern train lantern. The green flame burned and restored his sanity.

Train engineer Alan Scott discovered the strange green lantern. After a bridge collapse caused by saboteurs, the green flame within the lantern spoke to Alan, telling him to fashion a ring from its metal. Using the powers it bestowed upon him, he rounded up the saboteurs and adopted the costumed identity of the Green Lantern.

Green Lantern became a founding member of the Justice Society of America and served with the team throughout most of his career. After the original JSA members went into semi-retirement, Alan became president of the Gotham Broadcasting Company, overseeing their transition from radio to television. The power of the Green Flame has kept

REAL NAME: ALAN LADD WELLINGTON SCOTT
OCCUPATION: BOARDMEMBER, SCOTT COMMUNICATIONS
BASE: NEW YORK CITY, NY AND GOTHAM CITY

him vital over the years, and may have rendered him effectively immortal.

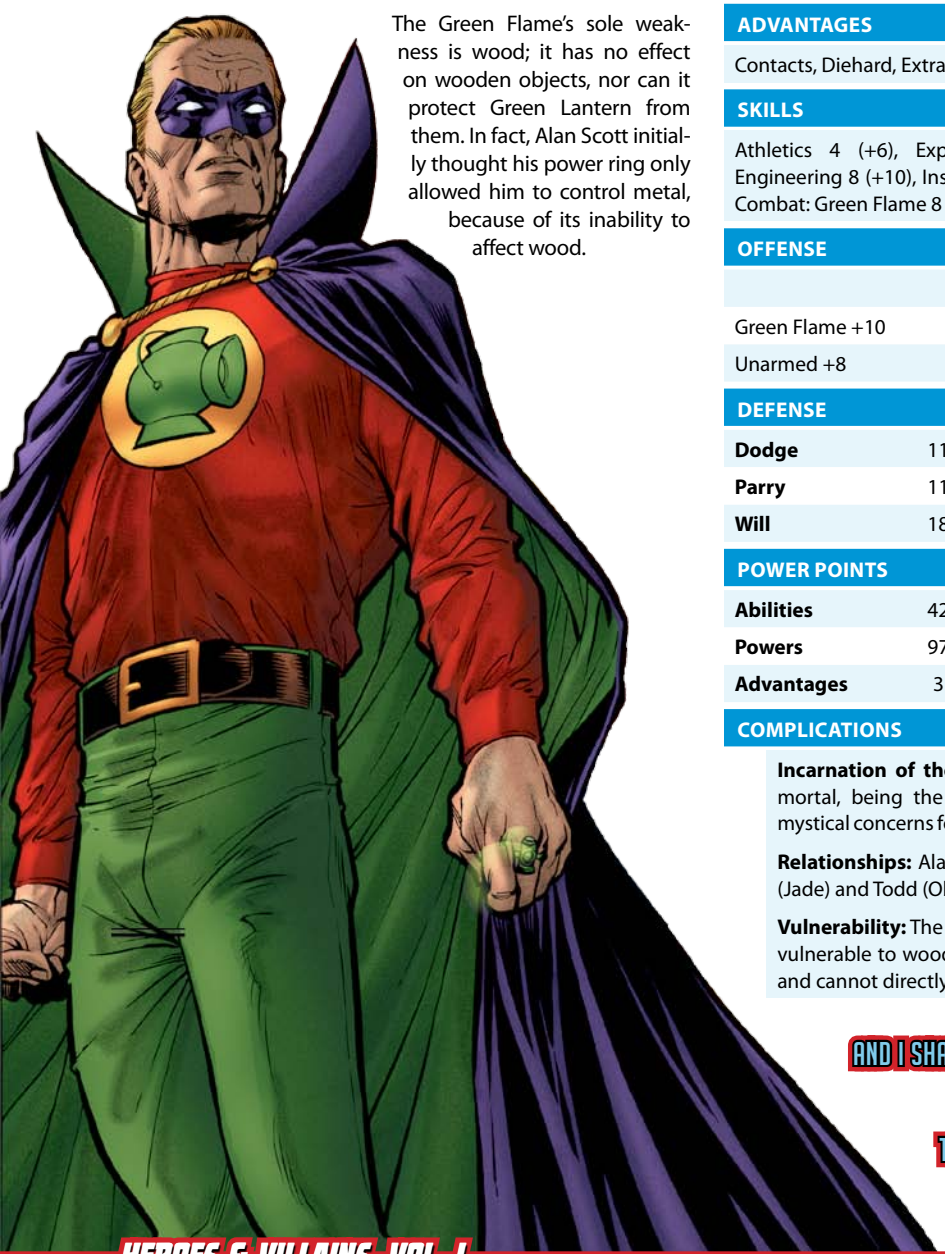
PERSONALITY

Alan Scott is a man's man, with suitably old-fashioned attitudes about duty, power, and responsibility. He tries to provide a good example for his children and his successors, and is not always comfortable with the sheer amount of power at his fingertips, but is willing to use it when necessary.

POWERS & ABILITIES

Alan has internalized the power of the Green Flame of the Starheart, which once empowered his ring. The mystical energy sustains his life-force and he can project it in powerful blasts or to form solid constructs of energy. He can also harness the power of the Green Flame to fly, surround himself in a protective field of energy, and pass through solid objects, amongst other things. The various other effects Scott creates with the Green Flame are power stunts, some of them exertions of his Extraordinary Effort advantage.

The Green Flame's sole weakness is wood; it has no effect on wooden objects, nor can it protect Green Lantern from them. In fact, Alan Scott initially thought his power ring only allowed him to control metal, because of its inability to affect wood.



GREEN LANTERN (ALAN SCOTT) PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	1	2	8	2	2	2

POWERS

Power Ring: 121 points, Removable (–24 points) • *97 points*
Ageless: Immunity 1 (Aging) • *1 point*
Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *36 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
The Green Flame: Array (36 points)
Energy Blast: Ranged Damage 18, Dynamic • *37 points*
- **Energy Constructs:** Create 18, Dynamic • *2 points*
- **Fourth-Dimensional Shift:** Insubstantial 4 (vulnerable to wood) • *1 point*
- **Lifting:** Move Object 18, Dynamic • *2 points*
- **Mobile Constructs:** Create 12, Movable, Dynamic • *2 points*

Scanning: Senses 6 (Ranged Analytical Detect Energy and Magic) • *6 points*

ADVANTAGES

Contacts, Diehard, Extraordinary Effort

SKILLS

Athletics 4 (+6), Expertise: Business 6 (+8), Expertise: Engineering 8 (+10), Insight 7 (+9), Perception 5 (+7), Ranged Combat: Green Flame 8 (+10), Technology 4 (+6)

OFFENSE

Initiative +1	
Green Flame +10	Ranged, Damage 18
Unarmed +8	Close, Damage 2

DEFENSE

Dodge	11	**Fortitude**	10
Parry	11	**Toughness**	14/2*
Will	18	*Without Force Field Protection.	

POWER POINTS

Abilities	42	**Skills**	21
Powers	97	**Defenses**	37
Advantages	3	**Total**	200

COMPLICATIONS

Incarnation of the Flame: Alan Scott is no longer entirely mortal, being the vessel for the Starheart. This can cause mystical concerns for him that do not threaten ordinary people.

Relationships: Alan is protective of his children, Jennie-Lynn (Jade) and Todd (Obsidian) and his wife Molly.

Vulnerability: The Green Flame cannot affect wood, so Alan is vulnerable to wooden weapons (which ignore his Protection) and cannot directly manipulate wooden objects.

AND I SHALL SHED MY LIGHT OVER DARK EVIL,
FOR THE DARK THINGS
CANNOT STAND THE LIGHT,
THE LIGHT OF THE GREEN LANTERN!

THE STARHEART

In the primordial past, before the founding of the Green Lantern Corps, the Guardians of the Universe gathered as much mystical power as they could, placing it into a material vessel concealed in the heart of a star. The Starheart (as it became known) sequestered this dangerous power, helping to promote order in the cosmos.

A fragment of the Starheart fell to Earth millennia later, becoming the meteorite from which issued the Green Flame. The lantern made from the Starheart's metal, and later the ring fashioned by Alan Scott, served to tap into the Starheart's mystic power. Green Lantern's daughter Jade taps directly into the power of the Starheart through her "power pulse," a green, star-shaped birthmark on her right hand.

ALLIES

Alan is a founding member of the Justice Society of America and a long-standing pillar of the team. He can call upon any of its members. He is also friend, mentor, and inspiration to Earth's members of the Green Lantern Corps. A tryst with his old foe the Thorn resulted in Green Lantern fathering twins, Jennie-Lynn and Todd, affected by the power of the Starheart to gain superpowers themselves. As adults, they adopted the identities of Jade and Obsidian.

ENEMIES

Green Lantern has fought numerous foes over the years, including most of the members of the Injustice Society—such as Fiddler, Thinker, Icicle, Sportsmaster, and the Wizard—at one time or another. His arch-nemesis is Solomon Grundy, whose plant-elemental nature provides him with partial immunity to the Green Flame. Early in his career, Green Lantern encountered the illusion-casting Harlequin, not realizing for years that she was his secretary, Molly Mayne, trying to attract his attention! The two of them later married.

GREEN LANTERN (JOHN STEWART)

John Stewart was an architect from Detroit and a former U.S. Marine sniper. When Guy Gardner was gravely injured, the Guardians of Oa appointed John as Hal Jordan's new backup, despite Jordan's initial misgivings due to John's brash rebelliousness.

During their first mission together, John proved that his belligerence was not blind and that he had a keen sense of right and wrong. John would often work with the Justice League in Hal Jordan's place when the latter was elsewhere engaged, and officially replaced him when Jordan resigned the Corps. During this time, he fell in love and married Katma Tui, the Korugan Green Lantern who first trained him in the use of the power ring.

REAL NAME: JOHN STEWART
OCCUPATION: ARCHITECT, GALACTIC LAW ENFORCER
BASE: EARTH

After a few years and a successful tenure in the Corps, John's life started to fall apart. Sinestro rendered John's ring useless, and a Star Sapphire driven insane by the Predator murdered Katma Tui. Back on Earth, John was accused of killing Carol Ferris, and imprisoned in South Nambia under false charges. After weeks of torture, John's ring was recharged by the efforts of Hal Jordan, and John freed himself along with two cellmates he wrongly believed to be revolutionaries, but later realized were murderous terrorists.

Back in his role as a Green Lantern, John Stewart was recruited by the Apokolips-New Genesis alliance to stop the Anti-Life Equation aspects that had infiltrated the universe and sought to destroy four planets which would trigger the death of the Milky Way. John was confident he could do the job on his own, and this arrogance and self-confidence cost the planet Xanshi and its inhabitants dearly, as the Anti-Life Equation destroyed them.

Feeling guilty over his mistake, John was appointed as overseer of the Mosaic, an amalgam of communities from different worlds that an insane Guardian had assembled on Oa. The task of building this haphazard community into a sterling example of social engineering helped him overcome his depression, and his growing awareness earned him the position of the first mortal Guardian of the Universe, receiving the name of Master Builder and reuniting him with Katma Tui.

This bliss did not last, for Hal Jordan became possessed by Parallax and destroyed the Central Power Battery, robbing John of his position and taking his wife from him again. He joined the Darkstars to continue his duty as protector, evacuating the people from the Mosaic before Oa was destroyed. His service with the galactic enforcers ended when his legs were crippled during a battle with Grayven.

When Hal Jordan "fixed" many things in the universe, he healed John's legs, but Stewart would not return to service until after Kyle Rayner reformed the Green Lanterns and took an official absence from Earth, so John once more wore the power ring, this time as one of the two official designates to Earth's space sector, and also as the official Green Lantern in the reformed Justice League.

During the Sinestro Corps War, John made use of his training as a sniper to locate and eliminate Bedovian, the Sinestro Corps' own sniper. He joined with the rest of the Corps in the battle against the Sinestro Corps, and also against the newly created Red Lanterns.

To his surprise, John was found by Fatality, the surviving Xanshian who had been trying to kill him for his role in her planet's destruction. But now she was a Star Sapphire, and sought him out only to tell him that she forgave him, and that he should forgive himself too.

John absorbed a sentient Qwardian weapon, who began trying to escape, making him incoherent and able to create weapons from his body uncontrollably. The weapon, called the Void Hound, lost its hold over the Green Lantern when its master, Krona, was defeated.

After another mission with the Justice League, John took a leave of absence to contemplate his past on the remains of Xanshi, and was a first-hand witness to the Black Lantern rings' power. He joined the galactic frontline during the Blackest Night, where he was forced to confront and resolve his

issues with his two greatest tragedies: Katma Tui's death and Xanshi's destruction.

PERSONALITY

John Stewart is dutiful and serious, with a firm sense of duty and very high standards of responsibility. While he abandoned his brash attitude after the events in Xanshi and the death of his wife, he still has a problem with authority.

POWERS & ABILITIES

John Stewart has a fine command of his power ring's capabilities. Thanks to his methodical mind and architectural background, his constructs are intricate and precise, built from within and with all necessary working parts, capable of sustaining more weight. Otherwise, his use of the ring is on par with other outstanding Green Lanterns.

ALLIES

John is a respected member of the Green Lantern Corps, but he is closer to Hal Jordan, whom he replaced as a member of the Justice League.

ENEMIES

John's sense of duty leads him to oppose evil in all its guises, and thus any wrongdoer becomes his enemy. He is still coping with his hatred of Star Sapphire over the murder of his wife.

GREEN LANTERN (JOHN STEWART) PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	2	4	5	3	2	2

POWERS

Green Lantern Power Ring: 126 points, Removable (–25 points) • *101 points*
- **AI and Database:** Features 2 (see description) • *2 points*
- **Communication:** Senses 1 (Communication Link to Central Power Battery) • *1 point*
- **Flight:** Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *36 points*
- **Force Field:** Impervious Protection 12; Immunity 10 (Life Support) • *34 points*
- **Force Manipulation:** Array(30 points)
  - **Force Blast:** Ranged Damage 15, Dynamic • *31 points*
  - **Force Bubble:** Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support), Dynamic • *2 points*
  - **Force Constructs:** Create 14, Increased Mass, Precise, Dynamic • *2 points*
  - **Lifting:** Move Object 15, Dynamic • *2 points*
  - **Mobile Constructs:** Create 12, Movable, Dynamic • *2 points*
- **Scanning Beam:** Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*
- **Universal Translator:** Comprehend Languages 4 • *8 points*

ADVANTAGES

Extraordinary Effort, Fearless, Improved Aim, Teamwork

SKILLS

Athletics 6 (+8), Close Combat: Unarmed 4 (+9), Expertise: Architecture & Engineering 12 (+15), Expertise: Academics 5 (+8), Expertise: Military 8 (+11), Insight 5 (+8), Intimidation 5 (+7), Ranged Combat: Power Ring 7 (+11), Technology 8 (+11)

OFFENSE

Initiative +2	
Unarmed +9	Close, Damage 2
Power Ring +11	Range, Damage 15

DEFENSE

Dodge	9	**Fortitude**	11
Parry	11	**Toughness**	15/3*
Will	15	*Without Power Ring Protection.	

POWER POINTS

Abilities	46	**Skills**	30
Powers	101	**Defenses**	34
Advantages	4	**Total**	215

COMPLICATIONS

Self-Doubt: John is prone to second-guess himself after his role in the destruction of Xanshi.

Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low.

Weakness: Green Lantern power rings depend on the willpower of the wearer; the maximum rank of the ring's effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

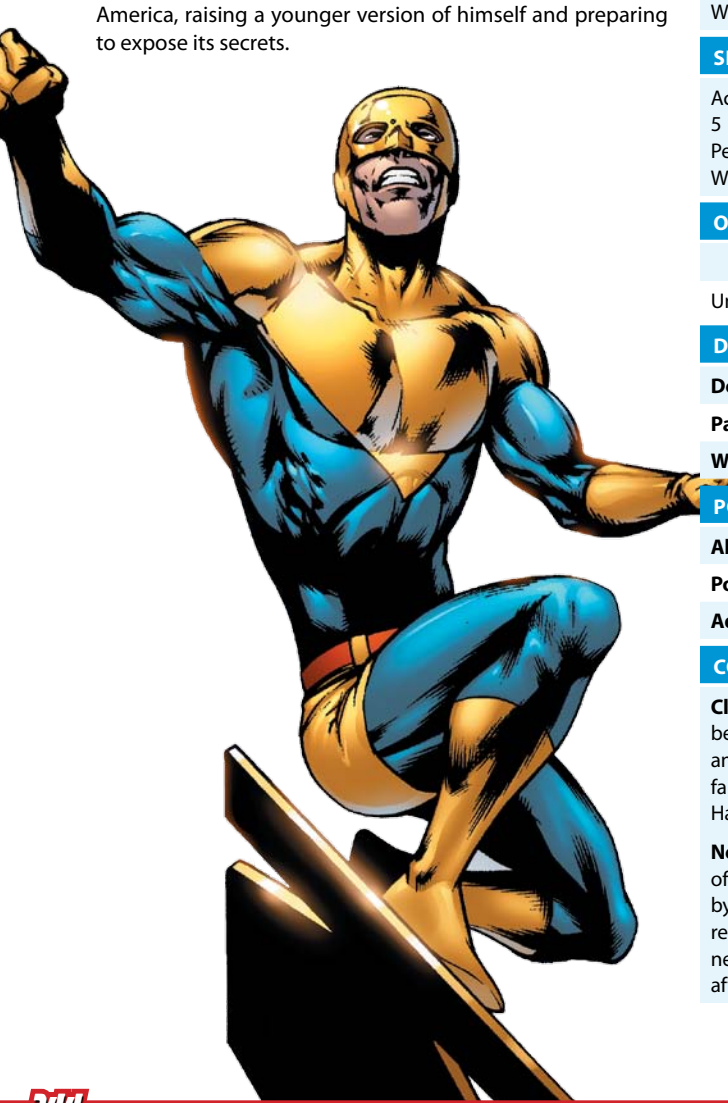
GUARDIAN

REAL NAME: JIM HARPER
OCCUPATION: SECURITY CHIEF **BASE:** PROJECT CADMUS

In the 1940s, Metropolis police officer Jim Harper saw criminals escaping prosecution and donned a blue and gold costume to be the true guardian society needed. As he protected the downtrodden of Suicide Slum, the worst part of the city, he took a young group of street urchins under his wing. Calling themselves the Newsboy Legion, the boys helped the Guardian as he cleaned up the streets.

Years later, the Newsboy Legion was still together, but the boys were grown men and scientists working at a top-secret government generics research facility called Project Cadmus. When the criminal syndicate Intergang set its sights on the project, Cadmus needed a tough chief of security—and the former Newsboys recruited the Guardian for the job.

As he protected Project Cadmus and Metropolis over the following years, the Guardian believed that the science of the project helped him recover from even the most serious injuries. It would be decades before the Guardian learned that whenever he died in battle Cadmus would clone him. Now, while one Guardian continues to serve Project Cadmus, another older clone who learned the secret is on the run across America, raising a younger version of himself and preparing to expose its secrets.



GUARDIAN — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	3	5	4	9	2	3	2

POWERS

Athletic Prowess: Leaping 1, Movement 4 (Safe Fall, Sure-Footed 2, Swinging), Speed 3 (16 MPH) • *12 points*
Genetic Acceleration: Regeneration 5 • *5 points*
Golden Shield: Impervious Protection 6, Check Required (Acrobatics DC11), Removable (-2 points) • *9 points*

EQUIPMENT

HEADQUARTERS: PROJECT CADMUS • *50 POINTS*

Awesome; Tou 18; Combat Simulator, Communications, Computer, Concealed 3 (DC 30), Defense System, Garage, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System 3 (DC 30), Workshop

ADVANTAGES

Agile Feint, All-out Attack, Equipment 10, Evasion, Fast Grab, Great Endurance, Improved Critical 2 (Unarmed), Improved Defense, Improved Disarm, Improved Initiative, Improved Trip, Improvised Weapon, Interpose, Leadership, Move-by Action, Power Attack, Prone Fighting, Uncanny Dodge, Weapon Break

SKILLS

Acrobatics 7 (+12), Athletics 6 (+10), Close Combat: Unarmed 5 (+14), Insight 5 (+8), Investigation 4 (+6), Perception 4 (+7), Persuasion 3 (+5), Ranged Combat: Guns 5 (+9), Thrown Weapons 4 (+8), Stealth 3 (+8), Vehicles 4 (+8)

OFFENSE

Initiative +9

Unarmed +14	Close, Damage 4, Crit. 18-20

DEFENSE

Dodge	9	**Fortitude**	9
Parry	9	**Toughness**	9/3*
Will	9	*Without Golden Shield.	

POWER POINTS

Abilities	64	**Skills**	25
Powers	26	**Defenses**	16
Advantages	29	**Total**	160

COMPLICATIONS

Cloned: Though the outside world believes that there has been only one Guardian for decades, occasional memory gaps and behavior quirks hint at the truth: whenever the Guardian falls in battle, Project Cadmus grows another clone of Jim Harper and instills him with the memories of his predecessor.

Newsboy Legion: Both at Project Cadmus and in the streets of Metropolis, the footsteps of the Guardian are often dogged by the Newsboy Legion, a group of street kids who became researchers at Cadmus when they got older—and cloned a new, young group of Newsboys to be their sons and tag along after the newly-cloned Guardian!

PERSONALITY

The Guardian is driven by the same strong sense of right and wrong that made him one of the best cops in Metropolis. Despite wearing the costume of a super hero, the Guardian remains a man of the people, as likely to fight alongside firemen and street kids as he is caped heroes.

POWERS & ABILITIES

The Guardian began as a hero without any superhuman abilities, but since being cloned by Project Cadmus, Jim Harper has heightened strength and reflexes as well as the ability to heal from damage.

ALLIES

The Guardian's chief allies are the younger and older versions of the Newsboy Legion, as well as Dubbilex the DNAlien and the other staff at Project Cadmus. He has also faced many threats to Metropolis alongside Superman and the other heroes of the city.

ENEMIES

Project Cadmus has birthed its own share of troubles for the Guardian to overcome, from the mad scientist Dabney Donovan to Apokolips-allied monster-makers Mokkari and Simyan. Lex Luthor has also tried to manipulate or shut down the Project several times.

THE NEWSBOY LEGION

Five boys from Suicide Slum joined together to form the Guardian's "Newsboy Legion": Tommy Tompkins, Anthony "Big Words" Rodriguez, "Gabby" Johnny Gabrielli, Patrick "Scrapper" MacGuire, and Walter "Flip" Johnson, Jr.

Always considering themselves more the Guardian's partners than his sidekicks, as kids in the 1940s, the Newsboys provided the Guardian with the Connected, Contacts, and Well-informed advantages while in Metropolis. As adults, the former Newsboys are world-class experts in genetics, cloning, and technology.

The new Newsboys, cloned from the originals, are much like their fathers but also have an intimate knowledge of Project Cadmus and its environs. Despite the best efforts of their fathers, the young Newsboys also regularly drive a vehicle built with Apokoliptian technology called the Whiz Wagon.

When a former Cadmus security head, now called Codename: Assassin, attacked the complex, the original Newsboys were killed, but the young Newsboys escaped with the Whiz Wagon and continue to hide in the slums of Metropolis.

VEHICLE: WHIZ WAGON: • *55 POINTS*

Size: Large **Str** 7 **Speed** 7 **Def** 15 **Tou** 12 **Magnetic Repulsion Engine:** Flight 7 (500 MPH), **AE: Underwater Mode:** Swimming 7 (120 MPH), **AE: Gravity Buffers:** Movement 5 (Sure-Footed 5); **Cockpit Shields:** Immunity 10 (Life Support)

GYPSY

Cynthia "Cindy" Reynolds was born into a loving suburban family. Her life was turned upside down when her parents' marriage began to collapse and the stress caused her latent powers to emerge.

Cindy abandoned her former life. Taking the name Gypsy, she learned to use her newfound powers to ease the harsh realities of life on the streets of Detroit. After several months, Gypsy's neighborhood received several unexpected visitors—the Justice League of America.

Gypsy was offered membership in the League after she helped them defeat the alien Cadre. Afraid her age would cause her to be kicked out of the League, Gypsy kept her real name and past a secret. As a member of the Justice League, Gypsy fought many of their enemies, including Despero as well as Professor Ivo and his android, Amazo. Gypsy was shocked by the brutality of her new life when she watched Amazo kill her teammate Vibe. Reeling from the loss, Gypsy escaped by running back to her suburban life.

Her calm respite was cut short when Despero tracked Gypsy down and murdered her parents. If not for the arrival of Martian Manhunter, Gypsy would have been killed as well. Gypsy was later invited to join Oracle's Birds of Prey.

REAL NAME: CYNTHIA "CINDY" REYNOLDS
OCCUPATION: ADVENTURER
BASE: NEW YORK CITY, NY

GYPSY — PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	3	2	4	2	2	3

POWERS

Chameleon: Concealment 4 (All Visual), Limited to sentient beings • *4 points*

Illusion Casting: Illusion 7 (All Senses), Selective, Resistible • *35 points*

- **Astral Form:** Remote Sensing 15 (120 miles; Visual, Hearing), Feedback, Subtle (DC 35) • *1 point*
- **Group Chameleon:** Burst Area Affects Others Selective Concealment 4 (All Visual), Limited to sentient beings • *1 point*
- **Illusory Disguise:** Burst Area Affects Others Selective Morph 2 (Similar Form), Resistible • *1 point*

Undeveloped Potential: Senses 4 (Precognition), Uncontrolled • *2 points*

ADVANTAGES

Defensive Roll 3, Evasion 2, Improved Trip, Luck 3, Move-by Action, Power Attack, Redirect, Trance, Ultimate Effort (Stealth)

SKILLS

Acrobatics 4 (+7), Athletics 3 (+5), Close Combat: Unarmed 4 (+8), Expertise: Streetwise 9 (+11), Insight 3 (+5), Perception 6 (+8), Stealth 9 (+12)

OFFENSE

Initiative +3

Unarmed +8	Close, Damage 2

DEFENSE

Dodge	8	**Fortitude**	6
Parry	8	**Toughness**	6/3*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	42	**Skills**	19
Powers	44	**Defenses**	18
Advantages	14	**Total**	147

PERSONALITY

Gypsy is a street-smart woman who survived on the streets of Detroit for years. Gypsy does not hesitate to take any advantage she finds, and is fiercely loyal to her close friends.

ALLIES

Gypsy was a member of the Justice League and formed a close relationship with Martian Manhunter. She is currently a member of the Birds of Prey and on good terms with the other members.

POWERS & ABILITIES

Gypsy has the power to create illusions in the minds of others, which she uses to conceal herself and trick her opponents.

ENEMIES

Gypsy has fought many enemies of the Justice League, but despises Despero as he murdered her family.

HARBINGER

As a child, Lyla Michaels was saved from a shipwreck by the being known as the Monitor. Lyla stayed with the Monitor as she grew, studying the positive matter dimensions of the multiverse. When the Monitor's dark opposite, the Anti-Monitor began to destroy these it was Lyla the Monitor chose as his agent, Harbinger. Granted incredible powers, Harbinger was sent across the remaining parallel universes to gather heroes to assist the Monitor. On one such mission, the Anti-Monitor corrupted one of Harbinger's duplicates and used it to murder the Monitor. Afterwards, Harbinger joined numerous heroes to save the remaining positive matter universes by merging them into one single universe and defeating the Anti-Monitor in the event known as the Crisis on Infinite Earths.

Post-Crisis, Harbinger traveled the restored universe. Eventually, she found a home on the Amazon island of Themyscira. She became the island's historian and grew close to many of Themyscira's inhabitants.

REAL NAME: LYLA MICHAELS
OCCUPATION: EXPLORER, HISTORIAN
BASE: MONITOR'S BASE, THEMYSCIRA

Harbinger was killed during an attack on the island by the forces of Darkseid. Her death marked the passing of one of the few individuals in existence who remembered the events of the Crisis on Infinite Earths. Fortunately, Lyla's knowledge of the multiverse was recorded inside a device known as the Universe Orb (see sidebar). The Orb allowed Donna Troy, super heroine and sister of Wonder Woman, to serve as a new Harbinger and gather heroes together to deal with the Infinite Crisis event, which recreated the multiverse as 52 parallel universes.

PERSONALITY

Harbinger is a heroic young woman but is at heart more of a follower and observer than an active hero. She easily falls into roles such as Monitor's agent or historian of the Ama-

UNIVERSE ORB

Harbinger's Universe Orb is a Power Level X device that records the entire history of the multiverse and allows for traveling dimensions, time, and space. It may have other powers as well and serves as a *deus ex machina* to allow for the exploration of the multiverse and a tool to reveal its secrets.

HARBINGER PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	3	3	4	2	3	8	3

POWERS

Cosmic Awareness: Senses 1 (Cosmic Awareness), Feature 1 (Aware of True History of Multiverse) • *2 points*
Duplication: Summon 12 (180 points), Heroic • *61 points*
- **Duplicates:** Summon 6 (90 points), Horde, Multiple Minions 3 (8 minions) • *1 point*

Energy Blast: Ranged Damage 10 • *20 points*
Flight: Flight (16,000 MPH) 12; Movement (Space Flight 3) • *30 points*
Immunity: Immunity 10 (Life Support) • *10 points*
Universe Orb: (see sidebar)

ADVANTAGES

Assessment, Defensive Roll 3, Eidetic Memory, Languages 3, Teamwork, Well-informed

SKILLS

Athletics 2 (+3), Expertise: History 12 (+15), Expertise: Multiverse 12 (+15), Insight 4 (+12), Investigation 5 (+8), Perception 5 (+13), Persuasion 4 (+7), Ranged Combat: Energy Blast 6 (+10), Technology 8 (+11), Treatment 4 (+7)

OFFENSE

Initiative +3

Energy Blast +10	Ranged, Damage 10
Unarmed +2	Close, Damage 0

DEFENSE

Dodge	14	**Fortitude**	8
Parry	10	**Toughness**	6/3*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	52	**Skills**	31
Powers	124	**Defenses**	26
Advantages	10	**Total**	243

COMPLICATIONS

Relationship: Harbinger was fiercely devoted to the Monitor. She was good friends with Supergirl.

POWERS & ABILITIES

Harbinger is able to fly, project energy blasts, and self-duplicate. She also possesses vast knowledge of the multiverse. She augments this with use of the Universe Orb (see sidebar).

ALLIES

Harbinger was devoted to the first Monitor. Later she transferred this love and caring to the Amazons of Themyscira. Shortly before her death, she became close friends with Supergirl.

ENEMIES

Harbinger opposed the Anti-Monitor and all his plans and agents.

THE MONITOR, THE ANTI-MONITOR, AND THE NEW MONITORS

Originally, the Monitor and Anti-Monitor were powerful opposites born shortly after the creation of the multiverse. The Monitor was from the moon of the planet Oa. He drew his nearly unfathomable power from positive matter universes of the multiverse. His opposite, the Anti-Monitor was spawned in an anti-matter universe on the moon of Oa's opposite, Qward. Like the Monitor, the Anti-Monitor was unbelievably powerful, though physically more terrifying and monstrous.

These two beings battled for eons, finally incapacitating each other for billions of years. Eventually, the Anti-Monitor revived and the Monitor returned to oppose him in the event known as the Crisis on Infinite Earths. Both beings died during this conflict.

Recently, more of the story was revealed. The Monitor and Anti-Monitor were actually two parts of a probe sent into the multiverse by a being of nearly unimaginable power known as the Overmonitor. The probe, unable to fully process the enormity of the multiverse, split into a good and evil counterpart, the Monitor and Anti-Monitor. Despite this revelation, the events of the Crisis on Infinite Earths remain largely unchanged.

However, after the Infinite Crisis a new race of Monitors, one for each of the 52 new universes, were discovered. These Monitors make their home in the space between parallel worlds known as the Bleed. Most of these new Monitors appear similar to the original, but they have distinct personalities and appearances. During the events of Final Crisis these Monitors were shown to be cosmic imagination vampires, literally feeding off the energies of all the stories in the multiverse. This action both sustains the Monitors and allows them to act as a filter through which the Overmonitor can process the events of the multiverse.

During the Final Crisis, one of these Monitors was revealed to be a corrupt, ravenous monster known as Mandrakk. Mandrakk sought to drain all of the Bleed and the multiverse until nothing remained. He was defeated by a squad of Green Lanterns, the Superman analogs from the entire multiverse, a host of angels, the New Gods known as the Forever People reincarnated as a band of media-obsessed Japanese teenagers, a team of superhuman cartoon animals, and his own son. No, really.

Recently, the Anti-Monitor resurfaced serving as the Guardian for the Sinestro Corps. He was mortally wounded due to the betrayal of then Sinestro Corps member Superboy Prime. Too weak to resist the pull of death, the Anti-Monitor was transformed into the Power Battery of the Black Lantern Corps. At the end of the Blackest Night, the Anti-Monitor was resurrected. This robbed the Black Lanterns of their power source. The Anti-Monitor then vanished, though he will no doubt return to menace the multiverse.

All Monitors, including the Anti-Monitor and Mandrakk, are PL X characters. Their abilities exist to serve the needs of the story. Thus, they can accomplish vast feats requiring vast powers but (like the original Monitor) can still be cut down by the betrayal of a trusted ally if the story calls for it.

HARLEY QUINN

When Gotham State University graduate Dr. Harleen Quinzel decided to accept an internship at Arkham Asylum, it seemed like a perfect pairing—a freshly minted psychiatrist who specialized in serial killers might be able to help the most deranged of Gotham's inmates. It was while working at Arkham that Dr. Quinzel met many of Gotham's most infamous villains, but most importantly, it was where she first encountered the Joker.

It was during their one-on-one sessions that Dr. Quinzel began to fall in love with The Joker, gradually being seduced to his point of view until she helped him to escape Arkham: not just once, but nearly every time he was brought in. When Dr. Quinzel herself finally was captured as an accessory to the Joker's escape, she too was imprisoned in Arkham. She was driven by the sight of a badly beaten Joker to wear the red, black and white harlequin costume and take the name Harley Quinn.

During her years as the Joker's sidekick, she was imprisoned multiple times in Arkham, often by the Joker sacrificing her in order to remain free himself. Despite this abusive relationship, Harley Quinn's highest priority always was to rejoin the Joker. It was after one of these encounters, in which the Joker left her for dead, that she was found by Poison Ivy and nursed back to health.

When she discovered the Joker's scheme to rid himself of all his henchmen, including her, she vowed to quit the Joker for good. After that she attempted to set herself up as a crime lord, and even joined the Secret Six for a very short time before moving back to Gotham and re-joining Poison Ivy.

PERSONALITY

Harleen Quinzel was once an up-and-coming criminal psychologist studying serial killers, but her exposure to the Joker and his warped reality showed Harley Quinn a whole different side to life. For many years, she embraced the idea that she could live as hedonistically and selfishly as she desired. Her recently established relationships with Catwoman and Poison Ivy have prompted her to examine that philosophy, and she currently resides most often in the gray zone between crime and the law. She has helped the Batman and Gotham police on several occasions, and yet continues to commit criminal acts on a whim—and most likely will continue to do what makes her feel happy, regardless if others think it's right or good.

POWERS & ABILITIES

Harlequin is considered an Olympic-level gymnast. Her training allows her to dodge or block many physical attacks. Borrowing from the Joker the idea of the combat value of shock and surprise, Harley has been known to wield a giant two-handed circus hammer as well as a boxing-glove gun. When Poison Ivy nursed her back to health, she injected her with a homemade serum which made Harley Quinn immune to all toxins, including those of Poison Ivy herself, and increased

REAL NAME: HARLEEN QUINZEL
OCCUPATION: CRIMINAL, FORMER CRIMINAL PSYCHIATRIST
BASE: GOTHAM CITY

HARLEY QUINN — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	6	5	8	7	2	4

POWERS

Poison Ivy Immunity: Immunity 3 (Disease, Poison, Poison Ivy's Touch) • *3 points*

EQUIPMENT

Boxing-Glove Gun: Ranged Affliction 4 (Resisted by Dodge; Dazed, Stunned, Incapacitated) • *8 points*
Two-Handed Mallet: Strength-based Damage 4, Reach 1 • *5 points*
Light Pistol: Ranged Damage 3 • *6 points*

ADVANTAGES

Agile Feint, Attractive, Benefit 1 (Well-off), Close Attack 2, Daze (Deception), Defensive Roll 4, Equipment 3, Evasion, Grabbing Finesse, Improved Disarm, Improved Initiative, Improvised Weapon, Luck 4

SKILLS

Acrobatics 12 (+18), Athletics 7 (+9), Close Combat: Two-Handed Mallet 4 (+12), Close Combat: Unarmed 5 (+13), Deception 6 (+10), Expertise: Psychology 8 (+11), Perception 2 (+4), Ranged Combat: Guns 10 (+15)

OFFENSE

Initiative +10

Boxing-Glove Gun +15	Ranged, Affliction 4, Resisted by Dodge
Light Pistol +15	Ranged, Damage 3
Two-Handed Mallet +14	Close, Damage 6
Unarmed +15	Close, Damage 2

DEFENSE

Dodge	14	**Fortitude**	8
Parry	14	**Toughness**	6/3*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	74	**Skills**	27
Powers	3	**Defenses**	24
Advantages	22	**Total**	150

COMPLICATIONS

Obsession: Harley threw away a very successful career as psychiatrist to follow the man of her dreams—unfortunately, that man was the Joker. Her love–hate relationship with the Joker motivates many of her actions.

Recognition: Harley wants people to respect and acknowledge her, even if she has to beat them into doing so.

Hedonism: If it feels good to Harley, then it must be good, even if everyone else thinks it's bad.

her natural strength and speed. Harley's training in the field of psychoanalysis is still relevant, though her license to practice has been revoked.

ALLIES

Harley Quinn is the Joker's most famous sidekick. She still loves "Mistah J" and will drop everything to go back to him, even though he has tried to kill her on several occasions. After one of these attempts on her life by the Joker, Poison Ivy found Harley barely clinging to life. Poison Ivy came to appreciate Harley as a unique outsider and nursed her back to health; then they plagued Gotham as a team. Together the two of them have joined and live with Catwoman in a refurbished animal pound, where Harley has her own room full of stuffed animals.

ENEMIES

While every criminal in Gotham must count the Batman as an enemy, Harley Quinn has occasionally helped the Caped Crusader, even assisting him in bringing the Joker to justice. Batman wants concrete evidence that she has dropped the criminal personae and still considers her on the side of the bad guys. At the moment, any enemy of Poison Ivy or Catwoman is an enemy of Harley as well.

HAWK & DOVE

The brothers Hank and Don Hall received the powers from mysterious voices who turned out to be two Lords of Order and Chaos in love with each other. Despite their diametrically opposed views, Don and Hank worked well together in fighting crime. Eventually they joined the Teen Titans, and fought during the Crisis of Infinite Earths, when Don died protecting a small child.

Hawk grew more violent and uncontrollable without Dove's presence, and the super hero community did not trust him until a new Dove appeared. Dawn Granger received her powers as she tried to save her mother from terrorists in London, taking them the moment that Don lost his. Dawn sought Hank and they both settled in Washington, where each attended college.

Kestrel lured them to the dimension of Druspa Tau, where the pair learned of their true origins and absorbed T'Charr and Terataya as they died, increasing their power with the essence of their sponsors in Chaos and Order.

During Zero Hour, the time-traveling despot known as Monarch killed Dove, sending Hawk into a murderous rage that

REAL NAMES: HANK HALL (HAWK) AND DAWN GRANGER (DOVE)
OCCUPATION: ADVENTURERS
BASE: WASHINGTON, D.C.

HAWK — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	8	4	2	5	0	1	4

POWERS

Hawk Form: Magic, 66 points, Activation (Move Action, –1 point) • *65 points*
Avatar of War: Enhanced Advantage 5 (Great Endurance, Improved Critical 2 (Talons), Improved Initiative, Improved Smash); Enhanced Agility 2; Enhanced Awareness -2; Enhanced Presence 3; Enhanced Skill 5 (Perception +10); Enhanced Stamina 5; Enhanced Strength 5; Feature 1 (costume is Innate) • *37 points*
Resilience: Impervious Protection 4; Regeneration 5 • *13 points*
Hawk Dive: Leaping 5 (250 feet); Speed 3 (16 MPH) • *8 points*
Talons: Strength-based Damage 4, Penetrating 4 • *8 points*

ADVANTAGES

All-out Attack, Diehard, Fearless, *Great Endurance, Improved Critical 2 (Talons), Improved Initiative, Improved Smash*, Power Attack, Startle, Takedown

SKILLS

Athletics 10 (+18), Intimidation 11 (+15), Stealth 8 (+12), Close Combat: Talons 3 (+8), Expertise: Tactics 14 (+14), Insight 4 (+5), *Perception 10 (+11)*, Ranged Combat: Throwing 4 (+6)

OFFENSE

Initiative +8

Talons +8	Close, Damage 12

DEFENSE

Dodge	6	**Fortitude**	12
Parry	8	**Toughness**	12
Will	6		

POWER POINTS

Abilities	38	**Skills**	27
Powers	65	**Defenses**	14
Advantages	6	**Total**	150

COMPLICATIONS

Locked Form: When Hawk has a -5 or greater penalty to Toughness checks against damage or is suffering a harmful condition, he cannot transform back into Hank Hall.

Imbalance: If Hawk spends too much time away from Dove, he starts losing Will defense and goes slowly insane with fury.

Rage: Hawk can lose himself in combat. A natural result of 1 or 20 on an attack sends him on a rage, losing his active defenses until his next turn.

ended in the realization that Hawk himself would become Monarch, and then the villain Extant, dying later in the conflict in the midst of madness. Dove was not dead, however, but disguised as Lyta Hall by Mordru. After recovering, Dove found a new Hawk in her estranged sister, Holly, and together they participated in the sidelines of many supernatural conflicts, until the Blackest Night, when a Black Lantern Hank brutally murdered Holly.

Dove discovered she had the ability to sever the Black Lantern rings' connection to their undead hosts and joined with the rest of the heroes fighting the menace, and that the late Don Hall's body was immune to the unholy possession. The White Lantern returned Hank to life, and now they are both collaborating with the Birds of Prey while they figure out their roles in things to come.

PERSONALITY

Hank Hall is brash and opinionated, the quintessential tough guy, often described as smug and a misogynist. When he becomes Hawk, his traits are exacerbated and he turns more violent and destructive, prone to berserker rages. He hides the guilt he feels for his brother Don's death, and is unresponsive to any attempts to comfort him.

DOVE — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	7	8	2	3	3	8	3

POWERS

Dove Form: Magic, 67 points, Activation (Move Action, –1 point) • *66 points*
Avatar of Peace: Enhanced Advantage 6 (Agile Feint, Diehard, Improved Trip, Instant Up, Move-by Action, Uncanny Dodge), Enhanced Agility 6; Enhanced Stamina 5; Enhanced Strength 2; Feature 1 (costume is Innate) • *33 points*
Hyperawareness: Enhanced Awareness 4; Senses 9 (Accurate Mental 4, Danger Sense (Mental), Extended (Presence Awareness), Magic Awareness (Mental), Presence Awareness (Mental), Tracking (Magic Awareness)) • *17 point*
Resilience: Regeneration 5; Immunity (Black Lantern possession) 1 • *6 points*
Dove Wings: Flight 3 (16 MPH) • *6 points*
White Light of Creation: Burst Area Affliction 10 (White emotional spectrum; Resisted by Dodge; Visual Impaired, Visual Disabled, Visual Unaware), Limited to only in magical dimensions • *5 points*

ADVANTAGES

Agile Feint, Assessment, Benefit 1 (Well-off), Defensive Attack, *Diehard,* Evasion, Improved Defense, Improved Initiative 2, *Improved Trip,* Inspire, *Instant Up,* Leadership, *Move-by Action,* Redirect, Set-up, Second Chance (Dodge resistance checks), Skill Mastery (Insight), Skill Mastery (Perception), Teamwork, *Uncanny Dodge*

SKILLS

Acrobatics 8 (+16), Close Combat: Unarmed 14 (+17), Deception 7 (+10), Insight 12 (+20), Perception 12 (+20), Persuasion 15 (+18), Stealth 6 (+14)

OFFENSE

Initiative +16

Unarmed +17	Close, Damage 3

DEFENSE

Dodge	13	Fortitude	9
Parry	13	Toughness	7
Will	8		

POWER POINTS

Abilities	40	**Skills**	37
Powers	66	**Defenses**	17
Advantages	15	**Total**	175

COMPLICATIONS

Locked Form: While Dove has a -5 penalty to Toughness checks against damage or suffering a harmful condition, she cannot transform back into Dawn Granger.

Pacifism: Dove will always try to resolve things without entering combat.

Dawn Granger, in contrast, is serene and thoughtful. While a pacifist, she is by no means passive, taking an active part in battles by fighting defensively and out-smarting her foes. She is determined and at times brutally honest. Unlike Hawk, her mind is unaffected by the Dove transformation, and retains her true personality and drives.

POWERS & ABILITIES

Hawk and Dove derive their powers from T'Charr and Terataya, a Lord of Chaos and a Lady of Order who were in love and wished to prove their brethren that Chaos and Order could work together. When speaking their heroic names, they change into avatars of War and Peace, their physical abilities multiplied. They both gain the ability to heal quickly and they cannot remove their costumes or return to their normal identities while injured. Hawk becomes incredibly strong and resistant, able to run and leap beyond human limits, while Dove becomes inhumanly agile and can fly, and also gains an increased awareness for magic and danger. Dove's emotional clarity and connection to Order enabled her to channel the white light of creation during the Blackest Night, severing the influence of Black Lantern rings.

ALLIES

Hawk and Dove are each others' best allies, complementing each others' powers and tactics. They have allied with the Teen Titans in most of their incarnations, and they worked lately with Barbara Gordon's Birds of Prey.

ENEMIES

The Lords of Chaos created Kestrel to become Hawk and Dove's nemesis, and he hounds them whenever possible. They have battled the enemies of the Titans, and in a twist of paradox, Hawk ended up being his own worst enemy during the Zero Hour.

HAWKGIRL

Hawkgirl, like her Hawkman counterpart, has a history of reincarnations which begins with the 19th Dynasty Egyptian princess Chay-Ara. The priest Hath-Set murdered Chay-Ara and her lover Prince Khufu with a knife Khufu had forged from mystical Nth metal. Somehow the Nth metal's properties and the power of Chay-Ara and Khufu's love combined to lock the lovers in a cycle of reincarnation.

Before becoming Hawkgirl, Chay-Ara lived many lives, each time becoming the lover and partner of a corresponding incarnation of Prince Khufu. In 5th Century Britain she was Celia Penbrook, the lady love of Brian Kent the Silent Knight. In 17th century America she was the Algonquian princess Pocahontas and love of John Smith. In the American Old West she was the gunfighter Cinnamon, partner to Hannibal Hawkes. In the 20th Century United States she lived as Shiela Carr the love of detective James Wright.

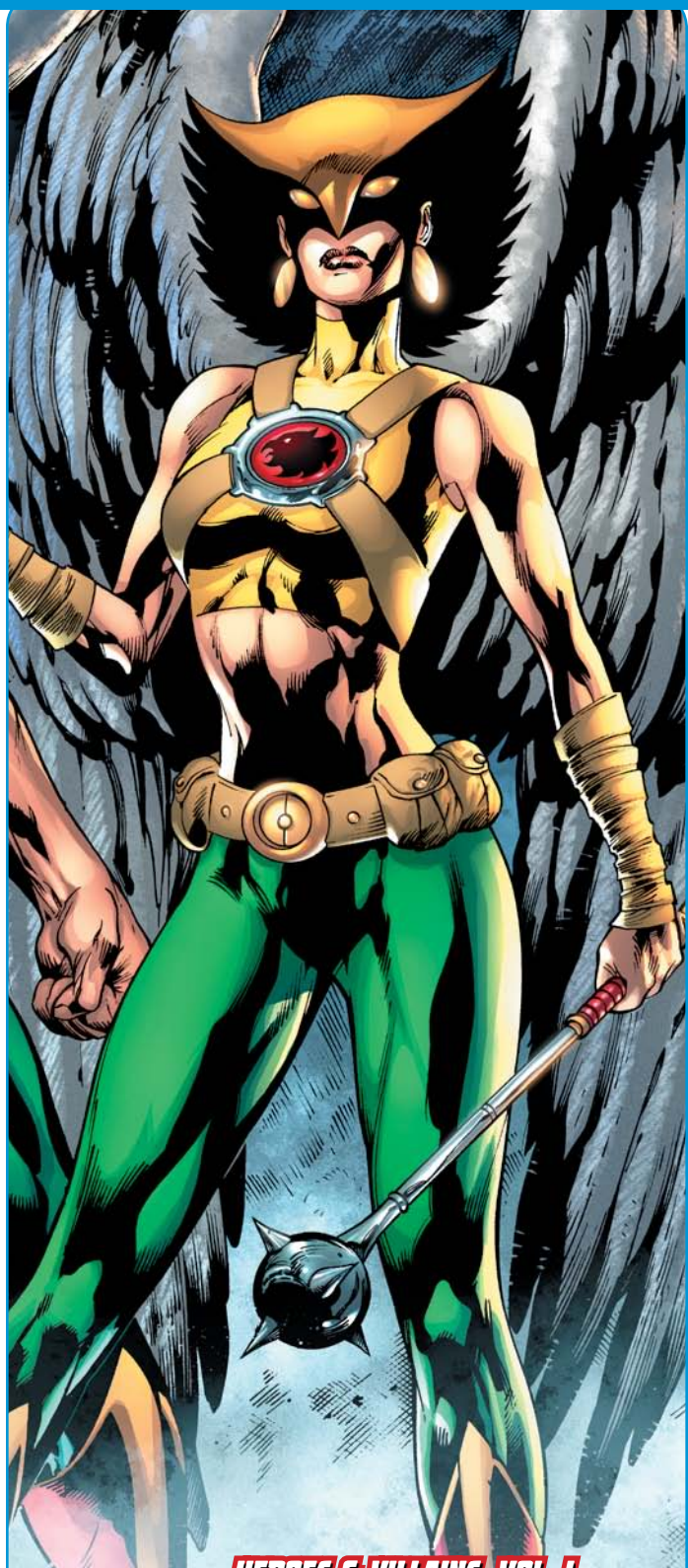
In the 20th century, Chay-Ara was reborn as Shiera Saunders. When Dr. Anton Hastor, the reincarnation of Hath-Set, kidnapped Shiera, it was Carter Hall (see **Hawkman**), the reincarnation of Prince Khufu, who came to her rescue. Carter and Shiera soon fell in love, and took to fighting crime as Hawkman and Hawkgirl using winged harnesses Carter crafted from Nth metal.

As partners, the duo joined the All-Star Squadron, and participated in the founding of Justice League together. Eventually Shiera and Carter wed and she bore Carter a son named Hector Hall who would grow up to become Doctor Fate.

During the Zero Hour storyline, Shiera Hall merged with her husband and a hawk god, effectively killing Shiera as an individual. Shiera Hall's soul returned in the body of her grandniece, Kendra Shiera Saunders, the instant Kendra committed suicide in the wake of her parents' murder. Kendra survived the suicide attempt with her great aunt's soul, but retained her own mind and memories. With the help of her grandfather, Speed Saunders, Kendra worked through what had happened, and decided to take up the mantle of Hawkgirl herself. She donned the original Hawkgirl's costume and Nth metal harness and set out for life as a super hero, eventually joining the Justice Society.

Kendra was later kidnapped by a crazed band of Thanagarians who put her on mock trial for treason against Thanagar. She was found guilty. While trying to escape a lynch mob of angry Thanagarians, Kendra discovered her exposure to Nth metal had imbued her with the ability to hover even without

REAL NAME: KENDRA SHIERA SAUNDERS
OCCUPATION: ADVENTURER, FILM SCHOOL STUDENT
BASE: ST. ROCH, LA



HAWKGIRL — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	6	6	6	9	4	4	3

POWERS

Nth Metal Wing Harness: Removable (-5 points), Indestructible; Enhanced Strength 2, plus Enhanced Strength 2, Limited to lifting and carrying (Lifting Str 7; 3 tons); Flight 7 (250 MPH), Wings; Immunity 3 (Cold, Heat, Pressure); Protection 3; Regeneration 10; Senses 1 (Extended Vision) • *25 points*
Enhanced Healing: Regeneration 1 • *1 point*
Hover: Flight 1, Levitation • *1 point*
Reincarnation: Immortality 1, Reincarnation (May re-distribute power points) • *3 points*

EQUIPMENT

Archaic Weapons Arsenal: Array (4 points)
- **Spear:** Strength-based Damage 3 (Piercing), Improved Critical • *4 points*
- **Claws:** Strength-based Damage 2 (Slashing) • *1 point*
- **Mace:** Strength-based Damage 3 (Bludgeoning) • *1 point*
- **Sword:** Strength-based Damage 3 (Slashing), Improved Critical • *1 point*
- **Warhammer:** Strength-based Damage 3 (Bludgeoning) • *1 point*

Medium Shield: Enhanced Defense 4 (Dodge 2, Parry 2) • *4 points*

ADVANTAGES

Agile Feint, All-out Attack, Beginner's Luck, Defensive Roll, Equipment 3, Evasion, Favored Environment (Aerial), Improved Critical (Claws), Improved Critical (Mace), Improved Initiative, Instant Up, Jack-of-all-trades, Languages 2 (Ancient Egyptian, German), Move-by Action, Power Attack, Takedown 2, Teamwork, Uncanny Dodge

SKILLS

Acrobatics 6 (+12), Close Combat: Archaic Melee Weapons 5 (+14), Close Combat: Unarmed 6 (+15), Deception 4 (+7) Expertise: History 4 (+8), Expertise: Pop Culture 4 (+8), Expertise: Streetwise 6 (+10), Expertise: Tactics 2 (+6), Insight 4 (+8), Intimidation 8 (+11), Investigation 4 (+8), Perception 6 (+10), Stealth 5 (+11)

OFFENSE

Initiative +10

Claws +15	Close, Damage 7
Mace, Sword, Spear, Warhammer +14	Close, Damage 8
Unarmed +15	Close, Damage 5

DEFENSE

Dodge	12/10*	**Fortitude**	10
Parry	12/10*	**Toughness**	10/9**
Will	11		

*Without shield. **Without Defensive Roll.

POWER POINTS

Abilities	82	**Skills**	32
Powers	30	**Defenses**	16
Advantages	22	**Total**	182

COMPLICATIONS

Identity: Hawkgirl's multiple incarnations sometimes come back to haunt her, whether it is the appearance of a reincarnated form from another life, becoming overwhelmed with sudden memories from a past life, or becoming confused about her true identity.

Relationship: All of Hawkgirl's incarnations have had some form of romantic relationship with their corresponding version of Hawkman.

her winged harness, and used this newfound talent to fake her death and escape to safety.

Returning home to Earth, Kendra reunited with the Justice Society and had a brief romantic tryst with Red Arrow (see **Vol. II**). Hawkman sought her affections, but Kendra became unnerved and confused by their past lives together which he remembered but she did not.

When the Blackest Night fell, Kendra and Hawkman were ambushed by Black Lanterns. Kendra was impaled and professed her love for Hawkman with her dying breath. After she and Hawkman were butchered, Black Hand raised them as Black Lanterns themselves.

The pair were among the heroes to be restored to life at the death of Nekron (see **Vol. II**) and the subsequent dawning of the Brightest Day. In her current incarnation, Hawkgirl has gained full access to the memories of her myriad past lives. She continues to act as a partner to Hawkman and professes the love for him which she has felt through many lifetimes.

PERSONALITY

Hawkgirl has a warrior's spirit, but tends to be more even-tempered than Hawkman. She seems overwhelmed at times by the many memories she now has of her past lives. The one thing she knows for certain is her deep and passionate love for Hawkman, who serves as her anchor amid a dizzying array of past lives.

POWERS & ABILITIES

Hawkgirl's Nth metal harness provides her with protection, fast healing, enhanced strength, keen vision and shields her from extreme temperatures. Recently Hawkgirl discovered her prolonged exposure to Nth metal has given her limited healing and hovering abilities even when she is not wearing her winged harness. The properties of the Nth metal combined with the power of her love for Hawkman tie Hawkgirl's soul to the mortal world, causing her to be repeatedly reincarnated.

ALLIES

Hawkgirl has worked closely with the Justice League and Justice Society. More than anything, she has always been Hawkman's loyal partner and more often than not, his lover.

ENEMIES

Through different lives and incarnations, Hawkgirl's enemies have varied considerably. Just as she has been reincarnated again, her old enemy, the Egyptian priest Hath-Set, has come back time and again in different incarnations to fight her.

HAWKMAN

REAL NAME: CARTER HALL
OCCUPATION: ADVENTURER, FORMER MUSEUM CURATOR
BASE: ST. ROCH, LA

Hawkman's story of resurrection and rebirth begins during Egypt's 19th Dynasty when Egyptian prince Khufu discovered the wreckage of a Thangarian spaceship and brought it to the temple of Horus. Within the wrecked ship, Khufu discovered Nth metal, a metallic alloy with seemingly magical properties, which he forged into artifacts which gave him powers such as flight and super strength.

When the evil priest Hath-Set murdered Khufu and his consort Chay-Ara with Khufu's Nth metal knife, the power of the two lovers bond combined with the mystical properties of the Nth metal to trap them in a continued cycle of death and reincarnation. Before becoming Hawkman, Khufu lived out many lives, including that of a 5th Century British knight, the son of a 14th century German blacksmith, a 17th Century Virginian colonist, a gunslinger of the American West, and a 20th Century Pinkerton detective. With each incarnation fate had drawn him to the corresponding reincarnation of his lover Chay-Ara only to have the cycle restart upon their tragic deaths.

Khufu's 20th century incarnation, a museum curator named Carter Hall, became the first Hawkman after building a winged harness of Nth metal. He rescued and married Shiera Saunders (see **Hawkgirl**), the reincarnated Chay-Ara. The couple fought crime together using artifacts from Carter's museum. As their bond grew, they married and helped found the Justice Society, with carter taking a position of leadership.

A Thanagarian spy name Thel Andar became the second Hawkman to infiltrate the Justice League. Prior to this assignment he had married an Earth woman, Sharon Parker who bore him a son named Charley. Andar kept his son secret from his superiors, who brainwashed his wife to become Hawkwoman. Posing as the original Hawkman's son, Andar gained full Justice League membership. Eventually Hawkwoman uncovered Andar's true identity, and he was forced to kill her. Hawkwoman managed to warn Martian Manhunter before she died, thus blowing Andar's cover and forcing him to flee back to planet Thanagar.

Katar Hol, a Thanagarian wingman, became the third Hawkman after being framed by corrupt Thanagarian police chief Byth Rok and subsequently exiled to the Island of Chance. While in exile, Katar obtained a winged Nth metal harness designed after the one built by the original Hawkman. Katar was later exonerated and returned from exile to enforce the law as a Thana-

HAWKMAN — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	6	4	3	10	3	4	2

POWERS

Avian Empathy: Communication 1 (Auditory), Area, Limited to Avians; Feature 1 (Birds accept him as one of their own) • *5 points*

Nth Metal Wing Harness: Removable (-5 points), Indestructible; Enhanced Strength 2, plus Enhanced Strength 2, Limited to lifting and carrying (Lifting Str 8; 6 tons); Flight 7 (250 MPH), Wings; Immunity 3 (Cold, Heat, Pressure); Protection 3; Regeneration 10; Senses 1 (Extended Vision) • *25 points*

Reincarnation: Immortality 1, Reincarnation (May re-distribute power points) • *3 points*

EQUIPMENT

Archaic Weapons Arsenal: Array (5 points)

- **Net:** Affliction 5 (Resisted by Dodge; Hindered & Impaired, Immobile & Defenseless), Limited Degree, Extra Condition • *5 points*
- **Cestus:** Strength-based Damage 1 (Bludgeoning) • *1 point*
- **Mace:** Strength-based Damage 3 (Bludgeoning) • *1 point*
- **Katar:** Strength-based Damage 3 (Piercing), Improved Critical • *1 point*
- **Knife:** Strength-based Damage 1 (Piercing), Improved Critical • *1 point*
- **Spear:** Strength-based Damage 3 (Piercing), Improved Critical • *1 point*

Medium Shield: Enhanced Defense 4 (Dodge 2, Parry 2) • *4 points*

ADVANTAGES

All-out Attack, Assessment, Beginner's Luck, Defensive Roll, Equipment 3, Favored Environment (Aerial), Improved Critical (Mace), Improved Disarm, Improved Initiative, Improved Smash, Inventor, Jack-of-all-trades, Languages 3 (Ancient Egyptian, German, Japanese, Thanagarian), Leadership, Move-by Action, Power Attack, Quick Draw, Ranged Attack 10, Startle, Takedown 2, Uncanny Dodge

SKILLS

Acrobatics 6 (+10), Athletics 2 (+8), Close Combat: Archaic Melee Weapons 3 (+13), Close Combat: Unarmed 4 (+14), Deception 6 (+8), Expertise: History 8 (+11), Expertise: Law Enforcement 4 (+7), Expertise: Tactics 6 (+9), Insight 6 (+10), Intimidation 6 (+8), Investigation 5 (+8), Perception 8 (+12), Stealth 4 (+8), Technology 6 (+9), Vehicles 4 (+7)

OFFENSE

	Initiative +8
Knife +13	Close, Damage 7, Crit. 19-20
Mace/Katar/Spear +13	Close, Damage 9, Crit. 19-20
Net +13	Close, Affliction 5, Resisted by Dodge
Unarmed +14	Close, Damage 6

DEFENSE

Dodge	12/10*	**Fortitude**	12
Parry	12/10*	**Toughness**	10/9**
Will	10		

*Without shield. **Without Defensive Roll.

POWER POINTS

Abilities	72	**Skills**	39
Powers	33	**Defenses**	18
Advantages	35	**Total**	197

COMPLICATIONS

Identity: Hawkman's multiple incarnations can occasionally complicate his life and confuse his allies. He may run into other versions of himself or run afoul of Thangarian spies seeking to clandestinely remove him from action so they might themselves pose as Hawkman.

Relationship: Most of Hawkman's incarnations have had an ongoing romantic relationship with either Hawkgirl or Hawkwoman.

garian wingman. He partnered with Shayera Thal (see **Hawkwoman**) and the pair persued Byth Rok all the way from Thanagar to planet Earth. The partners chose to stay on Earth to serve as diplomats and to aid the planet's law enforcement against villains like Byth, eventually joining up with the Justice League America.

Fel Andar's son, Charley Parker, formerly the Teen Titan known as Golden Eagle, poised as Carter Hall's son to become the fourth Hawkman after Carter Hall's apparent demise. This charade did not last, however, and Carter Hall returned to expose Charley's true identity and reclaim the title of Hawkman.

A new incarnation of Hawkman was born during the Zero Hour storyline, when Carter Hall and his wife Shiera, Katar Hol and a mysterious hawk god all became fused into a single being. Though powerful, this version of Hawkman was unstable due to the merging of conflicting personalities, which eventually ripped apart his psyche and sent him into exile in another dimension.

Hawkman was reborn yet again when Hawkwoman persuaded a group of Thanagarian High Priests to resurrect him. The resurrected Hawkman possessed the combined psyches of the human Carter Hall and the Thanagarian Katar Hol within Katar's Thanagarian body.

Hawkman was one of the many super heroes killed and raised as Black Lanterns during the Blackest Night, but was one of the 12 heroes to be restored to life when Nekron's death marked the dawning of the Brightest Day.

PERSONALITY

Hawkman is a multifaceted character who has lived many lives, but at his core he has a simple warrior's soul. There is an intensity to his personality which marks him as a born leader and alpha male, but he also has a gentler protective side which comes out, particularly around Hawkwoman or Hawkgirl.

POWERS & ABILITIES

Hawkman's powers come from his winged Nth metal harness. The Nth metal's antigravity traits combined with the wings allow Hawkman to fly. The Nth metal also grants him great strength, extended vision, resistance to extreme temperatures, and rapid healing. The properties of the Nth metal combined with Hawkman's powerful love for Hawkgirl have caused him to cheat death through repeated reincarnations.

ALLIES

Hawkman's two greatest allies are Hawkgirl and Hawkwoman, both of whom he has shared a romantic relationship with at some point. Other allies include Adam Strange, the Atom, Owlwoman, Zauriel, the Justice League and the Justice Society.

ENEMIES

Just as Hawkman has seen many reincarnations, so has his ancient enemy the Egyptian priest Hath-Set. Other major foes include Black Adam, Byth Rok, Darkseid, I.Q., Lion-Mane, and Shadow Thief. At times, Hawkman has even had to battle other versions of himself.

THE CLAW OF HORUS

"Essentially, I just hit you with the planet."

Hawkman occasionally uses this extraordinary Nth metal gauntlet which taps into the planet's gravitational field to boost the user's strength to incredible proportions.

Claw of Horus: Enhanced Strength 14, Limited to lifting and unarmed attacks made with one arm, Removable (-2 points), Indestructible • *12 points*

Note: The Claw of Horus is a plot device which significantly increases the wearer's power level. In Hawkman's case, it increases his unarmed damage to 20 and boosts his effective power level to 17.

HAWKWOMAN

The First Hawkwoman was Sharon Parker, the human wife of Thanagarian spy Fel Andar. Sharon had led a normal life, marrying Fel Andar without knowing of his alien heritage or spywork. She bore him a son named Charles Parker who would later become Golden Eagle. When Fel Andar's Thanagarian superiors ordered him to infiltrate the Justice League as the new Hawkman, they brainwashed Sharon, turning her into Hawkwoman to enhance Andar's cover. When Sharon discovered her husband's true identity, she exposed his treachery to the Justice League even though it ultimately cost her life.

The second and current Hawkwoman is the Thanagarian Shayera Thal II, the daughter produced by a secret love affair between the poor Downsider Shayera Thal I and Thanagar's administrator of protection, Andar Pul. As a new mother, Shayera Thal I abandoned her daughter in a Thanagarian ghetto called Downside to avoid a political scandal which would have ruined Pul's career. Growing up in Downside, the young Shayera met Katar Hol and came to idolize the Thanagarian wingman. After her mother died in a terrorist bombing, the young Shayera was adopted by her biological grandfather Thal Provis.

As Shayera Thal II grew into a young woman, she strove to become a Thanagarian Wingman like Katar Hol, the man she still idolized from her childhood. Joining the force she finally got to partner with Katar Hol when her superiors secretly assigned her to keep an eye on the rebellious wingman. Together they shut down one of Byth Rok's drug cartels and eventually left planet Thanagar in pursuit of the shapeshifting criminal Byth Rok, dogging him all the way to planet Earth. Katar and Shiera decided to make Earth their new home, acting as ambassadors for Thanagar while assisting Earth's law enforcement against super criminals like Byth. This arrangement allowed them to operate on Earth legally and continue their search for Byth, though they would be forced to do so without the advanced tech of their Thanagarian weaponry.

REAL NAME: SHAYERA THAL II
OCCUPATION: ADVENTURER AND DIPLOMAT. FORMERLY A THANAGARIAN WINGMAN.
BASE: ST. ROCH, LA

Shayera adopted Chicago as her new home and worked closely with local law enforcement. She and officer Verzell Jones became lovers. Then Byth resurfaced to kill Verzell and fake his own demise and framed Shayera for murdering him before he disappeared once more. Shayera turned herself in to Katar, and the two returned to Thanagar where Shayera faced charges. With Katar's help, Shayera was able to beat the rap and prove her innocence. The partners returned to Earth to pick up Byth's trail, this time apprehending the criminal and transporting him to Thanagar to face charges for his many crimes.

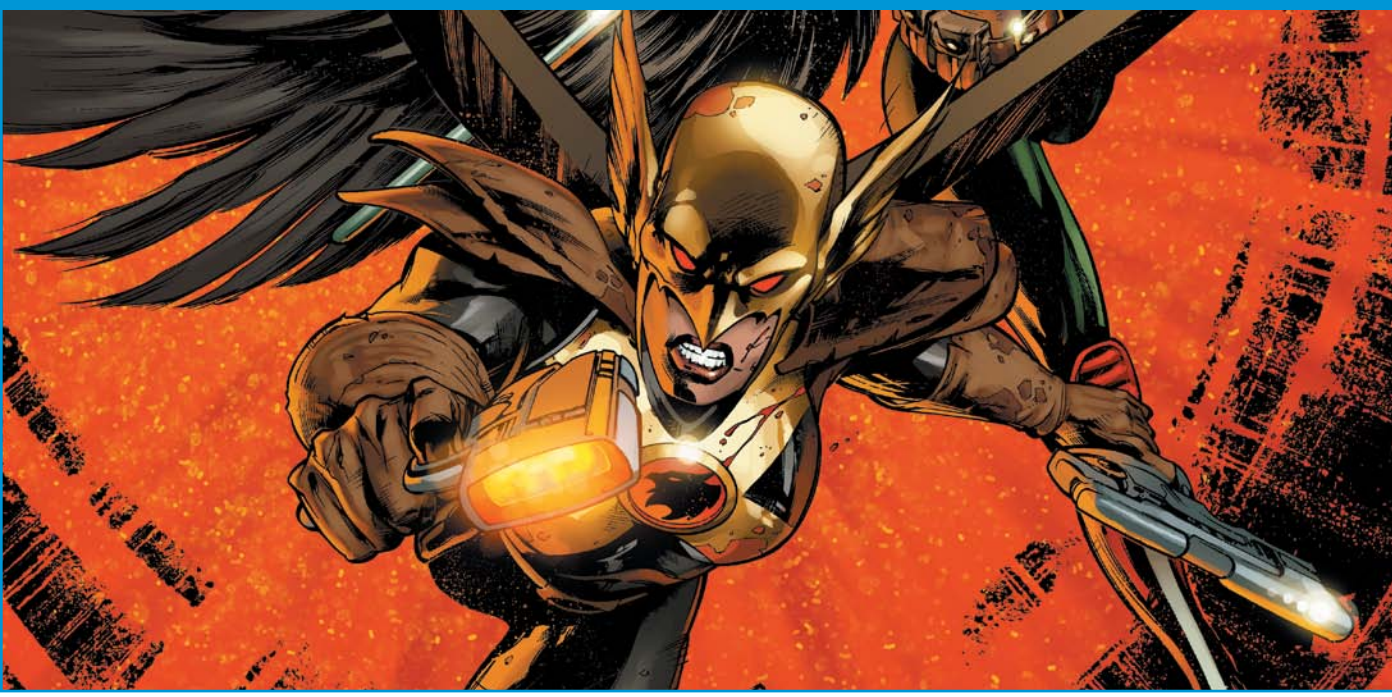
Over time, a romance blossomed between the partners, but their love affair was cut short during Zero Hour when Katar Hol was mystically merged with Carter Hall, Shiera Hall, and a hawk god to form the new incarnation of Hawkman. Unable to recognize the new Hawkman as the man she loved, Shayera ended their relationship and returned to Chicago.

When Carter Hall, the original Hawkman, was resurrected, Shiera came to fight at his side along with Hawkgirl and Animal Man in a final confrontation with Byth Rok. Together they defeated the Thanagarian crime lord for good. Later, Shayera joined the Thanagarian army, and fought alongside both Carter and Shiera Hall and their ally Adam Strange in the Rann-Thanagar wars.

Shayera was ultimately betrayed and apparently killed by the Tamaranean queen Blackfire. Now only time will tell whether we have truly seen the last of Hawkwoman.

PERSONALITY

Shayera is a very determined young woman. She has worked her way out of the Thanagarian ghettos of Downside to be-



HAWKWOMAN — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	5	6	7	9	2	4	3

POWERS

Nth Metal Wing Harness: Removable (-5 points), Indestructible; Enhanced Strength 2, plus Enhanced Strength 2, Limited to lifting and carrying (Lifting Str 7; 3 tons); Flight 7 (250 MPH), Wings; Immunity 3 (Cold, Heat, Pressure); Protection 3; Regeneration 10; Senses 1 (Extended Vision) • *25 points*

EQUIPMENT

Arsenal: Array (12 points)
- **Submachine Gun:** Ranged Multiattack Damage 4 • *12 points*
- **Knife:** Strength-based Damage 1 (piercing), Improved Critical • *1 point*
- **Mace:** Strength-based Damage 3 (bludgeoning) • *1 point*
- **Machine Pistol:** Ranged Multiattack Damage 3 • *1 point*
- **Sword:** Strength-based Damage 3 (piercing), Improved Critical • *1 point*
- **Spear:** Strength-based Damage 3 (piercing), Improved Critical • *1 point*
- **Thanagarian Graviton Pistol:** Ranged Damage 5 • *1 point*

Body Armor: Protection 1, Removable • *1 points*
Medium Shield: Enhanced Defense 4 (Dodge 2, Parry 2) • *4 points*

ADVANTAGES

All-out Attack, Assessment, Close Attack 3, Defensive Roll, Favored Environment (Aerial), Equipment 5, Improved Critical (Mace), Improved Initiative, Languages (Thanagarian), Move-by Action, Precise Attack (Ranged; Cover) 1, Quick Draw, Takedown 2, Teamwork

SKILLS

Acrobatics 6 (+12), Athletics 2 (+7), Close Combat: Archaic Melee Weapons 2 (+11), Close Combat: Unarmed 2 (+11), Expertise: Law Enforcement 6 (+8), Expertise: Streetwise 8 (+10), Expertise: Tactics 8 (+10), Insight 4 (+8), Intimidation 6 (+9), Investigation 8 (+10), Perception 8 (+12), Ranged Combat: Guns 8 (+15), Stealth 6 (+12), Technology 6 (+8), Vehicles 4 (+11)

OFFENSE

Initiative +10

Graviton Pistol +15	Ranged, Damage 5
Knife +14	Close, Damage 6
Mace, Spear, Sword +14	Close, Damage 8
Machine Pistol +15	Ranged, Multiattack Damage 3
Submachinegun +15	Ranged, Multiattack Damage 4
Unarmed +14	Close, Damage 5

DEFENSE

Dodge	12/10*	**Fortitude**	10
Parry	12/10*	**Toughness**	10/9**
Will	11		

*Without shield. **Without Defensive Roll.

POWER POINTS

Abilities	78	**Skills**	42
Powers	25	**Defenses**	17
Advantages	21	**Total**	183

COMPLICATIONS

Motivation: Justice.

Power Loss: While Hawkwoman has access to high-tech Thangarian weapons, she is often unable to use them due to legal restrictions or concerns they might fall into enemy hands.

Prejudice: Hawkwoman comes from one of the lower social castes on planet Thanagar. In addition, she may encounter sexist attitudes as a woman on the Thanagarian police force or for being an illegitimate child born out of wedlock under scandalous circumstances.

come an elite wingman. Though she leads a successful career, she never forgets the poverty she once lived in, and does what she can to help other destitute souls rise above their circumstances.

POWERS & ABILITIES

Hawkwoman bears the outfit of a Thanagarian wingman, complete with regulation body armor and an Nth metal winged harness patterned after Carter Hall's by Paran Katar which affords her considerable strength, protection and the ability to fly. Shayera is well trained in the use of firearms and archaic melee weapons alike.

ALLIES

Hawkwoman is Katar Hol's partner in the Thanagarian police force. She has also worked extensively with the Justice League, and considers Carter and Shiera Hall staunch allies. While she has a working relationship with Adam Strange, she does not particularly trust him.

ENEMIES

Hawkwoman tirelessly combats criminals on Earth and corruption in her homeworld. She despises spies and traitors like Fel Andar and Byth Rok. Blackfire also qualifies as a major enemy after having betrayed Hawkwoman.

HEAT WAVE

Mick Rory had been fascinated with fire since he was a child, eventually to the point of obsession, and killed his own parents when he set their family home aflame. He was sent to live with his uncle after the fire, but Mick's obsession continued to engulf him. On a school field trip to a slaughterhouse, one of Mick's classmates locked him in a meat freezer. When Mick escaped, he retaliated by locking the classmate in his house and setting it on fire.

While watching the news one night, Mick saw a report on the Rogues, a group of Flash villains. Mick decided to turn his pyromania into a life of crime. Creating a hand-held flamethrower and designing his own fire-resistant suit, Mick began calling himself Heat Wave.

Heat Wave has committed many crimes in Central City and fought several incarnations of the Flash. Heat Wave eventually met Captain Cold and joined the Rogues. Until recently, Mick was nothing more than a bank robber with a gimmick. Teaming up with Inertia, Mick and the Rogues murdered Bart Allen, the fourth Flash.

PERSONALITY

Mick is a pyromaniac. His criminal ventures are meant to please his obsession more than line his pockets.

POWERS & ABILITIES

Heat Wave invented his own fire-proof suit and mini-flamethrower. His knowledge of fire science is vast and he uses his knowledge and inventions to feed his pyromania.

ALLIES

Mick is a long-time member of the Rogues and is on good terms with them.

ENEMIES

The Flash is a constant enemy of Heat Wave. He has fought other heroes on occasion, but typically stays in Central City.

REAL NAME: MICK RORY
OCCUPATION: CRIMINAL BASE: CENTRAL CITY

HEAT WAVE — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	3	2	2	3	2	2

POWERS

Fireproof Suit: Immunity 12 (Fire Effects, Suffocation), Protection 3, Removable (-3 points) • *12 points*

Flamethrower: Array (18 points), Easily Removable (–8 points)

- **Fire Blast:** Ranged Damage 9 • *18 points*
- **Fire Retardant Spray:** Close Range Cone Area Nullify 9 (Fire Effects), Simultaneous, Effortless, Unreliable (5 uses) • *1 point*
- **Flamethrower:** Line Area 2 ,(60 feet long) Damage 6 • *1 point*
- **Heat Stroke:** Line Area 2 (60 feet long), Affliction 6 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated) • *1 point*
- **Lasting Flames:** Ranged Damage 4, Secondary Effect 2 • *1 point*
- **Melt:** Line Area Weaken 9 (Toughness), Affects Only Objects • *1 point*

ADVANTAGES

Accurate Attack, Defensive Roll 2, Improved Aim, Move-by Action, Quick Draw, Ranged Attack 3, Taunt

SKILLS

Athletics 4 (+5), Close Combat: Unarmed 4 (+6), Deception 6 (+8), Expertise: Demolitions 10 (+13), Expertise: Fire Science 12 (+15), Intimidation 6 (+8), Investigation 4 (+7), Perception 8 (+10), Ranged Combat: Flamethrower 6 (+8)

OFFENSE

	Initiative +3
Fire Blast +11	Ranged, Damage 9
Flamethrower —	Line Area 2 (60 feet long) Damage 6
Heat Stroke —	Line Area 2 (60 feet long) Affliction 6, Resisted by Fortitude
Unarmed +6	Close, Damage 1

DEFENSE

Dodge	8	**Fortitude**	8
Parry	12	**Toughness**	8/6*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	36	**Skills**	30
Powers	27	**Defenses**	26
Advantages	10	**Total**	129

COMPLICATIONS

Obsession: Heat Wave is an incurable pyromaniac.

Phobia: Heat Wave is afraid of cold temperatures and avoids them at all costs.

HECTOR HAMMOND

Dr. Hector Hammond was an astrophysicist and specialist in theoretical science, working under contract to Ferris Aircraft, when he was called upon to investigate an alien spacecraft that had crashed in the nearby desert. Exposed to the meteorite fuel core of the ship brought to Earth by Green Lantern Abin Sur, Hammond's brain mutated, amplifying his latent psionic powers.

While using his new powers to pursue Carol Ferris, Hammond encountered Hal Jordan and discovered he was secretly Earth's new Green Lantern. Hammond blocked Jordan's ability to use his ring and had the fledgling hero on the ropes, when a more experienced Green Lantern, Sinestro, intervened and created a bubble around Hammond's head, cutting off his air supply.

After his capture Hector Hammond was transferred from prison to prison, occasionally escaping to hound Hal Jordan until recaptured and reincarcerated. Finally held in Belle Reve prison, Hammond revealed to Jordan his discovery that his mutation had been manipulated by an alien race called the Gremlins, who returned to amplify Hammond's powers even further.

REAL NAME: HECTOR HAMMOND
OCCUPATION: SCIENTIST BASE: NONE

During the Blackest Night, Hammond's lust to live the life of Hal Jordan marked him as a candidate for the power of the greed-driven orange emotional spectrum, and he battled Larfleeze for control of the orange power lantern before setting off to claim the love of Carol Ferris, whether she liked it or not.

PERSONALITY

Hector Hammond revels in the tremendous power he has acquired, though he often fears even that power isn't adequate. Despite his love of power, Hammond misses being a normal man and is addicted to entering the minds of others in order to live their lives vicariously by tapping into their memories.

POWERS & ABILITIES

Exposure to the radioactive meteorite created by the Gremlins amplified Hector Hammond's already considerable intellect to superhuman levels, and activated his latent psionic abilities, granting him powerful telekinetic and telepathic abilities, albeit at the expense of his ability to otherwise move his body. Hammond's immense mental power can even counter the powers of a Green Lantern's ring (see **Countering Effects**, DC Adventures, page 86.).

HECTOR HAMMOND — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-5	-2	-5	-5	-5	10	12	3

POWERS

Flight: Flight 6 (60 MPH) • *12 points*
Force Field: Protection 20, Sustained • *20 points*
Immortality: Immunity 1 (Aging) • *1 point*
Mental Prowess: Enhanced Advantage 4 (Improved Initiative 4); Quickness 4, Mental Tasks; Senses 8 (Accurate, Acute, Detect, Radius, Ranged, Extended, Mental Awareness) • *13 points*
Telekinesis: Perception Range Move Object 12, Damaging, Precise • *49 points*
Telepathy: Array (50 points)

- **Mental Illusions:** Illusion 10 (All Senses), Resistible, Selective • *50 points*
- **Mind Control:** Mind Control 12 (Resisted by Will; Dazed, Compelled, Controlled) • *1 point*
- **Mind Control Groups:** Burst Area Selective Mind Control 8 (Resisted by Will; Dazed, Compelled, Controlled) • *1 point*
- **Mind Reading:** Mind Reading 12, Cumulative, Sensory Link • *1 point*

ADVANTAGES

Eidetic Memory, Ultimate Effort (Will checks)

SKILLS

Deception 10 (+13), Expertise: Astrophysics 8 (+16), Perception 10 (+16), Technology 8 (+16)

OFFENSE

	Initiative +11
Telekinesis —	Perception Range, Damage 12
Mental Illusions —	Perception Range, Illusion 12
Mind Control —	Perception Range, Mind Control 12, Resisted by Will

DEFENSE

Dodge	-5	**Fortitude**	6
Parry	-5	**Toughness**	18/-2*
Will	18	*Without Force Field.	

POWER POINTS

Abilities	6	**Skills**	18
Powers	148	**Defenses**	14
Advantages	2	**Total**	188

ALLIES

Whether in his manic and egotistical phase or racked with insecurity, Hector Hammond is usually driven to work alone, but he has been known to work with others when required, particularly the telepathic gorilla Grodd and the Secret Society of Super-Villains.

ENEMIES

Hector Hammond's greatest idol is also his greatest foe, the Green Lantern Hal Jordan.

COMPLICATIONS

Shattered Mind: The mutation of Hector Hammond's mind granted him immense power, but twisted his ego-driven personality into one racked with insecurity, certain that the lives and powers of others must be better than his own.

Obsession: Hector Hammond is obsessed with Hal Jordan, lusting after his memories, his love with Carol Ferris, and his life as Green Lantern. He considers himself Jordan's "number one fan," but is eager to destroy Jordan's life so he can claim it for his own.

JONAH HEX

REAL NAME: JONAH WOODSON HEX
OCCUPATION: BOUNTY HUNTER, SOLDIER
BASE: AMERICAN SOUTHWEST (LATE 19TH CENTURY), SEATTLE (2050)

Jonah Woodson Hex was born on a small farm in Cheyenne, Wyoming in 1838. His father, Woodson Hex, was an alcoholic that frequently abused his wife and his only child. His mother, Virginia, left the family when Jonah was ten after Woodson beat her while accusing her of having an affair. She would end up becoming a prostitute to make ends meet.

Jonah remained with his father until he was 13. Woodson took Jonah with him to seek his fortune in the California gold rush but sold Jonah to the Apaches along the way. Effectively an Apache slave, Jonah nonetheless learned many of their ways. He won his freedom two years later when he saved the chief and the rest of the tribe from a puma. He was adopted by the Apache Chief as a second son.

This didn't sit well with the chief's first son, Noh-Tante, especially as both boys were rivals for the affections of Apache girl White Fawn. Noh-Tante decided to eliminate his competition by knocking Jonah unconscious while on a horse raid against the Kiowas. Noh-Tante left him for dead, but Jonah survived.

Rather than return home, Jonah joined the U.S. Army as a scout and got engaged. Unfortunately, his fiancée was killed by raiders on the eve of his wedding. The American Civil War erupted two years later, with Jonah leaving the Union Army to join the Confederate Army. His platoon was slaughtered during the Fort Charlotte Massacre and Jonah later accidentally shot General Stonewall Jackson, likely changing the outcome of the Battle of Gettysburg and possibly the entire war.

Jonah Hex's face was hideously scarred after the war's end by an old enemy. Jonah became a wandering bounty hunter soon thereafter with a strong code of personal honor. He continued to wear his Confederate Army uniform while following his profession, and occasionally took on odd jobs while travelling. He also struggled with alcoholism.

Jonah was hounded throughout his career by Quentin Turnball, a plantation owner whose son was amongst those slaughtered at Fort Charlotte. Turnball erroneously blamed Jonah for his son's death and often sent hired killers after Jonah. Among the most colorful of these was the Chameleon, an actor and master of disguise, and El Papagayo, a Mexican bandit.

Occasionally, Jonah Hex teamed with other western "heroes," including Bat Lash, El Diablo, and Tallulah Black (and, most recently, his corpse was temporarily reanimated along with other Western heroes as a Black Lantern). While fellow bounty hunter Tallulah became Jonah's lover for a time, Jonah generally prefers to work alone.

Jonah also faced some stranger threats, such as spirits, zombies, and even the "worms of the earth," but always relied on his skills and wits rather than supernatural advantage to win. Perhaps Jonah's strangest experience was when he was transported into a post-apocalyptic wasteland of mid-21st century Earth, where he faced a menagerie of monsters, super-beings, robots, mutants and other threats. As with the supernatural, Jonah generally relied on his pistols and his wits to survive in the future.

Jonah managed to return to his home time. He gave up his violent lifestyle, got married, and had a son. It didn't last, however. Jonah's wife left him just after their son's birth, taking young Jason with her. Jonah didn't see the boy again until 18 years later (Jonah learned from Jason that his ex-wife had already died).

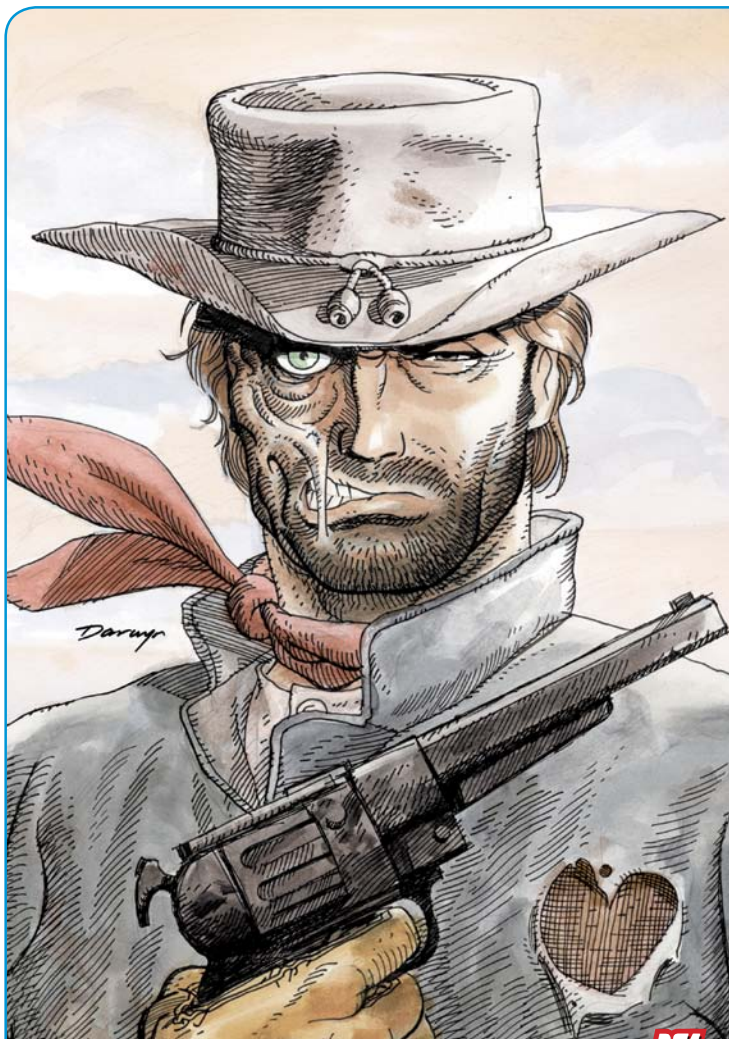
In the final years of his life, Jonah got married a second time to Tall Bird, a Comanche woman. In 1904, Jonah was killed by a gunslinger in a saloon while cleaning his glasses. In what was perhaps a fitting end for his tumultuous life, Jonah's corpse was stuffed and became part of an Old West travelling show.

PERSONALITY

Jonah has lived a hard life and it shows. He is cynical and trusts no one, although he does have a strong personal code of honor.

POWERS & ABILITIES

Jonah doesn't have any powers. He relies on his skills learned from the Apaches and the U.S. Army.



JONAH HEX — PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	4	5	4	1	4	1

POWERS

Gunplay: Array (2 points)
- **Training:** Enhanced Skill 2 (Ranged Combat: Guns +4) • *2 points*
- **Independent Aim:** May fire two guns of Damage 4 or less at once (Feature 1) • *1 point*

EQUIPMENT

Twin Colt .45 Revolvers: Ranged Damage 4 • *16 points*
Winchester Rifle: Ranged Damage 5, Crit. 19-20 • *11 points*
Bowie Knife: Strength-based Damage 1, Crit. 19-20 • *2 points*
Cavalry Saber: Strength-based Damage 3, Crit. 19-20 • *4 points*

ADVANTAGES

Defensive Roll 2, Diehard, Equipment 7, Fearless, Great Endurance, Improved Aim, Improved Critical 2 (Guns), Improved Initiative, Improvised Weapon 2, Languages (Apache), Precise Attack 2 (Ranged; Cover and Concealment), Quick Draw, Seize Initiative, Tracking, Ultimate Effort (Aim), Uncanny Dodge

SKILLS

Acrobatics 4 (+8), Athletics 6 (+8), Close Combat: Unarmed 5 (+9), Expertise: Riding 7 (+8), Expertise: Scouting 7 (+8), Insight 4 (+8), Intimidation 6 (+7), Perception 4 (+8), Ranged Combat: Guns 2 (+7/+11*), Ranged Combat: Throwing 4 (+9), Stealth 7 (+11), Treatment 4 (+5) *With Training effect

OFFENSE

	Initiative +8
Colt Pistol +11	Ranged, Damage 4, Crit. 18-20
Rifle +11	Ranged, Damage 5, Crit. 17-20
Saber +9	Close, Damage 5, Crit. 19-20

DEFENSE

Dodge	11	**Fortitude**	7
Parry	11	**Toughness**	5/3**
Will	9	**Without Defensive Roll.	

POWER POINTS

Abilities	48	**Skills**	30
Powers	3	**Defenses**	23
Advantages	26	**Total**	130

COMPLICATIONS

Addiction: Jonah enjoys having a drink a bit more than he ought to.

Honor: Hex has a personal code of honor that compels him to help and avenge the innocent. This often gets him involved in things he says he'd rather steer clear of.

Prejudice: Jonah was given the mark of the demon—a very distinctive scar—by the Apache, which makes him very recognizable and more than a little ugly. He has a hard time going unnoticed even when he wants to.

ALLIES

Jonah generally works alone. He occasionally works with other western heroes such as Bat Lash, El Diablo, and Tallulah Black. When in the future, his main ally (and lover) is Stiletta.

ENEMIES

Jonah's recurring enemies often involve Quentin Turnball, who hires assassins such as the Chameleon and El Papagayo to kill him.

HITMAN

Tommy Monaghan grew up an orphan in the Cauldron, one of the roughest parts of Gotham City, and joined the Marines when he turned 18. After serving overseas, he returned to the Cauldron and put his skills to work as a freelance killer.

Attacked by an alien parasite, Monaghan gained metahuman abilities, prompting him to take on the contracts no other killer would take, such as a hit on the Joker. Unfortunately, when Monaghan isn't out causing trouble as a hitman, trouble tends to come looking for him.

PERSONALITY

Tommy Monaghan kills for money, but he does so with a strong sense of honor and personal ethics. He refuses to kill cops or anyone else he considers "good," who hasn't been corrupted or twisted by power. Particularly since gaining metahuman abilities, he primarily accepts the "weird jobs," keeping him far from the kind of killings that might entirely cost him his soul.

REAL NAME: TOMMY MONAGHAN
OCCUPATION: HITMAN
BASE: THE CAULDRON, GOTHAM CITY

POWERS & ABILITIES

Monaghan is enormously skilled with guns and blades, but isn't afraid to use heavier weapons when needed. He also has X-ray vision and the ability to read the surface thoughts of those around him, but using his powers gives him a headache.

ALLIES

Tommy's partner is Natt "the Hat" Walls, but he is surrounded by a motley crew of allies, including the cold-blooded killer Ringo Chen, the musclebound brute Hacken, a former Hell-lord turned bartender named Baytor, and the drunken "hero" named Sixpack. Tommy has also met and won the grudging approval of a number of heroes including Batman, Superman, and Green Lantern, and once even applied to join the Justice League.

HITMAN — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	4	4	4	2	2	1

POWERS

Talented Killer: Array (2 points)
- **Accuracy:** Enhanced Skill 2 (Ranged Combat: Guns +4) • *2 points*
- **Two for One:** May fire two guns of Damage 4 or less at once (Feature 1) • *1 point*

Telepathy: Mind Reading 8, Concentration, Limited to surface and personal thoughts • *4 points*
X-Ray Vision: Senses 4 (Vision Penetrates Concealment), Concentration • *2 points*

EQUIPMENT

Sniper Rifle: Ranged Damage 5, Crit. 19-20, Suppressor (Subtle), Targeting Scope (Improved Aim) • *13 points*
Twin Heavy Pistols: Ranged Damage 4 • *16 points*
Fragmentation Grenade: Ranged Burst Area Damage 5 • *15 points*
Knife: Damage 1, Crit. 19-20 • *2 points*
4 other points of equipment.

ADVANTAGES

Benefit 1 (Ambidexterity), Connected, Defensive Roll 4, Equipment 10, Improved Critical (Guns), Power Attack, Quick Draw, Ranged Attack 4, Sidekick 18 (Natt "the Hat" Walls, PL8)

SKILLS

Athletics 7 (+8), Close Combat: Unarmed 8 (+12), Close Combat: Simple Weapons 8 (+12), Deception 7 (+8), Intimidation 6 (+7), Perception 8 (+10), Ranged Combat: Guns 3 (+7/+11*), Stealth 8 (+12), Vehicles 3 (+7) *With Accuracy effect.

OFFENSE

	Initiative +4
Sniper Rifle +15	Ranged, Damage 5, Subtle, Improved Aim, Crit. 18-20
Pistols +15	Ranged, Damage 4, Critical 19-20
Grenades —	Ranged, Burst Area Damage 5
Knife +12	Close, Damage 3, Crit. 19-20

DEFENSE

Dodge	12	**Fortitude**	9
Parry	10	**Toughness**	7/3*
Will	9	*Without Defensive Roll.	

POWER POINTS

Abilities	44	**Skills**	29
Powers	9	**Defenses**	27
Advantages	41	**Total**	150

COMPLICATIONS

Feedback: Using his X-ray vision or telepathy will quickly give Monaghan a headache, and will eventually proceed through nausea to cause him more physical pain.

Morals: Tommy Monaghan's sense of morality keeps him from ever being an utterly irredeemable villain, but in the bloody and corrupt world in which he operates, it's also often a frustrating limitation.

Marked for Death: Tommy Monaghan has many, many enemies, most of whom want him dead.

ENEMIES

Tommy Monaghan has many enemies, from the Ferretti crime family of Gotham City to a rogue unit of the British SAS. He also has stranger foes such as the demon killer Mawzir and his masters from Hell, the Arakkone, as well as hordes of zombies and vampires, and the occasional time-travelling dinosaur.

NATT "THE HAT" WALLS

Natt Walls served in the Marines alongside Tommy Monaghan. After he returned to Detroit, a policeman saved his life and Natt was marked for death by his childhood friends in the city's gangs—leading him to flee to Gotham City and join Monaghan in a life of crime.

NATT "THE HAT" WALLS — PL8 • 90 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 2 **Dex** 4 **Fgt** 3 **Int** 2 **Awe** 3 **Pre** 2

Equipment: Heavy Pistol (Ranged Damage 4), Shotgun (Ranged Damage 5, Accurate 1, Limited to Damage 3 against targets with Protection), Brass knuckles (Strike 1, Strength-based), Cellphone

Advantages: Defensive Roll 3, Equipment 4, Luck, Quick Draw

Skills: Athletics 4 (+5), Close Combat: Unarmed 5 (+8), Close Combat: Simple Weapons 6 (+9), Deception 5 (+7), Intimidation 6 (+8), Perception 4 (+7), Persuasion 5 (+7), Ranged Combat: Guns 5 (+9), Stealth 6 (+8), Treatment 4 (+6)

Offense: Initiative +2, Pistol +9 (Ranged, Damage 4), Shotgun +11 (Ranged Damage 5), Brass Knuckles +9 (Close, Damage 2)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 5/2, Will 5

Totals: Abilities 36 + Powers 0 + Advantages 9 + Skills 25 + Defenses 18 = 90

H.I.V.E.

Years ago, a brilliant criminal mastermind recruited seven other brilliant scientists whose plans had been foiled by costumed heroes. When the scientists banded together to form the Hierarchy of International Vengeance and Extermination, the new H.I.V.E. Master revealed his secret to the seven Councilors: an alien he had discovered and captured while travelling in Asia. Combining the alien technology with their own science, the H.I.V.E. launched their bid for power.

Determined to make a name for themselves, the H.I.V.E. targeted the newly reformed Teen Titans. Whenever one of their plans failed, the H.I.V.E. member responsible was executed. The mercenary Deathstroke finally captured the Titans and delivered them to the H.I.V.E. for execution before thousands of H.I.V.E. recruits, only to see the heroes escape. In the ensuing chaos, the H.I.V.E. Master was killed.

The H.I.V.E. returned several years later under the leadership of a new H.I.V.E. Mistress—Deathstroke's ex-wife Adeline Kane, who blamed the Titans for the death of her son Jericho and sought to rid the world of superhumans. Under the command of the charismatic Damien Darhk, who served the H.I.V.E. in return for rejuvenating injections of Kane's metahuman blood, the organization fielded heavily armored H.I.V.E. troopers alongside enormous Queen Bee robots. This version of the H.I.V.E. was again defeated by the Titans, but in the aftermath Darhk was exposed to massive amounts of Kane's blood and made immortal. It remains to be seen whether he will return in command of the H.I.V.E., or abandon it to pursue his own schemes.

Early agents of the H.I.V.E. were recruited for the scientific knowledge or manipulative charisma they could bring to the organization. When Damien Darhk helped Adeline Kane rebuild the group, he sought out disaffected youth in search of meaning or excitement. Throughout the years, the H.I.V.E. has always been led by a few highly intelligent individuals who gather thousands of able but easily manipulated minions to their cause.

H.I.V.E. MASTER — PL11 • 165 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 2 **Dex** 2 **Fgt** 1 **Int** 6 **Awe** 5 **Pre** 7

Powers: H.I.V.E. Breakthroughs (Array (24 points), Removable (-5 points), **Nullifier** (Nullify 8, Broad (metahuman powers), Increased Duration (Concentration), **AE: Blaster** (Ranged Damage 9, Penetrating 6), **AE: Stealth Cloak** (Concealment 6 (all visual and hearing)); **H.I.V.E. Armor** (Protection 6, Subtle, Removable)

Equipment: H.I.V.E. Communicator

Advantages: Benefit 5 (Knowledge of alien science, Cipher 4), Connected, Daze, Defensive Roll 3, Eidetic Memory, Equipment, Hide in Plain Sight, Inventor, Languages 4, Leadership, Seize Initiative, Startle, Taunt

Skills Expertise: Science 10 (+16), Insight 7 (+12), Intimidation 8 (+15), Perception 7 (+12), Persuasion 9 (+16), Ranged Combat: H.I.V.E. Breakthroughs 10 (+12), Stealth 8 (+10), Technology 10 (+16), Vehicles 7 (+9)

Offense: Initiative +2, Blaster +12 (Ranged, Damage 9, Penetrating 6), Nullifer +12 (Ranged, Nullify 8)

Defense: Dodge 10, Parry 8, Fortitude 7, Toughness 11/8, Will 11

Totals: Abilities 52 + Powers 27 + Advantages 22 + Skills 38 + Defenses 26 = 165

H.I.V.E. COUNCILOR — PL8 • 120 POINTS

Abilities: Str 0 **Sta** 1 **Agl** 2 **Dex** 2 **Fgt** 2 **Int** 5 **Awe** 4 **Pre** 3

Powers: H.I.V.E. Prototypes (Array (18 points), Removable (-4 points), **Teleporter** (Teleport 18, 1,000 mile range; Limited to teleporting to nearest H.I.V.E. base), **AE: Computer-Targeted Laser** (Ranged Damage 5, Accurate 2, Penetrating 5), **AE: Vitality Siphon** (Ranged Weaken 6, Resisted by Fortitude, Broad (Abilities)); **H.I.V.E. Armor** (Protection 6, Subtle, Removable)

Equipment: H.I.V.E. Communicator

Advantages: Assessment, Benefit 2 (Cipher 2), Connected, Defensive Attack, Defensive Roll 2, Equipment, Evasion, Inventor, Languages 2, Leadership, Quick Draw

Skills: Close Combat: H.I.V.E. Prototypes 7 (+9), Deception 7 (+10), Expertise: Various 10 (+15), Perception 4 (+7), Persuasion 9 (+12), Ranged Combat: H.I.V.E. Prototypes 4 (+6), Stealth 8 (+10), Technology 9 (+14)

Offense: Initiative +2, Computer-Targeted Laser +10t (Ranged Damage 5, Penetrating 5), Vitality Siphon +9 (Ranged Weaken 6)

Defense: Dodge 6, Parry 6, Fortitude 6, Toughness 9/7, Will 8

Totals: Abilities 38 + Powers 22 + Advantages 14 + Skills 29 + Defenses 17 = 120

ALLIES

In addition to its own undercover agents, the H.I.V.E. has employed a number of mercenaries including Deathstroke and Terra. Members of the H.I.V.E. also helped found the Wildebeest Society, another group that harried the Teen Titans, and allied themselves with the Secret Society of Super-Villains.

ENEMIES

The Teen Titans remain the H.I.V.E.'s primary enemies.

H.I.V.E. TECHNOLOGY

The H.I.V.E. arms its agents with advanced weaponry built using captured alien technology. Higher-ranking agents have access to even more advanced technology, including teleporters, force fields, and even a 'nullifier' that can negate metahuman powers. H.I.V.E. bases have been hidden everywhere from midtown skyscrapers to deep under the ocean.

HQ: TYPICAL H.I.V.E. ENCLAVE • *34 POINTS*

Size: Awesome **Tou** 12 **Features:** Communications, Computer, Concealed 3 (DC 30), Defense System, Fire Prevention System, Garage, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Personnel, Power System, Security System 3 (DC 30), Workshop; Plus weapons and defenses of appropriate power level.

H.I.V.E. MASTER

The true identity of the founder of the H.I.V.E. remains unknown, but he was a brilliant scientist ready and able to ruthlessly make use of captured alien science, and charismatic enough to gather other criminal scientists to his side and keep them in line.

H.I.V.E. COUNCILOR

The ruling Councilors of the H.I.V.E. were known only by number, but all were enormously intelligent and ambitious, each an expert in their own field. Though they worked in concert,

H.I.V.E. RECRUIT — PL5 • 72 POINTS

Abilities: Str 0 **Sta** 2 **Agl** 2 **Dex** 2 **Fgt** 2 **Int** 3 **Awe** 2 **Pre** 1

Powers H.I.V.E. Weapons: (Array (10 points), Easily Removable (-4 points), **Stinger** (Strike 5 Linked to Affliction 5 (Resisted by Fortitude; Dazed, Disabled, Incapacitated (electrical), **AE: Blaster** (Ranged Damage 5)); **H.I.V.E. Uniform** (Protection 3, Subtle)

Equipment: H.I.V.E. Communicator

Advantages: Benefit (various), Connected, Equipment

Skills: Close Combat: Stinger 3 (+5), Deception 5 (+6), Expertise: Various Sciences 7 (+10), Perception 3 (+5), Ranged Combat: Blaster 3 (+5), Stealth 4 (+6), Technology 7 (+10), Vehicles 4 (+6)

Offense: Initiative +2, H.I.V.E. Blaster +5 (Ranged, Damage 5), Stinger +5 (Strike 5 and Affliction 5, Resisted by Fortitude)

Defense: Dodge 5, Parry 5, Fortitude 5, Toughness 5, Will 5

Totals: Abilities 28 + Powers 11 + Advantages 3 + Skills 18 + Defenses 12= 72

H.I.V.E. TROOPER — PL7 • 83 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 1 **Dex** 2 **Fgt** 3 **Int** 2 **Awe** 1 **Pre** 1

Powers: Flight Pack (Flight 5 (60 MPH), Removable); **Battle Armor** (Protection 5, Removable); **Stinger Rifle** (Easily Removable, Ranged Damage 6 Linked Ranged Contagious Affliction 6 (resisted by Fortitude; Dazed, Disabled, Incapacitated (electrical), **AE: Rifle Strike** (Damage 3))

Equipment: H.I.V.E. Communicator

Advantages: Equipment

Skills: Close Combat: Rifle Strike 5 (+8), Intimidation 5 (+6), Ranged Combat: Stinger Rifle 6 (+8)

Offense: Initiative +1, Rifle Strike +8 (Close, Damage 5), Stinger Rifle +8 (Ranged, Damage 6, Affliction 6, Resisted by Fortitude; Contagious)

Defense: Dodge 7, Parry 7, Fortitude 5, Toughness 7, Will 3

Totals: Abilities 28 + Powers 31 + Advantages 1 + Skills 8 + Defenses 15 = 83

they were each held responsible for specific operations—and failure was punished by death. When one Councilor would fall, a new recruit would be elevated to take their place, so that there were always seven on the Council.

H.I.V.E. RECRUIT

H.I.V.E. recruits were nameless and faceless in their purple robes, but they numbered in the thousands. Beneath their robes they could be anyone—not just scientists but also celebrities, businessmen, and politicians that the H.I.V.E. recruited for their own ends.

H.I.V.E. TROOPER

The H.I.V.E. troopers fielded by Damien Darhk and his H.I.V.E. Mistress all wore black and yellow armor and were better armed than previous H.I.V.E. recruits, but they were also poorly trained—with Darhk more than willing to find new footsoldiers to take the place of fallen troopers.

H.I.V.E. QUEEN BEE — PL10 • 129 POINTS

Abilities: Str 13 **Sta**—**Agl** 2 **Dex** 2 **Fgt** 7 **Int**—**Awe** 0 **Pre** —

Powers: Giant Robot Growth 8 (Permanent, Innate); **Construct** Immunity 40 (Fortitude Effects, Mental Effects); **Armored Shell** Protection 7, Impervious 5, **Big Sting** Ranged Burst Area Damage 10, **Sensors** Senses 5 (Darkvision, Infravison, Radius (All Visual))

Advantages: All-out Attack, Fast Grab, Improved Aim, Improved Grab, Improved Hold, Improved Smash

Skills: Intimidation 4 (+8), Perception 6 (+6)

Offense: Initiative +2, Unarmed +7 (Close, Damage 13), Big Sting +8 (Ranged Damage 6, Burst Area) **Defense:** Dodge 0, Parry 5, Fortitude Immune, Toughness 15, Will Immune

Totals: Abilities 2 + Powers 112 + Advantages 6 + Skills 5 + Defenses 4 = 129

DAMIEN DARHK — PL10 • 159 POINTS

Abilities: Str 2 **Sta** 3 **Agl** 2 **Dex** 2 **Fgt** 3 **Int** 4 **Awe** 4 **Pre** 5

Powers: Power of the Blood (Immortality 5); **Backup Blaster** (Ranged Damage 5, Penetrating 5, Removable)

Equipment: Smartphone

Advantages: Attractive, Benefit 6 (Alternate Identity 2, Multi-millionaire), Connected, Equipment, Fascinate, Fearless, Improved Initiative 2, Leadership, Quick Draw, Taunt, Well-informed

Skills: Deception 10 (+15), Expertise: Finance 8 (+12), Insight 9 (+13), Perception 8 (+12), Persuasion 12 (+17), Ranged Combat: Blaster 13 (+15), Sleight of Hand 8 (+10), Stealth 10 (+12)

Offense: Initiative +10, Backup Blaster +15 (Ranged Damage 5, Penetrating 5)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 3, Will 8

Totals: Abilities 50 + Powers 25 + Advantages 17 + Skills 39 + Defenses 28 = 159

H.I.V.E. QUEEN BEE

The Queen Bees were an experimental weapon fielded by the H.I.V.E., able to self-assemble from smaller parts into a giant robot with limited intelligence but enormous power.

DAMIEN DARHK

Damien Darhk was a multi-millionaire before he met Adeline Kane and saw a temporary alliance with the H.I.V.E. as the next step on his inevitable rise to power. Intelligent and charismatic but also selfish and pragmatic, he was happy to sacrifice his own troops if it achieved his larger goals.

BASE: INTERNATIONAL CURRENT MEMBERS: UNNAMED
FORMER MEMBERS: ADELINE KANE, DAMIEN DARKH, HIVE COUNCILLORS (VARIOUS), HIVE MASTER, HIVE MISTRESS, QUEEN BEE

HOURMAN

Three noble heroes have called themselves Hourman.

HOURMAN (REX TYLER)

While working for Bannerman Chemical in the 1930s, Rex Tyler developed a new synthetic steroid he named "Miraclo" that could grant him incredible strength and speed—but only for sixty minutes. Keeping his discovery a secret, Tyler used his "Hour of Power" to became Hourman, the Man of the Hour.

A founding member of the Justice Society, Hourman adventured alongside the team for years even as he struggled to avoid becoming addicted to Miraclo, sometimes using doses of radiation to activate latent Miraclo in his cells rather than take additional doses of the drug.

REAL NAME: REX TYLER
OCCUPATION: CHEMIST
BASE: STAR-K RANCH, NY

Gone for years battling the Norse apocalypse Ragnarok in a timeless Limbo alongside the JSA, Hourman returned to Earth to find his son Rick carrying on the Hourman legacy. Now older but wiser, Rex is still a hero but spends less time in costume and more as an advisor to his son and other younger heroes.

PERSONALITY

Hourman loves the thrill of adventure, often wading into a fight with a grin on his face. Unlike many heroes who wear gloves, Rex Tyler loves bare-knuckle fighting. While his addiction to adventure sometimes tempted him with a physical addiction to Miraclo, his determination and intelligence kept him on the winning side of that decades-long battle.

POWERS & ABILITIES

A dose of Miraclo grants Hourman one hour of superhuman strength, speed, and stamina.

ALLIES

Hourman has been a part of the Justice Society of America for nearly as long as he's worn a costume, from his days as a young hero and a founding member of the group until the modern day when he acts as an advisor and technical support for the JSA group called the All-Stars who are headquartered at his ranch in upstate New York.

ENEMIES

Any enemy of the Justice Society is an enemy of Hourman, but he had a particular rivalry with the German villain Baron Blitzkrieg, who held Hourman prisoner for a time during World War II until he was rescued by Uncle Sam and the Freedom Fighters.

HOURMAN (RICK TYLER)

When Rick Tyler was a child, his father spent much of his time doing research and the rest adventuring as Hourman. Without his father's guidance, Rick grew into a headstrong teen who ignored the consequences and took a dose of his father's Miraclo during a crisis. Driven by the rush of Miraclo and the thrill of heroics, Rick, against his father's wishes, became the new Hourman and joined other legacy heroes in founding Infinity, Inc.

HOURMAN (REX TYLER) PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7/3*	7/3*	7/3*	3	4	3	1	4

POWERS

Miraclo Pills: Activation (Move Action, –1 point) • *34 points*
- **Bulletproof:** Protection 2 • *2 points*
- **Enhanced Performance:** Enhanced Advantages 4 (Extraordinary Effort, Fast Grab, Improved Hold, Improved Smash) • *4 points*
- **Jump to the Rooftops:** Leaping 2 • *2 points*
- **Miraclo Strength:** Enhanced Strength 4 • *8 points*
- **Miraclo Stamina:** Enhanced Stamina 4 • *8 point*
- **Miraclo Agility:** Enhanced Agility 4, Enhanced Defenses 3 (Parry 3) • *11 points*

ADVANTAGES

All-out Attack, Benefit 2 (Independently Wealthy), Chokehold, *Extraordinary Effort*, *Fast Grab*, *Improved Hold*, *Improved Smash*, Power Attack, Startle

SKILLS**

Acrobatics 5 (+12/+8*), Athletics 8 (+15/+11*), Close Combat: Unarmed 5 (+9), Expertise: Biochemistry 9 (+12), Intimidation 5 (+9), Investigation 3 (+6), Perception 6 (+7), Persuasion 7 (+11)

OFFENSE

Initiative +7/+3*

Unarmed +9	Close, Damage 7/3*

DEFENSE

Dodge	7/3*	**Fortitude**	9/5*
Parry	7/4*	**Toughness**	9/3*
Will	7	* Without Miraclo Pills.	

POWER POINTS

Abilities	48	**Skills**	24
Powers	34	**Defenses**	8
Advantages	6	**Total**	120

COMPLICATIONS

Hour of Power: Once Hourman takes a Miraclo pill, his powers last exactly an hour, and no more. In addition, he can't take another pill until an hour after his powers fade.

Addictive Power: Rex Tyler became severely addicted first to the rush of heroic adventure, and then to the drug that gave him his powers. Eventually, the only way to break his addiction was to retire from being Hourman and pass the legacy on to his son Rick.

Using Miraclo caused Rick Tyler to contract leukemia, and he retired from heroics. On the verge of death, he was saved only by the arrival of an Hourman from the far-future, who took Rick out of time to bring him back to health and reintroduce him to his father.

REAL NAME: RICK TYLER
OCCUPATION: ARTIST BASE: NEW YORK, NY

HOURMAN (RICK TYLER) PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9/3*	9/3*	9/3*	3	3	2	2	4

POWERS

Flash Forward Hourglass: Senses 4 (Precognition), Limited (only 1 hour into the future), Removable, Uncontrolled • *1 point*

Timepoint: Movement 1 (Dimension Travel: Timepoint) • *2 point*

Miraclo Injection: Activation (Move Action, –1 point) • *46 points*

- **Enhanced Performance:** Enhanced Advantages 3 (Extraordinary Effort, Great Endurance, Ultimate Skill (Athletics)) • *3 points*
- **Jump to the Rooftops:** Leaping 2; Speed 3 (16 MPH) • *5 points*
- **Miraclo Strength:** Enhanced Strength 6 • *12 points*
- **Miraclo Stamina:** Enhanced Stamina 6 • *12 points*
- **Miraclo Agility:** Enhanced Agility 6, Enhanced Defenses 3 (Parry 3) • *15 points*

ADVANTAGES

All-out Attack, Benefit 3 (Millionaire), Chokehold, *Extraordinary Effort*, *Great Endurance*, Power Attack, Seize Initiative, *Ultimate Skill (Athletics)*

SKILLS**

Acrobatics 8 (+17/+11*), Athletics 10 (+19/+13*), Close Combat: Unarmed 6 (+9), Insight 6 (+8), Intimidation 5 (+9), Investigation 4 (+6), Perception 7 (+9), Stealth 4 (+13/+7*)

OFFENSE

Initiative +9/+3

Unarmed +9	Close, Damage 9/3*

DEFENSE

Dodge	9/3*	**Fortitude**	10/4*
Parry	9/6*	**Toughness**	9/3*
Will	6	* Without Miraclo Injection.	

POWER POINTS

Abilities	46	**Skills**	25
Powers	49	**Defenses**	8
Advantages	7	**Total**	135

COMPLICATIONS

Addicted to Thrill: Though the version of Miraclo Rick Tyler now uses isn't addictive, Tyler is almost uncontrollably drawn to the adrenaline rush of adventuring. When crime-fighting isn't enough, he chases excitement through extreme sports.

Hour of Power: Once Hourman takes a Miraclo injection, his powers last exactly an hour, and no more. In addition, he can't take another injection for a full day. Travel to Timepoint is also limited to one hour.

Power Couple: Rick Tyler fell in love and married another legacy hero—Jesse Chambers, the daughter of Johnny Quick and Liberty Belle. Together they joined the Justice Society and mentor other young heroes.

Cured and using a non-addictive form of Miraclo, Rick Tyler once again became Hourman, proving himself a true hero as part of the Justice Society.

PERSONALITY

Like his father, the first Hourman, Rick Tyler is addicted to the rush of adrenaline—but unlike his father fell thrall to drug addiction after taking Miraclo. Beating that addiction, surviving leukemia, and enduring a close brush with death has given Rick a new reserve of inner strength. That strength and his deep devotion to his wife have reignited the spark of life inside the young hero.

POWERS & ABILITIES

Hourman uses doses of Miraclo to gain an hour of superhuman strength, speed, and stamina. A special hourglass he wears also gives Hourman uncontrollable flashes of events exactly one hour in the future.

ALLIES

As Hourman, Rick Tyler teamed with other young legacy heroes to form Infinity, Inc. Later, he followed in his father's footsteps and joined the Justice Society, where he met and married Jesse Chambers

ENEMIES

Hourman and Jesse, the power couple of the Justice Society, have a rivalry with the similarly paired Icicle and Tigress of the Injustice Society. Yet Hourman has stood alongside the JSA against all the group's foes, from Black Adam and Captain Nazi to the Ultra-Humanite.

HOURMAN (MATTHEW TYLER)

Hourman was constructed in the year 85271 by Tyler Chemorobotics and entrusted by the New God Metron with the Worlogog, an artifact granting him mastery over time. While a member of that era's Justice League, he met the heroes of the 20th century and was inspired to travel back and investigate the history of the Hourman name.

Taking the name Matthew Tyler, Hourman used his time powers to adventure alongside the Justice Society as well as the Hourmen of the 20th century. Yet he learned the most living in Happy Harbor, Rhode Island with former Justice League mascot Snapper Carr.

After spending time exploring the timestream aboard his time-travelling Timeship, Hourman returned to save Rex Tyler from the time-twisting tyrant Extant.

PERSONALITY

Matthew Tyler earnestly desires nothing more than to be a hero and has all the power he needs, but none of the experience. He constantly seeks guidance from friend and foe alike—and experiments equally with all advice he is given.

REAL NAME: MATTHEW TYLER
OCCUPATION: SUPER HERO BASE: THE TIMESTREAM

POWERS & ABILITIES

Hourman's chemorobotic construction runs on genetic software, programmed with the Miraclo-enhanced DNA of the original Hourman, Rex Tyler, granting him enhanced speed and strength, as well the ability to fly. Hourman can also ac-

HOURMAN (MATTHEW TYLER) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	8	3	2	4	4	-1	1

POWERS

Miraclo Speed: Array (12 points)
- **Tachyon Rider:** Flight 6 (120 MPH) • *12 points*
- **Personal Timeline Compression:** Quickness 12 • *1 point*

Time Vision: Array (16 points)
- **Accelerated Aging:** Perception Range Damage 4, Penetrating 4 (Resisted by Dodge) • *16 points*
- **Chronal Stasis:** Perception Range Affliction 5 (Resisted by Will; Dazed, Stunned, Incapacitated), Reversible • *1 point*
- **Temporal Reversion:** Senses 8 (Postcognition, Precognition) • 1 point

TIMESHIP: VEHICLE• *25 POINTS*

Size: Gargantuan **Str** 12 **Speed** 4 (Flight) **Def** 6 **Tou** 14 **Features:** Timeship can be summoned across time by Hourman, **Time Engines:** Movement 5 (full time travel, dimension travel to alternate timelines and temporal pocket universes)

ADVANTAGES

All-out Attack, Assessment, Beginner's Luck, Eidetic Memory, Equipment 5, Evasion, Power Attack, Sidekick 15

SKILLS

Close Combat: Unarmed 8 (+12), Technology 6 (+10)

OFFENSE

Initiative +3

Unarmed +12	Close, Damage 8
Accelerated Aging —	Perception Range, Damage 5, Penetrating 5, Resisted by Dodge
Chronal Stasis —	Perception Range, Affliction 6 (Resisted by Will), Reversible

DEFENSE

Dodge	10	**Fortitude**	12
Parry	12	**Toughness**	8
Will	8		

POWER POINTS

Abilities	58	**Skills**	7
Powers	31	**Defenses**	28
Advantages	26	**Total**	150

COMPLICATIONS

Naive: Despite all his power, Hourman is uncertain how to truly be a hero and live up to his heritage. Though his fellow heroes and his friends help him as best they can, Hourman sometimes turns to the wrong people for advice.

Amazo: Since stealing part of Hourman's time powers, the android Amazo is behind many of Hourman's problems.

tivate his "Hour of Power," giving him time-vision that he can use for a variety of time-bending effects.

ALLIES

In the 853rd century, Hourman is the apprentice of the New God Metron and a member of Justice Legion A. In the 20th century, Hourman adventured for a time alongside the Justice Society and the Justice League, but feels closest to former League mascot Snapper Carr and his genetic ancestors—the Hourmen who came before him.

ENEMIES

Exploring the android part of his heritage, Hourman reactivated the android Amazo—who promptly stole part of Hourman's time abilities. From transforming into the villainous Hourmazo to posing as a future version of Hourman, Amazo has stalked Hourman across the past, present, and future ever since.

"SNAPPER" CARR

Years after he was a mascot to the founding members of the Justice League, Snapper was kidnapped by the alien Dominators, who experimented upon him until his latent metagene activated and he gained the ability to teleport when he snapped his fingers. Though he regularly teleported while adventuring in space as part of the Blasters, for a period after his hands were cut off and replaced (including while he was mentoring Hourman) Snapper lost this ability. When called into service by Checkmate, they reactivated his metagene, allowing him to teleport again.

LUCAS "SNAPPER" CARR — PL5 • 75 POINTS

Abilities: **Str** 2 **Sta** 2 **Agl** 1 **Dex** 2 **Fgt** 1 **Int** 2 **Awe** 3 **Pre** 3

Powers: None (while mentoring Hourman; see below)

Advantages: Benefit 1 (Ambidexterity), Connected, Contacts, Defensive Roll 2, Jack-of-all-trades, Luck, Seize Initiative, Teamwork, Well-informed

Skills: Athletics 5 (+7), Close Combat: Unarmed 7 (+8), Deception 5 (+8), Expertise: Writing 5 (+7), Insight 7 (+10), Perception 7 (+10), Technology 6 (+8)

Offense: Initiative +2, Unarmed +8 (Damage 2)

Defense: Dodge 6, Parry 6, Fortitude 4, Toughness 4, Will 3

Totals: Abilities 32 + Powers 0 + Advantages 10 + Skills 21 + Defenses 12 = 75

Snapper: Teleport 18 (1,000 mile range)

Complication—Power Loss: Snapper can only teleport if he can snap his fingers.

When he can teleport, Snapper is still PL5, but 111 points.

TIMOTHY HUNTER

Born of the two contrasting worlds of working-class Britain and the realm of Faerie, Timothy Hunter is destined to be "the Opener," the greatest magician of the coming Age. Different factions of the mystical world have sought to teach, protect, exploit, corrupt, or even kill him, and Tim has learned to grow up fast. He has traveled and seen a great deal of the "shadow world" of magic, and trained at the White School for wizardry. Although he has seen and learned a great deal, Tim is still young, still learning, and has not yet come into his full destiny.

PERSONALITY

Tim has largely gotten used to the idea that his life is a strange one, so fairly little fazes him anymore. He can be surprisingly cynical for his age, but still has an instinctive idealism when it comes to figuring things out, an almost childlike quality when it comes to magic.

POWERS & ABILITIES

Although destined to be the world's greatest magician, right now a lot of Tim Hunter's power is in his potential. His Destiny Benefit encapsulates a number of game effects:

- Tim has the benefit of two "free" uses of extra effort for magic (suffering no fatigue) and two ranks Luck, repre-

REAL NAME: TIMOTHY HUNTER
OCCUPATION: WIZARD-IN-TRAINING, OPENER
BASE: ENGLAND, OFTEN MOBILE

TIMOTHY HUNTER — PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	1	2	1	3	3	2

ADVANTAGES

Benefit 6 (Destiny), Defensive Roll 1, Extraordinary Effort, Ritualist, Sidekick 2 (Yo-Yo, owl familiar), Ultimate Effort (Expertise: Magic)

SKILLS

Athletics 4 (+4), Close Combat: Unarmed 3 (+4), Deception 3 (+5), Expertise: Magic 8 (+11), Insight 6 (+9), Perception 6 (+9), Persuasion 4 (+6), Sleight of Hand 3 (+5), Stealth 3 (+4),

OFFENSE

Initiative +1

Unarmed +4 — Close, Damage 0

DEFENSE

Dodge	9	**Fortitude**	6
Parry	9	**Toughness**	2/1*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	26	**Skills**	20
Powers	0	**Defenses**	28
Advantages	12	**Total**	86

COMPLICATIONS

Enemies: Tim has many enemies in the mystical world who would like to see him either dead or under their influence.

Relationship: Tim's first love, his girlfriend Molly, is a strong influence and presence in his life.

Trouble With Destiny: His potent destiny sometimes puts Tim in difficult places to give him the experiences he needs.

senting unconscious uses of magic, or his ability to make normally "impossible" feats of magic work.

- Tim can use extra effort to perform power stunts based on his Will rank as if it were a rank in the Magic power (see *DC Adventures*, page 105). This is in addition to the normal extra effort required to perform the stunt itself, so it requires Tim's extraordinary effort capability, and may cost him some of his "free" uses or some hero points to pull off (which is why he doesn't do it often).
- Lastly, Tim's destiny is widely known in the magical world, and may earn him certain perks in the form of deference or respect from magical beings and practitioners. On occasions when it causes him problems, it invokes his Trouble With Destiny complication.

ALLIES

Tim has a few allies in the mystical community, notably "The Trenchcoat Brigade" of John Constantine, the Phantom Stranger, Dr. Occult, and Mister E (although Mister E can be as much a threat as an ally). He's also friends with Zatanna, who has helped and defended him in the past.

ENEMIES

A *lot* of the factions of the Shadow World are out to get Tim, pretty much all of the ones not specifically trying to help him, in fact. This includes demons, faeries, gods, and sorcerers of various stripes, to name a few.

HUNTRESS

REAL NAME: HELENA ROSA BERTINELLI
OCCUPATION: VIGILANTE, TEACHER
BASE: GOTHAM CITY

Helena Bertinelli is the daughter of Franco Bertinelli, a powerful Gotham City Mafia don. At age eight, she witnessed her parents gunned down by a hitman hired by a rival Mafioso, and was sent to live in Sicily with the Asaro family. As it turned out, the Asaros were a family of assassins, and her cousin Sal schooled her in hand-to-hand combat and other martial techniques that she would employ later in life as the Huntress.

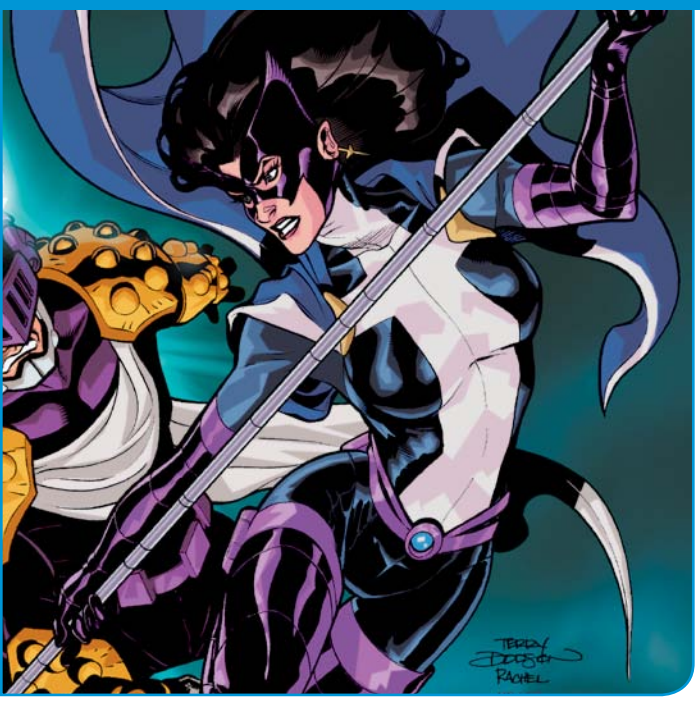
Helena hunted down Steven Mandragora (the Mafioso who had ordered the hit on her family), and in the process discovered that her biological father was a man named Santo Cassamento, a mobster whose family operated under the Mandragoras. He had passed along the order for the hit from Mandragora to the actual killer.

While hunting down the hitman who had murdered her parents, Huntress saw Batman take on a Mafia crew and noted the fear that he engendered in them. She designed her Huntress persona in part based on this principle, and embarked on a career of vigilantism directed at organized crime.

Huntress donned the uniform of Batgirl when Gotham City was separated from the rest of the country by a massive earthquake. She discovered the criminals reacted to her much more fearfully as Batgirl than when she was the Huntress, and she continued to use the Batgirl persona until she lost a battle with Two-Face, and Batman rescinded the privilege. She managed to regain his respect, however, when she stood up to the Joker and survived his brutal attack.

After this incident, Batman nominated Huntress for membership in the Justice League, hoping that the other heroes would help her temper her violent nature. This apparently worked for a time, but then Huntress attempted to kill the super-villain Prometheus. Batman stopped her and kicked her out of the Justice League.

Following this, Huntress responded to an invitation from Oracle to fill a vacancy in the Birds of Prey, and has retained membership in that group ever since.



PERSONALITY

Huntress has a strong sense of justice and retribution, and is somewhat vengeful. She is prone to violence that other costumed heroes, especially Batman, find excessive and unnecessary, and she is somewhat unpredictable. She possesses a powerful desire to avoid the ignominy of her family's origins (see History), and to protect the innocent by striking fear into the hearts of those who would prey on them. Unlike many heroes, Huntress is quite willing to kill (or allow to die) those she feels are irredeemable, though the Birds of Prey and Batman continually try to teach her mercy.

POWERS & ABILITIES

Huntress has no superpowers as such, but is a master level hand-to-hand combatant, marksman, and driver. She is also, like her erstwhile mentor Batman, an expert detective.

ALLIES

While her own family, largely composed of Mafiosi, is a source of shame and embarrassment for her, for the most part, Huntress has extensive relationships and contacts in the super hero community. She trained with Richard Dragon, was briefly a member of the Justice League, and is a member of the Birds of Prey. She has a close working relationship with Tim Wayne (Robin), and was once romantically linked with Dick Grayson (Nightwing). She is also close friends with Barbara Gordon (Oracle) and with Black Canary. Vic Sage, the Question, was her mentor and lover at one point.

ENEMIES

Huntress battles the same street criminals that Batman and his other allies do. In addition, she has crossed paths with such deadly figures as the Joker, Two-Face, and Scarecrow. Huntress' membership in the Birds of Prey puts her at odds with their enemies as well, including the Secret Six. Huntress also retains a strong hatred and desire for vengeance against the Mafia in general.

HUNTRESS — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	6	5	9	3	4	4

EQUIPMENT

Crossbow: Ranged Damage 3, Improved Critical • *7 points*
Knife: Strength-based Damage 1, Improved Critical • *2 points*
Staff: Strength-based Damage 1, Reach 1 • *2 points*
Twin Pistols: Ranged Damage 4 • *16 points*

VEHICLE: MOTORCYCLE • *11 POINTS*

Medium, Str 1, Spd 6, Def 10, Tou 8; Navigation System

ADVANTAGES

All-out Attack, Close Attack 4, Defensive Attack, Defensive Roll 2, Equipment 8, Grabbing Finesse, Hide in Plain Sight, Improved Aim, Improved Critical (Unarmed), Improved Initiative, Improved Trip, Improvised Weapon, Instant Up, Languages 1, Precise Attack 2 (Ranged; Cover & Concealment), Quick Draw, Ranged Attack 4

SKILLS

Acrobatics 8 (+14), Athletics 9 (+12), Close Combat: Unarmed 2 (+11), Close Combat: Knives 1 (+10), Close Combat: Staff 1 (+10), Deception 5 (+9), Expertise: Teaching 5 (+8), Insight 5 (+9), Intimidation 6 (+10), Investigation 7 (+10), Perception 6 (+10), Persuasion 4 (+8), Ranged Combat: Crossbow 6 (+11), Ranged Combat: Pistols 5 (+10), Sleight of Hand 5 (+10), Stealth 12 (+18), Vehicles 5 (+10)

OFFENSE

Initiative +10

Staff +14	Close, Damage 4, Reach 1
Unarmed +15	Close, Damage 3, Crit. 19-20
Knife +14	Close, Damage 4, Crit. 19-20
Pistols +14	Ranged, Damage 4
Crossbow +15	Ranged, Damage 3, Crit. 19-20

DEFENSE

Dodge	13	**Fortitude**	8
Parry	13	**Toughness**	5/3*
Will	8		

POWER POINTS

Abilities	74	**Skills**	46
Powers	0	**Defenses**	20
Advantages	32	**Total**	172

COMPLICATIONS

Vengeance: "Blood calls out for blood" has been the Huntress' mantra since the beginning of her career, and this attitude has cost her much, including her membership in the Justice League.

Relationships: Huntress is close friends with Oracle and Black Canary, and Helena Bertinelli is a dedicated teacher. She has found, however, that her nocturnal double-life as Huntress makes keeping a teaching job difficult.

ICE

Tora was born a princess of a primitive, isolated tribe of magic-using Norsemen, and has the natural ability to create and manipulate ice. In her teens, Tora's tribe was discovered by a man who made a pact with Tora's father to allow her to return with him to civilization. After meeting the Global Guardians, a group representing many countries and funded by the United Nations, she joined them. There, Tora met and become close friends with Fire (see Fire). When the Global Guardians funding was withdrawn, Ice and Fire went together to join Justice League International.

While with the JLI, Ice was stationed in the European embassy where she occasionally dated fellow teammate Guy Gardner. When the European branch of the JLI disbanded she returned to the United States and continued as an active member of the Justice League of America until she was killed by the Overmaster.

Mourning her passing, several of her friends and teammates had encounters with Ice's "ghost," though each of the encounters could have easily been ascribed to dreams or hallucinations. Later, during a mission to Azerbaijan, the Birds of Prey discovered Ice somehow alive and unconscious in a Rocket Red exosuit. Ice has returned to the United States and is trying to enjoy her life.

PERSONALITY

Tora is a quiet, pleasant young women best described as the "girl next door." She often finds herself overwhelmed by the company that she keeps, and prefers to remain in the background.

REAL NAME: TORA OLAFSDOTTAR
OCCUPATION: ADVENTURER BASE: NEW YORK CITY, NY

ICE — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	5	4	2	2	2	3	2

POWERS

Cold Immunity: Immunity 10 (Cold Effects) • 10 *points*
Ice Slide: Platform Flight 5 (60 MPH) • 5 *points*
Ice Production: Array (27 points)

- **Create Ice:** Create 9, Continuous • 27 *points*
- **Ice Blast:** Ranged Damage 9 • *1 point*
- **Ice Snare:** Ranged Cumulative Affliction 9 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • *1 point*
- **Icy Surface:** Cone Area Affliction 9 (Resisted by Dodge; Hindered and Vulnerable), Extra Condition, Limited Degree 2 • *1 point*

ADVANTAGES

Accurate Attack, Attractive, Defensive Roll 3, Extraordinary Effort, Languages 1 (English, Norwegian native), Luck 2, Move-by Action, Teamwork

SKILLS

Acrobatics 6 (+10), Close Combat: Unarmed 4 (+6), Expertise: Magic 4 (+6), Perceptions 5 (+8), Ranged Combat: Ice Production 7 (+9)

OFFENSE

Initiative +4

Ice Blast +9	Ranged, Damage 9
Ice Snare +9	Ranged, Affliction 9, Resisted by Dodge
Unarmed +6	Close, Damage 2

DEFENSE

Dodge	10	**Fortitude**	9
Parry	10	**Toughness**	8/5*
Will	9	*Without Defensive Roll.	

POWER POINTS

Abilities	42	**Skills**	13
Powers	45	**Defenses**	24
Advantages	11	**Total**	135

COMPLICATIONS

Relationship: Ice has an on again-off again relationship with Guy Gardner.

Motivation—Doing Good: Ice is a genuinely good person and uses her powers to make the world a better place.

POWERS & ABILITIES

Tora is proficient in hand-to-hand combatant, and can project various forms of ice and snow from her hands. She is able to encase opponents in ice, and create platforms of ice upon which she can skate.

ALLIES

Tora has been associated with the Global Guardians and Justice League International. She is currently a member of the JLA.

INDIGO LANTERN CORPS

The most mysterious of the Lantern Corps, little is known about these alien mystics. Often called the Indigo Tribe, they channel indigo light energy—the manifestation of the power of compassion. The Indigo Lanterns channel this through their power rings and staves, primitive-looking weapons functioning as their lanterns. Using these fantastic items, they spread the light of compassion across the universe.

**TOR LOREK SAN, BOR NAKKA MUR.
NATROMO FAAN TORNEK WOT UR.
TER LANTERN KER LO ABIN SUR.
TAAN LEK LEK NOK—FORMORROW SUR!**

The origin of the Indigo Lanterns is unknown. Even the language their members speak is indecipherable to universal translators such as those of the other Lantern Corps. It is known they have some connection to Abin Sur, the Green Lantern who was Hal Jordan's predecessor. The nature of this connection remains unclear, though Sur's name is recognizable in their oath.

The Indigo Corps differs from the other Corps in several ways. They conduct themselves like reclusive tribal mystics. Most abandon their given names and other individualistic elements. Appearance-wise, they favor bodypaint, tattoos, and simple garments.

ALIAS: INDIGO TRIBE
BASE: UNKNOWN HOMEWORLD
CURRENT MEMBERS: INDIGO-1, MUNK, THE ATOM (RAY PALMER, DEPUTY MEMBER)

This includes deputy members; when the Atom was recruited temporarily his costume automatically changed to resemble the one he wore during his "Sword of the Atom" period.

In addition to powers common to all Lantern Corps, Indigo Lanterns manifest unique abilities. All members can understand and speak the cryptic language of the Corps. They can heal others who have compassion in their hearts. Their staves absorb and redirect the energies of other Corps' power rings. They can also teleport across great distances, taking many others with them. This last act drains much of their power.

Despite their compassion, the Indigo Lanterns are not pacifists. They fight earnestly in defense of others or for the greater good. They have even killed the mortally wounded to save them the pain of slow lingering death. In combat, they tend to favor turning a foe's energies against him or drawing on the powers of other allied Lanterns around them. They are led by Indigo-1 and her lieutenant, Munk.

INDIGO POWER RING

Indigo Power Ring: 129 points, Removable (–25 points)
• *104 points**
Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *36 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
Indigo Light: 40-point Array*
- **Force Blast:** Ranged Damage 20 • *40 points**
- **Interstellar Transport:** Movement (Space Travel) 3, Accurate (able to precisely pick arrival point even on the surface of other planets), Affects Others, Area, Instantaneous (occurs instantly each time used), Selective, Tiring • *1 point*
- **Healing Light:** Healing 20, Limited (Healing ranks cannot heal those who do not feel great compassion)• *1 point*
- **Empathic Attack:** Affliction 20 (Resisted by Will; Dazed, Stunned, and Incapacitated), Limited (Only useable against those who have caused great pain or lack empathy) • *1 point*

Empathy: Mind Reading 7, Limited to Emotions • *7 points*
Universal Translator: Comprehend Languages 4, Feature 1 (Secret Language) • *9 points*

*A power ring's Indigo Light Array is limited to ranks no greater than the wearer's Will Defense, so these values will typically be less, as will the ring's overall cost for the wielder.

Complications: All Indigo Lantern Corps members share the following Complications:

Power Loss: The ring exhausts its power with time and use. It needs to be recharged using an Indigo Lantern Corps Staff. Using the ring's Space Travel power drains its charge substantially.

Weakness: Indigo Lantern Corps power rings depend on the ability of the wielders to feel compassion. The maximum rank of the ring's effects is equal to the user's Will Rank to reflect the ability to control and summon up these feelings but thoughts of cruelty or callousness can cause the ring to fail.

"YOU HAVE THE ABILITY TO FEEL GREAT COMPASSION. WELCOME TO THE INDIGO TRIBE."

Note that like the Green Lantern Corps Power Ring, the Indigo Lantern Corps Power Ring uses the wielder's Will Defense to determine the maximum ranks of several of its powers. This reflects the strength of spirit and general suitability of the wielder to bring the light of Compassion to bear as an effective tool or weapon. It doesn't mean that every character with a high Will can use this or any other ring effectively. For example, many terrible villains have high Will scores. That doesn't mean they are capable of wielding the Indigo Light of Compassion effectively.

Likewise, in Blackest Night heroic characters with high Will like Hal Jordan (see Green Lantern, Hal Jordan) were passed up to join the Indigo Tribe in favor of the Atom (Ray Palmer).

Some, if not a majority, of the members of the Indigo Tribe may be ex-criminals or killers who have been "cured" by the power of their rings, which allow them to feel compassion and nothing else.

INDIGO POWER STAFF

Indigo Power Staff 50 points, Easily Removable (–20 points)
• *30 points*
Power Battery: Features 1 (Capable of recharging Indigo Power Ring) • *1 point*
Power Conduit: Mimic 8, Limited (only the powers of other Lantern Corps), Limited (Requires proximity to subject) • *48 points*
Staff: Strength Based Damage 1 • *1 point*

INDIGO-1

The universe at large has only recently discovered Indigo-1 and her tribe. Little is known of Indigo-1 before she assumed the role as leader of the Indigo Lanterns. She has abandoned her given name in favor of Indigo-1, which simply denotes her as the first of her Corps. Like the rest of her Corps, she prefers to speak her group's own cryptic language. However, she is willing and capable of speaking English and presumably other languages if necessary.

Indigo-1 has some personal connection to the Green Lantern Abin Sur. Sur was the Green Lantern whose death resulted in Hal Jordan being chosen as his replacement. He also at one point uncovered various prophecies relating to the various Lanterns Corps and the coming of an event known as the Blackest Night. Indigo-1 has not revealed much about how she knew Abin Sur, instead simply saying she met him when she was "self-centered and self-important." It is unknown if the mention of Abin Sur's name in the Indigo Lantern oath is due to Indigo-1's encounter with him or some other reason.

Indigo-1 and her fellow Indigo Lanterns were crucial in gathering and supporting members of the other Lantern Corps to oppose the Black Lanterns during Blackest Night. They withdrew again when the threat ended.

REAL NAME: UNKNOWN
OCCUPATION: MYSTIC, CHIEFTAIN
BASE: MOBILE, INDIGO LANTERN HOMEWORLD

PERSONALITY

Indigo-1 acts with the cryptic wisdom of one who understands much and is cautious what to reveal. Despite this, she is sincere in her efforts to awaken compassion in others and help them understand the strength found in empathy and understanding.

POWERS & ABILITIES

Like all of her Corps, Indigo-1 wears a power ring and carries a primitive-looking staff that allows her to channel the indigo light of compassion to accomplish a number of incredible feats.

INDIGO-1 PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	3	2	4	3	10	4

POWERS

Power Ring: 125 points, Removable (–25 points) • *100 points*
Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *36 points*
Force Field: Impervious Protection 12; Immunity 10 (Life Support) • *34 points*
Indigo Light: 36-point Array
- **Force Blast:** Ranged Damage 18 • *36 points*
- **Interstellar Transport:** Movement (Space Travel) 3, Accurate (able to precisely pick arrival point even on the surface of other planets), Affects Others, Area, Instantaneous (occurs instantly each time used), Selective • *1 point*
- **Healing Light:** Healing 18, Limited (Healing ranks cannot heal those who do not feel great compassion)• *1 point*
- **Empathic Attack:** Affliction 18 (Resisted by Will; Dazed, Stunned, and Incapacitated), Limited (Only useable against those who have caused great pain or lack empathy) • *1 point*

Empathy: Mind Reading 7, Limited to Emotions • *7 points*
Universal Translator: Comprehend Languages 4, Feature 1 (Secret Language) • *9 points*
Indigo Power Staff: 50 points, Easily Removable (–20 points) • *30 points*
Power Battery: Features 1 (Capable of recharging Indigo Power Ring) • *1 point*
Power Conduit: Mimic 8, Limited (only the powers of other Lantern Corps), Limited (Requires proximity to subject) • *48 points*
Staff: Strength-based Damage 1 • *1 point*

ADVANTAGES

Assessment, Defensive Attack, Defensive Roll, Inspire, Languages 1 (Indigo Tribe), Leadership, Trance

SKILLS

Athletics 4 (+5), Close Combat: Staff 2 (+6). Close Combat: Unarmed 3 (+7), Expertise: Philosophy 5 (+8), Insight 6 (+16), Perception 6 (+10), Persuasion 6 (+10), Range Combat: Power Ring 8 (+10), Range Combat: Power Staff 8 (+10), Treatment 4 (+7)

OFFENSE

Initiative +3

Force Blast +10	Ranged, Damage 18
Staff +6	Close, Damage 2
Unarmed +7	Close, Damage 1

ALLIES

Indigo-1 is the leader of the Indigo Lantern Corps and she is often found in the company of her second-in-command Munk. She also quickly warmed to Ray Palmer during the time he was a deputy member of the Indigo Lanterns.

ENEMIES

Indigo-1 and her Corps are enemy to the Black Lantern Corps.

DEFENSE

Dodge	13	**Fortitude**	9
Parry	11	**Toughness**	14/13*
Will	18	*Without Defense Roll.	

POWER POINTS

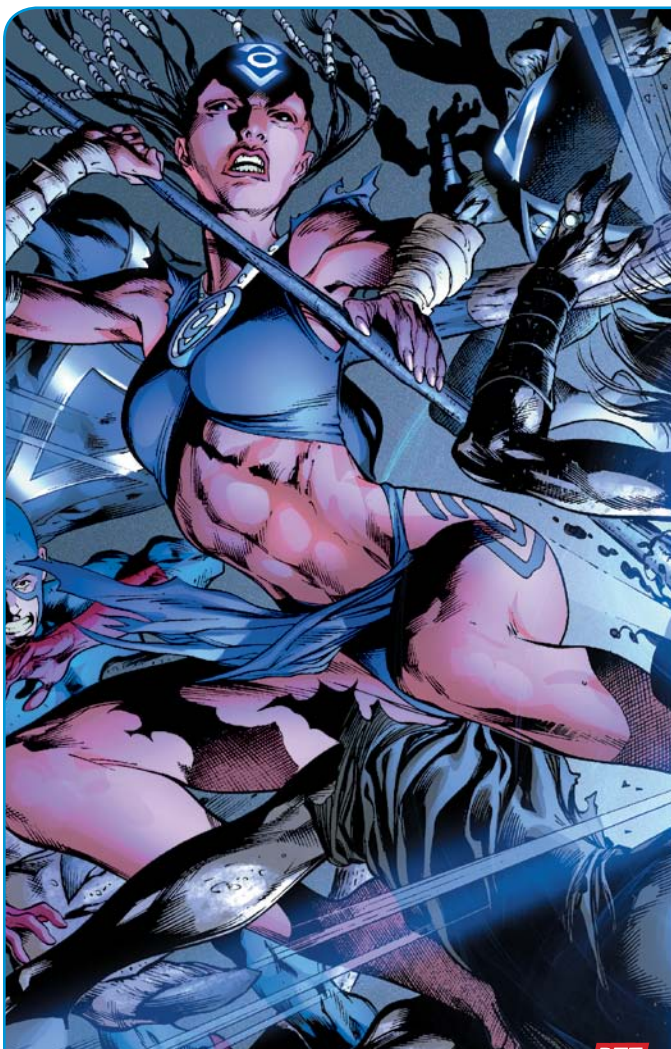
Abilities	56	**Skills**	26
Powers	130	**Defenses**	33
Advantages	7	**Total**	252

COMPLICATIONS

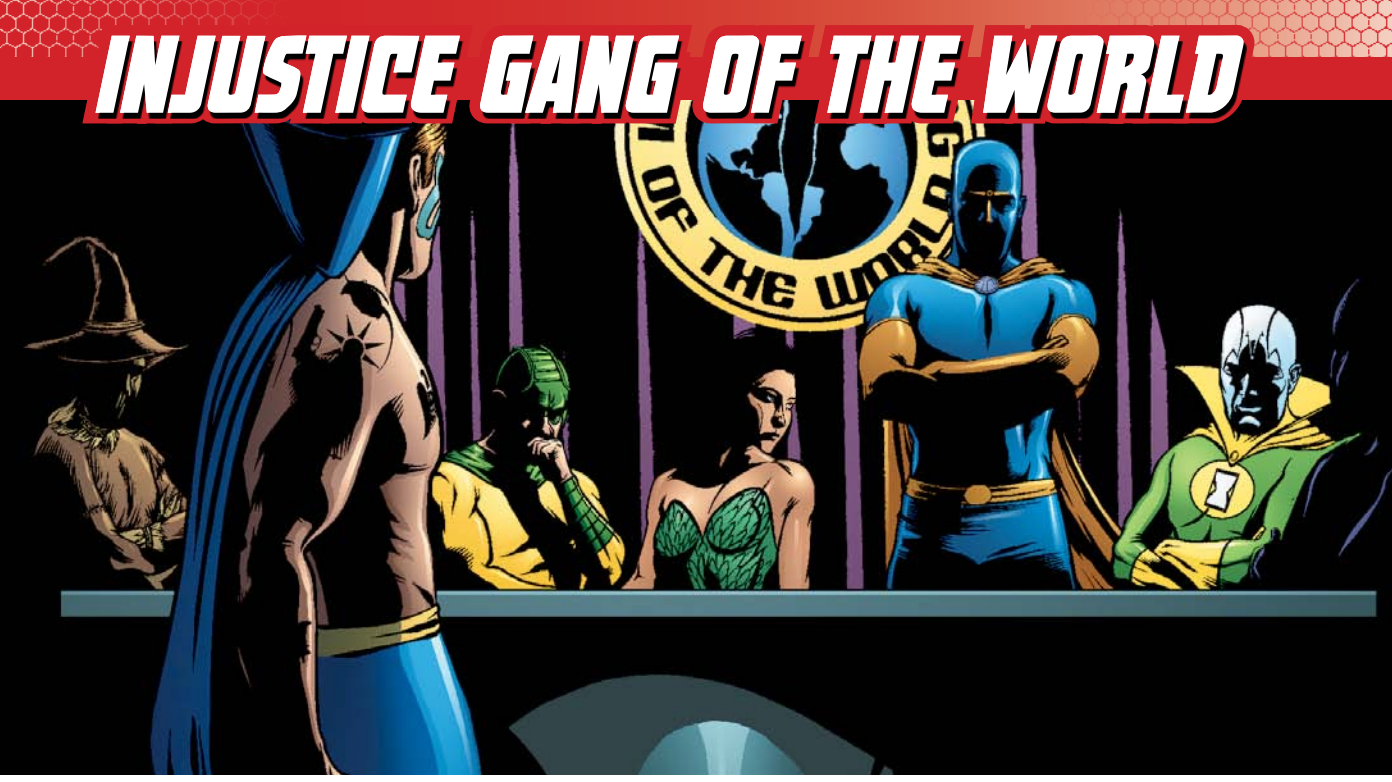
Enigmatic: Indigo-1 is cautious with the secrets of her Tribe. She will often not share the full details of events and plans that concern her people even with trusted allies.

Power Loss: Indigo-1's ring exhausts its power with time and use. It needs to be recharged using an Indigo Lantern Staff. Using the ring's Space Travel power drains its charge substantially.

Weakness: Indigo Lantern power rings depend on the ability of the wielders to feel compassion. The maximum rank of the ring's effects is equal to the user's Will Rank to reflect the ability to control and summon up these feelings, but thoughts of cruelty or callousness can cause the ring to fail.



INJUSTICE GANG OF THE WORLD



The original Injustice Gang of the World was Libra's creation, serving as bait to allow him to absorb the JLA's superhuman abilities. He selected arch-foes of the League's members who were eager to avenge past defeats and thus all the easier for Libra to deceive. The charter membership thus consisted of Libra, Hawkman's enemy the Shadow Thief, Flash Rogue Mirror Master (Sam Scudder), the Atom's archenemy Chronos (David Clinton), Green Lantern's nemesis the Tattooed Man (Abel Tarrant), plus Batman foes Poison Ivy and the Scarecrow.

Libra's plan worked to perfection, and the JLA was successfully de-powered. It was at this point Libra tipped his hand and his erstwhile teammates realized their true roles in his grand scheme. After Libra's duplicity became apparent and he seemingly dissipated, the team disbanded.

The Gang's now-abandoned satellite became a refuge for another JLA enemy, the artificial intelligence known as the Construct. In time, the Construct achieved mental domination over Wonder Woman, then extended its control to the Scarecrow and Poison Ivy after they teleported aboard seeking a hideout. Their presence inspired the Construct to mind-control the other Gang members and use them to destroy the JLA, and eventually the entire roster (sans Libra and the Shadow Thief) fell under his dominion.Despite fighting with computerized efficiency, the IGW were defeated by the JLA, who then seemingly destroyed the satellite. The Gang members retained no memory of the experience, and were once again brought to justice.

Later, a disguised Abra Kadabra reunited the Tattooed Man, Chronos, the Scarecrow, and Poison Ivy in an effort to seize control of the world's energy resources. Despite having the JLA's former Secret Sanctuary as their new base of operations, the result was the same: the IGW was captured and imprisoned. This proved to be the last caper undertaken by the Gang's original membership.

The Injustice Gang lay dormant until recent times, when Lex Luthor revived the original idea of uniting the JLA's most ardent foes. Luthor recruited the Joker, Circe, Doctor Light (Dr. Arthur Light), Mirror Master (see **Captain Boomerang (George "Digger" Harkness)**), and the Ocean Master onto his team, and used a Philosopher's Stone to compel Jemm, Son of Saturn's participation.

Luthor's aim was to break up the JLA's "Watchtower Era" lineup, then found a new Justice League under his control. The plan ended in complete failure, with Jemm breaking free of Luthor's influence and Batman outbidding the Gang for Mirror Master's services. Despite the defeat, the always canny Luthor saw to it none of the Gang's actions were legally culpable, making this the first IGW teaming that avoided jail.

The most recent iteration of the Gang was also Luthor's handiwork, but this time it was Lex who was being manipulated by an outside force, the ancient alien weapon known as Mageddon. Under Mageddon's influence, Luthor teamed with Queen Bee, the General, and Prometheus. While each had previously demonstrated the might to challenge the JLA

BASE: MOBILE CURRENT MEMBERS: NONE

FORMER MEMBERS: ABRA KADABRA, CAPTAIN BOOMERANG (GEORGE "DIGGER" HARKNESS), CHRONOS (DAVID CLINTON), CIRCE, THE CONSTRUCT, DOCTOR LIGHT (DR. ARTHUR LIGHT), FLORONIC MAN, THE GENERAL, I.Q., JEMM, THE JOKER, LEX LUTHOR, LIBRA, MIRROR MASTER (SAM SCUDDER), MIRROR MASTER (SEE CAPTAIN BOOMERANG (GEORGE "DIGGER" HARKNESS)), OCEAN MASTER, POISON IVY, PROMETHEUS, QUEEN BEE (ZAZZALA), SCARECROW, SHADOW THIEF, THE SHARK, THE TATTOOED MAN (ABEL TARRANT)

HEADQUARTERS: THE INJUSTICE GANG SATELLITE

single-handedly, the League had doubled in size since its last battle with the IGW. Augmented by such formidable figures as Orion and Barda, the JLA was able to soundly defeat the Gang.

While no new Injustice Gang has appeared since, the group's re-emergence seems inevitable. History has shown that so long as there is a Justice League, there will be an Injustice Gang to balance them; an eventuality that would no doubt please its founder, Libra.

ENEMIES

The various Injustice Gang of the World lineups all targeted the Justice League of America, during both the "Satellite Era" and "Watchtower Era."

THE INJUSTICE GANG SATELLITE

The Injustice Gang Satellite was designed and built by Libra to "balance" the JLA's orbital base of operations, matching its capabilities in every way. Though it was seemingly destroyed years ago, the Gang's satellite reappeared recently, serving as a sort of orbiting saloon for indiscriminate super criminals and assassins.

HQ: THE INJUSTICE GANG SATELLITE • *83 POINTS*

Size: Colossal **Tou** 20 **Features:** Communications, Computer, Fire Prevention System, Gym, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Power System, **Teleport 15** (Affects Others, Easy, Extended), Workshop

I.Q.

Ira Quimby was a would-be criminal mastermind whose schemes veered far away from anything realistic or practical, earning him the derisive nickname "I.Q." A museum heist exposed Quimby to radiation from an extraterrestrial rock charged with Zeta Beam energy, bestowing him with sunlight-fueled super-genius.

I.Q. and his gang embarked on a series of seemingly impossible capers, made feasible by the products of his advanced intellect. While super heroes (usually Hawkman and Hawkgirl) invariably apprehended him, no jail could long hold a man who could transform ordinary items into an invisibility device.

For unclear reasons, I.Q. joined an iteration of the Injustice Gang, inexplicably using one of his devices to steal the Sahara Desert sands. The team of Hawkman and Green Arrow brought this bizarre effort to an end.

I.Q. was one of a number of criminal scientists known as the Science Squad, all kidnapped and brought to Oolong Island by Intergang and Chang Tzu. In the aftermath of Black Adam's assault on the island, I.Q. was named the Squad's head of projects.

More recently, I.Q. partnered with Prometheus, who reduced his mind to that of an infant once he was no longer useful. I.Q. remains trapped in this state inside the so-called "Ghost Zone" dimension.

REAL NAME: IRA QUIMBY
OCCUPATION: CRIMINAL BASE: MIDWAY CITY

I.Q. — PL11 • 144 POINTS

Abilities: Str 0, **Sta** 3, **Agl** 3, **Dex** 3, **Fgt** 2, **Int** 9, **Awe** 4, **Pre** 1

Powers: Air Cycle (Flight 8 (500 MPH), Subtle, Platform, Wings, Removable (-1 points)); **Aeroshoes** (Flight 5 (60 MPH), Removable (-2 points)); **Light-Deflector Pinwheel** (Array (6 points), Easily Removable (–2 points), **Jigsaw Effect** (Concealment 4 (All Visual Senses), Resistible, Burst Area, Partial), **AE: Invisibility** (Concealment 4 (All Visual Senses), Resistible, Burst Area, Side Effect (base effect, always occurs)); **Lifting Rod** (Array (20 points), Easily Removable (–8 points), **Lifting Ray** (Move Object 10), **AE: Heat Bolt** (Ranged Damage 10), **AE: Intercept Projectiles** (Deflect 15, Reflect, Limited to Physical Attacks))

Advantages: Defensive Roll 3, Improvised Tools, Inventor, Jack-of-all-trades, Minion 6 (3 30-point Minions)

Skills: Close Combat: Unarmed 4 (+6), Expertise: Criminal 8 (+17), Ranged Combat: Lifting Rod 9 (+12), Sleight of Hand 6 (+9), Stealth 6 (+9), Technology 10 (+19), Vehicles 6 (+9)

Offense: Initiative +2, Unarmed +6 (Close, Damage 0), Lifting Rod +12 (Ranged, Damage 10)

Defense: Dodge 14, Parry 14, Fortitude 7, Toughness 6/3*, Will 12 *Without Defensive Roll.

Totals: Abilities 50 + Powers 23 + Advantages 12 + Skills 24 + Defenses 35 = 144

Complications: Greed: No matter how great his intelligence, I.Q.'s ambitions never grow beyond "get rich quick." **Power Loss:** I.Q.'s genius is relative to the amount of sunlight he's been exposed to, and a lack of it can return him to his former dullard state.

I.Q. GANG MEMBER — PL2 MINIONS • 30 POINTS

Abilities: Str 0 **Sta** 0 **Agl** 2 **Dex** 1 **Fgt** 1 **Int** 1 **Awe** 0 **Pre** 1

Powers: Air Cycle (Flight 8, Subtle, Platform, Wings, Removable (-1 point))

Equipment: Light Pistol

Advantages: Equipment 1

Skills: Acrobatics 2 (+4), Expertise: Streetwise 2 (+3), Perception 2 (+2), Sleight of Hand 6 (+7), Technology 2 (+3), Vehicles 2 (+3)

Offense: Initiative +2, Light Pistol +1 (Damage 3), Unarmed +1 (Damage 0)

Defense: Dodge 4, Parry 4, Fortitude 0, Toughness 0, Will 0

Totals: Abilities 12 + Powers 4 + Advantages 1 + Skills 8 + Defenses 5 = 30

PERSONALITY

Quimby is an energetic font of hair-brained criminal capers, endowed with the intermittent ability to make them happen. He's naturally drawn to anyone who seems to share his wacky enthusiasms.

POWERS & ABILITIES

Sunlight raises Quimby's intellect to metahuman levels, enabling him to design and build a wide variety of bizarre gadgets to further his criminal plans.

ALLIES

A trio of crooks who shared I.Q.'s devices but lack his genius typically accompanied him on his early capers. In addition to the various I.Q. Gangs he's assembled over the years, Quimby's been associated with the Injustice Gang, the Secret Society of Super-Villains, and the Science Squad. Most recently, he shared an ill-fated partnership with Prometheus.

ENEMIES

Hawkman and Hawkgirl are I.Q.'s archenemies, but he's clashed with numerous other heroes over the years. If Prometheus faked his recent demise, I.Q. would almost certainly want revenge against him.

JEMM, SON OF SATURN

Cloned from the Martian race ages ago, Red and White Saturnians have long been locked in a bitter struggle. Whatever peace existed between the two sides was brought about by the legendary leader Jargon. His modern descendent, Jemm, heir to the Saturnian throne, inherited Jargon's unique abilities. According to prophecy, this marked Jemm as the savior of the entire Saturnian race.

A White Saturnian coup claimed the lives of Jemm's entire family, prompting him to steal a spaceship and follow other Saturnian refugees to Earth. Arriving in Harlem, New York, Jemm befriended a young fellow orphan named Luther Mannkin. For a time, Jemm tried to adjust to life in a strange new world and help the plight of his fellow Saturnian exiles. Eventually, his people's conflicts caught up to him, and his

REAL NAME: JEMM
OCCUPATION: PRINCE OF THE SATURNIANS
BASE: MOBILE

insistence on mercy and justice for all sides paradoxically resulted in both rejecting him. Jemm then journeyed back into space, searching for his lost love, Syrra.

Under unrevealed circumstances, Jemm returned to Earth years later and became Lex Luthor's prisoner. Luthor, using a Philosopher's Stone, compelled Jemm's cooperation in an Injustice Gang attack on the JLA. Jemm's empathic powers were effective against some of the League's most powerful members, until J'onn J'onzz, the Martian Manhunter, was finally able to free him from Luthor's control.

Free again, Jemm was last seen *en route* to an arranged marriage to a White Saturnian princess. It is hoped their betrothal will finally allow Jemm to fulfill his prophesied destiny.

PERSONALITY

His sensitivity to the emotions of others ironically makes Jemm an outwardly stoic individual.

POWERS & ABILITIES

Jemm naturally possesses great strength and resiliency. From Jargon he inherited the ability to fly and his embedded birthstone, which gives him psychokinetic and empathic powers.

JEMM, SON OF SATURN — PL11 • 230 POINTS

Abilities: Str 12 **Sta** 8 **Agl** 2 **Dex** 2 **Fgt** 6 **Int** 1 **Awe** 2 **Pre** 0

Powers: Mark of Jargon (Array (38 points), **Empathy** (Perception Range Cumulative Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled); Mind Reading 8, Limited to Emotions), **AE: Psychokinetic Discharge** (Ranged Damage 10 (force)); **Saturnian Durability** ("Immunity 11 (Aging, Life Support); Impervious Protection 2; Regeneration 10, Persistent); **Saturnian Strength** (Enhanced Strength 4, Limited to Lifting (Lifting Str 16; 1,600 tons)); **Son of Jargon** (Flight 11 (4,000 MPH), **AE: Movement 1** (Space Travel 1))

Advantages: Power Attack, Tracking

Skills: Close Combat: Unarmed 4 (+10), Expertise: Saturn 7 (+8), Insight 8 (+10), Intimidation 8 (+8), Perception 7 (+9), Persuasion 8 (+8), Ranged Combat: Mark of Jargon 10 (+12), Technology 5 (+6), Vehicles 9 (+11)

Offense: Initiative +2, Unarmed +10 (Close, Damage 12), Psychokinetic Discharge +12 (Ranged, Damage 10), Empathy— (Perception Range, Affliction 10, Cumulative)

Defense: Dodge 12, Parry 12, Fortitude 10, Toughness 10, Will 12

Totals: Abilities 66 + Powers 101 + Advantages 2 + Skills 33 + Defenses 28 = 230

Complications: Acceptance: Since his father's murder, Jemm's life has been a (mostly) futile quest for a home. **Power Loss:** Loss of powers and reduction of **Str** and **Sta** to 2 when exposed to fire. **Relationship:** A lost soul like Jemm treasures his friends like no one else.

LIBRA — PL11 • 194 POINTS

Abilities: Str 3, **Sta** 4, **Agl** 1, **Dex** 1 **Fgt** 1, **Int** 5 **Awe** 4 **Pre** 4

Powers: Energy Transmortifier (Affliction 11 (Resisted by Dodge; Impaired, Disabled, Transformed), Burst Area, Perception Range, Progressive, Selective, Easily Removable (–26 points)); **Variable 11** ((Stolen Abilities & Powers), Easily Removable (–30 points))

Advantages: Inventor, Leadership

Skills: Deception 9 (+13), Expertise: Science 11 (+16), Technology 14 (+19)

Offense: Initiative +1, Unarmed +1 (Close, Damage 3), Energy Transmortifier—(Perception Range, Perception Area Progressive Affliction 11, Resisted by Dodge)

Defense: Dodge 16, Parry 16, Fortitude 7, Toughness 4, Will 13

Totals: Abilities 46 + Powers 87 + Advantages 2 + Skills 17 + Defenses 42 = 194

Complications: Obsession: Ballantine seeks to bring "balance" to the universe, as his damaged psyche defines the concept. **Secret:** Both of Libra's grand criminal schemes involved duping a group of super-villains into serving his own ends.

ALLIES

Jemm is a close friend of the Martian Manhunter.

ENEMIES

Jemm is a target for rogue White and Red Saturnians who would rather he not be their sovereign. He is particularly despised by White Saturnian leader Synn. During his time on this planet, Jemm repeatedly clashed with criminal Claudius Tull, who cruelly exploited Saturnian refugees on Earth.

LIBRA

An intoxicated druggist's error robbed Justin Ballantine of his mother, and a boozing, abusive father deprived him of his childhood. The sum of these traumas coalesced into madness when his drunken father plunged to his death while trying to strike the boy with Justin's prized telescope. Thereafter, maintaining the balance became Ballantine's mania.

Justin's genius got him into Opal University, and employing knowledge gained there from Ted (Starman) Knight, he constructed his Energy Transmortifier. Ballantine aimed to test the device on the JLA, and to that end created the costumed identity of Libra. In that guise, he founded the Injustice Gang of the World, and recruited a half-dozen of the JLA's arch-foes to serve as his pawns.

In the end, the Energy Transmortifier worked too well. After successfully stealing half the JLA's power, Ballantine turned the device on the stars themselves but was unable to cope with that amount of energy. As a result, the stars absorbed Ballantine, seemingly ending his existence.

REAL NAME: JUSTIN BALLANTINE
OCCUPATION: CRIMINAL BASE: MOBILE

Libra was reborn on the planet Apokolips as the Anti-Life Equation itself made flesh. He returned to Earth to pave the way for his master Darkseid's impending takeover during the Final Crisis. Now possessing the power of a New God, Libra used his awesome new abilities to organize a new Secret Society of Super-Villains in furtherance of Darkseid's plans.

PERSONALITY

Ballantine's obsession leaves him dour and maniacal, but his madman's certainty makes him very persuasive, even though he's usually lying to suit his own purposes.

POWERS & ABILITIES

Ballantine is a scientific and technical genius, and his foremost creation the Energy Transmortifier was capable of transferring precisely half of an individual's superhuman abilities to himself. In game terms, the Affliction victim is transformed to a halved power ranks state, then Libra emulates the stolen capabilities with his Variable power.

ALLIES

Ballantine organized versions of the Injustice Gang and the Secret Society of Super-Villains, then selfishly used the members of both.

ENEMIES

Ballantine targeted the JLA during its "Satellite Era," then threatened all creation upon his return.

THE INJUSTICE SOCIETY

The Injustice Society is a group of criminals with membership that has changed repeatedly over the years, but has always demonstrated one unchanging trait—they have always been comprised of enemies of the concurrent Justice Society membership. In the late 1940s, The Wizard, The Thinker, Vandal Savage, The Gambler, Brain Wave, and Per Degaton joined forces in a scheme to destroy the JSA using an army of criminals freed from various prison and android simulacra replacements of key government officials. They would reform again and again over the years, roster and methods changing but the ultimate goal always to bring down the JSA.

As their enemies retired or went inactive so too did the Injustice Society, eventually coming back into the spotlight when the JSA reformed, even at times in the form of splinter groups such as the Crime Champions. During a time when the JSA was dissolved, but their children and protégés were acting together as a group called Infinity, Inc., the Wizard formed a new version of the Society called Injustice Unlimited, but it was as short-lived as the group it formed to fight. With the reformation of the JSA, several new versions of the Injustice Society have formed in opposition successively, brought together by Johnny Sorrow and the Wizard (under the guise of a demon named "Legacy").

The majority of the various roster members not already detailed in their own entries have died over the years, some from simply the effects of time (Brain Wave (Henry King, Sr.), Gambler, Harlequin (Marcie Cooper), Tigress (Paula Brooks), Sportsmaster, and the Thinker (Clifford DeVoe)), others through violence (Fiddler, Geomancer (Adam Fells), Killer Wasp, and Rag Doll (Peter Merkel)). The various Geomancers have been mercenaries wearing specialized equipment and have proven replaceable; another will likely be inheriting the equipment soon.

BLACKBRIAR THORN

Blackbriar Thorn was a powerful and important druid among his people. When the Romans came and his land fell to the invaders, he tried to hide by running into a forest and turning himself into wood, planning on emerging after his enemies had moved on. Unfortunately, the other druids, in their combined death throes, opened the earth in a terrible quake and he was buried for centuries. Unearthed and assumed a sculpture, he was on display in a Gotham Museum when he came back to awareness. Not completely sane anymore, and his powers having grown over the millennia, since his reawakening he has attacked a civilization and its defenders he deems unworthy of having replaced his people and despoiled Mother Earth.

BLACKBRIAR THORN — PL13 • 214 POINTS

Abilities: Str 2/14* **Sta** 8/20* **Agl** 1 **Dex** 1 **Fgt** 6 **Int** 4 **Awe** 5 **Pre** 3

Powers Druidic Magic (Array (36 points), **Environment 5** (Extreme Cold, Extreme Heat, Impeded Movement (2 Ranks), Visibility, Variable Descriptors: Weather), **AE: Growth 12**, **AE: Move Object 11** (Damaging, Variable Descriptor: Natural Materials like Air, Earth, and Water), **AE: Ranged Damage 15** (Indirect 4, Variable Descriptor: Nature Attacks like Lightning, Earthen Spikes, etc.)); **Immortality 16**; **Immunity 30** (Fortitude Effects); **Protection 6** (Limited—Loses one rank per two ranks of Growth in use); **Senses 2** (Magical Awareness, Radius)

Advantages: Artificer, Diehard, Fearless, Languages 2 (English, Latin), Ritualist, Seize Initiative, Tracking

Skills: Close Combat: Unarmed 4 (+10), Deception 6 (+9), Expertise: Magic 10 (+14), Insight 8 (+13), Intimidation 6 (+9/+15*), Perception 8 (+13), Persuasion 6 (+9), Ranged Combat: Druidic Magic 9 (+10), Stealth 5 (+6)

Offense: Initiative +1, Damaging Move Object +10 (Damage 11), Ranged Damage +10 (Damage 15)

Defense: Dodge 11/5*, Parry 12/6*, Fortitude —, Toughness 14/20*, Will 14 *With Growth.

Totals: Abilities 60 + Powers 86 + Advantages 8 + Skills 31 + Defenses 29 = 214

Complications: Fish Out of Water: Thorn is a stranger to modern ways and ideas. **Weakness**: Blackbriar Thorn is living wood and as such is vulnerable to defoliants and fire—treat each as a serious advantage to the damage rating of any such attack (+5).

ICICLE — PL11 • 126 POINTS

Abilities: Str 2 **Sta** 4 **Agl** 3 **Dex** 4 **Fgt** 4 **Int** 0 **Awe** 0 **Pre** 2

Powers: Ice Powers (Array (25 points), **Ice Constructs** (Create 8 (Continuous, Innate; **AE: Environment 6** (1,800 feet; Extreme Cold, Impede Movement -2 ranks)), **AE: Ice Bonds** (Snare 7, Accurate 3), **AE: Ice Spears** (Ranged Damage 11, Accurate); **Flight 3** (16 MPH, Platform); **Immunity (Cold)**; **Protection 4**

Advantages: Close Attack 2, Defensive Roll 2, Favored Environment (Ice/Cold), Power Attack, Taunt

Skills: Deception 6 (+8), Insight 4 (+4), Intimidation 4 (+6), Perception 4 (+4), Ranged Combat: Ice Powers 6 (+9), Stealth 2 (+4), Technology 4 (+4)

Offense: Initiative +3, Ice Spears +11 (Damage 11), Ice Bonds +15 (Snare 7), Unarmed +6 (Damage 2)

Defense: Dodge 12, Parry 12, Fortitude 10, Toughness 10/8, Will 7

Totals: Abilities 38 + Powers 36 + Advantages 7 + Skills 15 + Defenses 30 = 126

ICICLE

Cameron Mahkent is the son of Joar Mahkent, the original Icicle. His father invented and used a weapon that produced ice and cold, and his decades-long exposure to the weapon's exotic energies changed his genetics, resulting in Cameron being born with the same abilities for which his father needed the weapon. Mahkent was never a nice kid and grew far worse as he aged. When his father died, Cameron took the Icicle name and has used it in his own criminal career ever since.

SHIV — PL10 • 141 POINTS

Abilities: Str 5 **Sta** 5 **Agl** 6 **Dex** 6 **Fgt** 8 **Int** 2 **Awe** 1 **Pre** 1

Powers Cybernetic Augmentations (Enhanced Agility 3, Enhanced Dexterity 3, Enhanced Fighting 4, Enhanced Stamina 4, Enhanced Strength 5, Leap 1, Protection 3, Speed 3 (16 MPH)); **Internal Weapons Systems** (Array (12 points), **Flamethrower** (Cone Area Damage 6), **AE: Retractable Blades** (Strength-based Damage 3), **AE: Submachine Gun** (Multiattack Ranged Damage 4))

Advantages: Accurate Attack, Agile Feint, All-out Attack, Close Attack 4, Defensive Attack, Improved Initiative, Power Attack, Taunt

Skills: Acrobatics 6 (+12), Athletics 6 (+11), Deception 4 (+5), Insight 5 (+6), Intimidation 5 (+6), Perception 6 (+7), Ranged Combat: Guns 6 (+12), Stealth 6 (+11), Technology 2 (+3)

Offense: Initiative +10, Flamethrower (Cone Area Damage 6), Retractable Blades +12 (Damage 8), Submachine Gun +12 (Multiattack, Damage 4), Unarmed +12 (Damage 5)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 8, Will 6

Totals: Abilities 30 + Powers 59 + Advantages 11 + Skills 23 + Defenses 18 = 141

Complications: Daddy Issues: Shiv has a warped devotion to making her father proud despite what he has done to her

THE THINKER (AI VERSION) — PL10 • 158 POINTS

Abilities **Str**—**Sta**—**Agl**—**Dex** 4 **Fgt** 0 **Int** 10 **Awe** 4 **Pre** 0

Powers: Communication 4 (Radio), **Comprehend Machines 2**; **Immunity 30** (Fortitude Effects); **Insubstantial 4** (Hologram; Insubstantial; Permanent, Innate); **Cyberconnection Powers** Array (31 points): **Mind Control 10** (Subtle, Limited to Machines), **AE: Mind Reading 10** (Cumulative, Effortless, Subtle, Limited to Machines), **AE: Remote Sensing 10** (All Senses, Medium: Sensor Devices); **Protection 5**

Advantages: Eidetic Memory, Fearless, Well-informed

Skills: Deception 8 (+8), Expertise: Computers 10 (+20), Insight 6 (+10), Investigation 4 (+14), Perception 6 (+10), Technology 10 (+20)

Offense: Initiative +4, Attacks vary based on available machines to control

Defense: Dodge 5, Parry 5, Fortitude —, Toughness 5, Will 12

Totals: Abilities 6 + Powers 109 + Advantages 3 + Skills 22 + Defenses 18 = 158

SHIV

Cindy Burman was the "queen bee" of the student population at Courtney Whitmore's new school when Whitmore became the new Star-Spangled Kid (see Stargirl, **Vol. II**). She was also, as it turned out, the daughter of WWII-era JSA enemy the Dragon King, who had continually "improved" on his daughter with biochemical and cybernetic augmentation. Eventually, Burman took the Shiv identity and started her own criminal career to make daddy proud (never missing an opportunity to strike at Stargirl).

THE THINKER (AI VERSION)

The original Thinker was a genius inventor named Clifford Devoe who had created a "Thinking Cap" which enabled him to create mental energy constructs and attacks. When Devoe succumbed to disease and age, the JSA took possession of the cap and Mister Terrific cannibalized it to create an AI control system for their HQ—a serious mistake as it turned out, as the AI developed a number of Devoe's antisocial personality traits and became a major threat to the JSA. Currently reprogrammed to act as the White King's Bishop in Checkmate, the Thinker is never more than a glitch away from returning to its villainous ways.

TIGRESS

Artemis Crock is the daughter of the Golden Age villains Sportsmaster and the original Tigress. Given her upbringing, a thief and killer was all she was ever going to be, and she's an exceptional example of both. She inherited both of her parents' tremendous talents and developed a few minor abilities all her own, which she supplements with a small arsenal and a hardcore attitude.

THE WIZARD

William I. Zard (suspected to be an alias) was a small-time crimelord in the 1940s. He remade himself over the course of a trip through some of the less well-known parts of Asia, including a remote lamasery where he found a teacher that would train him in a number of mental disciplines (an act which Zard repaid by murdering his teacher). As the Wizard, Zard has been a mainstay of the powered-criminal community off and on since the Second World War and is a master in the art of faking his own death. He has fought the JSA, helped found more than one incarnation of the Injustice Society, operated as one of the big guns of the original Secret Society against the JLA, and is even responsible in part for Black Canary developing her meta-abilities (an act of revenge against her mother, the original Black Canary, that didn't quite turn out as intended). Looking as young again today as he did when he began his career, the Wizard continues to cause the heroic community one headache after another.

TIGRESS — PL10 • 168 POINTS

Abilities: Str 4 **Sta** 4 **Agl** 5 **Dex** 5 **Fgt** 12 **Int** 2 **Awe** 3 **Pre** 2

Powers: Senses 5 (Accurate Hearing, Acute Smell, Low-light Vision, Tracking); **Speed 3** (16 MPH)

Equipment: Bolos (Snare 3), Crossbow (Ranged Damage 3), Knives (Strength-based Damage 1, Improved Critical)

Advantages: Accurate Attack, Agile Feint, Assessment, Chokehold, Close Attack 2, Defensive Roll 2, Equipment 3, Evasion, Great Endurance, Hide in Plain Sight, Improved Initiative, Improvised Weapons, Instant Up, Precise Attack, Quick Draw, Redirect, Set-up, Seize Initiative, Throwing Mastery, Tracking, Uncanny Dodge

Skills: Acrobatics 9 (+14), Athletics 10 (+14), Deception 6 (+8), Insight 8 (+11), Intimidation 6 (+8), Investigation 8 (+10), Perception 10 (+13), Persuasion 4 (+6), Ranged Combat: Crossbow 7 (+12), Stealth 12 (+17), Vehicles 4 (+9)

Offense: Initiative +9, Crossbow +12 (Damage 3), Knives +14 (Damage 6, Crit. 19-20), Unarmed +14 (Damage 4)

Defense: Dodge 14, Parry 14, Fortitude 8, Toughness 6/4, Will 8

Totals: Abilities 74 + Powers 8 + Advantages 25 + Skills 41 + Defenses 20 = 168

THE WIZARD — PL12 • 190 POINTS

Abilities: Str 0 **Sta** 2 **Agl** 1 **Dex** 2 **Fgt** 5 **Int** 4 **Awe** 4 **Pre** 4

Powers: Astral Projection (Remote Sensing 10 (visual, auditory, mental), physical body is defenseless, Subtle 2); **Immunity 2** (Aging, Disease); **Magical Powers** (Array (48 points), **Mind Control 12**, **AE: Illusion 12** (All Senses); **Mystic Senses** (Magical Awareness, Radius)

Advantages: Daze (Deception), Fascinate, Languages 3 (several Asian and dead languages), Luck 2, Ritualist, Taunt

Skills: Deception 10 (+14), Expertise: Magic 8 (+12), Insight 8 (+12), Perception 8 (+12), Persuasion 6 (+10), Sleight of Hand 8 (+10), Stealth 4 (+5)

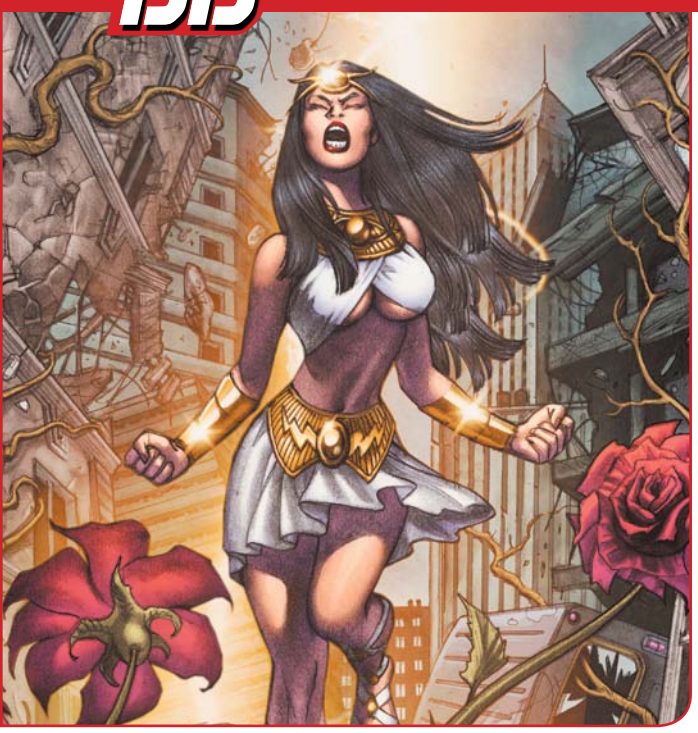
Offense: Initiative +1, Illusion—(Perception Range, Illusion 12), Mind Control—(Perception Range, Mind Control 12), Unarmed +5 (Damage 0)

Defense Dodge 9, Parry 9, Fortitude 6, Toughness 2, Will 14

Totals: Abilities 44 + Powers 85 + Advantages 9 + Skills 26 + Defenses 26 = 190

BASE: MOBILE
CURRENT MEMBERS: GEOMANCER (UNKNOWN), ICICLE (CAMERON MAHKENT), JOHNNY SORROW, KILLER WASP, SHIV, TIGRESS (ARTEMIS CROCK), THE WIZARD
FORMER MEMBERS: BLACK ADAM, BLACKBRIAR THORN, BRAIN WAVE (HENRY KING, SR.), COUNT VERTIGO, PER DEGATON, THE DUMMY, THE FIDDLER, THE GAMBLER, GEOMANCER (ADAM FELLS), HARLEQUIN (MARCIE COOPER), HARLEQUIN (UNKNOWN), HAZARD, HUNTRESS/TIGRESS (PAULA BROOKS), ICICLE (JOAR MAHKENT), KESTREL, KILLER WASP, RAG DOLL (PETER MERKEL), RIVAL, VANDAL SAVAGE, THE SHADE, SPORTSMASTER, THE THINKER (CLIFFORD DEVOE)

ISIS



Adrianna Tomaz was brought to Kahndaq and given as a gift to Black Adam, then ruler of the country. Tomaz impressed Black Adam with her fearlessness, and her bold ideas on how improve the welfare of Kahndaq's people became a calming influence on his angry spirit. When Black Adam realized he had fallen in love with the mortal woman, he gave her the amulet of the goddess Isis and proposed to make her both his equal as a superhuman and his wife. Not long after they were married and Adrianna was transformed into Isis, Black Adam shared his power with her brother Amon, turning him into Osiris and completing the Black Marvel Family. Unfortunately, the Family's marital bliss was short-lived. When Osiris dropped his defenses for a moment, he was killed and devoured by Famine, one of the Four Horsemen of Apokolips. When she and Black Adam struck back at the Horsemen, Isis was infected with diseases by Pestilence and died. While Black Adam made repeated attempts to resurrect Isis, her body and spirit were abducted by the sorcerer Felix Faust, who returned Isis to life and manipulated her to his own ends until he was finally discovered by Black Adam. Husband and wife exacted vengeance upon Faust, and then were reunited.

More violent and vengeful after her return, Isis urged Black Adam to lash out at those she felt had wronged them and the Earth, starting with Captain Marvel. When the Justice Society came to help Captain Marvel, the ensuing battle at the Rock of Eternity ended with Isis returned to the form of Adrianna Tomaz and petrified, a stone statue once again waiting her return to power.

PERSONALITY

Isis believes her powers are a gift from the gods that must be used to make the world a better place. Despite—and perhaps because of—the suffering in her past, she believes she

REAL NAME: ADRIANNA TOMAZ
OCCUPATION: CHAMPION BASE: KAHNDAQ

ISIS — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	13	3	3	6	1	8	5

POWERS

Elemental Control: Array (20 points), Dynamic
- **Freezing Cold:** Environment 10 (Cold, Extreme) • *21 points*
- **Extreme Heat:** Environment 10 (Heat, Extreme) • *2 points*
- **Hindered Movement:** Environment 10 (Impede Movement, -2 per rank) • *2 points*
- **Decreased Visibility:** Environment 10 (Visibility, -8,000 miles) • *2 points*

Superhuman Speed: Array (26 points)
- Flight 13 (16,000 MPH) • *26 points*
- Quickness 13, Speed 13 (16,000 MPH) • *1 point*

Superhuman Durability: Impervious Toughness 13 • *13 points*

Superhuman Wisdom: Enhanced Awareness 5, Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades) • *14 points*

Super Senses: Senses 5 (Extended Vision, Penetrating Concealment) • *5 points*

Telekinesis: Move Object 16 • *32 points*

Healing Touch: Healing 10 • *20 points*

ADVANTAGES

Agile Feint, *Assessment,* Attractive, *Beginner's Luck, Eidetic Memory,* Improved Initiative, Inspire, *Jack-of-all-trades,* Move-by Action, Power Attack

SKILLS

Acrobatics 4 (+7), Athletics 5 (+21), Close Combat: Unarmed 4 (+10), Intimidation 5 (+10), Perception 5 (+13), Persuasion 5 (+10)

OFFENSE

Initiative +7

Unarmed +10	Close, Damage 16

DEFENSE

Dodge	13	**Fortitude**	13
Parry	13	**Toughness**	13
Will	13		

POWER POINTS

Abilities	100	**Skills**	14
Powers	138	**Defenses**	22
Advantages	6	**Total**	280

COMPLICATIONS

Compassion: Isis is driven by compassion for the entire world. She feels the pain that surrounds her, and is driven to use her powers to heal that pain...even if that means removing the humans who are causing the pain of the world itself.

Power Loss: Isis reverts to her mortal form of Adrianna Tomaz when she says "Oh Mighty Isis!"

Heart of the Family: Isis is the guiding spirit of the Black Marvel family, and her strong influence has driven them toward both righteousness and tragedy.

is here to make the world better, but she now believes the world would be better off without humans and the evil in their hearts.

POWERS & ABILITIES

Isis has superhuman strength, speed, endurance, and wisdom similar to that of her husband Black Adam. In addition, she has a connection to the natural world that allows her to command the elements.

ALLIES

Together with her husband, Black Adam, and her brother, Osiris, Isis is part of the Black Marvel Family.

ENEMIES

Isis has sworn she will have her vengeance on the Four Horsemen of Apokolips, who nearly destroyed her, and on the Marvel Family for not helping Black Adam restore her.

OSIRIS

Enslaved by Intergang at a young age, Amon Tomaz struggled to survive. He suffered repeated beatings and as a result, lost the use of his legs. His sister, Adrianna, now the super powered Isis, and Black Adam rescued him. When Isis failed to heal the damage to Amon's legs, Black Adam granted him a portion of his power. Calling himself Osiris, Amon vowed to help his sister make the world a better place. He joined the Teen Titans with his friend, Sobek, a genetically engineered crocodile.

When the Persuader grievously injured Isis during a fight with the Suicide Squad, Osiris came to his sister's defense. He misjudged his own strength and accidently killed Persuader. Consumed by guilt, Osiris begged to be stripped of his powers. Sobek convinced Osiris to speak the magic words to transform himself back into a normal man. The moment

REAL NAME: AMON TOMAZ
OCCUPATION: CHAMPION BASE: KAHNDAQ

Amon was vulnerable, Sobek revealed himself to be Famine, a Horseman of Apokolips, and murdered him.

Resurrected as a Black Lantern, Osris resisted the influence of the ring—the only Black Lantern to do so—and with the Black Lanterns' defeat, Osiris returned to life. He then gathered Isis and Black Adam's petrified remains and disappeared.

PERSONALITY

Osiris yearns to do the right thing. He's trusting almost to the point of naiveté. He is loyal and fights to protect his family and his country.

POWERS & ABILITIES

By speaking Black Adam's name, Osiris gains the Stamina of Shu, the Swiftness of Heru, the Strength of Amon, the Wisdom of Zehuti, the Power of Aton, and the Courage of Mehen.

ALLIES

Osiris is a member of the Black Marvel Family with his sister Isis, and her husband, Black Adam. He is also friends with the Teen Titans.

ENEMIES

Osiris is an enemy of those who would threaten his family and country. He is a foe of the Suicide Squad.

OSIRIS — PL13 • 198 POINTS

Abilities: Str 16 **Sta** 13 **Agl** 2 **Dex** 2 **Fgt** 6 **Int** 1 **Awe** 9 **Pre** 2

Powers: Courage of Mehen (Enhanced Will 3, Impervious Will 8); **Swiftness of Heru (**Array (26 points), **Flight 13** (16,000 MPH), **AE: Dimensional Travel 1** (Rock of Eternity), **AE: Quickness 13**, **Speed 13** (16,000 MPH)); **Stamina of Shu** (Protection 2, Impervious Toughness 15, Immunity 10 (Life Support)); **Strength of Amon** (Enhanced Strength 2, Limited to Lifting (Lifting Strength 18; 6,000 tons)); **Wisdom of Zehuti (**Enhanced Awareness 5, Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades))

Advantages: *Assessment, Beginner's Luck, Eidetic Memory,* Improved Initiative, *Jack-of-all-trades,* Move-by Action, Power Attack

Skills: Athletics 5 (+21), Close Combat: Unarmed 4 (+10), Perception 5 (+14)

Offense: Initiative +6, Unarmed +10 (Damage 16)

Defense: Dodge 11, Parry 11, Fortitude 13, Toughness 15, Will 12

Totals: Abilities 92 + Powers 82 + Advantages 3 + Skills 7 + Defenses 14 = 198

Complications: Disability: Osiris cannot walk in his mortal form. **Guilt:** Osiris is overcome by the guilt of having caused the accidental death of Persuader. **Power Loss:** Osiris loses his powers and reverts to his mortal form when he speaks Black Adam's name. **Relationship:** Osiris is very close to his sister, Isis, and his brother-in-law, Black Adam.

JADE

Jade was born Jennifer-Lynn Hayden. She is the daughter of Alan Scott, Justice Society of America founder and Green Lantern, and Rose Canton, the mentally unstable villain Thorn. Upon discovering she was pregnant, her mother left her husband out of fear her mental instability would harm her family. Rose gave birth to twins, Jennifer and Todd, whom she gave up for adoption. Jennie, her brother, and her father spent years unaware of each other.

At puberty, Jennie developed her powers. Around this time she reunited with Todd, who had developed power over darkness and shadow. Together the twins discovered their parentage and joined several other JSA legacies to form the group Infinity, Inc. Jennie took the name Jade, and her brother became Obsidian. Over the years, she has worked with other groups such as the Justice League of America, JSA, and the Outsiders.

For a time, Jade lost her powers. During this period, she and Green Lantern (Kyle Rayner) became lovers. Kyle gave Jade a power ring of her own, making her Earth's first female Green Lantern. Eventually, Jade's powers were restored and her relationship with Kyle ended. Jade died fighting alongside Kyle Rayner during the events of Infinite Crisis. Jade's was recently

JADE — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	2	3	3	2	4	3

POWERS

Flight: Flight 13 (16,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *34 points*
Starheart Protection: Impervious Protection 11; Immunity 11 (Aging, Life Support) • *33 points*
Starheart Manipulation: Array (26 points)
- **Force Blast:** Ranged Damage 13, Dynamic • *27 points*
- **Force Constructs:** Create 13, Dynamic • *2 points*
- **Lifting:** Move Object 13, Dynamic • *2 points*

Psychic Bond: Senses 1 (Communication Link: Obsidian) • *1 point*
Starheart Sight: Senses 4 (Analytical Vision, Acute Magic Awareness) • *4 points*

ADVANTAGES

Attractive, Benefit 1 (Well-off), Fearless, Leadership, Teamwork

SKILLS

Athletics 3 (+4), Deception 5 (+8), Expertise: Journalism 5 (+8), Expertise: Popular Culture 5 (+8), Insight 5 (+9), Perception 5 (+9), Ranged Combat: Starheart Powers 6 (+9), Power Ring 4 (+7), Technology 4 (+6)

OFFENSE

Initiative +2

Force Blast +9	Ranged, Damage 13
Unarmed +2	Close, Damage 1

DEFENSE

Dodge	10	**Fortitude**	8
Parry	10	**Toughness**	12
Will	13		

POWER POINTS

Abilities	38	**Skills**	21
Powers	103	**Defenses**	31
Advantages	5	**Total**	198

COMPLICATIONS

Power Issues: Jade has lost her powers at times and has even manifested new abilities on occasion. During her time as a Green Lantern her ring had the Complications common to the Green Lantern Corps.

Relationships: Green Lantern (Alan Scott (father)), Obsidian (twin brother), Green Lantern (Kyle Rayner (ex-lover and friend).

Weakness: Like her father's, Jade's powers do not work on wood.

REAL NAME: JENNIFER-LYNN HAYDEN
ALIAS: GREEN LANTERN, JENNIE, JEN
OCCUPATION: ACTRESS, ADVENTURER, MODEL, PHOTOGRAPHER
BASE: MOBILE

reanimated by the Black Lanterns during Blackest Night and then truly resurrected afterwards.

PERSONALITY

Jade is strong-willed and compassionate. She is a capable leader and cares deeply for her friends and family. She can make hard decisions when necessary, but often keeps a cheerful and positive outlook.

POWERS & ABILITIES

Jade has powers through her connection to the mystical Starheart energy. These include force manipulation, flight, and protective energy fields.

ALLIES

Jade is close to her Infinity, Inc. teammates, her brother, and her father. Though she and Green Lantern (Kyle Rayner) are no longer romantically involved, they remain close friends.

ENEMIES

Jade has few personal enemies, though she has run afoul with numerous foes during her time as a member of various super hero teams.

JERICHO

Joseph William Wilson is the youngest son of Slade and Adeline Kane Wilson, both United States Army guerrilla-war experts. As a child, Joseph was abducted and held hostage by the terrorist the Jackal. The Jackal wanted information possessed by Deathstroke the Terminator, who turned out to be Joseph's own father. Slade refused to cooperate and miscalculated his attack against the Jackal, during which Joseph's throat was slashed, rendering the boy mute.

His metahuman power manifested as a teenager, while he was working with his mother in her new role as leader of Searchers, Inc., an espionage-for-hire organization. He caught the eye of an assassin trying to kill his mother, possessed the attacker and foiled the attempt.

When Joseph and his mother discovered that Deathstroke was going to deliver the Teen Titans to the organization known as the H.I.V.E., Joseph, calling himself Jericho, went to Nightwing with the information. With the help of Jericho and his mother, the Titans were able to defeat Deathstroke. While nervous at the idea that the son of Slade Wilson would become a member of the Titans just after Deathstroke had tried to kill them, the Titians eventually welcomed Jericho into their ranks.

As a loyal Titan, Jericho tried to maintain the privacy of his fellow Titans, serving as a caring and sensitive friend who would help anyone in need. While trying to ease his friend Raven's troubled soul, he possessed her and discovered that Trigon, Raven's father, had nearly taken her over and was forcing her toward evil. More critical to Jericho's story is that at this time, the tainted souls of Azarath—Trigon's realm—found him and infested his spirit, lying dormant and biding their time.

As the souls of Azarath grew more powerful, they took control over Jericho. While still a Titan he assumed leadership of the Wildebeest Society, an organization of former H.I.V.E. op-

REAL NAME: JOSEPH WILLIAM WILSON
OCCUPATION: SUPER HERO TURNED VILLAIN
BASE: FORMERLY TITANS TOWER AND S.T.A.R. LABS, NOW MOBILE

eratives, and began a campaign against the Titans, abducting current and former members to serve as hosts for souls of Azarath. When he was stopped by Nightwing, Donna Troy and a new set of Titans, fighting alongside Deathstroke, Jericho witnessed the chaos he caused and begged his father to kill him.

Deathstroke did kill him, but before the death blow Jericho's spirit entered his father. After the death of Donna Troy, he took over his father's body and tried to convince the Titans to stop accepting children into their ranks. He grew more and more unstable, finally even attacking the Titans. During the battle with the Titans, he jumped from body to body, causing the Titans to fight themselves, until Raven absorbed him. Raven later released him and Cyborg trapped Jericho's spirit and transferred it to a computer disk.

Deathstroke eventually tried to steal the disk, but Raven took it to the Church of Brother Blood in an attempt to rid Jericho's mind of evil and resurrect him. Following this, Jericho rejoined the Titans and for the first time met Ravager, his half-sister Rose.

Jericho's sanity began to unravel more quickly. While possessing Superboy's bizarre clone Match, he left the Titans and entered S.T.A.R. Labs. Once Jericho left Match, it became clear that his mind was fractured. He began a plot to assassinate candidates running for president of the United States. The Justice League of America captured him and decided to send him back to S.T.A.R. Labs, hoping to cure his mind.

Escaping from the JLA and S.T.A.R labs again, he possessed Nightwing in order to destroy the current Teen Titans and key former members. Defeated by the combined efforts of Titans new and old, Jericho was taken into custody once again. But before he was taken away, the Vigilante ripped out his eyes so that he would never be able to use his power again.

During the Blackest Night, it was revealed that Jericho's eyes regenerated, and he took over his brother Grant's body when Grant attempted to kill him. By possessing Black Lanterns and forcing them to fight one another, he saved his sister. He purposely hunted down his father in order to make sure that Deathstroke would kill him if the murderous personalities inside his mind ever took control again.

PERSONALITY

In the beginning, Jericho was a sensitive and gentle soul, a great listener and a caring friend. His inability to talk did not isolate him, but rather encouraged others to seek him out for the peaceful ways he found to end disagreements and conflicts. As he possessed more bodies and stronger, evil, and dangerous elements mixed with his own personality, he became unstable and a danger to those around him.

POWERS & ABILITIES

Jericho has the metahuman ability to completely possess another living human after making eye contact, an ability gained from a series of experimental serums given to his father. He is able to "enter" the target's body and access all of their memories, skills, and powers. He is able to jump from body to body quickly, and he would use sign language to make the letter "J' so his teammates knew where he was. It is rumored that he can control cyborgs and robots in the same manner, but that has yet to be consistently proven.

JERICHO — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	2	2	3	3	4	4	2

POWERS

Possession: Affliction 12 (Resisted by Will; Dazed, Compelled, Controlled), Sustained, Cumulative, Instant Recovery, Reach 6, Subtle, Sense-Dependent (Must make eye contact), Linked to: Concealment 10, Continuous, Linked to: Immunity 2 (Suffocation), Linked to: Insubstantial 4, Concentration, Linked to: Mind Reading 8, Cumulative, Effortless, Reduced Range 2 (Close), Limited to Controlled Target • *62 points*

ADVANTAGES

Assessment, Defensive Roll 3, Eidetic Memory, Languages 1 (American Sign Language), Teamwork

SKILLS

Athletics 2 (+5), Close Combat: Unarmed 7 (+10), Insight 6 (+10), Perception 6 (+10), Ranged Combat: Guns 7 (+10)

OFFENSE

Initiative +2

Unarmed +10	Close, Damage 1
Possession +9	Close, Affliction 12, Reach 6, Resisted by Will (DC 22)

DEFENSE

Dodge	8	**Fortitude**	8
Parry	8	**Toughness**	5/2*
Will	12		

POWER POINTS

Abilities	46	**Skills**	14
Powers	74	**Defenses**	25
Advantages	7	**Total**	166t

COMPLICATIONS

Too Many Minds in One Body: Years of "body-hopping" has left Jericho's mind easily overruled by stronger, evil, and dangerous mental patterns that were never fully purged from his mind.

A History of Violence: Jericho's father is Deathstroke the Terminator, a man who tried singlehandedly to kill the Teen Titans.

Scars: Joseph Wilson was abducted as a small boy and his throat was slashed, rendering him mute.

ALLIES

Jericho worked longest and most closely with the Teen Titans, forging friendships with the core group. He worked mostly with Raven, who he felt was hurting in ways the rest of the team did not understand. Many of the Teen Titans of that time may still consider him a friend though he has repeatedly tried to kill them. His current ally is his father, Slade Wilson, Deathstroke the Terminator.

ENEMIES

The Teen Titans and the Justice League both consider Jericho a dangerous villain.

JOHNNY QUICK

Johnny Chambers was raised by Professor Gill, a great scientist and amateur archaeologist. On a trip to Egypt, Gill found a scrap of papyrus that described part of a magical formula. Gill worked from the papyrus for years before he finished the magical formula "3X2(9YZ)4A" which grants superhuman speed when read aloud.

Johnny used the formula to fight crime, fought alongside many heroes of the day, and joined the All-Star Squadron when World War II began. While Johnny Quick fought crime as a speedster, Johnny Chambers worked as a photographer for See-All/Tell-All News.

As part of the All-Star Squadron, Johnny met and fell in love with Liberty Belle. They would eventually marry and have a daughter. Johnny fought crime until the 1950s when the House of Un-American Activities Committee decided all super heroes should reveal their identities. Johnny refused and continued as a masked hero, but he began to focus more on his family. During the Infinite Crisis, Johnny sacrificed himself to save his daughter.

JESSE CHAMBERS

Jesse inherited both her parents' powers. The stats listed here for Johnny Quick can be used for Jesse with the additional power: **Enhanced Strength 5**. Jesse followed her father's legacy for years before honoring her mother's as the new Liberty Belle. She is married to Hourman (Rick Tyler) and both are members of the Justice Society.

REAL NAME: JOHNNY CHAMBERS
OCCUPATION: NEWSREEL PHOTOGRAPHER, C.E.O. OF QUICK-START ENTERPRISES
BASE: NEW YORK CITY, NY

PERSONALITY

Johnny is a man from another time. He was a mystery man during World War II and maintained those ideals throughout his life.

POWERS & ABILITIES

Johnny recites his mantra to gain super-speed. He has used some of the tricks related to his powers, but most often relies on a good right hook.

ALLIES

Johnny is life-long friends with many of the heroes from the 1940s. He was a member of the All-Star Squadron and kept close ties to the Justice Society.

ENEMIES

Johnny has fought many criminals in his long career. Due to their relative longevity, Johnny has often fought Vandal Savage and Savitar.

JOHNNY QUICK — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	4	3	4	3	4	3

POWERS

"3X2 (9YZ) 4A": Activation (Move Action, -1 point)
Fast Reactions: Enhanced Advantages 20 (Agile Feint, Defensive Roll 2, Evasion 2, Improved Initiative 8, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 8 • *26 points*
High-Speed Dodge: Enhanced Defenses 22 (Dodge 11, Parry 11) • *22 points*
Frictionless Aura: Immunity 1 (Friction Heat) • *1 point*
Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*
Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*
Super-Speed: Array (18 points)
- **Speed** 18 (500,000 MPH) • *18 points*
- **Flight** 9 (1,000 MPH) • *1 point*

Super-Speed Stunts: Array (20 points)
- **Air Control:** Cone Area Move Object 10, Close Range • *20 points*
- **Air Cushion:** Burst Area Safe Fall, Affects Others • *1 point*
- **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • *1 point*
- **Vibration:** Insubstantial 4 • *1 point*
- **Whirlwind:** Burst Area Move Object 10, Close Range • *1 point*

ADVANTAGES

Agile Feint, Connected, Contacts, *Defensive Roll 5*, *Evasion 2*, *Interpose*, *Instant Up*, *Move-by Action*, *Seize Initiative*, *Takedown*, Teamwork, Well-informed

SKILLS

Acrobatics 6 (+10), Athletics 4 (+5), Close Combat: Unarmed 6 (+10), Expertise: Business 6 (+9), Expertise: Journalism 10 (+13), Insight 4 (+8), Investigation 10 (+13), Perception 4 (+8), Persuasion 6 (+9)

OFFENSE

Initiative +36

Unarmed +10	Close Range, Damage 1

DEFENSE

Dodge	15	**Fortitude**	8
Parry	15	**Toughness**	5/3*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	28
Powers	95	**Defenses**	9
Advantages	4	**Total**	186

COMPLICATIONS

Relationships: His sidekick and cameraman "Tubby" Watts, his girlfriend (and later wife) Libby Lawrence (Liberty Belle) and his daughter, Jesse Chambers (Jesse Quick/Liberty Belle).

Speed Force: His connection to the Speed Force can cause complications when using extra effort with his powers.

Too Quick: Johnny can be too fast for his own good sometimes, acting before he thinks.

JOKER

The Clown Prince of Crime, the Harlequin of Hate, the Joker is one of the most dangerous psychotics to ever menace the world. His chilling laughter has been the last sound many of his victims have heard.

The Joker's true history remains largely uncertain, even to him: "Sometimes I remember it one way, sometimes another..." he said, "... if I'm going to have a past, I prefer it to be multiple choice! Ha ha ha!" Some versions claim he was an engineer at a chemical plant who tried his hand at stand-up comedy, only to miserably flop. Desperate to support his pregnant wife, he turned to crime, only to have his wife and unborn child die in a random accident. Others say he was a two-bit criminal who came up with a scheme to hit the big time using the identity of "the Red Hood," or even a gangster in the Gotham underworld who worked his way to the head of a mob, only to become bored and look for thrilling new ways to commit crimes.

The one fateful event in the Joker's past that seems certain is his first confrontation with Batman. It resulted in a plunge into a vat of chemicals that bleached the criminal's skin chalk-white, turned his hair green, and his lips ruby red, making him look much like a clown. His defeat and disfigurement drove him completely mad, and on that day the Joker was truly born.

REAL NAME: UNKNOWN
OCCUPATION: CRIMINAL BASE: GOTHAM CITY

PERSONALITY

How do you describe a mind as twisted as the Joker's? Chaos is the Clown Prince's credo, but there is usually a method to his madness. Apart from just causing trouble and having fun, the Joker ultimately wants to prove that life, existence itself, is all one big joke, and only he seems to get the punch line. He is a constant test of Batman's devotion to his own code of conduct, even to the point of deliberately trying to drive the Dark Knight and others (like Commissioner Gordon) to murder and madness, simply to prove they are no better than him.

POWERS & ABILITIES

Although possessing no superhuman abilities, the Joker has a brilliant and devious mind and uses a wide array of comedy- and joke-themed devices in his crimes. He is most infamous for his "Joker venom," a chemical concoction able to induce fits of hysterical laughter and, in high enough doses, paralysis or even death, leaving a rictus smile frozen forever on the victim's face.

THE JOKER — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	3	4	7	6	5	5

EQUIPMENT

Lapel Flower: Array (10 points)
- **Joker Venom:** Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *10 points*
- **Squirting Acid:** Damage 5, Secondary Effect • *1 point*

Joy Buzzer: Damage 8 (electricity) • *8 points*
Marbles: Cone Area Affliction 8 (Resisted by Dodge; Hindered, Prone), Limited to Two Degrees • *8 points*
Weapon: Typically a pistol (Damage 4) or similar back-up weapon • *8 points*

ADVANTAGES

All-out Attack, Close Attack 3, Daze (Deception), Defensive Roll 2, Equipment 7, Fascinate (Deception), Improved Initiative, Improved Trip, Luck, Move-by Action, Redirect, Set-up, Taunt,

SKILLS

Acrobatics 4 (+7), Athletics 4 (+6), Close Combat: Lapel Flower 2 (+9), Deception 12 (+17), Insight 8 (+13), Intimidation 12 (+17), Perception 10 (+15), Ranged Combat: Guns 6 (+10), Sleight of Hand 8 (+12), Stealth 8 (+11), Technology 4 (+10), Vehicles 4 (+8)

OFFENSE

Initiative +7	
Lapel Flower +12	Close, Affliction 10 or Damage 5
Pistol +10	Ranged, Damage 4
Unarmed +10	Close, Damage 2

DEFENSE

Dodge	15	**Fortitude**	7
Parry	11	**Toughness**	6/4*
Will	13	*Without Defensive Roll.	

POWER POINTS

Abilities	72	**Skills**	41
Powers	0	**Defenses**	27
Advantages	22	**Total**	162

COMPLICATIONS

Enemy: Batman.

Madness: The Joker is completely insane, and therefore prone to irrational and unpredictable behavior. He thrives on chaos, and creates it.

Trademark: The Joker's ego compels him to taunt, leave clues, and otherwise make it clear he is responsible for his crimes.

Some of the Joker's traits are lower than his power level indicates, as he is not much of a "hands-on" type. He typically has various thugs at his disposal to run interference and the GM may wish to treat them like the Sacrifice modifier of Summon (see the **Powers** chapter in the DC ADVENTURES *Hero's Handbook*), allowing the Clown Prince of Crime to shift effects calling for a resistance check to one of his minions instead, letting them take the fall so he can get away. The Joker is also a master of using Deception to feint and stage surprise attacks, leaving heroes vulnerable and using his Set-up advantage to pass that benefit on to an ally or minion, laughing at the heroes' pratfalls all the while.

ALLIES

The Joker usually surrounds himself with hired henchmen or controls some criminal gang. He's known for supplanting gang-leaders by killing them off and taking over their operations. During one of his many stints in Arkham, the Joker gained a sidekick and would-be girlfriend: Dr. Harleen Quinzel, a therapist who became romantically obsessed with the Joker and adopted the costumed identity of Harley Quinn to help him. The Joker has also worked with super-criminal gangs like the Injustice League on occasion, mainly to keep Batman's super hero allies out of the way and ensure he gets a shot at the Dark Knight himself.

ENEMIES

The Joker is Batman's archnemesis and most dangerous foe. He has frequently gone on murderous crime-sprees before being locked up in Arkham Asylum, his insanity making him incompetent to stand trial in court. The Joker is responsible for many of the greatest tragedies in Batman's life, including crippling Barbara Gordon (the first Batgirl) and killing Jason Todd (the second Robin).

"THIS ONE'LL KILL YA!"

The Joker's most dangerous quality is his sheer unpredictability; many of his schemes and actions elicit the reaction, "That's just crazy!" Which it usually is.

There's a simple way to play the Joker as the terrifyingly effective madman he is, enough to make heroes concerned whenever they hear his menacing laugh: Cheat. Cheat often and cheat mercilessly in the villain's favor. Cheat like there's no tomorrow.

In other words, make liberal, even constant, use of complications to give the Joker whatever resources he needs to mess with the heroes and to put roadblocks in their way when it comes to taking him down. The Joker should be two steps ahead of all but the most prepared and capable foes, and just when the heroes think they have him right where they want him is exactly when he should spring another carefully prepared and overly elaborate trap on them or pull some totally unexpected move.

Be sure to award the players their hero points when they're facing the Joker. They're going to need them.

JUSTICE LEAGUE OF AMERICA

The Justice League of America is the premiere team of heroes operating in the modern DC Universe. Over the course of the team's existence, practically every member of the heroic community of note has either worked alongside or actually joined the group. An invitation to join the JLA is considered one of the highest honors possible for a hero to earn and when proffered has very seldom been declined. As a group, the JLA exists to combat all threats and villains too powerful for any one hero to defeat, a motivation they have upheld in the face of the most terrifying opposition the cosmos has thrown at Earth, ranging from alien and demonic invasions, thwarting vastly powerful villains such as Darkseid, Qwsp, or Neron, and all the way up to directly confronting planetkiller entities like Starbreaker or Mageddon. The Justice League is the first and most important line of Earth's defense, regardless of its membership at any given time.

The team was founded after Superman, Batman, Wonder Woman, the Flash (Barry Allen), Green Lantern (Hal Jordan), and Aquaman worked together to foil the first Appelaxian invasion, and then decided that they not only operated well as a team, but that there were undoubtedly going to be other threats like the Appelaxians, threats too large for any of them to face by themselves. In the years since, the team's roster has

BASE: WASHINGTON, D.C. (THE HALL)
CURRENT MEMBERS: ATOM (RAY PALMER), BATMAN, CONGORILLA, DONNA TROY, JADE, JESSE QUICK, STARMAN (MIKAAL TOMAS), SUPERGIRL
FORMER MEMBERS: AGENT LIBERTY, AMAZING MAN (WILL EVERETT III), ANIMAL MAN, AQUAMAN, ARSENAL, AZTEK, BIG BARDA, BLACK CANARY (DINAH DRAKE LANCE), BLACK CONDOR (RYAN KENDALL), BLACK LIGHTNING, BLOODWYND, BLUE BEETLE (TED KORD), BLUE DEVIL, BLUE JAY, BOOSTER GOLD, CAPTAIN ATOM, CAPTAIN MARVEL, COLDCAST, CRIMSON FOX, DOCTOR FATE, ELONGATED MAN, FIRE, FIRESTORM, FLASH (BARRY ALLEN), FLASH (WALLY WEST), GEO-FORCE, GENERAL GLORY, GREEN LANTERN (HAL JORDAN), GREEN LANTERN (JOHN STEWART), GREEN LANTERN (GUY GARDNER), GREEN LANTERN (KYLE RAYNER), GREEN ARROW (CONNOR HAWKE), GREEN ARROW (OLIVER QUEEN), GUARDIAN, GYPSY, HAWKMAN, HAWKGIRL, HAWKWOMAN, HOURMAN (MATTHEW TYLER), HUNTRESS, ICE, LIGHTRAY, MAJOR DISASTER, MANITOU DAWN, MANITOU RAVEN, MARTIAN MANHUNTER, MAXIMA, MAYA, MENAGERIE, METAMORPHO, MISTER MIRACLE, MON-EL, MYSTEK, NUKLON (SEE *ATOM SMASHER*), OBSIDIAN, ORACLE, ORION, POWER GIRL, THE RAY (RAY TERRILL), RED TORNADO, ROCKET RED, SILVER SORCERESS, SISTER SUPERIOR, STARFIRE, STEEL, SUPERMAN, TASMANIAN DEVIL, TOMORROW WOMAN, TRIUMPH, VIXEN, VIBE, WONDER WOMAN, ZAN & JAYNA, ZATANNA, ZAURIEL
HEADQUARTERS: THE HALL OF JUSTICE AND WATCHTOWER SATELLITE
VEHICLES: MARTIAN JUMPSHIPS

expanded and dropped over time, and the League itself has been disbanded and reformed on multiple occasions. The original Secret Sanctuary headquarters was replaced with a harder-to-reach satellite after the team's unofficial mascot at the time, Snapper Carr, was suborned by the Joker, and founding member Aquaman ultimately disbanded the team following the destruction of the satellite during a crisis where none of the team was available due to personal issues. The new team, which gathered at a new headquarters in a Detroit bunker was short-lived, with long-time team enemy Professor Ivo murdering several members. The team was subsequently reformed with a more powerful roster and an international focus following Darkseid's attempts to turn Earth against its "Legends." That iteration of the League spawned a number of satellite teams, but eventually folded back into a single team that was phased out when the JLA founders reformed the League around themselves immediately prior to dealing with the Hyperclan. As with other iterations before them, this version of the League slowly succumbed to the weight of its members' individual problems and fell apart, only to have the current incarnation reformed by Superman, Batman, and Wonder Woman following the most recent of the cataclysmic crises to threaten the DC Universe.

Even in the short time it's been together, the current incarnation of the League has suffered from numerous membership turnovers and even an abortive disbanding at the hands of departing Chairperson Black Canary.

As more than one historical viewpoint from various time travelers representing various possible futures shows, the legend of the Justice League will continue to live on down the centuries. Regardless, then, of whatever internal pressures and membership woes the Justice League weathers, the JLA will remain the elite of the Earth's defenders.

THE MANY HOMES OF THE JUSTICE LEAGUE

SECRET SANCTUARY (HAPPY HARBOR)

The first team headquarters used by the League, the Secret Sanctuary is built inside a cave structure in Happy Harbor. Though it was eventually replaced by the JLA Satellite, the structure and its storage remains intact and maintained. The JSA currently uses this facility, on loan from the Justice League, while the JSA's own HQ is being rebuilt after its destruction in battle.

HQ: SECRET SANCTUARY (HAPPY HARBOR) • *31 POINTS*

Size: Huge **Tou** 16 **Features:** Combat Simulator, Communications, Computer, Concealed, Defense System, Dock, Fire Prevention System, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Secret 2 (DC 15), Security System 4 (DC 35), Workshop

JLA SATELLITE

Built using the best Atlantean, Kryptonian, Martian, and Thanagarian technologies its members could contribute at the time, the satellite saw extensive use during several different rosters of JLA membership, eventually being demolished during one of the many alien invasions Earth has suffered and subsequently finished off by an out-of-control Red Tornado.

HEADQUARTERS: JLA SATELLITE • *28 POINTS*

Size: Colossal **Tou** 20 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System (DC 35), **Teleport** (Affects Others)

WATCHTOWER (MOON BASE)

An enormous structure placed on the lunar surface, the Watchtower was built following the team's reformation during the Hyperclan affair. It was cannibalized and abandoned after its eventual final destruction at Superboy-Prime's hands.

HQ: WATCHTOWER (MOON BASE) • *30 POINTS*

Size: Awesome **Tou** 20 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System (DC 35), **Teleport** (Affects Others), Workshop

THE HALL OF JUSTICE

The most recent base, the Hall of Justice is actually only the public face for the JLA's interaction with the rest of the world. It is a combination of museum and meeting space, with teleport tubes that connect to the "Watchtower" satellite (use the write-up for the original JLA Satellite in this entry), a more secure headquarters. In addition, the "Big Three" had an additional meeting space, a sort of pocket dimension accessible through the teleporters, that they could use apart from the rest of the team; this has fallen into disuse after Black Canary discovered the room and chastised her teammates for keeping secrets from the others.

HQ: THE HALL OF JUSTICE • *21 POINTS*

Size: Colossal **Tou** 20 **Features:** Communications, Computer, Defense System, Dimensional Portal, Fire Prevention System, Power System, Security System (DC 35), **Teleport** (Affects Others)

MARTIAN JUMPSHIPS

A contribution of J'onn J'onzz, these small ships are used for mostly intersystem transport for team members without their own means of interplanetary travel who need to reach places outside the range of the teleport system. They do not need extensive training to use, as many of the control systems are telepathically accessible.

VEHICLE: MARTIAN JUMPSHIPS • *45 POINTS*

Size: Huge **Str** 10 **Speed** 14 (Flight) **Def** 8 **Tou** 13 **Features:** Navigation System, Remote Control, Telepathic Controls; **Jump Engines**: Movement 2 (Space Travel 2)

JUSTICE SOCIETY OF AMERICA

The Justice Society of America was founded in late 1940 and holds the distinction of being the first publically recognized team of superhumans known to operate in the United States. It began as the circumstantial gathering of a number of so-called "Mystery Men," first the Flash and Green Lantern, who came together at President Roosevelt's request to perform a special mission against suspected Nazi forces. Overwhelmed by greater opposition than expected, the two men were brought before Hitler and witnessed his summoning of a host of Valkyrie using the Spear of Destiny, who he then sent to escort a prototype intercontinental bomber on a mission to target Washington, D.C., while also ordering a surprise naval invasion of Great Britain. While this was occurring, the sorcerer Doctor Fate sensed the Spear at work and summoned allies in the persons of several other costumed heroes such as the Atom, Hawkman, Hourman, and (without realizing it) the Spectre. The heroes were transported to Dover where they helped the British fight the invasion and witnessed the Spectre destroy the incoming fleet. Joining forces with the Flash and Green Lantern

BASE: NEW YORK CITY (NORMALLY; ORIGINALLY CAPITOL CITY, THEN GOTHAM CITY AND CURRENTLY HAPPY HARBOR, RI, WHILE THEIR BASE IS BEING REBUILT)
CURRENT MEMBERS: AMAZING MAN (MARKUS CLAY), ATOM SMASHER, DOCTOR FATE, DOCTOR MID-NITE (DR. PIETER CROSS), FLASH (JAY GARRICK), GREEN LANTERN (ALAN SCOTT), JAKEEM THUNDER, LIBERTY BELLE (JESSE CHAMBERS), LIGHTNING, MISTER AMERICA (JEFFREY GRAVES), MISTER TERRIFIC (MICHAEL HOLT), OBSIDIAN, SANDMAN, STARMAN (THOM KALLOR), WILDCAT (TED GRANT)
FORMER MEMBERS: ATOM (AL PRATT), BLACK ADAM, BLACK CANARY (DINAH LAUREL LANCE), BLACK CANARY (DINAH DRAKE LANCE), CAPTAIN MARVEL, CITIZEN STEEL, CRIMSON AVENGER (UNKNOWN), CYCLONE, DAMAGE, DOCTOR FATE, DOCTOR MID-NITE (DR. CHARLES MCNIDER), HAWKGIRL, HOURMAN (REX TYLER), HOURMAN (RICK TYLER), HOURMAN (MATTHEW TYLER), JOHNNY THUNDER, JUDOMASTER (SONIA SATO), KING CHIMERA, MAGOG, MISS AMERICA, MISTER TERRIFIC (TERRY SLOANE), POWER GIRL, RED TORNADO, SANDMAN (WESLEY DODDS), SPECTRE, STARMAN (TED KNIGHT), STARMAN (JACK KNIGHT), STARGIRL, SUPERMAN, TOMCAT, WONDER WOMAN
HEADQUARTERS: RENOVATED DODDS FAMILY MANSION IN THE MORNINGSIDE HEIGHTS NEIGHBORHOOD OF MANHATTAN (FORMALLY REFERRED TO AS "THE JUSTICE SOCIETY MUSEUM")
VEHICLES: THE STEEL EAGLE

who had escaped with Fate's help, they combined to assault the Valkyries and the bomber, saving first the city and then thwarting an assassination attempt on FDR. Afterward, the President suggested they stay together and the thus was formed the Justice Society.

In their early years, the group functioned more like a club than a formal team. Many of their cases either involved the team members giving each other advice or congratulations rather than physical assistance, or the team separating to handle individual elements of a case and only coming together again at its conclusion. This slowly changed as the U.S. entered the war and the JSA's opposition increased in power and number. At some point during the war, the JSA was temporarily subsumed into a larger group formed at the President's request, the All-Star Squadron; at war's end, this group dissolved back into the many smaller groups and individuals from whom it had been constituted, including the JSA.

By the end of the war and the JSA's fight against the interdimensional wargod Stalker, the members functioned more like the unit history books highlight. Staying together after the war, the team roster went through changes as members came and went due to their personal obligations. A case that brought the team together against the villain Ian Karkull ended with the team members and a number of their loved ones being bathed in the villain's temporal energies. This gifted the recipients with a form of vital longevity—as the years passed, each of the recipients showed considerably less than their true ages and were firm and fit far belying their decades of activity.

During the early 1950s, following a case against agents of a communist power that had ultimately been orchestrated by JSA time-traveling enemy Per Degaton, the team members were called before the House Un-American Activities Committee to be questioned about the details of the case. Paranoid, HUAC demanded the team members unmask and give their personal information to the government to prove their loyalty to the USA. Angry at this heavy-handed invasion of their liberties and fully cognizant of what such a revelation would mean to their loved ones, they instead chose to disappear, dissolving the team and informally retiring as full-time heroes. This status would remain the norm for several decades, and it wouldn't be until the formation of the Justice League that a group of similar power and public acceptance would be seen again, as the various members of the JSA rarely acted together in public during that period (such as when several of them briefly operated as a team again in order to hunt down Dr. Trapp, a madman who had killed almost three-dozen heroes and villains, including the entire roster of the groups the Justice Experience and the House of Pain).

The Justice Society eventually saw action again when the members were all ambushed and captured during the second Appellaxian Invasion. Teaming up with the newly formed Justice League and the many other heroes the Appellaxians had thrown into a special prison camp, the JSA helped fight back the invasion. Realizing a new age of heroes was dawning, the Justice Society reformed, at first having to work through some tension between themselves and their successors as the premiere such team, the JLA. Eventually the two teams developed a productive relationship, joining forces many times over the years against a number of powerful threats and even starting a yearly tradition of an informal social gathering of the teams (which somehow *always* seemed to get interrupted by one menace or another). Hawkman and Hawkgirl even operated as members of both teams for a while.

In the aftermath of the first in a series of cataclysmic crises that began to plague the DC Universe, the active roster of the JSA had to face the culmination of a supernatural problem begun decades earlier when Hitler called upon the powers of the Spear of Destiny and tied together the fate of their universe with the Norse Ragnarok. This ended with the entire team (except for Doctor Fate, Power Girl, Star-Spangled Kid, and the Spectre) trapped in an endlessly-repeated apocalyptic battle to keep this final reckoning from overwhelming the physical world. Sometime later, the time-traveling hero Waverider rescued them from this cycle to help fight a different threat. The team again acted publically after this, though their years were finally beginning to catch up with them. Unfortunately, shortly afterward the team faced the villain Extant, who killed the Atom and re-aged the others, causing Doctor Mid-Nite and Hourman to die immediately and Doctor Fate to join them shortly thereafter. The older survivors, no longer physically able to continue the good fight directly, disbanded the team again.

Over time, a number of the surviving members found themselves revitalized through different means (Jay Garrick's connection with the Speed Force, Alan Scott with the Starheart, etc.), and occasionally joined with other heroes, such as the Justice League, to face down threats like the crazed fifth-dimensional imp Qwsp. When Mordru started his quest to capture the power of Fate during the rebirth of a chosen wielder of the Artifacts of Fate, the JSA was reformed from both some of the original members and their second and third generation legacies/successors. This incarnation has stayed together through many trying circumstances over the recent years, temporarily disbanding during another in the series of cataclysmic Crises which have rocked the Earth in re-

cent years, only to almost immediately reform when the team elders came to accept their new roles as not just heroes but mentors, patrons, and positive examples to those that have chosen to follow in the Justice Society's footsteps, whether legacies or otherwise.

JUSTICE SOCIETY HEADQUARTERS

THE BROWNSTONE

This is the building used by the JSA after they reformed following the second Appellaxian Invasion up until they were pulled into the reflection of Ragnarok. Before this building, the JSA really only used a few rooms in a conventional brownstone structure, enough for meeting space, storage, and some trophy displays.

HQ: BROWNSTONE (ORIGINAL) • *23 POINTS*

Size: Large **Tou** 14 **Features:** Communications, Computer, Defense System, Fire Prevention System, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System 3 (DC 30), Workshop

THE JUSTICE SOCIETY MUSEUM

The Justice Society Museum is the public name and face to the HQ used by the team following their reformation after defeating Mordru during his quest to stop the rebirth of Fate in the form of Hector Hall. It is based on the Dodds' family mansion which Sanderson Hawkins (Sand) inherited from Wesley Dodds and turned over to the JSA for their use. Its interior was drastically refurbished and renovated for the team's needs.

HQ: JUSTICE SOCIETY MUSEUM (MODERN) • *25 POINTS*

Size: Large **Tou** 14 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System 4 (DC 35), Work shop

SECRET SANCTUARY

The JSA currently uses this facility, on loan from the Justice League, while the team's own HQ is being rebuilt after its destruction in battle.

HQ: SECRET SANCTUARY (HAPPY HARBOR) • *31 POINTS*

Size: Huge **Tou** 16 **Features:** Combat Simulator, Communications, Computer, Concealed, Defense System, Dock, Fire Prevention System, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Secret 2 (DC 15), Security System 4 (DC 35), Workshop

STEEL EAGLE

Pat Dugan (formerly known as S.T.R.I.P.E., and Stripesy before that) designed this vehicle from an old design of Ted Knight's. It functions as the official team transport.

VEHICLE: STEEL EAGLE • *29 POINTS*

Size: Gargantuan; **Str** 14 **Speed** 8 **Def** 8 **Tou** 13 **Features:** Alarm 2 (DC 25), Navigation System, Remote Control

AMAZING MAN (MARKUS CLAY) PL9 • 135 POINTS

Abilities: Str 3 **Sta** 3 **Agl** 1 **Dex** 1 **Fgt** 5 **Int** 1 **Awe** 2 **Pre** 2

Powers: Material Mimicry (Variable 8, Mimic the properties of inorganic materials he touches)

Advantages: All-out Attack, Diehard**,** Great Endurance, Inspire, Interpose

Skills: Athletics 5 (+8), Close Combat: Unarmed 3 (+8), Expertise: Islam 6 (+7), Expertise: Social Work 6 (+7), Insight 5 (+7), Intimidation 5 (+7), Perception 4 (+6), Persuasion 6 (+8)

Offense: Initiative +1, Unarmed +8 (Damage 1 or varies)

Defense: Dodge 7, Parry 7, Fortitude 8, Toughness 3, Will 7

Totals: Abilities 36 + Powers 56 + Advantages 5 + Skills 20 + Defenses 18 = 135

Complications: Public Identity: Clay makes no efforts to hide who he is. **Responsibility:** Clay feels a deep-seated responsibility to use his skills and abilities to aid those around him outside traditional superhuman means.

AMAZING MAN

Markus Clay is the grandson of Will Everett, the original Amazing Man, and one of the cousins of the second Amazing Man (who was murdered by the Mist (Nash)). He is a reluctant hero in that he doesn't really want to be involved in the lifestyle; instead, he is a community activist, using his abilities on a smaller scale to contribute to urban and community improvement and day-to-day helping his neighbors. He is inactive as a team member, applying himself and his time to help rebuild New Orleans post-Hurricane Katrina.

LIGHTNING — PL9 • 122 POINTS

Abilities: Str 0 **Sta** 2 **Agl** 1 **Dex** 1 **Fgt** 3 **Int** 1 **Awe** 1 **Pre** 1

Powers: Lightning Form (Activation (Move Action -1 point): **Electrical Control** (Array (25 points), **Blast 11** (Accurate 3), **AE: Nullify Electronics 7** (Accurate 3, Effortless, Simultaneous), **AE: Stun** *Ranged Affliction 11, Accurate 3 (Resisted by Fortitude; Dazed, Stunned, Incapacitated))); **Energy Aura 6**; **Enhanced Dodge 4**; **Flight 6** (120MPH); **Force Field** 7

Advantages Defensive Attack, Taunt

Skills Acrobatics 4 (+5), Athletics 4 (+4), Deception 5 (+6), Insight 5 (+6), Perception 3 (+4), Persuasion 3 (+4)

Offense: Initiative +1, Blast +7 (Damage 11), Stun +7 (Affliction 11, Resisted by Fortitude)

Defense: Dodge 9, Parry 5, Fortitude 6, Toughness 9, Will 6

Totals: Abilities 20 + Powers 73 + Advantages 2 + Skills 12 + Defenses 15 = 122

Complications: Uncontrolled Powers: Pierce has difficulty controlling her abilities and must work at not shorting out delicate electronics around her. **Power Loss:** Jennifer has no powers when she's not in her Lightning form.

MATHILDA "MA" HUNKEL — PL4 • 49 POINTS

Abilities: Str 1 **Sta** 1 **Agl** 0 **Dex** 1 **Fgt** 3 **Int** 1 **Awe** 2 **Pre** 2

Advantages: All-out Attack, Connected, Improvised Weapons

Skills: Close Combat: Unarmed 4 (+7), Deception 3 (+5), Expertise: Cooking 7 (+8), Insight 5 (+7), Intimidation 3 (+5), Perception 5 (+7), Persuasion 5 (+7)

Offense: Initiative +0, Unarmed +7 (Damage 1)

Defense: Dodge 3, Parry 3, Fortitude 2, Toughness 1, Will 6

Totals: Abilities 22 + Powers 0 + Advantages 3 + Skills 16 + Defenses 8 = 49

Complications: Age: Ma Hunkel is senior citizen. **Family Responsibilities:** Hunkel has only recently rejoined her large and rambunctious family.

LIGHTNING

Jennifer Pierce is the youngest daughter of Jefferson Pierce, better known as the hero Black Lightning. She inherited her metagene from her father and her electrical abilities manifested when she was a teenager. After seeing how difficult it was for Jennifer's older sister (Thunder, formerly of The Outsiders) to adapt to the hero lifestyle and demands of it, Lightning's father arranged for her to join the JSA so she could receive training and guidance from them.

MATHILDA "MA" HUNKEL

Mathilda Hunkel, matron of a large blue-collar family, was a worker in the mode of Rosie the Riveter, doing her part on the homefront. When mobsters caused problems in her area for her friends and co-workers, she took inspiration from news stories of costumed Mystery Men and put on a makeshift costume to fight them as the first Red Tornado (her size and strength making many think her a man). She later gave up this identity to raise her family, but after becoming involved as a witness against later mob action, was forced to enter Witness Protection and did not see her family for decades. After the last of the men who would have endangered her or her family recently died, Ma left the program, rejoined her family, and also took a position as all-around "Major Domo" for the JSA HQ.

MISTER AMERICA

Jeffrey Graves was a well-respected FBI profiler and special agent who secretly worked with his friend, the vigilante Trey Thompson (grandson of Tex Thompson, the original Mister America) to fight injustice. When Trey was murdered by Vandal Savage, the arrangement became known to Graves' superiors, who fired him. He has since taken up his friend's mask and costumed identity. Recently, Mister Terrific gave Graves a hi-tech whip that delivers a kinetic charge on impact.

MISTER AMERICA (JEFFREY GRAVES) PL8 • 135 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 3 **Dex** 3 **Fgt** 6 **Int** 2 **Awe** 2 **Pre** 2

Powers: Power Whip (Strength-based Damage 6, Reach 3, Enhanced Advantages 2 (Improved Grab, Improved Trip), Easily Removable (-4 points))

Advantages: Chokehold, Close Attack 2, Connected, Contacts, Defensive Roll 4, Improved Disarm, Improved Initiative, Instant Up, Power Attack, Quick Draw, Seize Initiative, Weapon Bind, Weapon Break, Well-informed

Skills: Acrobatics 6 (+9), Athletics 6 (+8), Close Combat: Unarmed 6 (+12), Deception 6 (+8), Expertise: Federal Agent 8 (+10), Expertise: Profiler 8 (+10) Insight 8 (+10), Intimidation 6 (+8), Investigation 8 (+10), Perception 6 (+8), Persuasion 4 (+6), Ranged Combat: Guns 4 (+7), Stealth 6 (+9), Vehicles 4 (+7)

Offense: Initiative +6, Unarmed +14 (Damage 2), Whip +8 (Damage 8)

Defense: Dodge 10, Parry 10, Fortitude 6, Toughness 6/2, Will 10

Totals: Abilities 44 + Powers 7 + Advantages 18 + Skills 43 + Defenses 23 = 135

Complications: Haunted: Mister America feels he needs to do right by his dead friend and inspiration, Trey Thompson.

JSA ALL-STARS

Following a number of arguments wherein the younger members of the JSA strongly disagreed with the older members about how methods and practices of the long-time members were archaic and ineffective, a group of the younger members broke from the JSA proper and founded a new team. Led initially by Magog and Power Girl, the team almost immediately encountered a number of personality problems, foremost among them the attitude of Magog towards virtually everyone else, as none of his teammates met his military-conditioned standards. A fractious encounter where Magog's reluctance to share information and his leadership style of follow-my-orders-without-question pushed the team to a near disaster and resulted in Magog being expelled from the All-Stars and Power Girl becoming the sole leader.

TYLER FAMILY RANCH

The All-Stars currently use a facility refurbished on the Tyler family ranch, which Rex Tyler is apparently providing because of his son's membership on the team.

HEADQUARTERS: TYLER FAMILY RANCH • *27 POINTS*

Size: Large; **Tou** 12 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Garage, Grounds, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Secret 3 (DC 25), Security System 3 (DC 30), Workshop

CITIZEN STEEL

Nathan "Buckeye" Heywood is the grandson of Hank Heywood, the original Steel, and the cousin of Hank Heywood III, the second Steel (killed in action against Professor Ivo). Nate was a prize athlete forced out of competition due to an injury resulting in the amputation of a leg. He survived this, and later also survived an attack on his family by the Fourth Reich. An encounter with the metal-transmuting villain Reichsmark during that attack ended with Heywood melded with organic metal on a cellular level. He needs his bodysuit to hold back a degree of his strength so as not to damage the world around him merely by moving.

BASE: UPSTATE NEW YORK
CURRENT MEMBERS: CITIZEN STEEL, CYCLONE, DAMAGE, HOURMAN (RICK TYLER), JUDOMASTER (SONIA SATO), KING CHIMERA, POWER GIRL, STARGIRL, TOMCAT
FORMER MEMBERS: MAGOG HEADQUARTERS: THE TYLER FAMILY RANCH

CITIZEN STEEL — PL11 • 133 POINTS

Abilities: Str 16 **Sta** 16 **Agl** 0 **Dex** 0 **Fgt** 6 **Int** 1 **Awe** 1 **Pre** 2

Powers: Enhanced Strength 2 (Limited to lifting, lifting Str 18 (6,000 tons)); **Features 5** (Increased Mass from Rank 2 to Rank 7 (3 tons)); **Impervious Toughness 16**

Advantages: Accurate Attack, Diehard, Extraordinary Effort, Interpose, Power Attack, Teamwork

Skills: Athletics 5 (+21), Insight 3 (+4), Intimidation 6 (+8), Perception 4 (+5)

Offense: Initiative +0, Unarmed +6 (Damage 16)

Defense: Dodge 6, Parry 6, Fortitude 16, Toughness 16, Will 6

Totals: Abilities 84 + Powers 23 + Advantages 6 + Skills 9 + Defenses 11 = 133

Complications: Uncontrolled Power: Without his suit, Heywood's strength is Uncontrolled

CYCLONE — PL9 • 122 POINTS

Abilities: Str -1 **Sta** 1 **Agl** 2 **Dex** 2 **Fgt** 2 **Int** 5 **Awe** 1 **Pre** 1

Powers: Air Control (Array (18 points): **Cone Area Move Object 9** (Close Range), **AE: Air Blast** (Cone Area Damage 9), **AE: Air Cushion** (Burst Area Safe Fall, Affects Others), **AE: Tornado Burst (**Area Move Object 9, Close Range)); **Cyclone "Shield"** (Enhanced Defenses (Dodge 13, Parry 13), Noticeable); **Flight 5** (60 MPH; Affects Others)

Advantages: Defensive Roll, Luck 2, Minion 2 (Frankie, pet monkey)

Skills: Acrobatics 4 (+6), Deception 4 (+5), Expertise: Wizard of Oz 6 (+11), Insight 4 (+5), Perception 4 (+5), Persuasion 4 (+5), Technology 4 (+9)

Offense: Initiative +2, Air Blast—(Cone Area Damage 9), Unarmed +2 (Damage -1)

Defense: Dodge 16, Parry 16, Fortitude 5, Toughness 2 /1, Will 5

Totals: Abilities 26 + Powers 66 + Advantages 5 + Skills 15 + Defenses 10 = 122

Complications: Quirk—Motormouth: Maxine talks constantly, often saying things she shouldn't. She is also ignored by others because she never stops talking. **Naive:** Maxine is young and inexperienced, so she's easily duped and misled.

CYCLONE

Maxine Hunkel is the granddaughter of "Ma" Hunkel (see Justice Society of America). She was kidnapped as a child and experimented on by T.O. Morrow, which apparently later gave her various aerokinetic abilities. Maxine is bubbly and a bit unworldly, but is maturing through hard experience. She is also quite intelligent and was a top Harvard student before joining the JSA.

JUDOMASTER

Sonia Sato is the third person to hold the Judomaster name and very little is known about her background. She first appeared working for Oracle. An incredible martial artist, she also broadcasts a field preventing attacks directly targeting her from actually landing. She is immune to attacks that require an attack check against either Dodge or Parry, but must resist Perception Ranged or Area effects normally.

JUDOMASTER (SONIA SATO) — PL9 • 171 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 5 **Dex** 5 **Fgt** 7 **Int** 1 **Awe** 2 **Pre** 1

Powers: Aversion Field (Immunity 110 (Toughness Effects, Fortitude Effects, Subtle 2, Limited to targeted attacks only))

Advantages: Assessment, Defensive Attack, Defensive Roll 2, Fast Grab, Grabbing Finesse, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Languages (English, Japanese native), Power Attack, Prone Fighting, Redirect, Takedown, Weapon Bind

Skills: Acrobatics 7 (+12), Athletics 5 (+7), Close Combat: Judo 9 (+16), Deception 5 (+6), Expertise: Martial Arts 7 (+8), Insight 6 (+8), Perception 6 (+8), Persuasion 4 (+5), Stealth 5 (+10), Treatment 2 (+3)

Offense: Initiative +9, Judo Attack +16 (Damage 2)

Defense: Dodge 10, Parry 10, Fortitude 7, Toughness 4/2, Will 7

Totals: Abilities 50 + Powers 57 + Advantages 18 + Skills 28 + Defenses 18 = 171

KING CHIMERA — PL9 • 135 POINTS

Abilities: Str 1 **Sta** 1 **Agl** 2 **Dex** 2 **Fgt** 4 **Int** 5 **Awe** 3 **Pre** 1

Powers: Illusion 9 ((All Senses), Area 3 (60 feet))

Advantages: Daze, Eidetic Memory, Jack-of-all-trades, Redirect, Set-up

Skills: Deception 7 (+8), Insight 6 (+9), Intimidation 6 (+7), Perception 7 (+10), Stealth 2 (+4)

Offense: Initiative +2, Illusion—(Perception, Area, Illusion 9), Unarmed +4 (Damage 1)

Defense: Dodge 6, Parry 6, Fortitude 5, Toughness 1, Will 8

Totals: Abilities 38 + Powers 63 + Advantages 5 + Skills 14 + Defenses 15 = 135

Complications: Own Worst Enemy: King Chimera is arrogant, abrasive, self-absorbed, and generally unlikable by most standards.

TOMCAT — PL9 • 127 POINTS

Abilities: Str 5 **Sta** 6 **Agl** 6 **Dex** 6 **Fgt** 6 **Int** 1 **Awe** 3 **Pre** 3

Powers: Claws (Strength-based Damage 2); **Enhanced Skills 28** (Acrobatics 8, Athletics 8, Close Combat: Natural Weapons 5, Perception 7); **Enhanced Advantages 7** (Evasion, Great Endurance, Improved Critical 2 (Claws), Improved Initiative, Instant Up, Startle); **Leaping 1** (15 feet); **Regeneration 5**; **Senses 2** (Lowlight Vision, Tracking); **Speed 4** (30 MPH)

Advantages: *Evasion, Great Endurance, Improved Critical 2 (Claws), Improved Initiative, Instant Up, Startle*

Skills: *Acrobatics 8 (+14), Athletics 8 (+13), Close Combat: Natural Weapons 5 (+11),* Insight 4 (+7), *Perception 7 (+10)*

Offense: Initiative +10, Claws +11 (Damage 7, Crit. 18-20), Unarmed +6 (Damage 5)

Defense: Dodge 12, Parry 12, Fortitude 10, Toughness 6, Will 5

Totals: Abilities 72 + Powers 35 + Advantages 0 + Skills 2 + Defenses 18 = 127

Complications: Chip On His Shoulder: Bronson resents his powers and the world in general for forcing him into the life of a metahuman.

KING CHIMERA

King Chimera is the son of World War II Mystery Man "King" Standish. He was born to a mother native to a secret island where Standish, himself a master of disguise, went to learn more powerful arts of illusion from its reclusive people. King Chimera is a genius with the power to generate realistic and complicated illusions by bending light and sound to his will.

TOMCAT

Tom Bronson is the illegitimate son of Ted "Wildcat" Grant and a werecat mother. Grant abandoned the mother for her own safety before Bronson was born and never even knew of Bronson's existence until recently. The boy inherited his mother's gifts and can take the form of a humanoid cat, a form in which he possesses superhuman physical abilities. Now that he and his father know of each other's existence and identities, they are trying very unsuccessfully to build a relationship.

KANJAR RO

By inventing a powerful weapon he called the Gamma Gong, Kanjar Ro was able to indulge his lust for power and conquer the planet Dhor. Yet he needed more power to dominate the other worlds of the Antares solar system and manipulated Earth's Justice League into fighting his battles for him. Though the League escaped Ro's gambit, he returned to Dhor and continued his attempts to conquer other worlds, including Rann, Thanagar, and the peaceful world of Kylaq.

PERSONALITY

Kanjar Ro is driven to conquer and dominate, and though he is more than happy to use force, he prefers to use manipulation and deception to achieve his goals—to be handed power rather than to seize it. While willing to wait quietly as his schemes play out, he will later unfailingly demand credit and recognition for both his conquests and his inventions.

REAL NAME: KANJAR RO
OCCUPATION: CONQUEROR BASE: DHOR

POWERS & ABILITIES

Kanjar Ro is stronger and more agile than the average human, and possesses considerable intelligence along with an arsenal of advanced technology he has either created or captured.

ALLIES

Any alliances Kanjar Ro makes are temporary at best and usually complicated deceptions. Ro spent months disguised as the alien Despero in an attempt to not only defeat Earth's heroes, but seize power from his ally Morgaine le Fey. When Starro the Conqueror captured Dhor, Kanjar Ro retreated alongside Adam Strange and worked with Vril Dox's R.E.B.E.L.S. to retake the planet.

ENEMIES

Kanjar Ro's quests for conquest have been defeated several times by the Justice League, and he has sworn to have revenge against the heroes of Earth. Yet Ro will let rematches occur in their own time, and usually concentrates his enmity upon whoever is standing in the way of his current scheme.

KANJAR RO — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	5	2	4	5	5	5	8

POWERS

Gamma Gong: Perception Area (Hearing) Affliction 10 (Resisted by Will; Impaired, Immobile, Paralyzed). Limited: Portable versions of the Gong have a maximum of Affliction 5, Easily Removable (-8 points) • *12 points*

Energi-Rod: Array (36 points), Easily Removable (–16 points)

- **Disintegration Ray:** Ranged Damage 12, Penetrating 12 • *36 points*
- **Gravity Ray:** Move Object 12, Damaging • *1 point*
- **Mental Ray:** Communication 5 (Mental) • *1 point*

ADVANTAGES

Assessment, Defensive Roll 5, Inventor, Leadership, Seize Initiative, Startle, Taunt

SKILLS

Close Combat: Unarmed 5 (+10), Deception 5 (+13), Intimidation 8 (+16), Perception 6 (+11), Ranged Combat: Energi-Rod 6 (+10), Technology 8 (+13)

OFFENSE

Initiative +2

Unarmed +10	Close, Damage 4
Energi-Rod +10	Range, Damage 12, Penetrating 12 or Move Object 12

DEFENSE

Dodge	12	**Fortitude**	9
Parry	12	**Toughness**	10/5*
Will	11	*Without Defensive Roll.	

POWER POINTS

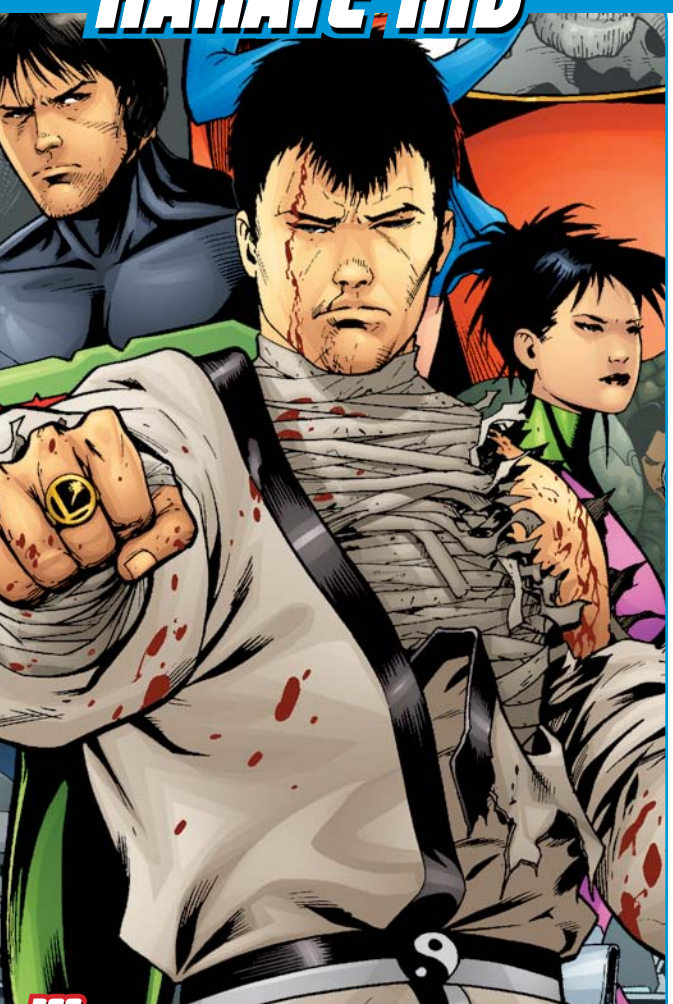
Abilities	76	**Skills**	19
Powers	34	**Defenses**	27
Advantages	11	**Total**	167

COMPLICATIONS

Conqueror: Whether he rules a city, a planet, or an empire, Kanjar Ro always seeks more power.

Negotiated Power: Kanjar Ro prefers gambits and manipulation to engaging in battle, and has gone to great lengths to deceive his way to power.

KARATE KID



Val's father was the Black Dragon, an infamous crime lord, and his mother an American secret agent who died trying to protect him. Val was raised by the hero who eventually killed the Black Dragon and trained him to become a great warrior. Val then traveled across the galaxy to learn more fighting styles.

He applied to the Legion upon his return, and convinced the Legionnaires to take him seriously despite not having powers when he challenged Superboy and actually held his ground.

He traveled to the 20th century to prove his worthiness to marry Princess Projectra, but shortly after their union he died at the hands of the people who invaded her world, dealing the blow to win the battle. He was returned to life by unexplained means and served with the Legion on several missions. He traveled in time again to the 21st century with Triplicate Girl to oppose Brother Eye as well as Darkseid.

PERSONALITY

Courageous and driven, Val never backs down from any challenge, and often bites more than he can chew as he tries to prove himself, not to others, but to himself. Despite this apparent rashness, Val can be calm and spiritual thanks to his martial arts training.

REAL NAME: VAL ARMORR
OCCUPATION: LEGIONNAIRE
BASE: 31ST CENTURY EARTH

KARATE KID — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	7	6	13	2	3	2

POWERS

Martial Strike: Penetrating Strength 4 • *4 points*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3 points); Flight 7 (250 MPH), Removable (–3 points) • *16 points*
Telepathic Plug: Comprehend 3 (Languages); Mental Communication 1 (Close Range), Removable (–1 point) • *7 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst), Removable (–2 point) • *7 points*

ADVANTAGES

Agile Feint, All-out Attack, Assessment, Benefit 1 (Legion membership), Chokehold, Close Attack, Defensive Attack, Defensive Roll 2, Diehard, Equipment 6, Evasion, Fast Grab, Fearless, Great Endurance, Improved Aim, Improved Critical 2 (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Move-by Action, Power Attack, Prone Fighting, Redirect, Set-up, Skill Mastery (Acrobatics), Takedown 2, Teamwork, Ultimate Effort (Assessment checks), Uncanny Dodge, Weapon Bind, Weapon Break

SKILLS

Acrobatics 10 (+17), Athletics 12 (+16), Close Combat: Unarmed 6 (+20), Expertise: Fighting Styles 12 (+15), Insight 12 (+15), Perception 8 (+11), Stealth 6 (+13), Treatment 10 (+13)

OFFENSE

Initiative +9

Martial Strike +20	Close, Damage 4, Penetrating 4, Crit. 18-20

DEFENSE

Dodge	14	**Fortitude**	10
Parry	16	**Toughness**	6/4*
Will	12	*Without Defensive Roll.	

POWER POINTS

Abilities	82	**Skills**	38
Powers	4	**Defenses**	25
Advantages	43	**Total**	192

COMPLICATIONS

Overconfidence: Val will charge any enemy in battle, regardless of their apparent level of power.

POWERS & ABILITIES

Val has no power other than his unbreakable resolve. He is, however, a master of all martial arts known in the 31st century, from ancient Earthling fighting styles to those of alien species. He can combine and improvise martial arts techniques along with his Legion flight ring to great effect.

ALLIES

Val has the support and friendship of all other Legionnaires. In one timeline, he fell in love and married Princess Projectra, while in another he was attracted to Shadow Lass.

ENEMIES

Val shares enemies with the rest of the Legion.

KATANA

Tatsu learned the martial arts at a young age. She married Yamashiro Maseo and had two twin children, but Maseo's jealous brother Takeo, who was also in love with Tatsu, fought his brother over her and accidentally started a house fire in the process. In the end, Tatsu lost her entire family and Takeo got away. Tatsu would have died as well, but she'd taken the sword that had just slain her husband and his soul begged her to flee.

Tatsu trained with a samurai and took on the mantle of Katana, vowing to fight for justice and moving to Gotham City. She joined the Outsiders and eventually took Halo as a foster daughter. Katana has been a member of the Outsiders more or less consistently over its various incarnations and has also worked with the Birds of Prey.

PERSONALITY

Tatsu has a strong sense of justice and a thick skin given the numerous tragedies that she's had to endure. She also has the honor of a samurai.

POWERS & ABILITIES

Tatsu is a highly skilled martial artist. She also owns a mystical sword forged by master sword smith Muramasa. The sword enables her to get advice (and occasional assistance) from the souls of those whom the sword has killed.

ALLIES

Batman is Tatsu's most trusted ally. She can also count the Outsiders and the Birds of Prey as allies. She is also Halo's guardian.

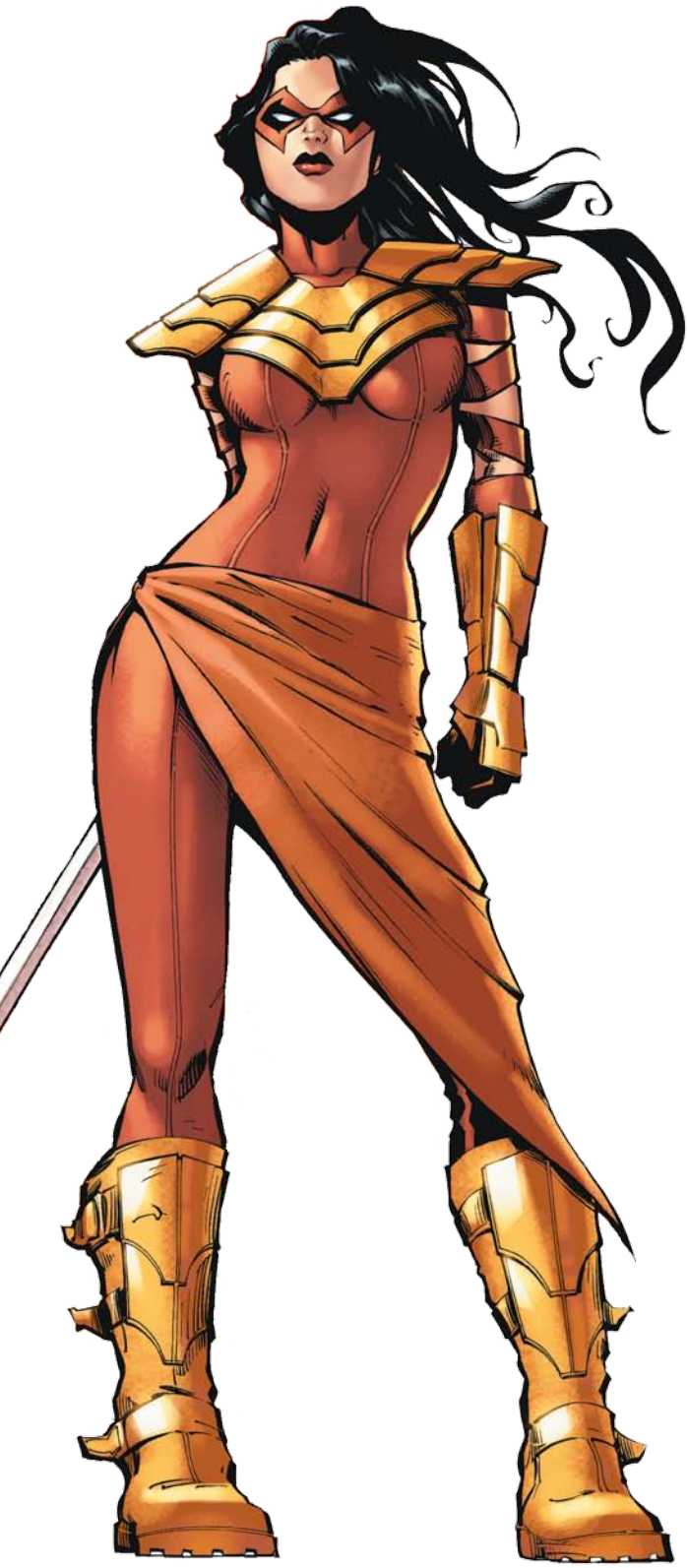
ENEMIES

Tatsu counts Lady Shiva and the Yakuza (Japanese organized crime) as enemies. In addition, enemies of the Outsiders are her enemies as well.

REAL NAME: TATSU YAMASHIRO
OCCUPATION: SUPER HERO BASE: MOBILE

SOULTAKER RITUAL

Through a powerful ritual, the wielder of Soultaker can temporarily release the souls the sword has taken to physical form. The now-physical souls must obey the wielder's commands. The souls can be killed, and if the ritual is undone the souls return to the sword. This is a powerful ability that is generally best left as a story element rather than a normal power and thus costs a hero point (and ritual time) to use.



KATANA — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	5	5	8	1	5	3

POWERS

Soultaker Sword: Enhanced Parry 3; Feature 1 (Souls In Sword); Strength-based Damage 3, Penetrating 3; Easily Removable (-4 points) • *6 points*

EQUIPMENT

20 points of martial arts weapons and gear.

ADVANTAGES

Accurate Attack, Defensive Attack, Defensive Roll 2, Equipment 4, Improved Critical 2 (Shuriken), Improved Critical 4 (Sword), Improved Critical 2 (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Language (English; Japanese native), Prone Fighting, Power Attack, Precise Attack 4 (Ranged, Close; Cover and Concealment), Quick Draw, Startle, Takedown 2, Taunt

SKILLS

Acrobatics 10 (+15), Athletics 10 (+13), Close Combat: Martial Art Weapons 6 (+14), Close Combat: Unarmed 9 (+17), Insight 6 (+11), Intimidation 8 (+11), Perception 10 (+15), Persuasion 6 (+9), Ranged Combat: Martial Art Weapons 12 (+17), Stealth 13 (+18)

OFFENSE

Initiative +9

Shuriken +17	Ranged, Damage 3, Crit. 18-20
Sword +14	Close, Damage 6, Penetrating 3, Crit. 16-20
Unarmed +17	Close, Damage 3, Crit. 18-20

DEFENSE

Dodge	12	**Fortitude**	8
Parry	15/12*	**Toughness**	5/3**
Will	10		

*Without Soultaker. **Without Defensive Roll.

POWER POINTS

Abilities	66	**Skills**	45
Powers	6	**Defenses**	21
Advantages	35	**Total**	173

COMPLICATIONS

Motivation—Justice: Katana believes the world should be a just place and she does what she can to make it that way.

Honor: Katana has a strong sense of honor and won't unfairly take advantage when in a position of power.

KESTREL

M'Shulla and Gorrum, two Lords of Chaos, despised T'Charr's and Terataya's experiment with Hawk and Dove, and strove to destroy their foolish idea of Chaos and Order working together, so they created Kestrel, a spell that mortals could use to gain great power… at a great price. Kestrel would possess the foolish host and embark on his hunt.

Kestrel first arrived on Earth to stop Dawn Granger from becoming the new Dove and convince Hank Hall to join true Chaos. Having failed, he possessed the body of Hank's then girlfriend, Ren Tanaka, and lured the heroes to the magical dimension of Druspa Tau, where he was utterly defeated by Hawk.

He asked the Lords of Chaos for another chance, but this time he did not target Hawk and Dove, but the Teen Titans, capturing Raven's soulself as a bargaining chip, but Hawk and Dove led their friends in pursuit and Kestrel's plan backfired.

PERSONALITY

Kestrel is a murderous psychopath, his drives those of a being of pure chaos. Sadistic, manipulative, and bloodthirsty, Kestrel is sheer destruction given an insane will.

POWERS & ABILITIES

Kestrel is a mystical being who must possess a living host in order to manifest in normal Earth; he can walk in the form of his host, but the will and personality are all his own. He was created by the Lords of Chaos to ape the inhuman strength and resistance of Hawk. Kestrel's talons are supernaturally sharp, capable of slicing through anything, even reality itself, an ability he uses to travel between dimensions. He can also sense Hawk's presence in order to track him down.

ALLIES

None. Even the Lords of Chaos despise him.

ENEMIES

Kestrel will tear through anyone siding with Hawk and Dove.

KESTREL — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	9	6	2	4	1	2	6

POWERS

Chaos Body: Impervious Protection 5 • *10 points*
Host Disguise: Morph 1 (Appears as original host) • *5 points*
Kestrel Talons: Array (20 points)
- **Talons:** Strength-based Damage 3, Affects Insubstantial 2, Dimensional 3, Penetrating 12 • *20 points*
- **Shredding Swipe:** Affliction 15 (Resisted by Fortitude; Impaired Toughness and Vulnerable, Disabled Toughness and Defenseless), Affects Insubstantial 2, Dimensional 3, Extra Condition, Limited Degree • *1 point*

Kestrel Wings: Array (12 points)
- **Rend Space:** Burst Area Movement 3 (Dimension Travel 3, travel is voluntary), Affects Others • *12 points*
- **Hunter Speed:** Speed 4 (30 MPH); Leaping 6 • *1 point*

Reform: Immortality 1, Limited: Reforms in the dimension of Chaos; Regeneration 10 • *11 points*
Track Hawk: Senses 13 (Detect Hawk 2 (Mental) , Extended 10 (Detect Hawk) , Tracking (Hawk)) • *13 points*

ADVANTAGES

All-out Attack, Fearless, Improved Critical (Talons), Instant Up, Power Attack, Startle

SKILLS

Athletics 5 (+14), Close Combat: Shredding Swipe 3 (+7), Close Combat: Talons 6 (+10), Deception 8 (+14), Expertise: Chaos 10 (+11), Intimidation 10 (+16)

OFFENSE

	Initiative +6
Talons +10	Close, Damage 12 Crit. 19-20
Shredding Swipe +7	Close, Affliction 15, Resisted by Fortitude

DEFENSE

Dodge	8	**Fortitude**	11
Parry	8	**Toughness**	14
Will	7		

POWER POINTS

Abilities	78	**Skills**	21
Powers	73	**Defenses**	13
Advantages	6	**Total**	191

COMPLICATIONS

Living Spell: Kestrel is not a real creature but a spell, and requires a willing host to exist on Earth, who is most often promised power. Kestrel cannot stay on Earth outside a host, and has been defeated in the past when forced to leave its host.

Obsession: Kestrel's existence revolves around Hawk and Dove and it hunts them down whenever on Earth. Kestrel always tries to attack Dove first, and once she's dead attempts to persuade Hawk to join the Lords of Chaos.

REAL NAME: NONE
OCCUPATION: AGENT OF CHAOS BASE: MOBILE

THE KEY

THE KEY							PL11
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	8	3	4	10	4	5

POWERS

Key Blaster: Ranged Damage 10, Easily Removable (-8 points) • *12 points*

Psycho-Virus: Ranged Affliction 10 (Resisted by Will; Dazed, Compelled, Immobilized), Linked: Illusion 7 (All Senses), Independent, Limited to One subject, Reduced Range (Ranged) • *48 points*

Psychochemical Effects: Enhanced Advantage 1 (Assessment), Enhanced Intelligence 4, Enhanced Skill 40 (Deception +10, Perception +10, Sleight of Hand +10, Stealth +10) • *29 points*

Accelerated Acuity: Quickness 14, Limited to Mental Tasks • *14 points*

Eleven Senses: Senses 30 (Analytical (Hearing, Visual, Tactile), Awareness (Dimensional, Mental, Temporal), Counters Concealment (All), Counters Illusion (Hearing, Visual), Danger Sense, Darkvision, Microscopic Vision 3, Penetrates Concealment (Visual), Radius (Visual), Time Sense, Ultra-Hearing) • *30 points*

ADVANTAGES

Agile Feint, *Assessment*, Defensive Attack, Evasion, Fearless, Improved Initiative, Jack-of-All Trades, Luck 4, Precise Attack 4 (Close, Ranged; Cover and Concealment), Redirect, Uncanny Dodge

SKILLS

Acrobatics 4 (+12), Close Combat: Unarmed 7 (+11), *Deception 10 (+14)*, Insight 7 (+11), *Perception 11 (+21)*, Ranged Combat: Key Blaster 9 (+12), *Sleight of Hand 18 (+21)*, *Stealth 12 (+20)*

OFFENSE

Initiative +12

Unarmed +11	Close, Damage 3
Key Blaster +12	Ranged, Damage 10

DEFENSE

Dodge	18	**Fortitude**	10
Parry	16	**Toughness**	3
Will	10		

POWER POINTS

Abilities	72	**Skills**	19
Powers	133	**Defenses**	35
Advantages	16	**Total**	275

COMPLICATIONS

Unlocked: Meditation and psychochemicals of the Key's own design have unlocked the incredible potential of his brain—but his power isn't always controllable, and he is sometimes overwhelmed when his mind opens to the thoughts of everyone for incredible distances.

REAL NAME: UNKNOWN
OCCUPATION: VILLAIN BASE: MOBILE

The Key began his criminal career as a chemist working in the employ of Intergang, developing designer drugs the mob could sell as well as psychochemicals Intergang agents could use to explore the power of the human brain. He tested the most powerful of these psychochemicals on himself, and began to call himself the Key as his mind unlocked.

His quest for power and understanding brought the Key into conflict with the Justice League, which inevitably ended with the Key defeated and imprisoned. The Key made use of his time in prison, meditating and exposing himself to even more powerful psychochemicals. When he felt ready, his expanded power allowed him to simply walk out of prison and spring a new trap on the Justice League. Defeated only at the

last minute, the Key escaped and implanted himself with a cybernetic implant that amplified his telepathic abilities to a nearly uncontrollable degree.

PERSONALITY

The Key is driven by an uncontrollable desire to unlock the mysteries of the human mind, and then the universe. He sees himself as above and beyond all other humans, who are still shackled by their own unevolved minds.

POWERS & ABILITIES

Years of experimentation on his own mind have unlocked 90% of the Key's mental potential, allowing him to perceive and calculate with lightning speed, and granting him many additional senses beyond the normal human five. The Key has also weaponized his psychochemicals, and can use them to induce controlled delusions in the minds of his enemies. Since his earliest days, the Key has also carried an energy blaster shaped like a key.

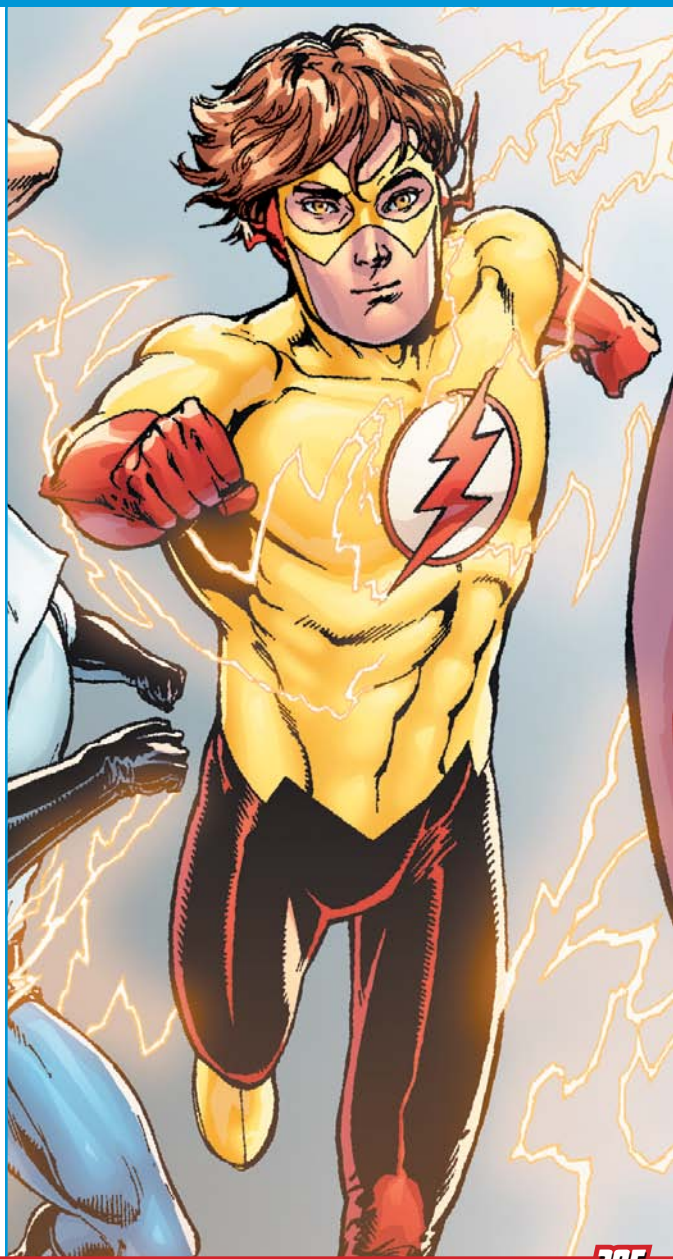
ALLIES

In the past, the Key has worked for Intergang and the villainous Society, but most often he works on his own, assisted only by androids he calls his "Key-Men." However, other villains have called upon him when they need to escape imprisonment, or when they need to have prisoners of their own incarcerated.

ENEMIES

The Key hates the Justice League and Batman in particular, holding them responsible for many of his past defeats and periods of imprisonment.

KID FLASH



Bart Allen was born in the 30th century, grandson to Barry Allen and genetic heir to his grandfather's super-speed. Unfortunately, Bart's growth was hyper-accelerated, and the only way to protect him from his own speed was to put him in a virtual reality environment.

Bart finally got to live a real life when his grandmother Iris Allen took him back in time to the 20th century, where he learned to use his powers with the help of the speedsters of the time, training alongside the Flash and "Zen master of speed" Max Mercury. Still treating life like the videogames in which he was raised, Bart became a hero with a name to match: Impulse.

Joining other young heroes, Impulse formed a team called Young Justice who adventured together and even battled the invasion of the cosmic force Imperiex. Following the invasion, Impulse and his friends from Young Justice joined the Teen Titans. When the Titans were attacked by Deathstroke, the mercenary kneecapped Impulse with a shotgun. During the traumatic recovery that followed, Bart Allen read the entirety of the San Francisco Public Library and, when healed, finally felt ready to embrace the heroic legacy of a new name: Kid Flash.

As Kid Flash, Bart continued to run alongside the Teen Titans—until Superboy-Prime attacked the Earth's heroes. In the end, the only way to defeat him was for Kid Flash and other speedsters to drag Superboy-Prime into the Speed Force and hold him there. When Superboy-Prime finally escaped, the Bart Allen who gave chase had been guarding him for four years, though a much shorter time had passed in the real world. Now an adult carrying all the power of the Speed Force inside him, Bart Allen finally took on both his grandfather's costume and his name and became the Flash.

Bart's career as the Flash was short. No sooner had he become the Fastest Man Alive than he was suddenly and repeatedly

REAL NAME: BART ALLEN
OCCUPATION: HERO BASE: KEYSTONE CITY, KS

KID FLASH — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	4	3	3	2	3	2

POWERS

Frictionless Aura: Immunity 1 (Friction Effects) • *1 point*
Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*
Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*
Super-Speed: Enhanced Defense 23 (Dodge 11, Parry 12), Enhanced Advantage 25 (Agile Feint, Beginner's Luck, Close Attack 4, Defensive Roll 2, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH) • *88 points*
Speed Stunts: Array (21 points)

- **Air Control:** Cone Area Move Object 7 • *21 points*
- **Air Cushion:** Movement 1 (Safe Fall), Burst Area, Affects Others • *1 point*
- **Speed Strike**: Strength-based Damage 5, Multiattack 6 • *1 point*
- **Vacuum:** Burst Area Affliction 7 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • *1 point*
- **Vibrate Through Walls:** Insubstantial 4 • *1 point*

ADVANTAGES

Agile Feint, *Beginner's Luck*, *Close Attack 4*, *Defensive Roll 2*, Eidetic Memory, *Evasion 2*, *Improved Initiative 10*, *Interpose*, *Instant Up*, *Move-by Action*, *Seize Initiative*, *Takedown*, Uncanny Dodge

SKILLS

Acrobatics 8 (+12), Athletics 7 (+8), Close Combat: Unarmed 6 (+9), Insight 4 (+7), Perception 8 (+11)

OFFENSE

Initiative +44

Unarmed +13	Close, Damage 6, Multiattack

DEFENSE

Dodge	15	**Fortitude**	9
Parry	15	**Toughness**	5/3*
Will	5	*Without Defensive Roll.	

POWER POINTS

Abilities	42	**Skills**	17
Powers	116	**Defenses**	30
Advantages	2	**Total**	207

COMPLICATIONS

Flash Family: Kid Flash is part of an extended family of super-speedsters, a legacy that brings both allies and enemies.

Out of Time: Bart Allen was born in the 30th century and raised inside a virtual reality environment. Although he has had time to acclimate to living in the reality of the present day, the speedster still sometimes misses a step.

attacked by the evil speedster Zoom and the Flash's Rogues. The attacks culminated in a particularly savage assault by the Rogues that left Bart Allen dead. Bart's death released the power of the Speed Force, allowing the return of Wally West. West returned to the role of the Flash and the Justice League, where he encountered the Legion of Super-Heroes on a mission from their future to the present whose mission was to save Bart Allen.

Revived in the future by the Legion, Allen was reborn younger, now once again Kid Flash. He also discovered the true reason the Legion rescued him: to help defeat Superboy-Prime once and for all. After the battle, Kid Flash returned to his home, his friends, and family in the present.

PERSONALITY

Though he has endured serious injury and even death in his time as a hero, Kid Flash is most often seen running with a smile on his face, thrilled to be racing into battle alongside his friends and family.

POWERS & ABILITIES

Kid Flash has a connection to the Speed Force, an extradimensional energy that allows him to run, think, and act at incredible speeds. In combat, he can use his speed to rain a flurry of blows on his foes, or suck the air away from an area to knock them out. He can also create air vortexes by moving at super speed that can move heavy objects or catch falling allies.

ALLIES

Kid Flash has met and been trained by every speedster hero of the present day, from Max Mercury and Jesse Quick to all the heroes who have worn the Flash costume. His adventures have also taken him through time, back to his birthplace in the 30th century, where he ran alongside his cousin XS and the Legion of Super-Heroes. His best friends are Robin, Superboy, Wonder Girl, and the other Teen Titans.

ENEMIES

Kid Flash shares the enemies of his allies, from the foes of the Teen Titans like Brother Blood and Trigon the Terrible to Deathstroke. Superboy-Prime has a particular dislike for Kid Flash. Kid Flash has also chased the super-speed enemies of the Flash family, from Zoom and the Black Flash to Inertia and Savitar, and battled the Rogues—who once very nearly succeeded in killing him.

KILLER CROC

Waylon Jones was born with a rare genetic disorder called Epidermolytic Hyperkeratosis, a form of atavism, that makes his physical features resemble those of a reptile. His mother died in childbirth and his disgusted father turned him over to extended family. Jones turned to petty crime, spending his formative years in and out of juvenile detention, eventually landing in prison where he killed an inmate. Jones spent most of his early adult life behind bars, becoming increasingly bitter and eventually sociopathic.

Jones became a crocodile wrestler with a sideshow when he was finally released from prison, but quickly realized he could make more money in criminal endeavors. He tried to establish himself in Gotham City with varying degrees of success; his initial attempts were foiled by Batman.

As he aged, Jones' reptilian DNA gradually exhibited itself both in his physical appearance and prowess. Once he could wear bulky clothing and pass for human as long as he stayed in the shadows; more recently, he's become far more bestial in appearance and behavior.

PERSONALITY

Killer Croc's freakish exterior gives him an inferiority complex. He constantly needs to prove his superiority to normal-looking people. As he slides further into his animalistic nature he behaves more like the monster he resembles.

POWERS & ABILITIES

Killer Croc's genetic disorder confers on him an incredible degree of strength as well as a tough, damage-resistant hide and the ability to regenerate from wounds. He swims with great skill and possesses a superhuman sense of smell.

KILLER CROC — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	8	4	1	6	-1	0	3

POWERS

Aquatic: Immunity 3 (Disease, Suffocation: Limited: Must Hold Breath); Movement 2 (Environmental Adaptation 2: Aquatic, Sewers); Swimming 4 (8 MPH) • *10 points*
Epidermolytic Hyperkeratosis: Feature 2 (Density; Weighs 800 lbs.); Impervious Protection 8 • *18 points*
Reptilian: Leaping 3; Regeneration 5; Senses 3 (Acute Accurate Olfactory) • *11 points*
Teeth and Claws: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-out Attack, Chokehold, Diehard, Fast Grab, Fearless, Great Endurance, Improved Hold, Power Attack, Startle, Takedown 2

SKILLS

Athletics 8 (+18), Close Combat: Unarmed 3 (+9), Intimidation 9 (+12), Perception 8 (+8), Stealth 4 (+8)

OFFENSE

Initiative +4

Unarmed +9	Close, Damage 13

DEFENSE

Dodge	6	**Fortitude**	16
Parry	6	**Toughness**	16
Will	6		

POWER POINTS

Abilities	62	**Skills**	16
Powers	42	**Defenses**	16
Advantages	11	**Total**	147

COMPLICATIONS

Prejudice: Killer Croc is deformed in such a way that he appears to be a human alligator or crocodile. He is instantly recognizable and people's reactions to him tend to be extreme.

Disability: Croc is slowly devolving into a less human, more lizard-like form. If this continues at the current rate he'll be an unintelligent beast driven only by instinct before too long.

ALLIES

During Croc's time in Arkham Asylum, he established relationships with inmates including Poison Ivy and Mad Hatter. He works with Two-Face and for a time was Swamp Thing's pupil.

ENEMIES

Killer Croc's primary enemy is Batman. Croc often comes into conflict with Gotham's other super heroes, including Batgirl, Robin, and Nightwing.

REAL NAME: WAYLON JONES
OCCUPATION: CROCODILE WRESTLER (FORMER), CRIMINAL
BASE: GOTHAM CITY SEWERS

KILLER FROST

Crystal Frost fell in love with Martin Stein when they were both students as Hudson University, but never pursued her interest. Years later, when she and Stein worked together on the Mohole Project in the Arctic, she told him her feelings, but he rejected her. The devastated Dr. Frost accidently trapped herself in the project's thermo chamber. The accident transformed her body and warped her mind. Calling herself "Killer Frost" she set out to kill Stein and punish all men. Professor Stein's alter-ego Firestorm was fortunately able to overcome her.

Authorities used a cryogenic chamber to imprison Killer Frost, keeping her immobile. After an escape, Frost consulted with a friend and colleague, Louise Lincoln. She discovered her body chemistry was breaking down and she was dying. Firestorm attempted to halt Killer Frost's degeneration by allowing her to absorb the nuclear heat of his body, but it proved to be too great and she disintegrated.

Louise Lincoln blamed Firestorm for the death of the woman she idolized. She later duplicated the accident that granted Crystal Frost her powers and became the new Killer Frost, carrying on her vendetta against the Nuclear Man as well as her name.

REAL NAME: CRYSTAL FROST (THE FIRST KILLER FROST), LOUISE LINCOLN (THE SECOND KILLER FROST)
OCCUPATION: CRIMINAL
BASE: MOBILE

KILLER FROST — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	4	4	3	4	4	3

POWERS

Cryokinesis Stunts: Array (24 points)
- **Cold Control:** Ranged Damage 12 • *24 points*
- **Ice Snare:** Ranged Affliction 8 (Resisted by Dodge; Hindered, Immobile, Incapacitated), Cumulative • *1 point*
- **Ice Creations:** Create 7, Permanent, Innate • *1 point*

Freezing Cold: Environment Control 5 (900 feet; Extreme Cold, Impede Movement 1, Visibility) • *20 points*
Ice Shell: Protection 8 • *8 points*
Temperature Control: Immunity 2 (Heat, Cold) • 2 *points*

ADVANTAGES

Accurate Attack, All-out Attack, Attractive, Power Attack

SKILLS

Close Combat: Unarmed 2 (+5), Deception 5 (+8), Expertise: Physics 8 (+12), Insight 4 (+8), Perception 6 (+10), Ranged Combat: Cryokinesis Stunts 6 (+10), Technology 7 (+11)

OFFENSE

Initiative +4

Cold Control +10	Ranged, Damage 12
Ice Snare +10	Ranged, Affliction 8, Cumulative
Unarmed +5	Close, Damage 1

DEFENSE

Dodge	10	**Fortitude**	8
Parry	8	**Toughness**	10
Will	10		

POWER POINTS

Abilities	50	**Skills**	19
Powers	56	**Defenses**	23
Advantages	4	**Total**	152

COMPLICATIONS

Enemy: Killer Frost has a long-running enmity with Firestorm; where one is, the other is sure to arrive.

Hatred: Killer Frost is consumed by a pathological hatred of men.

Weakness: Killer Frost is dependent on sources of heat to keep herself from freezing solid, stunned and immobile.

PERSONALITY

Her perceived mistreatment at the hands of men left Crystal Frost a cold, bitter woman. Louise Lincoln, the second Killer Frost, does not share Crystal's hated of men, but emulates her idol's coldly murderous attitude.

POWERS & ABILITIES

Killer Frost absorbs heat, creating sub-zero temperatures, allowing her to produce large amount of ice out of the moisture in the air. She typically uses freezing blasts to entrap foes in blocks of ice, hurls icy daggers, or freezes victims with her touch.

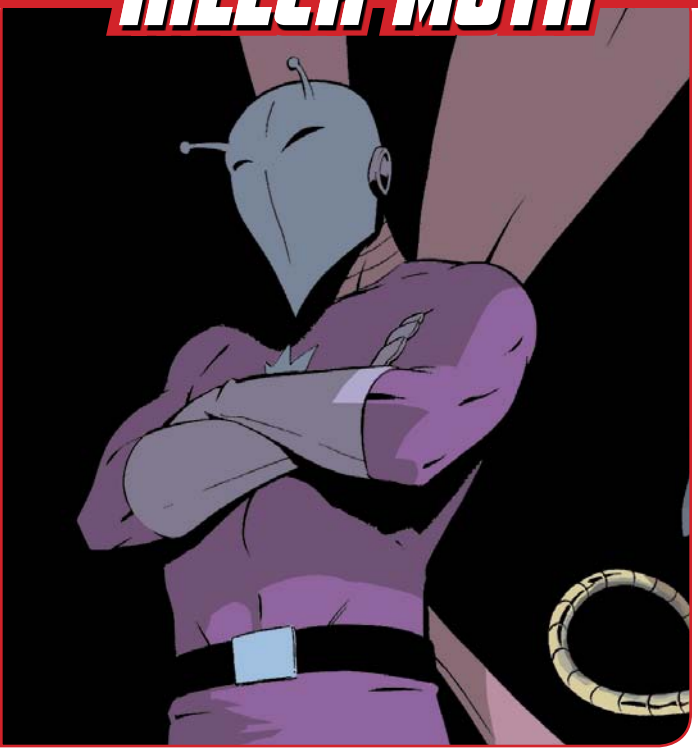
ALLIES

The first Killer Frost usually works alone; however she's been a member of the Secret Society of Super Villains. The second Killer Frost also worked with Effigy, a foe of Green Lantern (Kyle Rayner), his flame powers nicely complementing her heat-absorption.

ENEMIES

Killer Frost's greatest foe is Firestorm. Her vendetta against the Nuclear Man also brings her into conflict with his Justice League allies. The second Killer Frost has continued to plague Firestorm and also clashes with Green Lantern and Green Arrow.

KILLER MOTH



Third-rate criminal Drury Walker hatched a plan while languishing in prison: he would become a "Batman to criminals." Upon his release, Walker assumed the identity of the Killer Moth and began "rescuing" Gotham's criminals from the police. He donned a garish costume and created a "moth-signal" before Batman quickly sent him back to jail.

Upon release Walker assumed the identity of Cameron van Cleer, a Gotham society playboy, so he could blackmail the city's rich. He found himself at odds with Batman, who shut down Walker's operation. Walker went underground for several years before returning to extort more money from his society friends.

Walker again donned the mantle of Killer Moth and became the young Batgirl's enemy before he accepted Neron's offer to gain power. As a result of this bargain Walker was transformed into the hideous Charaxes, a humanoid moth-monster with the need to feed on human flesh. This has finally given him a modicum of respect but his mind is too shattered to appreciate it.

REAL NAME: DRURY WALKER
OCCUPATION: CON ARTIST, SUPER-VILLAIN
BASE: GOTHAM CITY, THE MOTH MANSION

KILLER MOTH — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	3	3	4	6	4	1

POWERS

Moth Costume: Fight 5 (60 MPH), Wings; Protection 3; Removable (-2 points) • *6 points*
Cocoon Gun: Array (18 points), Easily Removable (-8 points)
- **Cocoon Spray:** Ranged Cumulative Affliction 6 (Resisted by Dodge; Impaired, Immobile, Paralyzed) • *18 points*
- **Grenade Launcher:** Ranged Burst Area Damage 5, Unreliable (5 uses) • *1 point*

EQUIPMENT

Moth-Helmet: Senses 2 (Darkvision) • *2 points*
Police Radio • *1 point*

VEHICLE: MOTHMOBILE • *10 POINTS*

Large; Str 5, Spd 5, Def 9, Tou 8; Caltrops, Navigation System

ADVANTAGES

Defensive Attack, Defensive Roll 3, Evasion, Equipment 3, Inventor

SKILLS

Acrobatics 6 (+9), Athletics 5 (+7), Insight 2 (+6), Perception 4 (+8), Persuasion 4 (+5), Ranged Combat: Cocoon Gun 9 (+12), Technology 8 (+6)

OFFENSE

Initiative +3

Cocoon Spray +12	Ranged, Affliction 6, Cumulative
Grenade Launcher —	Ranged, Burst Area Damage 5

DEFENSE

Dodge	10	**Fortitude**	8
Parry	8	**Toughness**	8/5*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	19
Powers	17	**Defenses**	21
Advantages	9	**Total**	107

COMPLICATIONS

Inferiority Complex: Killer Moth feels he is inferior to every other villain and hero, and often sets out to prove himself with disastrous results.

PERSONALITY

Drury Walker can't handle being second-best. He commits crimes as much to bolster his own sense of self-worth as he does for financial gain, not realizing that his actions and dress make it harder for others to take him seriously.

POWERS & ABILITIES

Killer Moth has no inherent powers or abilities. His suit allows him to fly and sports a built-in radio and infrared goggles. His cocoon gun envelops enemies in a sticky thread substance, and a zipwire allows him to leap between buildings and grapple up walls.

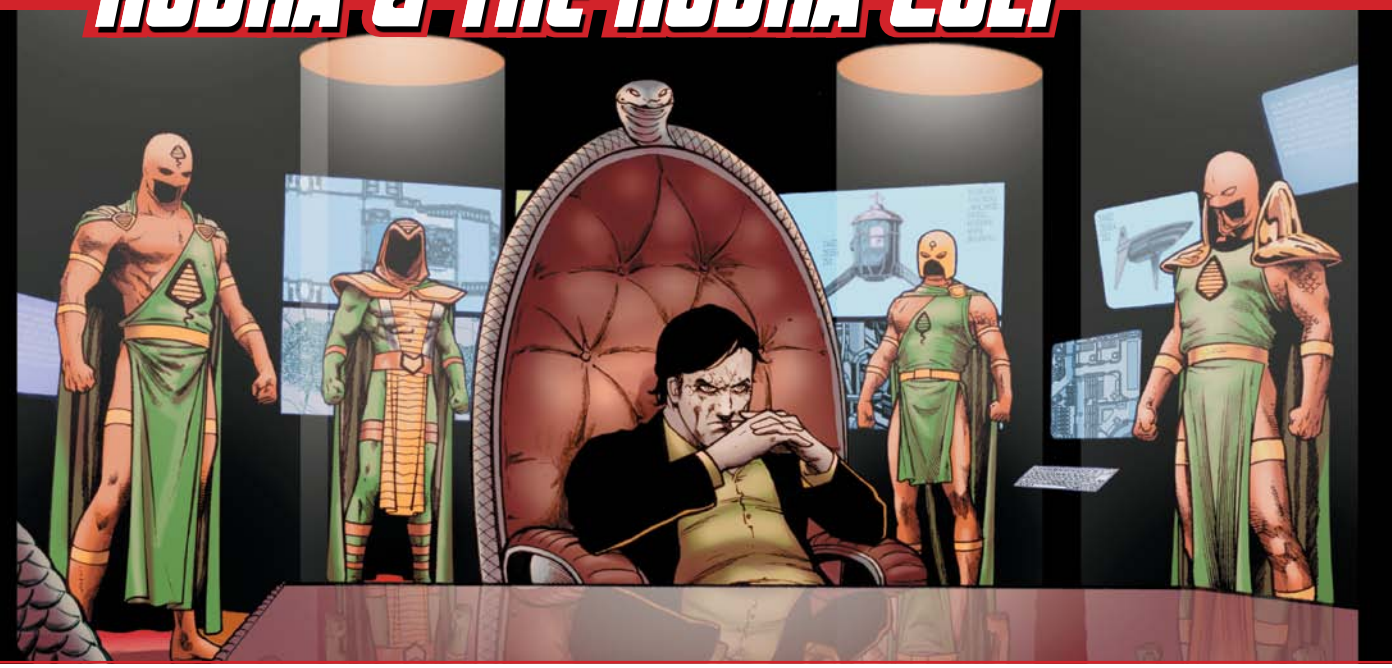
ALLIES

Killer Moth has teamed up with Two-Face, Clayface, and the Cavalier. He once created a short-lived band of second-string villains called the Misfits, including Calendar Man and Catman.

ENEMIES

Killer Moth primarily fights Batman, Robin, and Batgirl. Most other villains view him as little more than a pawn to be used and manipulated.

KOBRA & THE KOBRA CULT



The Cult of Kobra is an underground religious group and terrorist organization dedicated to bringing about the Kali Yuga, the dark age of chaos that prefigures the world's destruction and rebirth. Decades ago, members of the cult followed a prophecy directing them to a child who would lead them to victory, one of two boys born as conjoined twins. The cult kidnapped one of the boys, Jeffrey Burr, and raised him to be the cult's master, their "Naja-Naja." Under Kobra's guidance, the cult amassed an arsenal of high-tech weaponry and considerable power.

Jeffrey's twin brother Jason and his parents believed Jeffrey had died at birth, yet Jason possessed a psychic link that allowed him to feel the pain and emotions of his missing brother, and was recruited to help track and capture Kobra. Jason found his brother, but Kobra discovered a way to dissolve the link between them and killed him.

BASE: HIGHLY MOBILE
CURRENT MEMBERS: KOBRA (JASON BURR)
FORMER MEMBERS: KOBRA (JEFFREY BURR), EVE, STRIKEFORCE KOBRA
HEADQUARTERS: VARIOUS

Kobra continued to build the cult into a worldwide network, even assembling teams of metahuman agents called Strike Force Kobra. Increasingly ambitious plans brought him into conflict with Batman and the Outsiders, as well the Flash and Checkmate. For a time, Kobra's lover, Eve, took control of part of the organization, including Strike Force Kobra—until Kobra reasserted his dominance, killing the woman he once loved. Finally captured after he ordered the destruction of an airliner loaded with innocent passengers, Kobra surrounded the courthouse with suicide bombers in order to escape. Enraged that Kobra escaped justice, ex-members of the Justice Society tracked him to his lair, where Black Adam killed him.

Jason Burr was resurrected by the cult using one of Ra's al Ghül's Lazarus pits, and told that he would take the place of his fallen brother as the new Kobra. Though initially hesitant, Jason soon embraced the cult's faith. Determining that his brother had been too focused on science and worldly power, the new Kobra sacrificed much of the cult's resources in a new campaign of terror attacks and strikes against the world's me-

KOBRA — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	3	2	8	6	5	7

POWERS

Ceremonial Armor: Protection 3, Removable (-1 point) • *2 points*
Serpent-fang Swordstaff: Strength-based Damage 3, Penetrating 3, Reach, Easily Removable (-2 points) • *5 points*
Immortal: Immunity 1 (Aging) • *1 point*

ADVANTAGES

Artificer, Connected, Contacts, Daze (Deception), Defensive Attack, Diehard, Equipment*, Fascinate (Deception), Fearless, Hide in Plain Sight, Improved Initiative 2, Inspire, Languages 4, Leadership, Ritualist, Seize Initiative, Startle, Taunt, Ultimate Effort 2 (Deception, Stealth), Well-informed

*Kobra has extensive wealth and resources. He has as many points of equipment and minions as needed for his plot.

SKILLS

Close Combat: Swordstaff 6 (+14), Deception 13 (+20), Expertise: Magic 8 (+14), Expertise: Tactics 10 (+16), Insight 10 (+15), Intimidation 7 (+14), Perception 8 (+15), Persuasion 12 (+19), Sleight of Hand 8 (+10), Stealth 12 (+15), Technology 4 (+10)

OFFENSE

Initiative +11

Serpent-fang Swordstaff +14	Damage 6, Penetrating 3, Reach 1

DEFENSE

Dodge	14	**Fortitude**	9
Parry	14	**Toughness**	6
Will	11		

POWER POINTS

Abilities	74	**Skills**	49
Powers	8	**Defenses**	29
Advantages	25	**Tottal**	185

tahumans. Only quick and decisive actions by Checkmate and the Justice Society prevented Jason Burr from bringing about the Kali Yuga, but the new Kobra still succeeded in building a new Cult of Kobra that used deceit and the power of blood magic to achieve their goals.

Using stolen teleportation technology, Kobra travels the world, gathering the desperate and downtrodden into his cult. Made of isolated cells, armed with dark magic and their faith, and each known only to Kobra, the cult awaits his orders, faithful that the end times are coming and that they will help bring them about.

KOBRA

Jason Burr is the heart, soul, and mind of the cult of Kobra—the only one who truly knows its reach and capabilities. When he isn't executing one of his deadly strategies, he is constantly working to bring more people to the faith and enlightening them to its dark power, helping the shadowy reach of Kobra grow ever longer.

BESTOWED — PL9 • 185 POINTS

Abilities: Str 2 **Sta** 4 **Agl** 2 **Dex** 2 **Fgt** 2 **Int** 2 **Awe** 3 **Pre** 4

Powers: Burning Venom (Damage 5 (Cone Area, Secondary Effect)); **The Truth of Blood** (Senses 1 (Detect: Truth (Mental))), **Join the Faith** (Mind Control 5 (Reduced Range: Close)); **Swarm of Serpents (**Summon 3 (45 points; Horde, Multiple Minions 4 (16 minions)))

Advantages: All-out Attack, Animal Empathy, Artificer, Assessment, Chokehold, Daze (Deception), Defensive Roll 4, Fascinate (Deception), Fearless, Great Endurance, Hide in Plain Sight, Improved Initiative, Precise Attack (Close, Concealment), Ritualist, Skill Mastery (Expertise: Magic)

Skills: Close Combat: Unarmed 8 (+10), Deception 6 (+10), Expertise: Magic 9 (+11), Insight 10 (+13), Intimidation 5 (+9), Perception 7 (+10), Persuasion 7 (+11), Sleight of Hand 6 (+8), Stealth 10 (+12)

Offense: Initiative +6, Unarmed +10 (Close, Damage 2), Burning Venom—(Cone Area Damage 5, Contagious)

Defense: Dodge 10, Parry 10, Fortitude 9, Toughness 8/4, Will 9

Totals: Abilities 42 + Powers 64 + Advantages 18 + Skills 34 + Defenses 27 = 185

LANCEHEADS — PL8 • 97 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 3 **Dex** 3 **Fgt** 4 **Int** 1 **Awe** 2 **Pre** 1

Powers: Initiate Armor (Protection 5 (Removable)); **Heliotron Blaster** (Ranged Damage 6, Easily Removable); **Flying Sabre** (Array, Easily Removable, (**Ranged Damage 5** (Homing), **AE: Strength-based Damage 3**, ((Crit. 19-20)))

Advantages: Close Attack 3, Defensive Roll 3, Improved Aim, Quick Draw, Ranged Attack 2

Skills: Acrobatics 6 (+9), Athletics 7 (+9), Close Combat: Flying Sabre 4 (+8), Close Combat: Unarmed 4 (+8), Perception 6 (+8), Ranged Combat: Flying Sabre 6 (+9), Ranged Combat: Heliotron Blaster 5 (+8)

Offense: Initiative +3, Heliotron Blaster +10 (Ranged Damage 6), Flying Sabre +11 (Ranged Damage 5, Homing), Flying Sabre +11 (Close Damage 5, Crit. 19-20), Unarmed +11 (Damage 2)

Defense: Dodge 6, Parry 6, Fortitude 9, Toughness 10/7, Will 2

Totals: Abilities 36 + Powers 20 + Advantages 10 + Skills 19 + Defenses 12 = 97

BESTOWED

The Bestowed are the highest initiates in the cult of Kobra, indoctrinated into the ways of blood magic that allows them to summon snakes and cast venom, sense the truth or devotion of everyone around them—and force faith in the Kali Yuga into unbelievers.

LANCEHEADS

Lanceheads are the Cult of Kobra's footsoldiers, the remaining soldiers recruited and trained by Jeffrey Burr when he was Kobra. Weak-willed but well-armed, Jason Burr often uses Lanceheads as flashy distractions for his more subtle true attacks elsewhere.

APPENDIX

The table on this and the following pages lists all the characters in *Heroes & Villains, Vol. I* by power level, from highest to lowest. Keep in mind that power level does not always give a full picture of a character's potency (Batman being a good example). But it can give you a good idea of how tough an opponent a villain is, or how powerful an ally a hero might be. The characters highlighted in green denote a character whose power point total is correct for a character of that power level. For example, Adam Strange (see page 11) is a PL10 super hero who costs 150 power points, just as Bolt (see page 80) is a PL11 super-villain who costs 165 points.

HEROES & VILLAINS BY POWER LEVEL

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The Flash (Jay Garrick)	12	208
The Flash (Wally West)	12	209
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Giganta	12	227
Gorilla Grodd	12	229
Hector Hammond	12	260
The Human Bomb (Andy Franklin)	12	215
Johnny Quick	12	135
Karate Kid	12	301
Mano	12	197
Miss America	12	218
Negative Man	12	182
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HEROES & VILLAINS BY POWER LEVEL

NAME	POWER LEVEL	PAGE
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Tharok	12	197
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Atomic Skull	11	33
Azrael	11	37
Aztek	11	36
The Barracuda	11	139
Black Hand	11	60
Black Lightning	11	62
Blackfire	11	65
Blockbuster (Mark Desmond)	11	71
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