DC ADVENTURES

HEROES & VILLAINS: VOL. 2



ALLIES AND ENEMIES FROM THE DC UNIVERSE™

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HEROES & VILLAINS: VOL. 2

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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, Manhunter (see page 41) is a PL9 super hero who costs 135 power points, just as Shadow Thief (see page 175) is a PL11 super-villain who costs 165 points.

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DC ADVENTURES


MICHAEL TURNER

INTRODUCTION

This book, DC Adventures: Heroes & Villains, Volume 2, is the companion and conclusion to Heroes & Villains, Volume 1, covering DC characters from L through Z. Inside this volume alone you'll find hundreds of characters to use in your DC Adventures games. With the complete Heroes & Villains set, you'll have well over five hundred!

The DC Adventures: Hero's Handbook provides the rules to play games set in the DC Universe. The Heroes & Villains books gives you a tremendous selection of characters to populate that world and make it feel like the real thing! Welcome to the DC Universe! Get ready to go out there and make it your own!

OVERVIEW

DC Adventures: Heroes & Villains, Volume 2 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 (like its companion volume) 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 history, personality, powers and abilities, allies, and enemies.

The information on these pages is meant to present an "iconic" view of the characters you can use to portray them the way they appear in the comics. History is only included if it gives a better idea of what the character is like. Unless it's important to the character, you won't find references to specific storylines and events. After all, there's no way this book could accurately present the complete history of a character like Superman or Wonder Woman. So, instead, these pages focus on the *essence* of the characters, including 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 hundreds of characters included in this one book, you should be able to find any number of allies and enemies for your players' heroes. 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—long-term and short-term plots by villains. From a simple robbery committed by the Rogues to a world- (and history-) spanning plot by the Manhunters to conquer the cosmos!

Third, many of these characters can be run by your players. We've highlighted the ones that are exactly the right power point total for new characters of their 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! When a player asks "How do I create a character like...?" all you need to do is flip open the book and see!

Really, there's no wrong way to use this book. It's a resource for you. However it helps make your games more fun and interesting, then that's the correct way to use it.

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 'S' for Superman, but for characters who don't have a code-name or superheroic identity their entries are alphabetized by last name. So Johnny Sorrow is listed under 'S', and Donna Troy is under 'T'. Names with titles in them—such as "Mister"—are listed by title, so Mister Terrific is under 'M' and Saint Walker (of the Blue Lantern Corps) is under 'S'. In addition, heroic identities that have had multiple people use that name are listed with the real name of that character in parentheses after their name, so you'll find the Mister Terrific (Michael Holt) and Mister Terrific (Terry Sloane) along with Manhunter (Kirk DePaul), Manhunter (Paul Kirk), and Manhunter (Kate Spencer), and more. 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 so you can use the characters 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 O.M.A.C., what you're seeing is him in his super-powered One Man Army Corps form, not when he's plain ol' Buddy Blank.
- 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

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 expectations 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 on to 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 comics. Maybe the Top'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, 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 comics 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.

a slash. 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, 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.

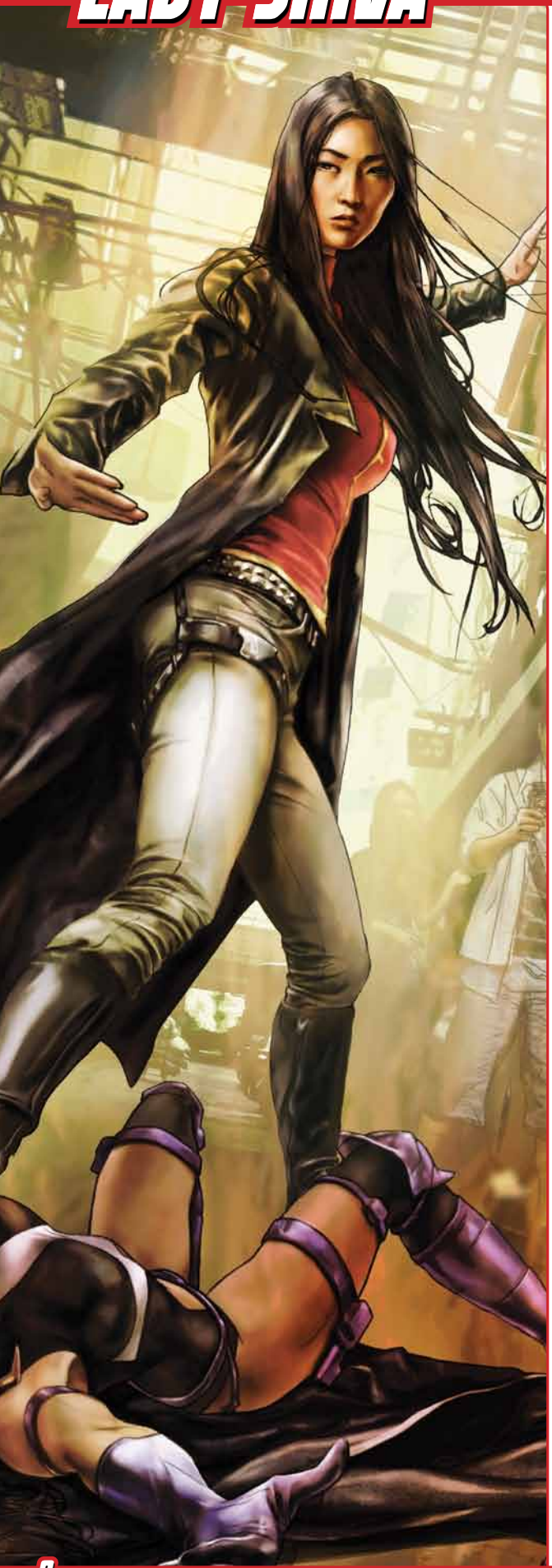
- Characters that lack Powers, Equipment, Advantages, or Skills don't have a space for that category of ability. For example, Oracle doesn't have any powers, so you won't see a **Powers** entry for her, instead it goes right to **Equipment**, then **Advantages** and **Skills**.
- A character with the 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 the 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.
- 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 the appropriate headings for ease of reference.
- The **Offense** section of a character includes short-hand 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 points they should have for their power level are colored green in the table of contents. They are useable as player characters either using them with their name and history intact or as the basis of very similar characters with a different name and background.
- **Power Level X:** A few characters—such a Mister Mxyzptlk and Trigon—are listed as "Power Level X" or "PLX" and given *no* game traits (or very few). This is because these characters are *so* massively powerful, often to the point of near-omnipotence, that there's little point in trying to quantify their abilities. Game traits covering everything they could do would take up pages and add up to *thousands* of power points! Power Level X characters are more plot devices than they are playable characters, meant to provide the heroes with serious challenges that cannot necessarily be overcome with sheer might. Often, defeating them requires a different approach, from tricking Mxyzptlk into saying his name backwards to the sheer self-sacrifice that overcomes Trigon with the light of goodness no evil can resist. The GM should see to it that there is *some* way for the heroes to succeed—and for the players to figure it out!—when it comes to PLX foes.

Overall, the characters should be easy to decipher, but the notes above should 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
L-Z

LADY SHIVA



Sandra Wu-San's life as Lady Shiva began when the life of her sister, Carolyn, ended. Sandra pursued Carolyn's killer to a hideout of the League of Assassins, but instead of wreaking vengeance, she was soundly defeated by David Cain. In return for sparing her life, Cain demanded that she bear his child, who also would be trained in the special ability shared by Sandra and her sister—to predict their opponents' moves. Sandra agreed to his demand, taking full advantage the opportunity to learn from Cain in order to improve her fighting skills. Once she gave birth to their daughter, Cassandra, she returned the favor of the beating Cain gave her at their first meeting, and left the League to find her own way in the world as Lady Shiva, free of her obligation and unhampered by the traditional definition of morality.

During her travels, Shiva met Richard Dragon and Ben Turner, two other aspiring young martial arts masters. She joined with them to fight crime as mercenary agents purely for the thrill and danger of that adventurous lifestyle, but when Turner disappeared and Dragon retired, Shiva once again wandered alone.

Shiva played an important role in shaping the career of the Question. She was hired to rid Hub City of the Question, and beat him half to death fulfilling her assignment. Her employer, the corrupt Reverend Hatch, had his thugs finish the job and dump the Question into the river. Intrigued by his prowess and his refusal to kill, Shiva decided to rescue the Question from the brink of death and asked Richard Dragon to train and rebuild him both physically and spiritually. Shiva returned to Hub City several times and showed an active interest in the Question's development.

Lady Shiva opposed Batman and his allies on many occasions, but she also helped them, most notably training Batman after his crippling back injury at the hands of Bane. As might be expected, Shiva's training methods involved breaking down Batman and pushing him to use lethal force, and she was satisfied only after being tricked into thinking he had done so. Shiva also trained the third Robin, Tim Drake, in the use of the bo staff when the two became temporary allied in order to oppose the terrorist King Snake.

Things finally came full circle for Shiva when her daughter's fighting prowess as Batgirl attracted her attention. The two fought a series of death matches, during the course of which Shiva tried several times to break Cassandra free from her guilt-induced vow of non-killing. Shiva revealed their relationship to Cassandra and expressed her hope that her daughter would be the one strong enough to finally kill her. In their last duel, Cassandra dealt Shiva a mortal wound and left her literally on the precipice of life and death, hanging over a Lazarus Pit.

Lady Shiva survived their encounter and was reborn in the Lazarus Pit, but this incarnation appeared to be the Shiva of old, as she attempted to mold Black Canary in her own image and tested the mettle of the new Question, Renee Montoya.

REAL NAME: SANDRA WU-SAN
OCCUPATION: ASSASSIN
BASE: MOBILE

LADY SHIVA — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	7	7	16	4	8	5

POWERS

Body Reading: Enhanced Advantage 1 (Uncanny Dodge), Enhanced Defenses 8 (Dodge 4 and Parry 4), Resistible by Will; Senses 1 (Danger Sense) • *6 points*

Leopard Blow: Strength-based Damage 3, Enhanced Advantage 3 (Improved Critical 3) • *6 points*

ADVANTAGES

Agile Feint, Assessment, Close Attack 4, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Evasion, Favored Foe (Martial Arts Masters), Grabbing Finesse, Great Endurance, *Improved Critical 3 (Leopard Blow)*, Improved Critical (Unarmed, adds to Leopard Blow), Improved Defense, Improved Initiative, Improved Trip, Languages 3 (Cantonese, Japanese, Mandarin, Vietnamese), Power Attack, Precise Attack (Close; Concealment), Ranged Attack 7, Ritualist, Skill Mastery (Insight), Startle, Takedown 2, Trance, *Uncanny Dodge*

SKILLS

Acrobatics 8 (+15), Athletics 11 (+14), Close Combat: Unarmed 2 (+18), Expertise: Magic 4 (+8), Expertise: Streetwise 10 (+14), Insight 16 (+24), Intimidation 11 (+16), Investigation 6 (+10), Perception 10 (+18), Stealth 8 (+15), Treatment 6 (+10)

OFFENSE

Initiative +11

Leopard Blow +22	Close, Damage 6, Crit. 16-20
Unarmed +22	Close, Damage 3, Crit. 19-20

DEFENSE

Dodge	16/20*	**Fortitude**	10
Parry	16/20*	**Toughness**	8/4**
Will	14		

*Includes Enhanced Defenses 4, Resistible by Will. **Without Defensive Roll.

POWER POINTS

Abilities	108	**Skills**	46
Powers	12	**Defenses**	21
Advantages	38	**Total**	225

COMPLICATIONS

Obsession: Lady Shiva is driven to perfect her martial-arts skills.

Relationship: Shiva has some level of maternal feelings for her daughter, Cassandra Cain.

PERSONALITY

Lady Shiva displays supreme confidence in her skills and recognizes no greater standard than that of martial perfection. As a result, Shiva appears indifferent to every other societal or moral code. She does not go out of her way to kill her opponents; rather, she simply considers most life too unimportant to bother restraining her lethal techniques.

While Shiva's amorality and violence has earned her the moniker "goddess of destruction," she does make exceptions, sparing certain opponents and then training and cultivating their martial-arts skills. This aspect of Shiva may seem strangely at odds with her otherwise cold, callous demeanor, but Shiva is very selective in choosing who she trains. Her ultimate motivation is to find a martial artist capable of challenging her, and those who don't show the potential to reach her level do not interest Shiva.

POWERS & ABILITIES

Lady Shiva's martial-arts skills border on the superhuman, and she is almost universally considered the world's preeminent martial artist. What elevates Shiva above nearly every other practitioner is her unrivaled insight and awareness. Like her daughter, Cassandra Cain, Shiva can read the movements of her opponents with supernatural accuracy, allowing her to predict their actions. Shiva also possesses knowledge of esoteric Eastern medicine that allows her to perform medical miracles, even resurrecting the newly dead—though the latter feat requires significant preparation time.

Opponents fighting Lady Shiva can check Will against a difficulty equal to her Insight bonus (24) in order to surprise her sufficiently to overcome the defense bonuses provided by her Body Reading power. At the Gamemaster's discretion, a Deception check might substitute for Will, and feints (either via Deception or advantages and other skills) affect Lady Shiva's Body Reading bonuses the same as her normal Dodge and Parry ranks, although it is difficult to feint against her due to her considerable Insight rank and Skill Mastery.

Her Ritual advantage and (relatively minor) knowledge of Asian magic allow Lady Shiva to provide occasional surprises; as a non-player character, the GM can use Shiva's abilities to work unusual and mysterious powers into the story to maintain her aura of menace and keep the players from thinking they know *all* of Lady Shiva's secrets.

ALLIES

The League of Assassins often calls upon Lady Shiva's services, and she has been an occasional member of that organization over the years. She will also take interest in certain young fighters and unexpectedly lend them her aid, having formed brief, uneasy alliances with the Birds of Prey and Black Canary in particular, the Question, Tim Drake, and Cassandra Cain. Lady Shiva also shares a special bond with former companions Richard Dragon and Ben Turner, showing them the respect given only to near-equals.

ENEMIES

Lady Shiva's work for the League of Assassins often brings her into conflict with various heroes, particularly the Batman and his allies. Her independent nature prevents Shiva from remaining with the League for any extended period, and she periodically must fend off League members sent to punish her for going independent.

LEAGUE OF ASSASSINS

BASE: MANY WORLDWIDE
CURRENT MEMBERS: RĀ'S AL GHŪL (LEADER), WHISPER A'DAIRE, ALPHA, DAVID CAIN, DOCTOR MOON, MERLYN, ONYX, PROFESSOR OJO, PRUDENCE, THE SEVEN MEN OF DEATH, TALIA AL GHŪL, THE WHITE GHOST
FORMER MEMBERS: BRONZE TIGER, EBENEEZER DARRK, THE EXPEDITER, LADY SHIVA, NYSSA AL GHŪL, THE SENSEI
HEADQUARTERS: WORLDWIDE

The League of Assassins was founded hundreds of years ago by the immortal Rā's al Ghūl as part of his large and shadowy organization known only as "the Demon." As Rā's al Ghūl's own name meant "the Demon's Head," the league he founded chose to call itself "the Demon's Fang."

Over the centuries, the League was responsible for thousands of killings, the payment for each murder adding to the vast coffers of the Demon. Some League assassins followed the orders and methods of Doctor Ebeneezer Darrk, who used ambushes and deathtraps, while others trained in martial arts under the tutelage of Rā's al Ghūl's father, the immortal Sensei. The League marked for death any member assassin who failed in his mission, given as targets to apprentices hoping to qualify for League membership. Other League hopefuls were initiated into its ranks after they successfully made a major killing in public, as when the assassin known as the Hook killed circus acrobat Boston Brand (leading to the birth of Deadman); Hook would later go on to join the League's elite as one of Rā's al Ghūl's Seven Men of Death.

The Demon's Head requires the League to supply members for and train the Tribe of Ubu, his personal protectors. Yet in hopes of creating an even more loyal and capable bodyguard, Rā's al Ghūl assigned League assassin David Cain to a long-term project that led to Cain recruiting the deadly Lady Shiva and fathering a daughter, Cassandra. Cassandra Cain was raised by her father to be the Demon's personal guard, assisted in her training by a member of the League named Alpha.

ALPHA — PL9 • 151 POINTS

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

Powers: Assassin's Strike Strength-based Damage 4, Penetrating 4; **Trigger Man** Multiattack on handguns with a Damage of 4 or less

Equipment: Dual Desert Eagles Ranged Damage 4

Advantages: Accurate Attack, All-out Attack, Assessment, Benefit 8 (Alternate Identity 4, Cipher 4), Close Attack 4, Defensive Roll 2, Equipment 4, Evasion, Great Endurance, Improved Aim, Improved Critical 3 (Assassin's Strike), Improved Disarm, Improved Initiative, Improved Trip, Instant Up, Move-by Action, Precise Attack (Ranged; Cover), Quick Draw, Ranged Attack 4

Skills: Acrobatics 10 (+14), Athletics 6 (+8), Deception 8 (+10), Insight 5 (+6), Intimidation 8 (+10), Perception 7 (+8), Ranged Combat: Dual Desert Eagles 4 (+7)

Offense: Initiative +8, Assassin's Strike +12 (Damage 6, Penetrating, Critical 17-20), Dual Desert Eagles +11 (Ranged Multiattack Damage 4)

Defense: Dodge 12, Parry 13, Fortitude 8, Toughness 5/3*, Will 10 * Without Defensive Roll.

Totals: Abilities 50 + Powers 12 + Advantages 38 + Skills 24 + Defenses 27 = 151

After Nyssa al Ghūl killed her father, she founded her own League of Assassins and lured Cassandra Cain away from the role she had chosen as Batgirl to lead the new League. After the League assisted the Society of Super Villains in a worldwide prison break, Cassandra Cain abandoned the League and control was retaken by Rā's al Ghūl's other daughter Talia, who had Nyssa killed by Lady Shiva as part of her preparation to resurrect her father.

Following his rebirth, Rā's al Ghūl has seized control of the League of Assassins, and despite a blow dealt to the organization by Tim Drake in his Red Robin guise, the Demon continues to use his Fangs to spread death and terror around the globe.

ALPHA

A naturally skilled martial arts prodigy, Michael Summers joined the League of Assassins and was named Alpha by David Cain. Cain then assigned Alpha to help train his daughter Cassandra to be the ultimate assassin. Going underground after his task was complete, he surfaced years later in Gotham City, where he planted a nuclear bomb intending to both blackmail and destroy the city. Cassandra in her guise as Batgirl thwarted his plan.

When Nyssa al Ghūl formed her new League of Assassins, she chose Lady Shiva to train her deadliest protégés, including Alpha. When Cassandra Cain was nearly killed saving Alpha and Shiva from the insane assassin Mad Dog, Alpha considered whether he was destined to forever remain a killer... but disappeared before making a final determination.

DAVID CAIN

One of the best assassins in the world, David Cain trained a young Bruce Wayne in deadly techniques. As Batman, Wayne chose not to use those skills. Brought into the League of Assassins by Rā's al Ghūl himself, Cain was asked to train an ultimate warrior to be al Ghūl's bodyguard. In order to begin with a blank slate, Cain fathered a daughter named Cassandra with the deadly Lady Shiva and raised the girl to be a killer.

Shortly after the point at which Cassandra refused to finish her training, Cain was hired by Two-Face and traveled to Gotham City to assassinate Gotham Police Commissioner Gordon. Cassandra, who had come to Batman to finish her training, stopped Cain. Soon thereafter, Cain framed Bruce Wayne for murder to test whether Batman was worthy to train his daughter. When Cain felt Batman had proven himself, he turned himself in and went to prison.

Though Cain has been captured and sent to prison multiple times since, he has demonstrated that he can escape at will

DAVID CAIN — PL11 • 181 POINTS

Abilities: Str 3 **Sta** 3 **Agl** 5 **Dex** 6 **Fgt** 14 **Int** 4 **Awe** 2 **Pre** 4

Powers: Nerve Strike Affliction 6 (Resisted by Fortitude; Dazed, Immobile, Paralyzed), **Spine Snap** Strength-Based Damage 1

Equipment: Binoculars, Flash-bang Grenade (Burst Area Dazzle 4), Heavy Pistol (Ranged Damage 4), Knife (Damage 1, piercing), Night-vision Goggles, Silenced Sniper Rifle (Ranged Damage 5, Critical 19-20, Subtle)

Advantages: Chokehold, Defensive Roll 5, Diehard, Equipment 8, Fast Grab, Fearless, Grabbing Finesse, Great Endurance, Hide in Plain Sight, Improved Aim, Power Attack, Precise Attack (Ranged; Cover), Prone Fighting, Range Attack 4, Seize Initiative, Startle, Uncanny Dodge, Weapon Bind

Skills: Acrobatics 6 (+11), Athletics 9 (+12), Deception 7 (+11), Expertise: Combat Instruction 10 (+14), Insight 10 (+12), Intimidation 14 (+18), Perception 10 (+12), Stealth 5 (+10), Technology 5 (+9), Vehicles 2 (+8)

Offense: Initiative +5, Flash-bang Grenade +10 (Burst Area Dazzle 4), Heavy Pistol +10 (Ranged Damage 4), Nerve Strike +14 (Affliction 6), Silenced Sniper Rifle +10 (Ranged Damage 5, Critical 19-20, Subtle), Spine Snap +14 (Damage 4)

Defense: Dodge 9, Parry 14, Fortitude 12, Toughness 8/3*, Will 10 * Without Defensive Roll.

Totals: Abilities 82 + Powers 7+ Advantages 32 + Skills 39 + Defenses 21 = 181

when his plans require it—especially to check on or manipulate his daughter.

DOCTOR MOON

Doctor Moon was among the first of Rā's al Ghūl's minions discovered by Batman, when the Demon ordered Moon to kill a target and steal the brain so that the League of Assassins could extract the dead man's secrets. An expert in medicine and psychology, Moon served the League and pursued his own agendas, hired by villains such as Doctor Cyber and government agencies including Task Force X and the Institute for Metahuman Studies' task force known as the Captains of Industry.

After Dr. Moon became intimate with the villainess Phobia, the couple became notorious for kidnapping and torturing their fellow villains as often as helping them. When Manhunter invaded one of the pair's underground clinics, Dr. Moon was severely wounded in his own ambush. While his wounds appeared fatal, given Dr. Moon's expertise in medicine and experience in swapping brains from body to body, it is likely he will survive to serve the League of Assassins again.

MERLYN

The expert archer who inspired Oliver Queen to take up archery, Merlyn would meet Queen again after Queen became Green Arrow and Merlyn was revealed as a member of the League of Assassins. When Green Arrow defeated Merlyn, the assassin was ejected from the League of Assassins and forced to undertake a career as a freelance killer, on the run from those who aspired to prove themselves to the League by killing him.



DOCTOR MOON — PL8 • 128 POINTS

Abilities: Str 0 **Sta** 2 **Agl** 1 **Dex** 2 **Fgt** 1 **Int** 6 **Awe** 2 **Pre** 2

Powers: Interrogation Kit: Array (16 points), Easily Removed (**Truth Serum:** Affliction 8 (Resisted by Will; Dazed, Compelled, Controlled; Progressive; Limited to answering questions), **Tranquilizer:** Affliction 5 (Resisted by Fortitude; Dazed, Exhausted, Asleep; Progressive), **Paralytic:** Affliction 5 (Resisted by Fortitude; Dexterity Impaired, Dexterity Disabled, Paralyzed; Progressive), **Taser:** Damage 4 Linked to Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated)

Equipment: Handcuffs, Medical Bag, Restraints, Scalpels (Damage 1, critical 19-20)

Advantages: Connected, Eidetic Memory, Equipment 1, Fearless, Improvised Tools, Inventor, Ultimate Effort (Intimidation)

Skills: Close Combat: Interrogation Kit 7 (+8), Close Combat: Scalpels 10 (+11), Deception 8 (+10), Expertise: Medicine 9 (+15), Expertise: Neurosurgery 10 (+16), Insight 5 (+7), Intimidation 14 (+16), Perception 8 (+10), Persuasion 12 (+14), Technology 7 (+13), Treatment 10 (+16)

Offense: Initiative +1, Taser +8 (Damage 4), Scalpel +11 (Damage 1), Tranquilizer +8 (Affliction 5, Progressive, Paralytic (Affliction 5, Progressive)

Defense: Dodge 8, Parry 10, Fortitude 6, Toughness 2, Will 10

Totals: Abilities 32 + Powers 11 + Advantages 7 + Skills 50 + Defenses 28 = 128



Over the years, Merlyn joined the Injustice League to avenge himself upon Green Arrow, and was hired by the 100 to attack Black Lightning. He also formed a group called the Killer Elite with other freelance assassins and kept up his skills as coach of the Zandian national archery team.

Though unsuccessful in eliminating Green Arrow or Batman, Merlyn pursued his rivalry with them doggedly enough to be called upon once again by the League of Assassins, first hired by David Cain to help train his daughter Cassandra and later paid by the Sensei to take part in a plot against Rā's al Ghūl himself.

PRUDENCE

Prudence was a young and headstrong member of the League of Assassins who led a team sent out to assist Red Robin as he journeyed around the world seeking the truth behind Batman's alleged death. Headstrong and deadly, Prudence often charged into battle against Red Robin's wishes—until she got her throat slit in an attack by Widower and the Council of Spiders. When Red Robin was given control of the League of Assassins by Rā's al Ghūl, Prudence became one of his most loyal followers, and even helped protect Red Robin when the League marked him and all his allies in Gotham City for death. The repercussions of her actions after she returned to Rā's al Ghūl and the League remain unknown.

THE WHITE GHOST

For more than a hundred years, the White Ghost of the League of Assassins was Rā's al Ghūl's son Dusan, charged with preserving the legacy of the Demon and ensuring his immortality. After the Demon died, the White Ghost sacrificed himself so that Rā's al Ghūl could be reborn in the White Ghost's body. Shortly thereafter, Red Robin encountered a new White Ghost in command of the Cradle, the League's base beneath the Turkish deserts. The new White Ghost, a scarred albino, has been charged by Rā's al Ghūl to be "the hand of the Demon," protecting the League from threats such as the upstart assassins of the Council of Spiders.

MERLYN — TPL9 • 126 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 4 **Dex** 4 **Fgt** 4 **Int** 1 **Awe** 1 **Pre** 1

Powers: Jumpjet Quiver (Leaping 5; Removable)

Equipment: Bow & Arrows 12-point Array, Easily Removable (**Hail of Arrows** (Ranged Damage 4, Multiattack), **Depleted Promethium Broadhead Arrows** (Ranged Damage 4, Penetrating 4), **Sharpshooter Arrows** (Ranged Damage 4, Extended Range 1))

Advantages: Accurate Attack, All-out Attack, Defensive Roll 4, Equipment 3, Evasion, Improved Aim, Improved Critical 2 (Master Archer), Improved Initiative, Power Attack, Precise Attack (Ranged; Cover), Quick Draw, Ranged Attack 6

Skills: Acrobatics 8 (+12), Athletics 8 (+10), Close Combat: Unarmed 10 (+14), Deception 7 (+8), Expertise: Assassin 9 (+10), Perception 11 (+12), Ranged Combat: Master Archer 4 (+8), Stealth 7 (+11)

Offense: Initiative +8, Hail of Arrows +14 (Ranged Damage 4, Multiattack, Critical 18-20), Depleted Promethium Broadhead Arrows (Ranged Damage 4, Penetrating 4, Critical 18-20), Sharpshooter +14 (Ranged Damage 4, Extended Range 1, Critical 18-20), Unarmed +14 (Close Damage 2)

Defense: Dodge 12, Parry 10, Fortitude 10, Toughness 6/2*, Will 8 * Without Defensive Roll.

Totals: Abilities 38 + Powers 4 + Advantages 23 + Skills 32 + Defenses 29 = 126

PRUDENCE — PL7 • 101 POINTS

Abilities: Str 3 **Sta** 2 **Agl** 3 **Dex** 3 **Fgt** 5 **Int** 1 **Awe** 3 **Pre** 1

Equipment: Dual Submachine Guns (Ranged Multiattack Damage 4), Holdout Pistol (Ranged Damage 2), Knife (Damage 1, piercing, Critical 19-20), Kevlar Vest (Protection 4, Limited to Ballistic, Subtle)

Advantages: All-out Attack, Chokehold, Connected, Diehard, Equipment 7, Improved Initiative, Improvised Weapon, Seize Initiative

Skills: Acrobatics 5 (+8), Athletics 8 (+10), Close Combat: Unarmed 5 (+10), Close Combat: Knife 4 (+9), Deception 6 (+7), Intimidation 8 (+9), Perception 4 (+7), Ranged Combat: Guns 7 (+10), Stealth 6 (+9), Vehicles 4 (+7)

Offense: Initiative +7, Dual Submachine Guns +10 (Ranged Multiattack Damage 4), Holdout Pistol +10 (Ranged Damage 2), Knife +9 (Damage 1, Critical 19-20), Unarmed +10 (Damage 3)

Defense: Dodge 8, Parry 8, Fortitude 8, Toughness 6/2*, Will 6 * Without Kevlar Vest.

Totals: Abilities 42 + Powers 0 + Advantages 14 + Skills 28 + Defenses 17 = 101

THE WHITE GHOST — PL11 • 166 POINTS

Abilities: Str 3 **Sta** 5 **Agl** 4 **Dex** 3 **Fgt** 10 **Int** 2 **Awe** 4 **Pre** 4

Powers: Fatal Strike (Strength-based Damage 2)

Equipment: Demon's Fang Kukri (Improved Critical 3, Removable)

Advantages: Agile Feint, Assessment, Benefit (Cipher), Close Attack 5, Daze (Intimidation), Defensive Attack, Defensive Roll 5, Equipment 1, Extraordinary Effort, Evasion, Fascinate (Intimidation), Fearless, Leadership, Move-by Action, Power Attack, Takedown, Trance, Uncanny Dodge

Skills: Acrobatics 12 (+16), Athletics 10 (+13), Close Combat: Demon's Fang Kukri) 4 (+14), Close Combat: Fatal Strike 2 (+12), Close Combat: Unarmed 4 (+14) , Deception 10 (+14), Expertise: Poisons 9 (+11), Insight 9 (+13), Intimidation 14 (+18), Perception 6 (+10), Sleight of Hand 12 (+15), Stealth 8 (+12)

Offense: Initiative +4, Demon's Fang +19 (Damage 3, Crit 17-20), Fatal Strike +17 (Damage 5), Unarmed +19 (Damage 3)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 10/5*, Will 12 * Without Defensive Roll.

Totals: Abilities 70 + Powers 2 + Advantages 27 + Skills 50 + Defenses 17 = 166



"THOSE WHO LEAVE THE LEAGUE MUST KILL OR BE KILLED!"

The archer Merlyn is one of the few members to leave the ranks of the League of Assassins and be welcomed back into the fold. Many others have left and quickly been killed by the League—and a very few have left and survived.

LADY SHIVA

Already deadly before she was recruited into the League by David Cain, the woman who became Lady Shiva left the League the day she gave birth to Cain's daughter Cassandra, leaving the girl behind as she set out to become the deadliest woman in the world. Her skill has protected her from the vengeance of the League, and she even helped Batman strike back at the League when Rā's al Ghūl released the deadly disease known as the Clench into Gotham City.

BRONZE TIGER

Master martial artist Ben Turner was captured by the League and brainwashed into a new masked identity, the Bronze Tiger, and given no compunctions about killing. When it was discovered that Turner was the man beneath the mask of the Tiger, Rick Flag led a rescue mission that brought him back to be deprogrammed by Amanda Waller, who would later make Turner and the Bronze Tiger part of the Suicide Squad.

CASSANDRA CAIN

Raised from birth to be the perfect weapon, Cassandra Cain left the League and put herself into Batman's hands, who trained her in nonlethal combat and gave her the identity of Batgirl. Later Cain left Batman's protection and the Batgirl costume to lead Nyssa al Ghūl's splinter of the League, only to abandon it soon thereafter to seek her own life and identity.

WHISPER A'DAIRE AND KYLE ABBOT

Given a serum by Rā's al Ghūl that allowed them to change shape, A'daire and Abbot were members of the League for many years until they revealed that their true loyalty was to the underworld religion known as the Cult of Cain. A'daire is now the leader of the Cult, and Abbot her second-in-command.

ONYX

For a time after leaving the League, Onyx pursued a life of peace in an isolated monastery where Green Arrow once trained. When the monastery was attacked, Onyx called upon Green Arrow for help. Later, Onyx journeyed to Star City to help Green Arrow defeat a threat to his home, and then was given permission by Batman to operate as an independent vigilante in Gotham City.

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 (see **Vol. 1**), 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 thirty-first 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.

The Legion of Super-Heroes has traveled through time, faced some of the universe's greatest villains, and has been instrumental in preventing some of the worst calamities of their era. Their first adventure with time travel was to prevent the Time Institute from viewing the Creation of the Universe, which was quickly followed by a journey back in time to enlist Superboy into their ranks.

During the Great Darkness, Darkseid (see **Vol. 1**) awoke from suspended animation, and using inanimate matter, created "reverse clones" of heroes from the past as part of a plan to conquer the entire universe. Transporting the planet Daxam to a yellow-sun system, Darkseid granted the Daxamites powers similar to Superman, and with them under his thrall, battled the Legion. Darkseid lost control of his Daxamite army and conceded defeat, but not before cursing the Legion with an "inner darkness" that would eventually destroy them.

In their own attempt to rule the universe, villains Mordru and Glorith instigated the Magic Wars. Unbeknownst to Mordru, Glorith planned on betraying him, using his power to aid her own scheme to rule all of time and to rewrite the universe to her own whims. With the entire United Planets plunged into a galactic war, the Legion succeeded in preventing the villains' plans from seeing fruition, but the United Planets suffered an economic crisis from which it would take years to extricate itself.

Conditions on Earth had deteriorated when, using his discovery in the Antarctic of a "lost tablet" which claimed that the world's greatest hero Superman was originally born on Earth and not Krypton, Earth Man (Kirt Niegrigh) led a movement to have all aliens deported from Earth. Bigotry and racism grew until EarthGov seceded from the United Planets, outlawed all aliens, and disbanded the Legion of Super-Heroes. Earth Man united with other super-powered humans who were rejected from various Legion tryouts to form the Justice League of Earth and hunted down any remaining Legionnaires. Brainiac 5 (see **Vol. 1**) retrieved Superman from the

BASE: METROPOLIS, EARTH, THIRTY-FIRST 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 NALL), 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)

FORMER MEMBERS: ATMOS (MARAK RUSSEN), BOUNCING BOY (CHUCK TAINE), CHEMICAL KING (CONDO ARLICK), FERRO LAD (ANDREW NOLAN), INVISIBLE KID I (LYLE NORG), KARATE KID I (VAL AMORR), (KID PSYCHO (GNILL OPRIL), MATTER-EATER LAD (TENZIL KEM), SUPERBOY (CLARK KENT/KAL-EL), SUPERGIRL (KARA ZO-EL), TRIPLICATE GIRL/DUO DAMSEL/DUPLICATE GIRL (LUORNU DURGO), WHITE WITCH/BLACK WITCH (MYSA NAL)

HEADQUARTERS: LEGION HEADQUARTERS

VEHICLES: LEGION CRUISER

twenty-first century, and together with what remained of the Legion, defeated the new Justice League and heralded the return of Earth into the United Planets.

The Legion of Super-Heroes have faced countless foes including Darkseid, the Dark Circle, the Fatal Five (see **Vol. 1**), Glorith, Grimbor the Chainsmith, the League of Super-Assassins, the Legion of Super-Villains, Mordru, Pulsar Stargrave, and the Taurus Gang. Fortunately, they can call upon the Science Police, the United Planets, the Wanderers, and the Heroes of Lallor for assistance.

HQ: LEGION HEADQUARTERS • *18 POINTS*

Size: Gargantuan **Tou** 14 **Features:** Combat Simulator, Communications, Computer, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living Space, Workshop

VEHICLE: LEGION CRUISER • *66 POINTS*

Size: Gargantuan **Str** 14 **Speed** 14 **Def** 2 **Tou** 11, **Features:** Navigation System, Blaster Canons (Ranged Damage 12), Space Travel 3

BOUNCING BOY

Chuck Taine, a young teenager from Earth, gained his superhuman powers when he accidently drank an experimental super-plastic formula instead of soda pop, thus developing the ability to inflate like a balloon and bounce off walls, floors and ceilings. Taking the name Bouncing Boy, Chuck failed to gain membership in the Legion of Super-Heroes on his first attempt. Later, he helped Saturn Girl defeat an electrically powered super-villain, which resulted in his acceptance into the Legion. Serving the Legion of Super-Heroes well, Bouncing Boy proved that his super powers were neither trivial nor meaningless. His most common tactic was to bowl over adversaries, allowing his rubber-like inflated skin to shrug off most injuries. Bouncing Boy proved his worth as an inspirational teammate and a skilled combatant, though he was particularly susceptible to having his powers removed. After a career that brought well-deserved recognition, Bouncing Boy married his long-time girlfriend Duplicate Damsel (Luornu Durgo) (see **Vol. 1**), and the pair retired from active service to head the Legion Academy, where they helped train future members of the Legion.

Chuck is a jovial and lighthearted man, eager to use his abilities to help those in need. He is reliable and loyal to his friends, and he loves his wife dearly, proving to be an attentive and romantic husband.

BOUNCING BOY — PL10 • 92 POINTS

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

Powers: Inflated Rubber Ball Form (Sustained; Enhanced Advantage 7 (Defensive Roll 5, Improved Initiative, Move-by Action), Enhanced Skill 10 (Acrobatics +20), Leaping 5 (250ft.), Movement 1 (Safe Fall), Protection 6 (Limited to Physical Attacks Only); **Rebound Slam** (Array (Limited to Only Usable with Move-by Action), Strength-based Damage 10, AE: Strength-based Burst Area Damage 5))

Equipment: Flight Ring (Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3), Flight 7 (250 MPH); Telepathic Ear Plug **(**Comprehend 3 (Languages), Mental Communication 1 (Close Range)); Transsuit (Immunity 9 (Life Support, except for starvation and thirst))

Advantages: Beginner's Luck, Benefit (Legion Membership), Defensive Attack, *Defensive Roll* 5, Equipment 8, *Improved Initiative,* Inspire 2, Interpose, *Move-by Action*, Power Attack

Skills: *Acrobatics 10 (+20),* Close Combat: Ricochet Slam Array 8 (+9), Expert: Earth 5 (+6), Expert: Instruction 8 (+9), Perception 4 (+5), Persuasion 5 (+5), Vehicles 4 (+4)

Offense: Initiative +4, Ricochet Slam +9 (Close, Damage 11)

Defense: Dodge 6, Parry 6, Fortitude 3, Toughness 14, Will 4

Totals: Abilities 14 + Powers 32 + Advantages 15 + Skills 17 + Defenses 14 = 92

Complications: Motivation—Responsibility: Bouncing Boy recognizes that his powers can do some good and helps out however he can. **Relationship:** Bouncing Boy is deeply devoted to his wife, Duplicate Damsel.

MON-EL — PL13 • 255 POINTS

Abilities: Str 18 **Sta** 13 **Agl** 2 **Dex** 2 **Fgt** 8 **Int** 4 **Awe** 3 **Pre** 3

Powers: Flight (Array, Flight 15, AE: Speed 15, AE: Movement 1 (Space Travel 1)), **Heat Vision** (Ranged Damage 13), **Invulnerability** (Protection 4, Impervious Toughness 17, Immunity 5 (cold, heat, pressure, radiation, vacuum), **Power-Lifting** (Enhanced Strength 4, Limited to Lifting), **Super-Senses** (Senses 14 (Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-hearing, Vision Penetrates Concealment (except lead), **Super-Speed** (Quickness 7)

Equipment: Flight Ring (Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3), Flight 7 (250 MPH); Telepathic Ear Plug **(**Comprehend 3 (Languages), Mental Communication 1 (Close Range)); Transsuit (Immunity 9 (Life Support, except for starvation and thirst))

Advantages: Benefit (Legion Membership), Equipment 8, Extraordinary Effort, Inventor, Power Attack, Seize Initiative, Ultimate Effort (Toughness checks).

Skills: Expertise: Daxam 5 (+9), Expertise: Medicine 8 (+12), Expertise: Phantom Zone 5 (+9), Expertise: Science 5 (+9), Ranged Combat 8 (+10), Technology 5 (+9), Treatment 8 (+12)

Offense: Initiative +2, Heat Vision +10 (Ranged Damage 13), Unarmed +8 (Close, Damage 18)

Defense: Dodge 9, Parry 8, Fortitude 14, Toughness 17, Will 12

Totals: Abilities 106 + Powers 96 + Advantages 14 + Skills 22 + Defenses 17 = 255

Complications: Motivation—Doing Good: Mon-El is driven to do the right thing and help however he can. **Relationship:** Mon-El and Shadow Lass care deeply for one another. **Weakness:** Mon-El (periodically) suffers from a weakness to lead which is identical to Superman's weakness to Green Kryptonite. (See the **Kryptonite** sidebar on page 218.)



MON-EL

A traveler from the twentieth century, Lar Gand hails from the planet Daxam, which orbited a red sun similar to that of Krypton. An astronaut and explorer, Lar's spaceship crash-landed in Smallville after his ship's fuel cells were damaged by a solar flare. Suffering from amnesia and developing powers similar to Superman's as a result of exposure to Earth's yellow sun, Lar was discovered by Clark Kent. Mistaking him for a fellow Kryptonian and thus a possible relative, Clark named him Mon-El until his real name could be discovered. Following an accidental exposure to lead, a substance that is fatal to Daxamites, Lar's memories returned. Aware that his friend was dying from the toxic substance, Clark sent Lar to the Phantom Zone in a bid to save his life.

Several years later, Mon-El was released from the Phantom Zone by Superman and provided with a lead serum that had been secretly left in the past by Legion of Super-Heroes members. Mon-El served as a super hero in the twenty-first century for some time, and even helped humanity colonize the worlds that would eventually become members of the United Planets in accordance with instructions left for him by the Legion of the Super-Heroes. Eventually Mon-El became immune to the effectiveness of the lead serum and had to return to the Phantom Zone, where he lived on in the timeless limbo.

Centuries later a new serum was created for Mon-El by Brainiac 5 (see **Vol. 1**), and he was freed from the Phantom Zone to join the Legion of Super-Heroes. Recognized as one of the three most powerful members of the Legion, he even served two terms as team leader. Lar fell in love with Shadow Lass (Tasmia Mallor) and the pair married, but had a rocky relationship despite their love for each other. Their marriage ended tragically when Mon-El died during the Magic Wars. He was resurrected by the Time Trapper to be used as a replacement for the villain's own waning body, but Mon-El killed him and returned to serve with the Legion.

PHANTOM GIRL

Tinya Wazzo is a native of Bgztl, a planet that exists in the fourth dimension and possesses a link to the Phantom Zone. Like all her people, Tinya Wazzo is able to phase out of reality and become insubstantial, but she is the only person from her world who can interact with this universe. Phantom Girl was the fifth member to join the Legion of Super-Heroes, and is an instrumental member of the Legion Espionage Squad. She has a strong romantic relationship with fellow Legionnaire Ultra Boy (Jo Nah), and they are quite open in their affection for each other. Tinya has a bright, bubbly personality, but also possesses a rebellious streak which is often seen when she clashes with her mother.

Phantom Girl has developed her powers beyond what the average Bgztlian is able to achieve. She is able to fly under her own power when insubstantial, and can phase some portions of her anatomy while keeping others solid. When insubstantial, Phantom Girl is able to pass through solid objects, and is invulnerable to most forms of conventional damage. She can occasionally see into the Phantom Zone, but this power is unreliable at best.

PHANTOM GIRL — PL10 • 141 POINTS

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

Powers: Phantom Flight (Flight 4 (Limited to When Insubstantial)); Phantom Form (Insubstantial 4 (Precise, Reaction, Subtle 2); **Phantom Hand** (Affliction 12 (Resisted by Fortitude; Dazed, Stunned, Incapacitated); **Phantom Sight** (Senses 5 (Accurate, Acute, Ranged Detect (Phantom Zone Prisoners), Dimensional, Unreliable))

Equipment: Flight Ring (Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3), Flight 7 (250 MPH); Telepathic Ear Plug **(**Comprehend 3 (Languages), Mental Communication 1 (Close Range)); Transsuit (Immunity 9 (Life Support, except for starvation and thirst))

Advantages: Accurate Attack, Benefit (Legion Membership), Defensive Attack, Defensive Roll 4, Improved Disarm, Equipment 8, Improved Grab, Improved Hold, Improved Trip, Power Attack

Skills: Close Combat: Unarmed 5 (+8), Expertise: Bgtzl 5 (+7), Expertise: Comics 8 (+10), Expert: History 4 (+6), Stealth 8 (+12), Vehicles 2 (+6)

Offense: Initiative +4, Phantom Hand +8 (Close, Affliction 12), Unarmed +8 (Close, Damage 1)

Defense: Dodge 9, Parry 8, Fortitude 6, Toughness 6/2*, Will 6
* Without Defensive Roll.

Totals: Abilities 40 + Powers 47 + Advantages 20 + Skills 16 + Defenses 18 = 141

Complications: Motivation—Responsibility: Phantom Girl believes it's her duty to use her powers to help others. **Relationship:** Phantom Girl and Ultra-Boy have been dating for a long time and are very close.

Tinya is fascinated with the twentieth and twenty-first centuries, and is an avid collector of comics from that era.

POLAR BOY

Brek Bannon grew up on Tharr, the hottest world in the United Planets with human habitation. The descendents of the original colonists developed the ability to generate intense cold to combat the overwhelming heat of their home world. Taking the codename Polar Boy, Brek was the youngest person ever to try out for Legion membership, but was rejected because he lacked control over his powers. Rather than feeling rejected, Brekk formed his own team, becoming the founder and first leader of the Legion of Substitute Heroes. These Substitute Heroes often lent aid to the Legion of Super-Heroes, but were disbanded when Polar Boy was successful in his bid to become a Legionnaire. Despite his youthful exuberance, Polar Boy proved to be a useful member of the LSH, which resulted in him serving a number of terms as a competent and resourceful leader. A compassionate and friendly man, Polar Boy is deeply dedicated to his teammates and is a quick, strategic thinker.

Polar Boy is able to generate intense levels of cold that he can use to encase opponents in ice, create ice or snow slicks, ride ice slides, and even create weapons and tools of solid ice. Despite his powers, Brek seems to be highly susceptible to catching the common cold.



POLAR BOY — PL10 • 130 POINTS

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

Powers: Flame Immunity (Immunity 11 (Heat, Fire Attacks (Limited to Half Effect)); **Ice Production** (Create Ice (Create 11, Continuous), **AE: Ice Blast** (Ranged Damage 11), **AE: Ice Snare** (Ranged Cumulative Affliction 11 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree), **AE: Icy Surface** (Cone Area Affliction 9 (Resisted by Dodge; Hindered and Vulnerable), Extra Condition, Limited Degree 2)); **Ice Slide** (Platform Flight 5)

Equipment: Flight Ring (Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3), Flight 7 (250 MPH); Telepathic Ear Plug **(**Comprehend 3 (Languages), Mental Communication 1 (Close Range)); Transsuit (Immunity 9 (Life Support, except for starvation and thirst))

Advantages: Beginner's Luck, Benefit (Legion Membership), Defensive Roll 3, Equipment 8, Leadership, Teamwork

Skills: Expertise: Tharr 5 (+7), Perception 4 (+6), Persuasion 5 (+6), Ranged Combat (Ice Production Array) 6 (+9), Vehicles 4 (+7)

Offense: Initiative +2, Ice Blast +9 (Ranged, Damage 11), Unarmed +3 (Close, Damage 2)

Defense: Dodge 10, Parry 8, Fortitude 6, Toughness 7/4*, Will 5
* Without Defensive Roll.

Totals: Abilities 38 + Powers 47 + Advantages 15 + Skills 12 + Defenses 18 = 130

Complications: Motivation—Recognition: Polar Boy isn't a show off, but he wants to be regarded as competent and skilled and works hard to achieve that. **Driven:** Polar Boy is determined and tenacious. He never gives up once he sets his mind to something... which can also make him seem stubborn.



SENSOR GIRL

Princess Projectra Wind'zzal was the heir to the throne of Orando, a low-technology member world of the United Planets. She possesses the ability to generate illusions that can affect all five senses. After becoming a member of the Legion of Super-Heroes, she fell in love with and eventually married Karate Kid (Val Armorr) (see **Vol. 1**). Upon the death of the reigning monarch of Orando, Projectra and Karate Kid retired from active Legion of Super-Heroes membership and returned to Orando where Projectra took her place as queen.

Shortly after she began her reign, the Legion of Super-Villains invaded Orando in an effort to use the planet as a vehicle into another universe. Karate Kid died to save the planet, and Queen Projectra, ignoring Legion by-laws that forbade killing, took Nemesis Kid's life in retaliation. Resigning from the Legion at her husband's funeral, Projectra used the warp device built by the Legion of Super-Villians to transfer Orando to another dimension, away from further "pollution" of the 31st century's technology and dangers.

Projectra's time with the Legion did not end there. The elders of Orando deemed that she should perform a penance for killing Nemesis Kid. Given further powers to see beyond the illusions of reality, Projectra was sent back to the main universe where she rejoined the Legion of Super-Heroes as Sensor Girl. At first she kept her identity secret even from her

SENSOR GIRL — PL10 • 290 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 4 **Dex** 4 **Fgt** 3 **Int** 4 **Awe** 7 **Pre** 8

Powers: Illusions (Illusion 10 (All Sense Types, Area 5); **Super-Senses** (Sense 59 (Accurate and Extended Hearing Type 3, All Senses Counters Concealment 25 (All Concealment Effects), All Senses Counters Illusion 10, Extended Vision 3, Infravision, Microscopic Vision 4, Vision Penetrates Concealment, Postcognition (Unreliable), Radius Vision 2, Ultra-Hearing, Ultra-Vision))

Equipment: Flight Ring (Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3), Flight 7 (250 MPH); Telepathic Ear Plug **(**Comprehend 3 (Languages), Mental Communication 1 (Close Range)); Transsuit (Immunity 9 (Life Support, except for starvation and thirst))

Advantages: Accurate Attack, Benefit 6 (Queen of Orando, Legion Membership), Close Attack 2, Connected, Defensive Attack, Defensive Roll 6, Equipment 8, Improved Disarm, Improved Grab, Improved Hold, Improved Trip

Skills: Close Combat: Unarmed 2 (+5), Expertise: Magic 8 (+12), Expertise: Orando 5 (+9), Insight 5 (+12), Intimidation 4 (+12), Perception 8 (+15)

Offense: Initiative +4, Unarmed +7 (Close, Damage 1)

Defense: Dodge 10, Parry 6, Fortitude 6, Toughness 8/2*, Will 14 * Without Defensive Roll.

Totals: Abilities 66 + Powers 159 + Advantages 29 + Skills 16 + Defenses 20 = 290

Complications: Motivation—Responsibility: As royalty, Sensor Girl sees it as her responsibility to help others. Later, she helps as penance for taking Nemesis Kid's life. **Relationship:** Sensor Girl was married to Karate Kid (see **Vol. 1**) for a time.

SHADOW LASS — PL11 • 139 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 4 **Dex** 5 **Fgt** 3 **Int** 3 **Awe** 5 **Pre** 2

Powers: Shadow Casting (Array), **Shadow Bubble** (Concealment 4 (All Visual Sense, Burst Area, Ranged)) Linked to Protection 10 (Ranged, Burst Area, Limited to Heat and Radiation Attacks Only), **AE: Shadow Field** (Concealment 4 (All Visual Senses, Shapeable Area, Ranged) Linked to Protection 10 (Ranged, Shapeable Area, Limited to Heat and Radiation Attacks Only), **AE: Blind** (Resisted by Dodge; Cumulative Ranged Affliction 10, (Visually Impaired, Visually Disabled, Visually Unaware, Concentration))); Darkvision (Senses 2)

Equipment: Flight Ring (Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3), Flight 7 (250 MPH); Telepathic Ear Plug **(**Comprehend 3 (Languages), Mental Communication 1 (Close Range)); Transsuit (Immunity 9 (Life Support, except for starvation and thirst))

Advantages: Benefit 4 (Champion of Talok VIII, Legion Membership), Defensive Attack, Defensive Roll 2, Equipment 8, Improved Critical (Unarmed), Improved Smash, Improved Trip, Instant Up, Power Attack

Skills: Close Combat: Unarmed 3 (+6), Expertise: Talok VIII 5 (+8), Insight 4 (+9), Ranged Combat: Shadow Casting Array 5 (+10), Stealth 3 (+7)

Offense: Initiative +4, Blind +10 (Ranged, Affliction 10), Unarmed +6 (Close, Damage 1, Crit. 19-20)

Defense: Dodge 6, Parry 8, Fortitude 5, Toughness 4/2*, Will 10 * Without Defensive Roll.

Totals: Abilities 50 + Powers 44 + Advantages 20 + Skills 10 + Defenses 15 = 139

Complications: Motivation—Responsibility: Shadow Lass was given her powers to act as protector and champion of her people. **Relationship:** Shadow Lass and Mon-El care deeply for one another.

fellow Legionnaires, but her true identity was eventually revealed to the Legion when she was unmasked by the Emerald Empress of the Fatal Five.

As Sensor Girl, Projectra has a large number of sensory powers at her disposal, giving her the ability to see at incredible distances, see through solid objects, discern illusions from reality, and even occasionally part the veils of time and death. During this period of her career, Sensor Girl uses her illusion powers subtly, to obscure or block opponents' senses, project areas of darkness, or to startle and disorient her foes.

SHADOW LASS

Tasmia Mallor, a native of the planet Talok VIII, gained her powers of shadow projection from her ancestors, powers to be used in the role of the traditional protector of her planet, as both guardian and champion.

Shadow Lass joined the Legion after she helped them fend off the Fatal Five's (see **Vol. 1**) invasion of her planet. Though recognized as a powerful hero, Tasmia's distant, aloof manner at first made it difficult for other Legionnaires to get along with her. Shortly after joining the Legion, she fell in love with Mon-El (Lar Gand), and the two married after he was seriously injured fighting the Time Trapper. Despite their deep love for each other, their relationship was rocky from the start and remained difficult, which is not surprising in view of her husband's apparent death, resurrection and subsequent exile to the Phantom Zone.

Tasmia is able to generate fields of darkness and shape them to her will, both solid, to isolate those within, or hollow to allow her teammates to see inside. She can cast darkness directly into the eyes of her opponents, effectively blinding them, and can solidify her darkness to use as a weapon or protective field. Tasmia is also able to see in total darkness.

SHRINKING VIOLET

Salu Digby comes from the planet of Imsk, whose natives have the ability to shrink to microscopic proportions. Despite her shy, retiring nature, she joined the Legion of Super-Heroes under the codename Shrinking Violet. Salu proved to be an exemplary member of the LSH and eventually formed a romantic relationship with Duplicate Boy of the Heroes of Lallor.

Several years into her time with the LSH, Shrinking Violet was kidnapped by Imskian radicals and replaced by Yera, a Durlan shapeshifter who assumed her identity. Despite "Violet's" change in personality, her teammates only became suspicious when she suddenly showed romantic interest in Colossal Boy (Gim Allon) (see **Vol. 1**). Shrinking Violet was eventually rescued, and returned to duty after recovering from the traumatic stress of being kidnapped. More cynical than she was before her abduction, Shrinking Violet became more aggressive in dealing with criminals, and became an important member of the Legion Espionage Squad. Determined never to be taken advantage of again, Salu's personal combat training has made her one of the best female hand-to-hand combatants in the Legion. Violet broke off her relationship with Duplicate Boy when she discovered that he knew she had been replaced but had not alerted the Legion nor attempted to rescue her.

SHRINKING VIOLET — PL10 • 121 POINTS

Abilities: Str -1/2* **Sta** 2 **Agl** 4 **Dex** 4 **Fgt** 5 **Int** 3 **Awe** 2 **Pre** 1

Powers: Shrinking 20 (Atomic), **Growth Punch** (Damage 5, Strength-Based, Quirk—Damage based on size rank difference between Shrinking Violet and her opponent, Quirk—Leaves Violet at same height as opponent)

Equipment: Flight Ring (Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3), Flight 7 (250 MPH); Telepathic Ear Plug **(**Comprehend 3 (Languages), Mental Communication 1 (Close Range)); Transsuit (Immunity 9 (Life Support, except for starvation and thirst))

Advantages: Assessment, Benefit 1 (Legion Membership), Close Attack 3, Defensive Attack, Equipment 8, Improved Critical (Unarmed), Improved Initiative, Improved Smash, Improved Trip, Instant Up, Power Attack

Skills: Acrobatics 5 (+9), Close Combat: Unarmed 2 (+7), Deception 5 (+6), Expertise: Imsk 5 (+8), Stealth 4 (+20/+8*), Vehicles 3 (+7)

Offense: Initiative +8, Unarmed +10 (Close, Damage -1/2*, Crit. 19-20), Growth Punch +10 (Close, Damage 7, Crit. 19-20)

Defense: Dodge 16/10*, Parry 16/10*, Fortitude 4, Toughness 2, Will 8 * Without 12 ranks of Shrinking.

Totals: Abilities 46 + Powers 24 + Advantages 20 + Skills 12 + Defenses 19 = 121

Complications: Motivation—Responsibility: Shrinking Violet believes she should use her abilities to help others. **Relationship:** Shrinking Violet has had close relationships with Duplicate Boy, Sun Boy, and Lightning Lass, and a strong dislike of Chameleon Girl. **Survivor:** Since her abduction, Shrinking Violet has become much more forceful and able to protect herself.



TYROC — PL10 • 123 POINTS

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

Powers: Flight 5 (60 MPH); **Reality Warping Scream** (Array) **Kinetic Yell** (Ranged Damage 12), **AE: Explosive Yell** (Ranged Burst Area Damage 8), **AE: Force Field Yell** (Sustained Protection 10), **AE: Force Manipulation Yell** (Create 10, Subtle 2), **AE: Plant Manipulation Yell** (Ranged Cumulative Affliction 8 (Resisted by Dodge; Vulnerable and Hindered, Defenseless and Immobilized), Extra Condition, Limited Degree, Limited—Requires Plants), **AE: Pyrokinetic Yell** (Energy Control (Fire) 10, Indirect 3, Quirk—Cannot cause knockback), **AE: Telekinetic Yell** (Move Object 12), **AE: Teleportation Yell** (Teleport 6, Easy, Extended), **AE: Vertigo Yell** (Ranged Cumulative Affliction 8 (Resisted by Fortitude; Impaired, Disabled, Incapacitated)), **AE: Weather Manipulation Yell** (Environment 6 (Impede Movement 2, Visibility 2), **AE: Wind Manipulation** (Elemental Control (Air) 12))

Equipment: Flight Ring (Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3), Flight 7 (250 MPH); Telepathic Ear Plug (Comprehend 3 (Languages), Mental Communication 1 (Close Range)); Transsuit (Immunity 9 (Life Support, except for starvation and thirst))

Advantages: All-out Attack, Benefit 4 (Champion of Marzal, Legion Membership), Defensive Attack, Equipment 8, Power Attack

Skills: Close Combat: Unarmed 3 (+5), Expertise: Marzal 4 (+5), Intimidation 3 (+6), Perception 2 (+5), Ranged Combat: Reality Altering Array 4 (+8)

Offense: Initiative +3, Blast Yell +8 (Ranged, Damage 12), Unarmed +5 (Close, Damage 2)

Defense: Dodge 7, Parry 7, Fortitude 6, Toughness 3, Will 5

Totals: Abilities 42 + Powers 44 + Advantages 15 + Skills 8 + Defenses 14 = 123

Complications: Arrogant: Tyroc is very self-assured and can be difficult to get along with. **Motivation—Responsibility**: Tyroc recognizes that his powers come with a duty to help others... especially the people of Marzal. **Power Loss:** All of Tyroc's powers emanate from his ability to scream. Anything that prevents that effectively makes him powerless.

Since her breakup with Duplicate Boy, Shrinking Violet has had a brief fling with Sun Boy (Dirk Magna), and maintains an intimate relationship with Lightning Lass (Ayla Ranzz). Salu has a strained relationship with the shapeshifter Yera, who has since married Colossal Boy and joined the Legion as Chameleon Girl.

TYROC

Troy Stewart was the resident super hero of the land of Marzal, on an alternate Earth. The island, near the coast of Africa, was populated during the sixteenth century by escaped slaves. Unbeknownst to its new inhabitants, Marzal had a transitory existence, remaining on Earth for a number of years and then fading into a dimensional limbo for two hundred years before shifting back to another alternate Earth in the same physical location. Despite often being separated from the rest of the universe, the inhabitants built an advanced civilization on the island. Troy first manifested his unique reality-altering yell after being attacked by a demon during Marzal's most recent period in Limbo. Troy took the name Tyroc, which in his native language means "Scream of the Devil," and became Marzal's champion.

Tyroc first met the Legion when some of its members responded to an emergency on Marzal shortly after it had faded into this universe. At first he resisted their offers of assistance, but he came to respect the Legion and accepted their aid. Tyroc joined the team, becoming the first black member of the Legion of Super-Heroes.

Tyroc's arrogant attitude marred his term as a Legionnaire and he often found himself conflicted between his loyalties to the Legion and to Marzal. When it was discovered that Tyroc's yells had shortened the amount of time that Marzal could remain in this Earth's dimension, he chose to remain with Marzal as its protector as it returned to Limbo.

Recently reappearing, Tyroc has gained further control of his reality-altering yell, and has been an active Legion member.

LIGHTNING LAD

Garth, Ayla, and Mekt crash-landed their powerless spacecraft on the storm-ridden world of Korbal while returning to their home world of Winath from a party on another planet. While attempting to use the electrical discharges of Korbal's famed lightning beasts to recharge the craft's power cells, the trio were accidently struck instead. Now possessed of lightning powers, the trio recharged the cells themselves and returned home. A short time later, Mekt disappeared and Garth decided to go to Earth to try to locate him. Enroute, Garth, along with Imra Ardeen and Rokk Krinn, foiled an assassination attempt on R.J. Brande, and as a result the three formed the Legion of Super-Heroes.

REAL NAME: GARTH RANZZ
OCCUPATION: LEGIONNAIRE
BASE: LEGION HQ

Unfortunately, Garth's career in the Legion was plagued by trouble, including his own death and resurrection, the loss and regrowth of his arm, and Darkseid kidnapping his son and turning him to the dark side (see **Vol. 1**).

PERSONALITY

Garth is short-tempered, rebellious and resists authority. This often leads him into making brash, impulsive decisions that endanger himself and others. Despite these personality flaws, Garth is considerate and caring to the people he loves and respects.

POWERS & ABILITIES

Lightning Lad is able to absorb, generate and project electricity. He is able to use his powers to fire lightning bolts, short-circuit machinery, and generate a lightning shield around his body.

LIGHTNING LAD — PL10

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

POWERS

Lightning Blasts: Array (24 points)
- **Lightning Blast:** Damage 12 (Ranged) • *24 points*
- **Ball Lightning:** Ranged Burst Area Damage 8 • *1 point*
- **Chain Lightning:** Ranged Damage 10 (Split 4) • *1 point*
- **Lightning Punch:** Strength-based Damage 12 • *1 point*
- **Lightning Storm:** Burst Area Damage 10 • *1 point*

Lightning Immunity: Immunity (Electrical Effects) •10 *points*
Lightning Shield: Damage 8 (Reaction) • *32 points*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3); Flight 7 (250 MPH) • *19 points*
Telepathic Ear Plug: Comprehend 3 (Languages), Mental Communication 1 (Close Range) • *10 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst) • *9 points*

ADVANTAGES

Benefit (Legion Membership), Defensive Attack, Defensive Roll 5, Equipment 8, Inventor, Power Attack, Precise Attack (Ranged, Cover), Taunt,

SKILLS

Close Combat: Unarmed 3 (+6), Deception 4 (+6), Expertise: Geography 8 (+9), Expertise: Winath 5 (+6), Intimidate 5 (+7), Ranged Combat: Lightning Blasts Array 4 (+8), Technology 2 (+3), Treatment, 3 (+4) Vehicles 4 (+8)

OFFENSE

Initiative +3	
Ball Lightning +8	Ranged, Burst Area Damage 8
Chain Lightning +8	Ranged, Damage 10, Split 4
Lightning Blast +8	Ranged, Damage 12
Lightning Punch +6	Close, Damage 14
Lightning Storm +8	Close, Burst Area Damage 10
Unarmed +6	Close, Damage 2

DEFENSE

Dodge	12	**Fortitude**	6
Parry	10	**Toughness**	8/3*
Will	5	* Without Defensive Roll	

POWER POINTS

Abilities	36	**Skills**	19
Powers	70	**Defenses**	25
Advantages	19	**Total**	169

COMPLICATIONS

Hot Headed: Garth can be extremely hot headed and stubborn, ignoring authority and doing what he feels is the right thing to do. Like his impulsiveness, this too can lead to more trouble for himself and the Legion.

Impulsive: Garth can be very impulsive, leaping into situations before thinking them through clearly, often landing himself and his team-mates in hot water.

Romance: Garth is married to Saturn Girl, and though he loves her deeply, he often clashes with her opinions regarding authority. He especially dislikes how Saturn Girl will often side with Cosmic Boy on decisions.



ALLIES

Garth is married to Saturn Girl (Imra Ardeen Ranzz); their relationship is often strained. He is also very close to his twin sister, Lightning Lass (Ayla Ranzz). As a founding member of the Legion of Super-Heroes, he is able to call upon them and their allies when needed.

ENEMIES

Lightning Lad has a vast list of enemies, but his most hated foe is his older brother, Lightning Lord (Mekt Ranzz). Mekt has never forgiven Garth for having a twin, and continuously tries to murder Garth in a misguided attempt to make Ayla his own "twin."

LOBO

REAL NAME: UNREVEALED
OCCUPATION: BOUNTY HUNTER
BASE: MOBILE



Lobo is the Last Czarnian, just as Superman is the Last Son of Krypton.

HOLD ON A FRAGGIN' MINUTE! I'M HIJACKIN' THIS HISTORY LESSON! YER SERIOUSLY COMPARIN' ME TO THE BIG BLUE CHEESE? WHAT'D HE EVER DO TO BE CALLED THAT? CRY LIKE A WIDDLE BABY WHILE KRYPTON AN' THE REST OF HIS PEOPLE CROAKED? I EARNED MY TITLE THE HARD WAY, BY KILLIN' EVERY LAST ONE OF MY KIND, AN' LEMME TELL YA, FRAGGIN' CZARNIANS IS A LOT DURNED HARDER THAN FRAGGIN' SOME LOSER KRYPTONIANS UNDER A RED SUN! THEY WEREN'T ALL JUST LININ' UP ON SOME DOOMED PLANET WAITIN' TA BE FRAGGED, NEITHER! I HADTA HUNT DOWN MY FOURTH-GRADE TEACHER MISS TRIBB HALFWAY 'CROSS DA GALAXY!

Uh, right. Lobo was an anomaly on the idyllic planet of Czarnia. Due to the Czarnian self-replicative and regenerative powers, death and war was nearly nonexistent.

Y'SEE, I WAS FIGHTIN' NURTURE AND NATURE TA BE THE BASTICH I AM TODAY! Y'KNOW HOW SICKENIN' THOSE GOODY-FRAGGIN'-GOODY FEEBS ARE? WHEN YA SPILL SOME BLOOD, YA MIGHT AS WELL BE MAKIN' BABIES CUZ WE CZARNIANS C'N JUST GROW 'NOTHER BODY OR POP OUT LITTLE BUGGERS FROM OUR BLOOD!

Indeed. The thrill of genocide whetted Lobo's appetite for more killing, and he became a bounty hunter in order to pursue more opportunities for mindless violence. Lobo played both sides of the conflict between the Omega Men and Harry Hokum, the despot of the Vegan star system. When the two sides found a peaceful resolution, Lobo considered the job a failure and actually left without collecting.

UH, THIS NEVER HAPPENED! CUZ THE MAIN MAN ALWAYS GETS HIS MAN! DIDN'T THAT CRISIS ERASE THIS FROM THE BOOKS?

Later, Lobo ran afoul of the L.E.G.I.O.N. when tracking the killers of one of his space dolphins.

SNIFF. MY POOR FISHY!

Lobo was tricked by the L.E.G.I.O.N.'s Vril Dox and his twelfth-level intelligence.

HAH! TWELF'-LEVEL INTELLIGENCE! WHAT'S THIS, SOME DWEEBY ROLE-PLAYIN' GAME? CUZ IF THAT FEEB'S A TWELF'-LEVEL INTELLIGENCE, THEN I'MMA LEVEL TWENTY MASTER O' FRAG!

Vril Dox offered protection for the dolphins in return for Lobo's services. Only when Lobo became more trouble than he was worth did Vril Dox finally release Lobo from the L.E.G.I.O.N., but not before Dox deprived Lobo of his Czarnian self-cloning ability.

THAT GREEN BASTICH NEUTERED ME! NOW LOBO'S GOTTA MAKE BABIES TH'OLD-FASHIONED WAY! AIN'T COMPLAININ'!

Nevertheless, several of Lobo's misadventures resulted in his apparent demise but every time, either Lobo or one of his clones survived.

LOBO PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	16	2	2	10	1	2	0

POWERS

Arsenal: Array (30 points), Removable (-12 points)
- **Hook and Chain:** Affliction 13 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Cumulative, Extra Condition, Limited Degree, Reach 4 (20 ft.) • *30 points*
- **Bolter Gun:** Ranged Damage 10, Multiattack • *1 point*
- **Frag Grenades:** Ranged Burst Area Damage 10 • *1 point*

Barred from Heaven and Hell: Immortality 5; Immunity 1 (Aging) • *11 points*

I C'n Smell Ya From Here: Senses 18 (Acute, Extended 15, Ranged and Tracking Olfactory) • *18 points*

I Go Where I Want: Leaping 4; Speed 5 (60 MPH) • *9 points*

Last Czarnian: Immunity 10 (Life Support); Regeneration 5 • *15 points*

Nothin's Unfraggable: Senses 4 (Acute, Analytical, and Ranged Detect Weakness) • *4 points*

Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting **Str** 20; 25,000 tons) • *4 points*

EQUIPMENT

VEHICLE: SPACE BIKE • *47 POINTS*

Size: Medium **Str** 6 **Speed:** 12 (Flight) **Def:** 10 **Tou:** 10
Features: Navigation System, Flight (Flight 12, AE: Space Travel 3)

ADVANTAGES

All-out Attack, Daze (Intimidation), Equipment 10, Fearless, Improved Critical (Unarmed), Improved Initiative, Power Attack, Ranged Attack 10, Startle, Weapon Bind

CUZ MAYBE DOX DIDN'T DO AS GOOD A JOB AS HE THINKS HE DID!

Lobo encountered Starfire, Animal Man, and Adam Strange in outer space with Devilance in hot pursuit. Lobo killed the New God but spared the trio, explaining that he was now the archbishop of a religion devoted to a fish-god and therefore had forsworn violence. This vow, of course, lasted only as long as it took Lobo to discover how to kill the fish-god.

JUST GOES TA SHOW THAT VIOLENCE SOLVES ALL PROBLEMS, EVEN THE PROBLEM O' NON-VIOLENCE!

Recently, Lobo was sent to collect a bounty on Atrocitus but was repelled by the combined efforts of Hal Jordan, Sinestro and Carol Ferris. Lobo was actually hired by Atrocitus himself to stage the fight and gain him alliance with the Lanterns. In return for his services, Lobo received a Red Lantern power ring.

WHAT KINDA FRAGGIN' D'YA THINK THE MAIN MAN CAN DO WITH THE MOST POWERFUL WEAPON IN THE UNIVERSE?

PERSONALITY

Lobo lives for violence and destruction. He accepts bounty contracts simply for the thrill of killing and being paid for it, but he's just as happy killing for free. This doesn't mean he'll forgive a client who reneges on a deal—that just gives Lobo another reason to kill someone. While he has no conscience, he does have a perverse set of ethics, including honoring his contracts.

SKILLS

Expertise: Streetwise 12 (+13), Intimidation 20 (+20), Stealth 6 (+8), Technology 10 (+11), Vehicles 10 (+12)

OFFENSE

Initiative +6	
Bolter Gun +12	Ranged, Multiattack Damage 10
Frag Grenades	Burst Area, Ranged, Damage 10
Hook and Chain +10	Ranged, Affliction 13, Resisted by Dodge
Unarmed +10	Close, Damage 16, Crit 19-20

DEFENSE

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

POWER POINTS

Abilities	98	**Skills**	29
Powers	81	**Defenses**	16
Advantages	28	**Total**	252

COMPLICATIONS

Clone Wars: One of Lobo's clones might come calling, or maybe the clone is the real Lobo, or maybe they're all clones and the real Lobo is elsewhere, or maybe …

Feetal's Gizz!: Lobo's got a temper.

Honor: Lobo's word is his bond.

My Fishies!: Lobo has a soft spot for his space dolphins.

The Main Man: Lobo's reputation and a trail of dead bodies precede him.

POWERS & ABILITIES

Lobo is strong enough to go toe-to-toe against the likes of Superman. He can regenerate any wound that doesn't kill him, and because he isn't allowed in either Heaven or Hell, it's unlikely that Lobo can be permanently killed. Lobo is the best tracker in the universe and once he has caught a scent, Lobo can locate his prey even across solar systems. Lobo seems to have the uncanny ability to find an opponent's weakness and kill the seemingly unkillable. Lobo's Czarnian ability to spawn clones from his blood was fortunately removed by Vril Dox.

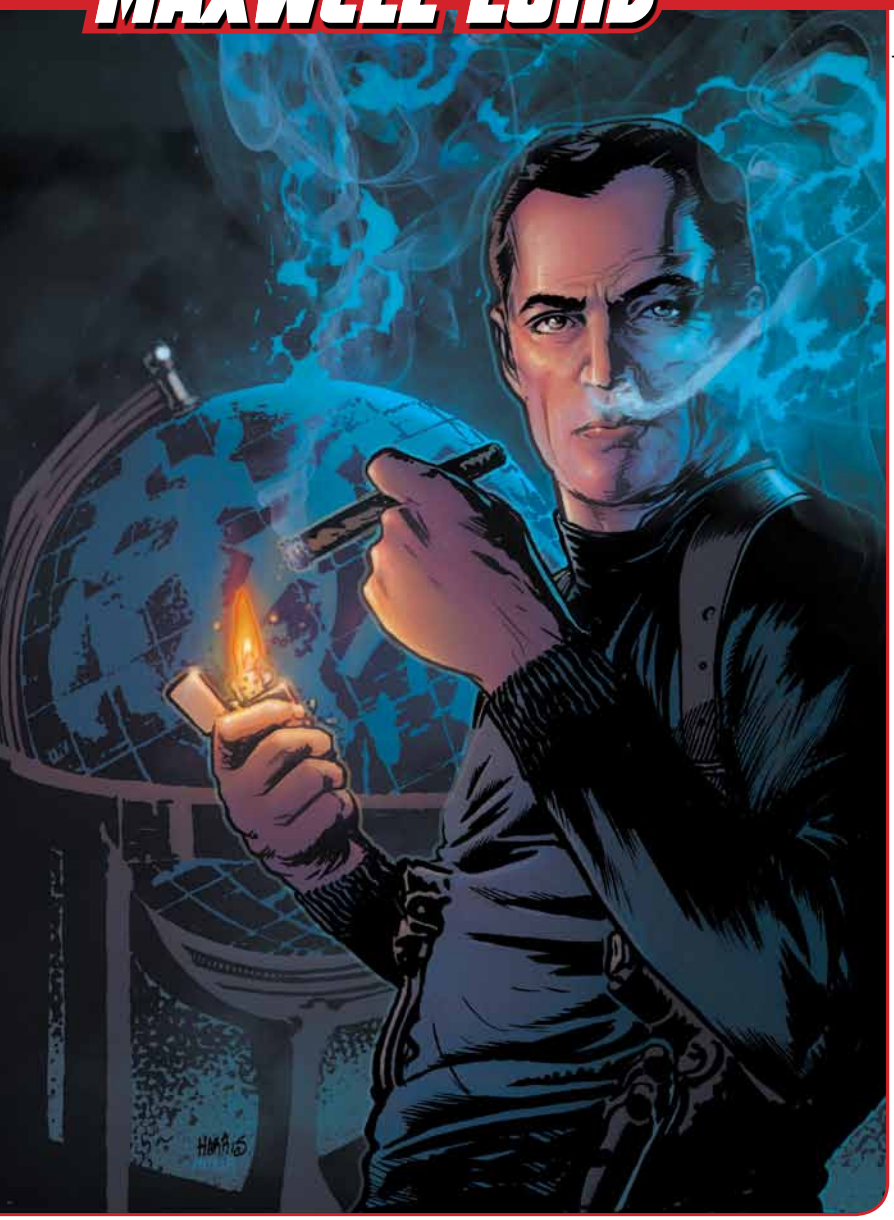
ALLIES

Lobo is extremely protective of his pet space dolphins and of Al and Darlene, the owner and waitress, respectively, of his favorite diner.

ENEMIES

As a bounty hunter unafraid of significant collateral damage in the course of conducting business, Lobo has earned the enmity of numerous former victims and former employers alike. Anyone foolish enough to breach a contract with Lobo names himself as Lobo's enemy.

MAXWELL LORD



Max Lord was a very successful and ruthless businessman at the time that a spelunking trip brought him in contact with a computer created by Metron that was later taken over by Kilgore. He emerged with a new goal: to put together a force to protect the world, and he would stop at nothing to make it happen.

Though Lord was an unwitting agent of the alien computer, he put his formidable will and resources into the creation of the new Justice League, becoming its main financial and political backer.

His methods were questionable right from the start: in order to show the Justice League in a good light to the general public, he orchestrated a terrorist attack at the United Nations building in New York, laying the groundwork to turn the Justice League of America into simply the Justice League, and obtain the support of the U.N. for an official charter as the "Justice League International (JLI)." Winning the League's confidence, he then worked tirelessly to forge the team into a truly respected organization worldwide.

The League flourished under his *de facto* and then official direction, and being surrounded by heroes inspired more altruistic thoughts in the otherwise amoral plotter. Eventually he shook off the computer's control after being nearly killed by the Manhunters and embraced his role as the League's benefactor.

The Gene Bomb detonated by the Dominators activated Lord's latent metagene and gave him psychic abilities, which he fostered and used without compunction to further his agenda.

Dreamslayer, a villain from an alternate, destroyed world, possessed Lord and magnified his powers, combining them with Lord's influence to harm the Justice League and almost forcing them to disband. When Dreamslayer was defeated, Lord claimed to have lost his abilities.

Sometime later, a brain tumor pushed Lord into a coma and he apparently died, but Kilgore had been waiting for a chance to regain control of Lord's activities and downloaded his consciousness into a cyborg body built in New Genesis. This ploy amounted to nothing, as Lord used his connections with Cadmus and Checkmate to return his mind to his normal, human body, his powers intact.

This process and the death of Sue Dibny may have caused Maxwell Lord to have a radical change of heart. He came to see metahumans as a threat and decided the best way to keep the world safe was to get rid of them all. He wormed his way into Checkmate, becoming its Black King, and from this position also had control of the Brother I satellite and the O.M.A.C. project.

His plan was almost ready to launch when Blue Beetle, then Ted Kord, discovered it and refused to join Lord's insane plot, to which Lord responded by murdering the hero he had once counted as one of his best friends. Now Lord could not be stopped, as he activated the O.M.A.C. soldiers to attack every metahuman. From his years as head of the JLI, Lord possessed sensitive information about every current super hero, and he used it. Lord had already conditioned Superman and easily dominated him into attacking other heroes by making the Man of Steel see them as some of his past enemies.

REAL NAME: MAXWELL LORD IV
OCCUPATION: BUSINESSMAN, GOVERNMENT LIAISON
BASE: MOBILE

MAXWELL LORD — PL14

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

POWERS

Mental Conditioning: Perception Sustained Weaken Will 8 (Mental, Resisted by Will), Incurable, Insidious, Subtle 2, Limited—Only effects targets up 10' away, Limited—Will weakened only against Push effects • *28 points*

The Push: Array (62 points)

- **Push Mind:** Perception Concentration Affliction 12 (psychic, mental suggestions or hallucinations; Resisted by Will; Entranced, Compelled, Controlled), Insidious, Progressive, Subtle 2, Quirk—If Maxwell Lord takes damage from the side-effect, he gets a bloody nose, Side-Effect—Maxwell Lord must resist a Damage effect, DC 15 + Push Mind ranks used • *62 points*
- **Mass Push:** Perception Area (Auditory) Sustained Affliction 10 (Resisted by Will; Entranced, Compelled, Controlled), Insidious, Progressive, Subtle 2, Distracting, Quirk—If Maxwell Lord takes damage from the side-effect, he gets a bloody nose, Side-Effect—Maxwell Lord must resist a Damage effect, DC 15 + Push Mind ranks used, Tiring • *1 point*
- **Mental Assault:** Perception Affliction 14 (psychic, mental suggestions; Resisted by Will, Vulnerable, Compelled), Insidious, Subtle 2, Instant Recovery, Limited Degree • *1 point*

EQUIPMENT

Light Pistol with Suppressor: Ranged Damage 3, Subtle • *7 points*

Bulletproof Vest: Protection 4, Subtle, Limited (Ballistic) • *3 points*

ADVANTAGES

Assessment, Benefit 1 (Independently Wealthy), Connected, Contacts, Daze (Deception), Defensive Roll 2, Equipment 2, Fascinate (Deception), Redirect, Seize Initiative, Skill Mastery (Insight, Deception, Expertise: Tactician, Persuasion), Taunt, Well-informed

SKILLS

Deception 14 (+18), Expertise: Business 8 (+12), Expertise: Tactician 7 (+11), Insight 10 (+13), Persuasion 12 (+16), Ranged Combat: Pistols 5 (+7)

OFFENSE

	Initiative +1
Unarmed +2	Close, Damage 1
Pistol +7	Ranged, Damage 3
Mental Assault —	Ranged, Affliction 14
Mass Push —	Close, Perception Area Affliction 10
Push Mind —	Ranged, Affliction 12
Mental Conditioning —	Perception, Weaken Will 8, Limited to 10 feet

DEFENSE

Dodge	6	**Fortitude**	5
Parry	5	**Toughness**	8/6*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	38	**Skills**	28
Powers	92	**Defenses**	18
Advantages	18	**Total**	194

COMPLICATIONS

Black Infection: As a result of his resurrection after the Blackest Night, Lord's powers can backfire horribly, turning an intended target of domination into a rotting corpse.

Cipher: Lord erased all traces of his existence; he must use all the guile and power at his disposal to achieve things that he used to accomplish with a phone call.

Overpush: Using his powers takes a toll on Lord's body. Even if he manages to resist the side effects of his "push," he is weakened and often reluctant to use his powers again.

Wonder Woman used her lasso to extract from Lord the only way to free Superman from the "push," and the solution was simply to kill him. She snapped his neck without hesitation.

Maxwell Lord later returned as one of many heroes and villains brought back to life during the Blackest Night. The first thing he did was push the entire world into forgetting he existed, and he is now free to work on his plans in absolute obscurity.

PERSONALITY

Max Lord's arrogance is justified by his ability to get what he wants. His pragmatism is not burdened by things like morals and principles. He has the advantage of knowing his own weaknesses and has the patience and foresight to lay out his plans in advance.

POWERS & ABILITIES

Even without powers, Lord was a force to be reckoned with, thanks to his persuasive and manipulative nature. He worked behind the scenes of the Justice League and Checkmate to get whatever he set his sights upon. When the Dominators detonated the Gene Bomb, he gained a mental-control power he dubbed "the push," which allows him to seize control of others' subconscious, perceptions and intentions, though using it taxes his body. Even minor pushes can give him a nosebleed, and the greater the scope of the attempt, the greater the risk of damage to himself.

ALLIES

Justice League and Checkmate used to be his allies, but since revealing his true colors, he stands alone.

ENEMIES

Max made himself an enemy of the entire super hero community, but he managed to "push" the world into forgetting he ever existed. Despite that achievement, the former members of the Justice League International—Atom, Booster Gold, Fire and Ice, plus the new Rocket Red and Blue Beetle—still remember him, and still hunt him.

LORD SATANUS



Satanus, brother to Blaze, the Queen of Hell, was born the son of the great wizard Shazam and an as-yet-unidentified demoness. Over time, he and his sister connived and battled their way to the top of the infernal hierarchy, though the details of those struggles have never been revealed. His first appearance in modern times was in the guise of *Newstime* publisher Colin Thornton, in an attempt to use Superman as a pawn against his sister. Time and again he returned to torment the Man of Steel and other heroes, only to be defeated by narrow margins (and his sister's covert interference). Recently, he and his sister worked together to seize control of Hell in a terrible civil war, but Blaze betrayed him at the last second to take the infernal throne for herself.

PERSONALITY

Satanus is a creature of deceit, hatefulness and naked ambition who could no more turn to good than a fish could decide to suddenly breathe air instead of water. He always has an agenda … always.

POWERS & ABILITIES

Satanus possesses great mystical might, ranking him as one of the leading infernal powers. He can easily change form, craft diabolically convincing illusions, grant wishes to his vic-

REAL NAME: UNKNOWN, POSSIBLY "SATANUS" BUT DOUBTFUL GIVEN THE WAYS OF DEMONS
OCCUPATION: DEMON LORD
BASE: MOBILE (METROPOLIS AND VARIOUS DIMENSIONS OF HELL ARE FAVORITES)

LORD SATANUS — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11	9	4	4	9	9	9	6

POWERS

Demonic Heritage: Comprehend Languages 3; Immunity 30 (Fortitude Effects); Movement 2 (Dimensional Movement 2 (Hell and Occult Dimensions)); Protection 3; Regeneration 5; Senses 4 (Magic Awareness (Analytical, Extended 2)) • *52 points*

Demonic Magic: Array (65 points)

- **Transmogrification:** Transform 13, Anything into Anything • *65 points*
- **Demonic Deception:** Illusion 11 (All Senses) • *1 point*
- **"Granting Wishes" 1:** Create 14, Continuous, Innate, Precise, Subtle • *1 point*
- **"Granting Wishes" 2:** Ranged Affliction 15 (Resisted by Will; Dazed, Stunned, Transformed) • *1 point*

Demonic Mask: Morph 3 (humanoids and animals) • *15 points*

Hellfire Trident: Array (54 points), Removable (–11 points)

- **Hellfire Blast:** Ranged Damage 12, Alternate Resistance (Fortitude), Continuous on 6 ranks • *54 points*
- **Hellish Trident Tines:** Strength-based Damage 3, Penetrating on Damage 14; Accurate • *1 point*

ADVANTAGES

Benefit 3 (Status: Demon Lord), Fascinate (Deception), Improved Defense, Ritualist, Seize Initiative, Skill Mastery (Deception), Taunt

SKILLS

Deception 18 (+24), Expertise: Hell 8 (+17), Expertise: Magic 6 (+15), Insight 9 (+18), Intimidation 9 (+15), Perception 6 (+15), Persuasion 8 (+14), Ranged Combat: Hellfire Trident 8 (+12)

OFFENSE

Initiative +4	
Hellfire Blast +12	Ranged, Damage 12 Resisted by Fortitude
Hellfire Trident +11	Close, Damage 14
Unarmed +9	Close, Damage 11

DEFENSE

Dodge	12	**Fortitude**	Immune
Parry	12	**Toughness**	12
Will	14		

POWER POINTS

Abilities	122	**Skills**	36
Powers	179	**Defenses**	19
Advantages	9	**Total**	365

COMPLICATIONS

Demonic Nature: Satanus is a spawn of Hell and is recognizable to properly attuned mystical senses as such.

My Dearest Enemy: Satanus' most constant enemy is his sister and erstwhile ally Blaze, who normally operates against him from the shadows.

tims (which he inevitably turns against them), and is proof against most mortal frailties.

ALLIES

As a major demon, Satanus recognizes no allies, only pawns and cats-paws.

ENEMIES

Satanus has many enemies throughout the hierarchy of Hell, all of whom want his position or his life. Most consistently, it has been his sister Blaze who has thwarted his schemes, secretly assisting Superman, the Phantom Stranger, and others against him.

LEX LUTHOR

Lex Luthor rose from humble beginnings to become famous—and then infamous—around the world. Born and raised in the farming community of Smallville, Lex was both brilliant and arrogant from a young age. Disgusted by his drunken and abusive father Lionel and with surroundings he considered beneath him, Lex swore to find his way out of Smallville to make his fortune. That opportunity came when his father died suddenly of heart failure when Lex was a teen, conveniently right after a large life insurance policy was taken out in his name.

Leaving Smallville behind without a second thought, Lex made his way to Metropolis, where he parlayed his technical brilliance and small fortune into a series of educational degrees, followed by the creation of a tech-company named LexCorp. Though much of LexCorp's success was based on Luthor's genius, he was also entirely willing to use underhanded or illegal tactics to further his own interests. LexCorp became a multi-billion dollar company and Lex Luthor the wealthiest man in Metropolis. He enjoyed considerable influence and a public reputation as an entrepreneur and philanthropist.

That changed when Superman made his first public appearance in Metropolis. Luthor immediately took offense at the idea of some garishly costumed stranger becoming the hero of "his" city. The "civic-minded" Luthor cooperated with elements of the U.S. military to test Superman's capabilities and determine if he was a threat. Luthor hoped to prove he was a threat in order to eliminate him.

Since then, Lex Luthor has been the Man of Steel's greatest nemesis, and has come close to killing him on a number of occasions. He was careful to ensure he could not be directly connected to his crimes or attempts on Superman's life, always maintaining his public persona as a pillar of the Metropolis business community.

Luthor ran for president of the United States on a platform of technological progress and won, but remained true to form. He framed Bruce Wayne for murder for defying him and, though he coordinated the efforts of Earth's heroes and the U.S. military to repel an alien invasion, he knew it was coming and kept that knowledge to himself, secretly trading for weapons with Apokolips. Luthor's presidency collapsed when he attempted to use a kryptonite asteroid headed toward Earth to turn public opinion against super heroes,



REAL NAME: ALEXANDER JOSEPH "LEX" LUTHOR
OCCUPATION: FORMER CEO OF LEXCORP, CRIMINAL
BASE: METROPOLIS

LEX LUTHOR — PL14

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

ADVANTAGES

Benefit 5 (Billionaire), Connected, Defensive Attack, Defensive Roll 2, Eidetic Memory, Inspire 2, Improvised Tools, Inventor, Languages 2, Leadership, Seize Initiative, Set-Up, Skill Mastery (Expertise: Science, Technology), Ultimate Effort (Technology), Well-informed

SKILLS

Deception 8 (+12), Expertise: Business 7 (+18), Expertise: Science 13 (+24), Insight 7 (+10), Intimidation 4 (+8), Investigation 7 (+18), Perception 6 (+9), Persuasion 6 (+10), Ranged Combat: Guns 4 (+7), Technology 13 (+24), Vehicles 5 (+8)

OFFENSE

Initiative +2

Pistol +7	Ranged, Damage 3
Unarmed +3	Close, Damage 2



DEFENSE

Dodge	10	**Fortitude**	6
Parry	8	**Toughness**	4/2*
Will	14	*Without Defensive Roll.	

POWER POINTS

Abilities	60	**Skills**	40
Powers	0**	**Defenses**	28
Advantages	23	**Total**	151

*See sidebar

COMPLICATIONS

Arrogance: Luthor is supremely arrogant and confident in his own abilities, but he needs recognition for his achievements.

Enemy: Superman

Greed: Luthor has always been driven by a desire to have everything he wants, no matter what he has to do to get it.

Obsession: Luthor is obsessed with humbling and destroying Superman.

LUTHOR'S WARSUIT

One of Lex Luthor's most recognizable devices is an advanced battlesuit, incorporating alien technology (probably from Apokolips) along with his own designs. The Warsuit has the following effects:

Warsuit: Removable (–27 points) • *109 points total*
Armor: Protection 12, Impervious • *24 points*
Blasters: Array (35 points)
- Ranged Damage 16, Accuracy 3 • *35 points*
- Ranged Damage 11, Multiattack, Accuracy 2 • *1 point*
- Line Area 2 (60 feet) Damage 11 • *1 point*

Combat Computer: Enhanced Close Combat (Unarmed) 9, Enhanced Ranged Combat (Blasters) 3 • *6 points*
Exoskeletal Enhancement: Enhanced Strength 14 • *28 points*
Life Support System: Immunity 10 (Life Support) • *10 points*
Thrusters: Flight 15 (64,000 MPH) • *30 points*
- Movement 1 (Space Travel 1) • *1 point*

With the armor, Luthor is nearly Superman's physical equal, able to take the Man of Steel on in direct combat. Given that the armor's Blasters often have the "kryptonite" descriptor, the criminal genius even has a considerable edge.

ORANGE LANTERN RING

For a time, Luthor possessed an Orange Lantern power ring, equal to that of Larfleeze (see **Orange Lantern Corps**). It gave him considerable powers, essentially equal to his Warsuit and then some, given Luthor's considerable Will and avarice.

THE EVERYMAN PROJECT

One of Luthor's schemes involved the creation of an artificial metagene capable of giving ordinary human beings meta-human powers. Known as "The Everyman Project," Luthor used it as a means of mass-testing the process to determine if the artificial metagene could be used on him. Luthor temporarily gained Superman-level powers, until Natasha Irons short-circuited the artificial metagene.

Superman in particular. A ranting confession caught on tape forced Luthor out of office and into hiding.

Since then, the criminal genius has been involved with the Injustice League and the Secret Society and has made further attempts to gain his revenge on Superman, Metropolis, and the world in general. Luthor was jailed for a time but authorities used him to study different dangerous and alien technologies. This allowed him the opportunity to escape once again. His brilliance and technical skills have frequently allowed him opportunities to earn pardons for his crimes by helping save the world from threats at critical times.

PERSONALITY

Luthor believes his great intellect makes him superior to everyone else, while his great ambition makes him destined to leave his mark on history. He seeks the adoration and respect of the masses while simultaneously despising them. He hates that Superman, an alien, is more respected than him, Metropolis'"true" hero. While Luthor claims his brilliant mind and hard-won skills are superior to the physical powers fortune bestowed on the Man of Steel, he secretly envies Superman's power, fame and popularity.

POWERS & ABILITIES

The vast majority of Luthor's power level comes from his massive Intellect and Technology ranks, sufficient for him to routinely accomplish the near-impossible with a small circumstance bonus or the use of his Ultimate Effort. His traits and point totals do not account for his astounding range of inventions, which vary constantly. The GM should feel free to give Luthor whatever plot devices are needed for the current adventure, and have him come up with others virtually at a whim.

See the sidebars for some examples of the resources and other abilities provided by Luthor's genius.

ALLIES

Since he considers few his equal, Luthor has more pawns than allies. He has worked with other highly intellectual criminals such as Brainiac and Dr. Sivana on a basis of almost-equals. More often, Luthor prefers the leadership role, gathering criminals like the Injustice Gang or Injustice League around him to execute his plans and deal with Superman's various costumed allies, leaving the Man of Steel to him.

ENEMIES

Luthor's greatest enemy is Superman. He has been obsessed with humbling and destroying the hero of Metropolis from the moment Superman displaced Luthor in the hearts and minds of its citizens. He will go to almost any length to bring down Superman. Ideally, Luthor wants to do more than simply kill his foe. He would much rather prove his superiority to Superman so the whole world can see it, to bring the Man of Steel down to the level of ordinary humanity or lower, before finally destroying him.

By extension, Luthor hates all so-called "heroes" and has clashed with most of Superman's allies at one time or another.

MERCY

Luthor's sometime bodyguard and personal aide, known only as "Mercy," is a rogue Amazon he hired to work for him. She served him on and off through his various schemes. For a time Mercy worked alongside an Amazon sister known as "Hope," with similar abilities, who stopped working for Luthor and moved on at some point.

MERCY	PL9 • 105 POINTS
Abilities: Str 10 **Sta** 8 **Agl** 2 **Dex** 2 **Fgt** 8 **Int** 0 **Awe** 1 **Pre** 2	
Advantages: Attractive, Defensive Roll 2, Equipment 3, Ranged Attack 6	
Skills: Acrobatics 6 (+8), Athletics 4 (+14), Insight 4 (+5), Intimidation 4 (+6), Perception 6 (+7)	
Offense: Initiative +2, Unarmed +8 (Damage 10)	
Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 8, Will 8	
Totals: Abilities 66 + Powers 0 + Advantages 12 + Skills 12 + Defenses 15 = 105	



JERVIS TETCH



Jervis Tetch was a skilled neurological researcher who became delusional, eventually believing that he was the Mad Hatter from *Alice's Adventures in Wonderland*. He abandoned his career and began feeding his obsession with hats, using his hypnosis abilities and mind-control devices to steal. Batman stopped Tetch and put him in Arkham Asylum, where he remained for several years.

Tetch eventually reappeared more sociopathic and sinister than before his incarceration. His crimes still involved scenes from *Alice* and his headwear obsession, but the illusions his mind creates often involve the death and dismemberment of his victims.

Having recently been kicked out of the Secret Six, Mad Hatter is once again in Gotham City and slipping further down the rabbit-hole of his own insanity. It is only a matter of time before he kills again, whether it is his former teammates who betrayed him or an innocent bystander who happens to find herself caught in Tetch's delusional version of Lewis Carroll's books.

REAL NAME: JERVIS TETCH
OCCUPATION: NEUROSCIENTIST, CRIMINAL
BASE: GOTHAM CITY

JERVIS TETCH — PL10

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

POWERS

Mind Control Chips: Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled), Insidious, Sustained; Communication 2 (Radio), Limited—Only to receive orders from the Mind Control Hat • *27 points*
Mind Control Hat: Area Communication 2 (Radio), Limited—Only to Mind Control Chips, Removable (-2 points) • *6 points*

EQUIPMENT

Heavy Pistol: Ranged Damage 4 • *8 points*

ADVANTAGES

Daze (Deception), Defensive Roll 3, Equipment 2, Inventor, Set-up, Taunt

SKILLS

Deception 8 (+10), Expertise: Alice in Wonderland 12 (+18), Expertise: Neurology 10 (+16), Ranged Combat: Pistol 4 (+8), Sleight of Hand 8 (+12), Stealth 4 (+6), Technology 10 (+16), Treatment 4 (+10)

OFFENSE

	Initiative +2
Heavy Pistol +8	Ranged, Damage 4
Mind Control —	Close, Affliction 10, Triggered

DEFENSE

Dodge	12	**Fortitude**	6
Parry	8	**Toughness**	4/1*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	44	**Skills**	30
Powers	33	**Defenses**	27
Advantages	9	**Total**	143

COMPLICATIONS

Obsession: The Mad Hatter is obsessed with hats and *Alice in Wonderland*.

Psychoses: The Mad Hatter exhibits symptoms of bipolar disorder and an inability to distinguish the fictional universe of Lewis Carroll's *Alice in Wonderland* from reality.

PERSONALITY

Mad Hatter's mind shattered long ago. He is obsessed with Lewis Carroll's *Alice's Adventures in Wonderland* and *Through the Looking Glass* and themes many of his crimes around characters or events in the books. He has a difficult time separating reality from the illusions his mind creates of scenes from the novels, and is certainly obsessive-compulsive and sometimes outright homicidal. His other obsession is hats and objects that fit over the head, including Batman's cowl.

POWERS & ABILITIES

Jervis Tetch was once a prominent neurosurgeon and he has created several ways to control others' minds. The most prominent of these is the headband in his top hat, with which he can control nearby people. He is an accomplished hypnotist and often creates gadgets that help him manipulate others.

ALLIES

Mad Hatter rarely works with others unless he is controlling them. He has worked for Hush and Black Mask, and was recently a member of the Secret Six with Catman, Ragdoll, Scandal Savage, Deadshot and Knockout until Ragdoll kicked him out and replaced him with Harley Quinn.

ENEMIES

Mad Hatter is constantly thwarted by Batman and Robin. Other prominent enemies include Doctor Pyscho, the Doom Patrol, Cheshire (who stabbed Mad Hatter in the back), and various Gotham City criminals including Two-Face, Catwoman, Killer Croc and the Riddler.

MADAME XANADU

Madam Xanadu was the legendary Nimue, sister of Morgaine le Fey and Vivienne (The Lady of the Lake). Descended from the same Atlanteans that would eventually become the *Homo magi,* over the centuries she has wandered the world and learned from, loved and feuded with many of the most powerful practitioners of the art. In modern times she operates out of a small shop in Greenwich Village wherein she imprisons arcane menaces and seeks redemption for mistakes of old.

PERSONALITY

Distrustful of authority figures who act from a sense of righteousness, Madame Xanadu is unforgiving toward those forces and individuals who use power for their own gain and are careless of its cost to others—or who are all too willing to sacrifice others for their own agendas.

POWERS & ABILITIES

Once a powerful sorceress and druid, Nimue was stripped of her powers and immortality by a vengeful Merlin and now must use difficult and time-consuming rituals to achieve many of the feats of power she once performed through will alone. She is a sophisticated seer capable of highly exact readings of the past, future, and magical occurrences, though she must employ the focus of a tarot deck to use this ability. She won immortality from Death in a card game at some point during the French Revolution, and it is unknown whether any force in the universe can actually kill her unless and until Death reneges.

ALLIES

Shadowpact, The Sentinels of Magic (with the notable exception of the Phantom Stranger), Tim Hunter, and her assistant Daena all call Xanadu their ally with varying degrees of attachment.

ENEMIES

Too many to mention; additionally, she has personal feuds with both Merlin and The Phantom Stranger.

REAL NAME: NIMUE INWUDU
OCCUPATION: MYSTIC AND FORTUNE TELLER
BASE: A SHOP IN GREENWICH VILLAGE, NEW YORK CITY



MADAME XANADU — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	2	1	2	4	5	5	4

POWERS

Bargain with Death: Immortality 20 (Insidious, Subtle 2), Immunity 3 (Age, Disease, Poison) • *46 points*

Seer: Senses 17 (Detect Magic (Ranged, Acute, Analyze), Mystic Awareness, Postcognition (Ranged, Acute, Analytical, Extended 4), Precognition (Ranged, Acute, Analytical)) • *23 points*

EQUIPMENT

Athame (knife): Strength-based Damage 1, Improved Critical • *2 points*

HQ: "HOKUS & POKUS OCCULT CURIOSITIES" • *7 POINTS*

Size: Small **Tou:** 8 **Features:** Library, Living Space, Secret, Security System (wards and bindings), Self-Repairing, Workshop

ADVANTAGES

Artificer, Attractive, Equipment 2, Languages 4 (Various dead and occult languages), Ritualist, Well-informed

SKILLS

Close Combat: Knife 4 (+8), Deception 8 (+12), Expertise: History 8 (+13), Expertise: Magic 15 (+20), Insight 10 (+15), Perception 8 (+13), Persuasion 9 (+13), Sleight of Hand 8 (+10), Stealth 8 (+9)

OFFENSE

Initiative +1

Knife +8	Close, Damage 1, Crit. 19-20

DEFENSE

Dodge	8	**Fortitude**	6
Parry	7	**Toughness**	2
Will	14		

POWER POINTS

Abilities	46	**Skills**	39
Powers	69	**Defenses**	23
Advantages	10	**Total**	187

COMPLICATIONS

Cursed: Xanadu's eyes were burned out by the Spectre: no attempt to repair or regrow them has been able to overcome the Spectre's power. An assistant must read her cards in order for her to use her magical senses.

Tarot Dependency: Aside from Mystic Awareness, Madame Xanadu's Sense powers require her to use her Tarot cards.

Temper: Madame Xanadu is quick to anger against anyone she feels has slighted her or acted against her, especially men.

MAGENTA



Frances Kane was introduced to the world of super heroes when she started dating Wally West. At the time he was known as Kid Flash and was a member of the Teen Titans. Frances experienced many weird phenomena that her mother attributed to possession. These suspicions appeared confirmed when a horned figure featured in one of Frances' episodes.

It was discovered later that Frances had magnetic-based powers and the horned figure was Doctor Polaris, who was trapped in another dimension. At the behest of Wally, Frances became a super hero in her own right using the codename Magenta. The strain and pressure of the super hero lifestyle caused the couple to split up and exacerbated Frances' growing mental illness.

The ordinary identity of France Kane was overtaken by a darker, often homicidal personality calling herself Magenta. In her quest to destroy Wally West, Magenta joined forces with the Injustice League and Captain Cold's Rogues. Over the years, Magenta targeted Wally West many times, and eventually Frances discovered that using her magnetic powers would trigger her split personality.

REAL NAME: FRANCES "FRANKIE" KANE
OCCUPATION: FORMER SUPER HERO, SUPER-VILLAIN
BASE: KEYSTONE CITY

MAGENTA — PL11

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

POWERS

Magnetic Manipulation: Array (24 points)
- **Electromagnetic Blast:** Ranged Damage 12 • *24 points*
- **Magnetic Control:** Move Object 12, Precise, Limited to metal • *1 point*
- **EM Pulse:** Burst Area 2 (60 feet) Affliction 11 (Resisted by Dodge; Impaired, Disabled, Incapacitated), Limited to electrical devices, robots, and cybernetics) • *1 point*

Repulsor Flight: Flight 8 (500 MPH) • *16 points*
Static Aura: Protection 8, Sustained • 8 *points*

ADVANTAGES

Attractive, Fascinate (Persuasion), Move-by Action, Precise Attack (Ranged; Cover), Uncanny Dodge

PERSONALITY

Frances Kane has a split personality. Her original persona is that of a mousy, subservient woman; she later developed the Magenta identity, a starkly malevolent personality.

POWERS & ABILITIES

Magenta can control ferrous metals by creating and manipulating magnetic fields.

ALLIES

A one-time friend of Wally West and the Teen Titans, Magenta became a villain and joined the Injustice League, the Project and eventually the Rogues.

SKILLS

Athletics 4 (+5), Deception 4 (+7), Intimidation 5 (+8), Perception 7 (+9), Persuasion 7 (+10), Ranged Combat: Magnetic Manipulation 7 (+10)

OFFENSE

Initiative +2

Magnetic Manipulation +10	Ranged, Damage 12
Unarmed +2	Close, Damage 1

DEFENSE

Dodge	10	**Fortitude**	8
Parry	7	**Toughness**	11/3*
Will	8	*Without Static Aura.	

POWER POINTS

Abilities	38	**Skills**	17
Powers	50	**Defenses**	24
Advantages	5	**Total**	134

COMPLICATIONS

Split Personality: Magenta is an evil identity in the mind of the mousy Frances Kane.

ENEMIES

Magenta is a long-time opponent of Wally West. She reflects the hurt and rejection Frances felt when Wally ended their relationship as well as Frances' abiding attraction to Wally; a true "fatal attraction" in Magenta's case.

MAGOG

Lance Corporal David Reid was a U.S. Marine assigned to protect the National Museum of Iraq from looters during the Iraq war. While in pursuit of a looter, Reid came upon a stone artifact of the old god Gog. After touching the artifact, Reid lost consciousness and awoke to discover he now had the ability to generate plasma energy and channel it into destructive blasts through an Eve of Providence mark that had appeared on his left arm. Reid soon took up the life of a super hero codenamed Lance and joined the Justice Society.

Later the Justice Society teamed up with Gog to counter a militia uprising in Africa. A rocket blast killed Reid, completely destroying his left arm and one side of his face. Gog resurrected Reid, reforming his crippled body in Gog's own image by giving Reid cybernetic replacements for his missing left arm and right eye. Gog dubbed the risen Reid Magog and gave him a golden spear through which to focus his energy blasts.

REAL NAME: DAVID REID
OCCUPATION: MARINE (LANCE CORPORAL), VIGILANTE
BASE: NONE

After discovering the threat that Gog posed to the entire planet, most of the Justice Society turned against him, but the grateful Reid initially defended Gog. Eventually, disgusted by Gog's underhanded methods and use of torture, Magog turned against his savior and beheaded Gog with his staff.

When the Justice Society All-Stars (see **Vol. 1**) split off from the rest of the Justice League, Magog joined them, taking up a leadership role on the new team.

Eventually Magog came into conflict with a weapons-development group called Flashpoint and attacked one of their underground facilities. In retaliation, Flashpoint leader D.P. Macklin framed Magog for a prison break. After a conflict with both escaped prisoners and fellow Justice Society All-Stars members, Magog was kicked out of the Justice Society All-Stars.

PERSONALITY

Magog is the quintessential antihero. He conducts himself with military efficiency, and expects those around him to do the same. In combat he gives no quarter and expects none. To his foes, Magog is ruthless and deadly, unafraid to use lethal force if he believes the situation warrants it.



POWERS & ABILITIES

Magog can generate large quantities of plasma energy, which he used to channel into energy blasts through a device in his left arm. Since his left arm was blown off and replaced by a cybernetic arm, Magog uses a golden staff given to him by Gog to channel his energy blasts. Magog's other powers include super-strength and durability, flight and teleportation, as well as super vision that allows him to see beyond the visible spectrum into other wavelengths, such as the infrared and ultraviolet spectrums.

ALLIES

Magog was a member of the Justice Society of America (JSA), though his ideas often conflict with its older members who he views as too soft on super criminals, lax in their security measures and altogether out-of-date in their ideas of what a super hero should be. He later split off from the Justice Society along with the rest of the JSA All-Stars team.

ENEMIES

After being brought back to life by the godlike being known as Gog, Magog turned on his savior, preferring death to the servitude Gog demanded of him. He has also faced off against Miasma, the lord of an underground city. Magog's greatest foe is a covert weapons-development group called Flashpoint, operated by D.P. Macklin, the warden of Haven Prison.

MAGOG — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11	6	3	3	10	1	2	4

POWERS

Cybernetic Arm: Deflect 14, Close Range, Limited to Energy Attacks; Enhanced Strength 2, Limited to his left arm, Limited to Lifting (lifting Str 15 in left arm; 800 tons) • *6 points*
Enhanced Durability: Protection 6, Impervious 4 • *10 points*
Enhanced Vision: Senses 6 (Darkvision, Extended Rapid Vision, Infravision, Low-light Vision) • *6 points*
Golden Staff of Magog: Enhanced Advantages (Accurate Attack, Ranged Attack 3), Limited to Plasma Blast; Enhanced Advantages (Improved Critical 2 (Plasma Blast)) Easily Removable (–2 points), Indestructible; Strength-Based Damage 2, Improved Critical • *5 points*
Plasma Generation: Ranged Damage 14, Penetrating 6, Split 3, Limited to rank 7 without Golden Staff • *23 points*
Super-Strength: Enhanced Strength 2, Limited to Lifting (lifting Str 13; 200 tons) • *2 points*

ADVANTAGES

Accurate Attack (Plasma Blast), All-out Attack, Close Attack 3, Fearless, Improved Aim, *Improved Critical 2 (Plasma Blast)*, Inspire 2, Leadership, Move-by Action, Power Attack, Quick Draw, Ranged Attack 6, *Ranged Attack 3 (Plasma Blast)*, Startle, Takedown, Uncanny Dodge

SKILLS

Athletics 4 (+15), Deception 4 (+8), Expertise: Tactics 8 (+9), Insight 4 (+6), Intimidation 7 (+11), Perception 6 (+8), Persuasion 4 (+8), Stealth 4 (+7), Technology 6 (+7), Vehicles 5 (+8)

OFFENSE

Initiative +3

Plasma Blast +12	Range, Damage 14, Crit. 18-20
Armor Piercing Staff +13	Close, Damage 13, Crit. 19-20
Unarmed +13	Close, Damage 11

DEFENSE

Dodge	13	**Fortitude**	14
Parry	14	**Toughness**	12
Will	10		

POWER POINTS

Abilities	80	**Skills**	26
Powers	52	**Defenses**	30
Advantages	21	**Total**	209

COMPLICATIONS

Disability: Magog is blind in one eye. As Magog, his enhanced senses compensate for this loss, but as David Reid he has no depth perception (-4 to actions which require depth perception).

Enemy: Flashpoint

Power Loss: As David Reid, Magog appears as a normal human, badly scarred and lacking most of his powers.

Power Loss: Since his left arm was destroyed and replaced by a cybernetic arm, Magog cannot channel his plasma into energy blasts without his golden staff.

MAGOG IN KINGDOM COME

An alternate version of Magog was presented in *Kingdom Come*, which takes place in one possible future of the contemporary DC Universe. In this version of the future, Magog has evolved into a dangerous antihero extremist who believes in killing super-villains outright rather than capturing them for trial. This Magog represented a "false idol" of super heroic ideals, and inspired a new generation of super heroes to follow his merciless methods. When the Joker murdered Lois Lane and employees of the *Daily Planet,* Magog hunted him down and executed him. Superman took exception to Magog's vigilante justice and forced him to stand trial, but Magog was acquitted by the jury. Disheartened by the public's support for Magog's brutal vigilantism, Superman led many of the older generation of like-minded heroes into self-imposed exile.

Meanwhile, Magog continued to dispense his brand of justice, forming the Justice Battalion from sympathic ultraviolent heroes. Magog went on to lead the Justice Battalion in escalatingly violent crusades against super-villains all across the country. During one such battle, the villain Parasite, in desperation, killed Captain Atom (see **Vol. 1**) and triggered a massive atomic explosion that laid waste to much of the central United States. The blast killed millions of civilians.

This super-powered holocaust brought the old guard of super heroes out of retirement, triggering a generational conflict throughout the super hero community. Of the original Battalion, only Magog and Alloy survived the blast to find themselves fugitives hunted by the Justice League for their crimes of reckless vigilantism. A penitent Magog turned himself in to the Justice League at Gulag prison. Magog subsequently retired to a life of nonviolence on Paradise Island, where he cared for the crippled Tokyo Rose.

MAJOR DISASTER

One day, while he was still a lowly street criminal, Paul Booker broke into the apartment of Tom Kalmaku, friend and confidant of Green Lantern Hal Jordan. There he found Kalmaku's casebook containing a number of Jordan's secrets, including Jordan's dual identity as the Green Lantern and the Flash's real name. Booker saw an opportunity to take advantage of his good fortune by killing the two crime fighters and taking control of the Coast City underworld. He soon created the costumed identity of Major Disaster and commissioned a couple of rogue scientists to build him powerful gravometric weapons. Needless to say the scheme floundered, and Jordan used his power ring to wipe the secrets from Booker's mind.

Major Disaster continued to spar with Green Lantern and his friends over the next several years while his lust for power gradually drove him insane. Ultimately, Booker killed a number of innocents during a clash with Aquaman, a tragedy that horrified him and helped him realize what his powers were doing to him.

After he later helped Superman defeat an army of superpowered foes, Booker was pardoned and recruited into the Justice League of America. He served honorably in the JLA for a time but his inner demons eventually caught up with him. By now, Booker was an alcoholic, still wracked with guilt over his past misdeeds. During a clash with the villain Aftermath, he briefly lost control of his powers while under the influence, leading to the death of his teammate Manitou Raven. Booker resigned after the incident and disappeared. Nobody is certain what happened to him.

PERSONALITY

Paul Booker is a man consumed by regret. He's trying hard to atone for past mistakes but in the end, his guilt always seems

REAL NAME: PAUL BOOKER
OCCUPATION: FORMER CRIMINAL BASE: UNKNOWN



MAJOR DISASTER — PL12

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

POWERS

Disaster Control: Dynamic Array (48 points)
- **Earth Moving/High Winds:** Move Object 16, Damaging, Dynamic • *49 points*
- **Buffeted Object Screen:** Enhanced Defense 7 (Dodge 7), Deflect 14, Dynamic • *2 points*
- **Earthquake/Storm Buffeting:** Burst Area 2 (60 feet) Affliction 12 (Resisted by Dodge; Hindered, Prone, Incapacitated), Dynamic • *2 points*
- **Mass Destruction:** Burst Area 2 (60 feet) Damage 12, Dynamic • *2 points*
- **Ride on Moving Fault Line:** Speed 6 (120 MPH), Dynamic • *2 points*

Force Field: Sustained Protection 8 • 8 points

ADVANTAGES

Accurate Attack, All-out Attack, Redirect, Taunt

SKILLS

Athletics 6 (+9), Deception 7 (+8), Insight 5 (+6), Intimidation 7 (+8), Persuasion 4 (+5), Ranged Combat: Disaster Attacks 7 (+8)

OFFENSE

	Initiative +2
Earth Moving /High Winds +8	Ranged, Move Object, Damaging 16
Mass Destruction +8	Ranged, Burst Area 2 (60 feet) Damage 12
Earthquake/ Storm Buffet +8	Ranged, Burst Area 2 (60 feet) Affliction 12, Resisted by Dodge
Unarmed +2	Close, Damage 3

DEFENSE

Dodge	13/6*	**Fortitude**	8
Parry	6	**Toughness**	11
Will	6	*Without Buffeted Object Screen.	

POWER POINTS

Abilities	28	**Skills**	18
Powers	65	**Defenses**	18
Advantages	4	Total	133

COMPLICATIONS

Addiction: Major Disaster is an alcoholic.

Motivation—Responsibility: Major Disaster is driven by regret and works to make up for past misdeeds.

to get the better of him, rattling his confidence and leading to more failures. Despite his shortcomings, Booker has acquired the sort of practical wisdom that is only attainable through bitter experience.

POWERS & ABILITIES

As Major Disaster, Paul Booker has the ability to manipulate the earth's magnetic and gravitational fields to cause cataclysmic disasters such as earthquakes, flash floods and worse. Booker originally used a collection of high-tech super weapons to wreak his havoc, but he later internalized his abilities, allowing him to call upon them at will. Later still, Booker's powers were mystically enhanced by the demon Nekron, vastly increasing their scope.

ALLIES

Booker was a member of the second Injustice League and he briefly served with Amanda Waller's Suicide Squad. After he reformed, Booker joined the Justice League of America and served with the Justice League Elite.

ENEMIES

While he was a costumed criminal, Major Disaster sparred with Green Lantern (Hal Jordan) and the Flash (Barry Allen) on a number of occasions.

MAJOR FORCE

Following the assumed failure of the Captain Atom Project, Zmeck was given a chance to redeem his crimes by being subjected to a double application of Dilustel followed by exposure to a different type of irradiated bomb. As with Captain Atom, this operation thrust Zmeck into the future where General Eiling gave him his name and costume before recruiting him to work for shadowy government organizations. Major Force has since faced off against many heroes, frequently with the U.S. government's sanction, and has been killed several times as a result—but always comes back for more.

PERSONALITY

A multiple-murderer and psychopath who revels in violence, Major Force is a vengeful man with little initiative or capacity for imagination. He is (largely) loyal to his superiors, but that won't stop him from being as violently and sadistically malicious as possible while following orders. He is no great thinker, however, a fact that limits his strategies and also how creatively he employs his control of dark matter.

POWERS & ABILITIES

Major Force is encased in Dilustel, allowing him to manipulate and draw power from the universal quantum field, as well

REAL NAME: (SERGEANT) CLIFFORD ZMECK
OCCUPATION: U.S. GOVERNMENT AGENT, SOLDIER
BASE: WASHINGTON, D.C.

MAJOR FORCE — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
17	12	2	1	8	0	1	0

POWERS

Dilustel Covering: Immunity 10 (Life Support); Immortality 1; Impervious Toughness 14; Protection 2 • *28 points*

Quantum Channeling: Power-lifting 5 (Lifting **Str** 22; 100,000 tons), Flight 12 (8,000 MPH), Leaping 9, Regeneration 1 (Persistent) • *40 points*

Quantum Manipulation: Array (32 points)

- **Dark Matter Blast:** Ranged Damage 14, Accurate 2, Split 2 • *32 points*
- **Dark Matter Constructs:** Create 7 (Continuous, Movable, Precise) • *1 point*
- **Quantum Blast:** Ranged Damage 17 (Diminished Range, Inaccurate) • *1 point*
- **Quantum Burst:** Burst Area 2 (60 feet) Damage 10 • *1 point*
- **Quantum Drain:** Weaken All Electromagnetic Energy Powers 6, Broad (all EM Energy), Concentration, Progressive • *1 point*

ADVANTAGES

All-out Attack, Benefit (Security Clearance), Power Attack, Ranged Attack 9

SKILLS

Athletics 5 (+22), Close Combat: Unarmed 3 (+11), Deception 2 (+2), Expertise: Military Science 3 (+3), Intimidation 8 (+8), Investigation 2 (+2), Perception 3 (+4), Persuasion 4 (+4)

OFFENSE

Initiative +2

Dark Matter Blast +14	Ranged, Damage 14
Quantum Blast +8	Ranged, Damage 17
Unarmed +11	Close, Damage 17

DEFENSE

Dodge	8	**Fortitude**	14
Parry	10	**Toughness**	14
Will	8		

POWER POINTS

Abilities	82	**Skills**	15
Powers	104	**Defenses**	17
Advantages	12	**Total**	230

COMPLICATIONS

Quantum Energy Reliance: Major Force must maintain a connection to the quantum field's energy. If drained of this energy or otherwise denied access, he will become inert (at best) or possibly die.

Unstable: Major Force's capability to follow orders or devise tactics relies upon a steady state of mind, which he loses easily in combat or when Zmeck feels he has been slighted. He will also act against orders to carry out his vendettas.



as offering him a degree of protection. He channels quantum energy for physical enhancement (he is **Str** 3 and **Sta** 3 without the Dilustel), precise dark matter creation and control, and for firing dark matter blasts. He has recently learned to use the energy for quantum blasts and flight, and to manipulate various electromagnetic energy forms (including the ability to drain Superman of solar energy).

ALLIES

He has taken marching orders from the Quorum, S.H.A.D.E., and the Injustice League, as well working directly for President Luthor while Lex was still in power.

ENEMIES

Zmeck despises his predecessor, Captain Atom, and he feels equal hate for all Green Lanterns.

MAN-BAT



MAN-BAT							PL9
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	6	7	4	10	4	3	1

POWERS

Bat Wings: Flight 5 (60 MPH), Wings • *5 points*
Claws: Strength-based Damage 1 • *1 point*
Echolocation: Senses 3 (Accurate and Extended Hearing) • *3 points*

ADVANTAGES

Close Attack, Defensive Roll 2, Favored Environment (Nighttime), Improved Critical (Claws), Improved Initiative, Move-by Action, Startle

SKILLS

Acrobatics 8 (+15), Athletics 8 (+14), Expertise: Zoology 8 (+12), Intimidation 8 (+9), Perception 10 (+13), Stealth 8 (+15)

OFFENSE

Initiative +11	
Claws +11	Close, Damage 7, Crit. 19-20
Unarmed +11	Close, Damage 6

DEFENSE

Dodge	10	**Fortitude**	10
Parry	10	**Toughness**	8/6*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	82	**Skills**	25
Powers	9	**Defenses**	12
Advantages	8	**Total**	136

COMPLICATIONS

Normal Identity: If the bat-gland serum wears off or is countered by an antidote, Man-Bat reverts to Kirk Langstrom, who has STR 0, STA 0, AGI 1, DEX 1, FGT 1, and none of Man-Bat's powers, advantages or skills except for Expertise.

Sensitivity to Light and Sound: Man-Bat's heightened senses are susceptible to loud noises and bright light.

Dr. Kirk Langstrom was a biologist who specialized in the study of the genus Chiroptera (bats). He discovered that he was going deaf and, rather than live with his disability, he attempted to distill a serum that would grant him a bat's heightened sense of hearing. He succeeded, but his serum had the unfortunate side effect of transforming him almost completely into a human-sized bat.

Man-Bat, quickly losing touch with his human nature, rampaged through Gotham City until Batman stopped him. Rather than incarcerate the unfortunate scientist, Batman helped Langstrom administer an antidote, thus giving Man-Bat some control over his transformation as long as he injects the antidote before his reason disappears.

Man-Bat rarely acts with evil intent, but often falls victim to delusional beliefs, the most common being that his wife and daughter are dead. His animal side removes his reason so that Langstrom becomes ruled by fear and his violent response to it. Villains like Rā's al Ghūl have used this to their advantage to manipulate Man-Bat. He is one of the few people to know the location of the Batcave because he followed a flock of bats there, but he cannot find it when he is human.

PERSONALITY

When he takes the serum that transforms him into Man-Bat, Dr. Kirk Langstrom loses control over his base animal nature. The change occurs slowly; the longer he remains as Man-Bat, the less human and more brutal he becomes. Dr. Langstrom is not a typical villain; he loves his wife and child and it is only under the transformative power of the serum that he becomes the violent Man-Bat, often believing (erroneously) that his loved ones are dead and a real or imagined enemy must pay.

REAL NAME: DR. KIRK LANGSTROM
OCCUPATION: SCIENTIST
BASE: GOTHAM CITY

POWERS & ABILITIES

While under the power of his transformative serum, Man-Bat possesses sonar abilities that give him echolocation, superstrength, and the ability to fly using his batlike wings. His large ears provide enhanced hearing.

ALLIES

Dr. Langstrom's wife, Francine, injected herself with her husband's serum to become She-Bat. Man-Bat has often been

used by Gotham's criminal element as a cog in their plans, and he has teamed up with The Joker, The Riddler, and Two-Face at various points in his career. When he has worked for good, Man-Bat has allied himself with Batman, Superman, and Hawkman. Man-Bat was a member of the Secret Society of Super Villains for a time.

ENEMIES

Man-Bat often finds himself in conflict with Batman and Robin as he gradually loses his mind under the influence of the serum. Both Talia and Rā's al Ghūl have fought him at various times, the latter using Langstrom's family to manipulate his animal side.

MANHUNTER

MANHUNTER (KIRK DEPAUL)							PL9
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	4	4	8	1	3	5

POWERS

Healing Nanobots: Regeneration 3 • 3 points

EQUIPMENT

Mauser: Ranged Damage 4 • 8 points
Shuriken: Ranged Multiattack Damage 3 • 3 points
Katar (Long Dagger): Strength-based Damage 2 • 2 points

ADVANTAGES

Accurate Attack, Assessment, Chokehold, Close Attack 2, Defensive Attack, Defensive Roll 3, Equipment 3, Great Endurance, Improved Initiative, Instant Up, Power Attack, Precise Attack (Ranged; Concealment), Ranged Attack 7, Takedown, Throwing Mastery 2, Tracking

SKILLS

Acrobatics 5 (+9), Athletics 3 (+6), Close Combat: Katar 3 (+11), Deception 6 (+11), Expertise: Tracking 5 (+6), Insight 4 (+7), Intimidation 3 (+8), Perception 5 (+8), Persuasion 3 (+8), Sleight of Hand 2 (+6), Stealth 5 (+9), Treatment 3 (+4), Vehicles 2 (+6)

OFFENSE

Initiative +8	
Unarmed +10	Close, Damage 3
Katar +13	Close, Strength-based Damage 5
Mauser +11	Ranged, Damage 4
Shuriken +11	Ranged, Multiattack Damage 3

DEFENSE

Dodge	11	**Fortitude**	8
Parry	11	**Toughness**	6/3*
Will	8	* Without Defensive Roll.	

POWER POINTS

Abilities	62	**Skills**	25
Powers	3	**Defenses**	20
Advantages	28	**Total**	138

COMPLICATIONS

Honor: Manhunter has a strong sense of honor. He's not sure where it came from, but its existence makes him unlike the other Paul Kirk clones.

Greed: Manhunter is in the hero business to make money … as long as that goal doesn't conflict with his sense of honor.

MANHUNTER (KIRK DEPAUL)

"Kirk DePaul" is the only one of the Council's Paul Kirk clones that is known to be living; the others were located and killed by Paul Kirk's former allies. The clone fled from his masters after he felt an odd twinge of guilt in battle.

"DePaul," as he chose to call himself, earned a living as a highly paid freelance operative and somehow managed to remain under the radar of the super hero community until he finally crossed paths with Nightwing. Shortly thereafter, Josiah Power recruited DePaul, offering him a full partnership in the Power Company.

PERSONALITY

Kirk DePaul is an arrogant, swaggering hero-for-hire—a sort of twisted hybrid of Paul Kirk's 1940s and modern-day personas. DePaul likes to boast that he's only interested in money, but he regularly proves that he does have a conscience.

REAL NAME: KIRK DEPAUL
OCCUPATION: MERCENARY
BASE: MOBILE



POWERS & ABILITIES

DePaul is one of the many clones of Paul Kirk that were created and trained by the Council. Like his "father" he's an unbelievably skilled combatant and tracker. He too was injected with nanobots that accelerate his healing.

ALLIES

As Manhunter, DePaul is a full partner in the Power Company, a team of professional super heroes. He has strong connection with S.T.A.R. Labs since S.T.A.R. is a frequent client.

MANHUNTER (PAUL KIRK) PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	6	5	10	1	4	4

POWERS

Healing Nanobots: Regeneration 3 • 3 points

EQUIPMENT

Mauser: Ranged Damage 4 • 8 points
Shuriken: Ranged Multiattack Damage 3 • 3 points
Katar (Long Dagger): Strength-based Damage 2 • 2 points

ADVANTAGES

Accurate Attack, Assessment, Chokehold, Close Attack 4, Defensive Attack, Defensive Roll 4, Equipment 3, Great Endurance, Improved Initiative, Instant Up, Power Attack, Precise Attack (Ranged; Concealment), Ranged Attack 8, Takedown, Throwing Mastery 2, Tracking

SKILLS

Acrobatics 6 (+12), Athletics 10 (+13), Close Combat: Katar 5 (+15), Deception 6 (+10), Expertise: Tracking 9 (+10), Insight 8 (+12), Intimidation 6 (+10), Perception 6 (+10), Persuasion 4 (+8), Ranged Combat: Guns 5 (+10), Ranged Combat: Shuriken 5 (+10), Sleight of Hand 5 (+10), Stealth 7 (+13), Treatment 5 (+6). Vehicles 4 (+9)

OFFENSE

Initiative +10

Unarmed +14	Damage 3
Katar +19	Close, Strength-based Damage 5
Mauser +18	Ranged, Damage 4
Shuriken +18	Ranged, Multiattack Damage 3

DEFENSE

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

POWER POINTS

Abilities	74	**Skills**	46
Powers	3	**Defenses**	22
Advantages	32	**Total**	177

COMPLICATIONS

Enemy: The Council

Quirk: Man without a past.

ENEMIES

Though they're not quite enemies, DePaul is closely monitored by Interpol agent Christine St. Clair and martial arts master Asano Nitobe. St. Clair and Nitobe made it their mission to hunt down and kill all of the Council's Paul Kirk clones, but they've spared DePaul so far because he doesn't seem to be evil.

MANHUNTER (PAUL KIRK)

Big-game hunter Paul Kirk was one of the most famous men in America during the Great Depression. Millions of youngsters followed his exploits in newsreels and pulp adventure magazines. Kirk put his legendary tracking skills to work hunting criminals after he was recruited by the extraterrestrial androids known as the Manhunters.

The world believes Paul Kirk died on a hunting expedition in 1946 but, in reality, his story was just beginning. Kirk's "corpse" was seized by a conspiracy of super-criminals known as "the Council" who began building an army of assassins cloned from his genetic blueprint. Several decades later, when the army was nearly complete, Kirk himself was revived and subjected to intensive brainwashing and martial-arts training so he could serve as its commander.

But the Council's brainwashing never completely broke Kirk's will. He rebelled against his superiors on his very first mission and joined forces with Interpol agent Christine St. Clair and his martial-arts instructor Asano Nitobe to bring down the Council. In the end, Kirk apparently gave his life to destroy the secret society once and for all, though a new incarnation of the Council soon arose to plague the Justice Society.

PERSONALITY

Back in the 1940s, Paul Kirk was a brash, larger-than-life "man of action" and hero to millions. None of his old fans or friends would have recognized the man he became. After his "resurrection" and intensive training, Kirk became cold and calculating, almost robotic. His most notable trait was a sort of steely-eyed intensity.

POWERS & ABILITIES

Paul Kirk received intensive combat and stealth training from the legendary Asano Nitobe. He also underwent genetic reconditioning to improve his stamina and reflexes and he was injected with a colony of nanobots that enable him to recover from physical injuries with astonishing speed.

ALLIES

Kirk was basically a loner, but he earned Batman's respect and worked with the Dark Knight detective on one notable occasion. During the Second World War, the Manhunter was a member of the vaunted All-Star Squadron.

REAL NAME: PAUL KIRK
OCCUPATION: BIG-GAME HUNTER, SECRET AGENT
BASE: EMPIRE CITY, LATER MOBILE

MANHUNTER (KATE SPENCER)

Frustrated when she saw supervillains escaping justice on technicalities, federal prosecutor Kate Spencer took seized equipment from evidence lockers and used it to take the law into her own hands as Manhunter. Becoming Manhunter allowed her to bring what she decided was justice to villains—including killing the murderous Copperhead—but it also brought danger to her and her family as she became entangled in the Manhunter legacy, and led to the return of her own violent, super-powered father.

REAL NAME: KATE SPENCER
OCCUPATION: DISTRICT ATTORNEY
BASE: GOTHAM CITY

Though she earned the respect of her fellow heroes, Manhunter was eventually forced to abandon her life in L.A. and moved to Gotham City to become the city's district attorney.

MANHUNTER (KATE SPENCER) PL9

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

POWERS

Clawed Gauntlets: Penetrating 4 on Strength Damage; Movement 1 (Safe Fall, Limited—Must be near a surface) (Removable, -1 point) • *4 points*
Darkstar Uniform: Enhanced Strength 2; Protection 5 (Removable, -2 points) • *7 points*
Manhunter Mask: Immunity 10 (Mental effects), Senses 2 (Darkvision) (Removable, -2 points) • *10 points*
Power Staff: Ranged Damage 5; Leaping 7 (Easily Removable, -6 points) • *11 points*

ADVANTAGES

Benefit (Independently Wealthy), Contacts, Defensive Roll, Improved Initiative, Improved Smash, Power Attack

SKILLS

Acrobatics 6 (+8), Athletics 6 (+10), Close Combat: Clawed Gauntlet/Unarmed 9 (+14), Expertise: Law 6 (+8), Insight 7 (+8), Intimidation, 4 (+6), Investigation 6 (+8), Perception 7 (+8), Ranged Combat: Power Staff 10 (+13), Stealth 6 (+8)

OFFENSE

Initiative +6

Power Staff +13	Ranged Damage 5
Clawed Gauntlets +14	Close, Damage 4, Penetrating 4
Unarmed +14	Close, Damage 4

DEFENSE

Dodge	10	**Fortitude**	8
Parry	10	**Toughness**	8/7*
Will	6	*Without Defensive Roll.	

POWER POINTS

Abilities	38	**Skills**	34
Powers	32	**Defenses**	24
Advantages	6	**Total**	135

COMPLICATIONS

Driven by Justice: As a lawyer, Kate Spencer is bound by the complications of the legal system, but as Manhunter she can do whatever it takes to ensure that the wronged get justice and villains are punished—even if it means using lethal force.

Single Mother: Spencer is a single mother to her son Ramsey, and often struggles to balance her careers as a lawyer and Manhunter while protecting her son from the demands and dangers of both roles.

PERSONALITY

Manhunter is quick, tough and determined to achieve her goals. However, her temper and her convictions often conspire to override her common sense, frequently drawing her deep into a conflict without her being fully prepared.

POWERS & ABILITIES

Manhunter's abilities come from equipment she stole from the L.A. County evidence locker—a Darkstar uniform that grants her strength and protection, clawed gauntlets built by the hero Azrael when he was standing in for Batman, and a power staff once carried by a previous Manhunter that allows her to fire energy blasts and leap through the sky.



ALLIES

Manhunter's first ally was one-time henchman Dylan Battles, who she coerced to maintain and improve her equipment. Her long-time friend and Department of Extranormal Operations (DEO) agent Cameron Chase arranged for Manhunter to work with the agency, and she has also gone into the field alongside the Birds of Prey. Kate Spencer's grandparents are Golden Age heroes Iron Munroe and Phantom Lady, and while the genetic legacy of their powers seems to have skipped Spencer, her son Ramsey has manifested powers of his own. Spencer gained a personal connection to the Manhunter legacy when she befriended Mark Shaw, one of the previous heroes to bear the name, and also counts Obsidian of the Justice Society as one of her close friends.

ENEMIES

Manhunter's fatal punishment of Copperhead attracted the attention of the Society and its villainous members, including Shrapnel, Shadow Thief and Cheshire. Even when defending villains like Dr. Psycho in court as Kate Spencer, she often ends up battling them as Manhunter. In Gotham, Manhunter has battled the skin-stealing Jane Doe, and attempted to corner and convict Two-Face.



THE MANHUNTERS

The Manhunters are highly advanced robots created by the Guardians of the Universe (see **Vol. 1**) more than three billion years ago to function as a cosmic police force. Originally driven by the Guardian-given desire to see justice done, they would commonly recite their creed, "No evil escapes the Manhunters," as they relentlessly pursued criminals throughout space.

Unfortunately, the emotionless Manhunters' programming was designed to evolve, but it did so in an unintended direction. The hunt and capture of criminals soon became the Manhunters' ultimate goal, rather than pursuing justice; their creed changed to "No *man* escapes the Manhunters." The androids further concluded that sentient life was the root of the universe's woes and thus had to be destroyed, leading to the massacre of Sector 666 and open rebellion against Oa, where they were defeated. The surviving androids fled to Sector 3601, a forbidden, lifeless section of space where they built a new home world from which they could oppose their newly raised replacements, the Green Lantern Corps.

The Manhunters' millennia-spanning machinations included posing as members of sentient races (including that of Earth and Mars) in order to spread the Cult of the Manhunters and discredit the Green Lanterns. Led by a Grandmaster, these cults spread subversion in the name of justice, transforming entire populations into their agents. On Earth, the Manhunter cult manifested as a secret organization whose members assumed the name and look of their unknown masters until the Justice League exposed and defeated them. The Manhunters managed to infiltrate agents into the lives of many super heroes, leading to events that saw the world nearly turn against its metahuman benefactors, but Earth's heroes turned the tables by destroying the Manhunters' leader and home world.

The Manhunters would build a new world, Biot, and with the arrival of Cyborg Superman they returned to plotting against the re-forming Green Lantern Corps. As the Manhunters' new Grandmaster, Cyborg Superman decreed sentient life need not be destroyed in order to complete their mission—it only needed to be controlled. As such, Cyborg Superman devised new android models and outfitted the Manhunters with biological components to make them more like him. Using the supposedly dead "Lost Lanterns" to power their efforts using the Lanterns' links to the power battery of Oa, the Manhunters created a new power battery of their own to supercharge their weaponry via these new organic components. One of the Lost Lanterns escaped, however, involving Green Lanterns Guy Gardner and Hal Jordan in the resulting investigation.

Though defeated when Hal Jordan and the Lost Lantern Arisia used a controlled Highmaster to destroy the Manhunters' power battery, the robots rose from defeat by joining with the Sinestro Corps, transforming themselves into mobile yellow power batteries capable of draining rings of other colors. Subsequently, their New Warworld and most of the Manhunters were destroyed during Sinestro's assault on Earth.

The Manhunters were designed to withstand the rigors of their original duties as interstellar police operatives, and were equipped with energy-channeling batons that replaced their original stun guns.

MANHUNTER UPGRADES

The Manhunters have evolved over the millennia, including replacing their trademark baton with the ability to fire energy blasts from their eyes and hands. These upgraded models replace the Energy Baton array with an Energy Blast of equal rank that may be fired from its eyes or hands, and add isn't Easily Removable (+10 points). Also, change Ranged Combat (Energy Baton) to Ranged Combat (Energy Blasts).

As the Manhunter Grandmaster, Hank Henshaw a.k.a. Cyborg Superman has also added his own upgrades to the Manhunter race, combining certain models' robotics with biological elements and Kryptonian technology in pursuit of their next stage of evolution. He has also incorporated into himself tendrils similar to those of the Highmasters, allowing him to inject subjects with Willhunters (see the Highmaster entry).

Manhunter models aligned with Sinestro's Yellow Lantern Corps act as mobile yellow power batteries by opening their faceplates (Feature 1), but have also displayed the ability to drain energy from power rings of all colors, as per a Burst Area 2 Weaken Power Ring 8 (Resisted by Will; Affects Only Objects, Broad, Simultaneous) power worth 40 points..

Though there is a standard Manhunter configuration, alternate models also exist. These models feature different capabilities and varied appearances to suit a specific function, such as close support or infiltration via disguise. The most recent configurations include the Willhunter and Highmaster models, both of which were created by Cyborg Superman (see **Vol. 1**).

Willhunters are a weaponized nanite system that uses a subject's regrets, faults, past errors and guilt to reprogram their brain and subjugate their will. This process forces the subject's mind into catatonia, leaving the body infused by cybernetics to be commanded by the Manhunters. Resisting their influence by force of will destroys the nanites and purges an infected body of their cybernetic infestation.

Highmasters (apparently named for the now-destroyed supreme model and former leader of the Manhunters) have different use for captured Green Lanterns. The Highmaster opens its chest cavity to release ensnaring tendrils that inject the subject with Willhunters. The Green Lantern is drawn into the Highmaster's chest and, once sedated by the Willhunters, the Highmaster uses the captive Green Lantern as a living battery, drawing upon its victim's energy in order to enhance its own weaponry.

THE MANHUNTERS — PL10 • 209 POINTS

Abilities: Str 9 **Sta** — **Agl** 4 **Dex** 5 **Fgt** 6 **Int** 2 **Awe** 1 **Pre** 1

Powers Armor (Protection 11, Impervious 6), **Energy Baton** (Array, Easily Removable, **Blast** (Ranged Damage 12), **AE: Stun Blast** (Ranged Cumulative Affliction 8 (Resisted by Fortitude; Dazed, Stunned, Incapacitated))); **Flight** (Flight 11 (4,000 MPH), **AE: Movement** 4 (Environmental Adaptation: Zero-G, Space Travel 3)), **Robot Body** (Immunity 40, (Fortitude Effects, Mental Effects)), **Super-Senses** (Senses 4 (Darkvision, Radio, Ultra-Hearing)), **Universal Translator** (Comprehend 3 (read, speak, understand all languages))

Advantages: Assessment, Eidetic Memory, Favored Foe (Green Lanterns), Teamwork, Tracking

Skills: Close Combat: Unarmed 4 (+10), Deception 8 (+9), Expertise: Law Enforcement 6 (+8), Insight 7 (+8), Investigation 4 (+5), Perception 4 (+5), Ranged Combat: Energy Baton 3 (+8)

Offense: Initiative +4, Energy Baton +8 (Ranged, Damage 12 or Ranged, Affliction 8), Unarmed +10 (Close, Damage 9)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 10, Will 8

Totals: Abilities 66 + Powers 103 + Advantages 5 + Skills 18 + Defenses 17 = 209

Complications: Self-Destruct: Manhunters contain a deadly, nuclear-level self-destruct device to be employed as a defense against capture. Using this ability destroys the Manhunter utterly. Burst Area 8 Damage 15, Triggered (timer).

HIGHMASTER MANHUNTER — PL12 • 278 POINTS

Abilities: Str 16 **Sta** — **Agl** 2 **Dex** 3 **Fgt** 6 **Int** 1 **Awe** 1 **Pre** 0

Powers: Armor (Protection 6, Impervious Toughness 14), **Flight** (Flight 8 (500 MPH), **AE: Movement** 4 (Environmental Adaptation: Zero-G, Space Travel 3)), **Hand Blast** (Ranged Damage 12, Penetrating 12), **Robot** (Growth 8 (Permanent, Innate), Immunity 40 (Fortitude effects, Mental effects), **Super-Senses** (Senses 4, (Darkvision, Radio, Ultra-Hearing)), **Universal Translator** (Comprehend 3, (Read, Speak, Understand)), **Willhunter Tendrils** (Affliction 14 (Resisted by Will; Entranced, Defenseless, Controlled), Cumulative, Progressive, Reach 2, Subtle, Grab-Based)

Advantages: Eidetic Memory, Fast Grab, Favored Foe (Green Lanterns), Tracking

Skills: Close Combat: Unarmed 2 (+8), Close Combat: Willhunter Tendril +4 (+10), Intimidation 6 (+6), Perception 3 (+4), Ranged Combat: Hand Blasts 5 (+8)

Offense: Initiative +2, Hand Blast +8 (Ranged, Damage 12, Penetrating 12), Unarmed +8 (Close, Damage 16), Willhunter Tendrils +8 (Close, Reach, Affliction 14)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 14, Will 8

Totals: Abilities 52 + Powers 189 + Advantages 4 + Skills 10 + Defenses 23 = 278

Complications: Power Ring Override: If an engulfed Green Lantern breaks free of the Willhunters' influence, the prisoner may use his power ring to initiate a Will check opposed by the Willhunter's power rank. Failure means the Green Lantern may be affected normally by the Willhunters in subsequent rounds; success instead places the Highmaster under the Green Lantern's control as though affected by a similar Affliction power of a rank equal to the Green Lantern's Will modifier. **Self-Destruct:** Highmasters contain a deadly, nuclear-level self-destruct device to be employed as a defense against capture. Using this ability destroys the Highmaster utterly. Burst Area 8 Damage 15, Triggered (timer).

MARTIAN MANHUNTER

Dr. Erdel's experimental teleportation beam transported the Martian J'onn J'onzz to Earth. The shock of a face-to-face encounter with a true alien gave Erdel a fatal heart attack, leaving J'onn a stranger in a strange land. Using his telepathic and shape-changing abilities, he managed to blend in and conceal his true nature. He eventually adopted the identity of John Jones, a police detective, and covertly used his Martian powers to fight crime and protect the innocent from harm.

The Martian Manhunter found his first true colleagues and friends on Earth upon joining the Justice League of America. Although initially suspicious of a telepathic, shape-changing alien who seemed to come up with a new power every week, the other members of the League came to accept J'onn as one of their own. This helped to cushion the terrible blow when he learned Dr. Erdel's device transported him not only through space, but millennia through time. Mars is a dead world, and J'onn's people—including his wife and child—are long gone.

J'onn chose to focus his energies on his adopted world and his family within the Justice League. Various incarnations of the team have relied upon him as their best strategist and organizer, including his ability to keep members in telepathic contact over great distances. He has also explored Earth, taking on many human guises of different races, genders and nationalities, operating in areas of the world largely ignored by other heroes.

PERSONALITY

J'onn J'onzz is sober and serious, but also deeply compassionate. In spite of his alien nature (or perhaps because of it) he sees all life as worth saving. His telepathic abilities make him an understanding listener and advisor, and he's a brilliant strategic thinker and team coordinator. In spite of his close friendships on Earth, J'onn carries a deep sense of loneliness for the life he left behind on Mars.

POWERS & ABILITIES

The Martian Manhunter is one of the most powerful heroes in the world: the early members of the Justice League used to joke how there seemed to be no end to J'onn's powers. He is nearly as strong, fast and tough as Superman or Wonder Woman, and also has virtually complete mental control over his physiology. He can change shape and become intangible or invisible at will. J'onn is also a powerful and skilled telepath, able to read minds, communicate mentally over great distances and even influence the minds of others to a degree. His sole weakness is fire, which robs him of his powers and renders him as vulnerable as an ordinary human.

In addition to his regular set of powers, J'onn has considerable potential for power stunts, allowing him to display an even *greater* range of effects than usual. Some of his potential stunts include:

MARTIAN MANHUNTER — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	10	2	2	8	3	4	3

POWERS

Flight: Flight 13 (16,000 MPH) • 26 *points*
- **Space Flight:** Movement 1 (Space Travel 1) • *1 point*

Martian Durability: Protection 3, Impervious • *6 points*
Martian Morphology: Array (20 points), Dynamic
- **Intangibility:** Insubstantial 4, Dynamic • *21 points*
- **Density:** Protection 2, Impervious Toughness 15, Sustained, Dynamic • *2 points*
- **Invisibility:** Visual Concealment 4, Dynamic • *2 points*
- **Shapeshifting:** Morph (any form) 4, Dynamic • *2 points*

Martian Senses: Super-Senses 7 (Extended Vision 2, Mental Awareness, Vision Penetrates Concealment) • *7 points*
Martian Strength: Power-lifting 4 (Lifting Str20; 25,000 tons) • *4 points*
Martian Vision: Ranged Damage 11 (force) • *22 points*
Telepathy: Mental Communication 5, Mind Reading 11 • *31 points*

ADVANTAGES

Contacts, Great Endurance, Leadership, Power Attack, Teamwork, Trance

SKILLS

Close Combat: Unarmed 4 (+12), Insight 8 (+12), Intimidation 5 (+8), Investigation 10 (+13), Perception 8 (+12), Persuasion 5 (+8), Ranged Combat: Martian Vision 8 (+10), Stealth 4 (+6), Technology 4 (+7), Vehicles 4 (+6)

OFFENSE

Initiative +2

Martin Vision +10	Ranged, Damage 11
Unarmed +12	Close, Damage 16

DEFENSE

Dodge	12	**Fortitude**	13
Parry	13	**Toughness**	13
Will	15		

POWER POINTS

Abilities	96	**Skills**	30
Powers	145	**Defenses**	29
Advantages	6	**Total**	306

COMPLICATIONS

Enemy: His brother, Malefic.

Power Loss: Loss of powers and reduction of **Str** and **Sta** to 2 when exposed to fire.

Prejudice: Often feels isolated among humans, a "stranger in a strange land."

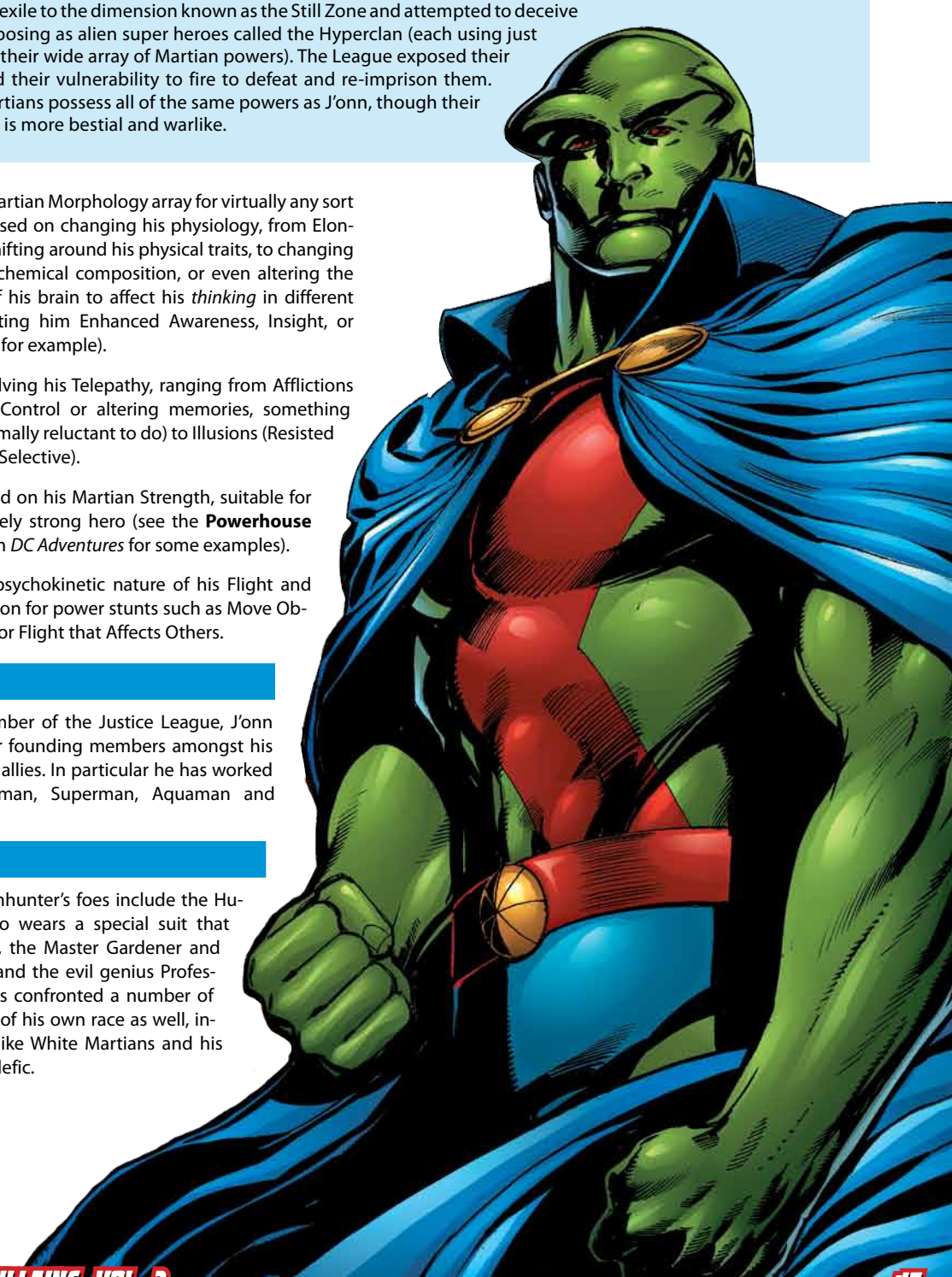
REAL NAME: J'ONN J'ONZZ
OCCUPATION: DETECTIVE, HERO
BASE: EARTH

OTHER MARTIANS

J'onn later learned he was not the sole survivor of the Martian race. His twin brother, Ma'alefa'ak, is a mutant, born without telepathic abilities. This turned him into a sociopath incapable of empathy and he engineered H'ronmeer's Curse, a telepathic plague that wiped out Martian civilization. Malefic (as he became known on Earth) was the sole survivor, living hidden in the ruins of Mars for centuries, until he learned his missing twin was alive on Earth. Malefic's abilities and traits are similar to those of the Martian Manhunter, save that he has no telepathic powers and is immune to fire.

The first use of Dr. Erdel's device brought a female Green Martian named D'Kay to Earth. A psychotic serial killer, D'Kay went on a rampage and Erdel summoned J'onn partially to deal with her. D'Kay managed to hide (and murder) for years using her powers before J'onn discovered her existence.

The Justice League also encountered a group of White Martians, warlike cousins of the peaceful Green Martians. They escaped from exile to the dimension known as the Still Zone and attempted to deceive humanity by posing as alien super heroes called the Hyperclan (each using just one or two of their wide array of Martian powers). The League exposed their plan and used their vulnerability to fire to defeat and re-imprison them. The White Martians possess all of the same powers as J'onn, though their "natural" form is more bestial and warlike.



- Using his Martian Morphology array for virtually any sort of effect based on changing his physiology, from Elongation or shifting around his physical traits, to changing his size or chemical composition, or even altering the structure of his brain to affect his *thinking* in different ways (granting him Enhanced Awareness, Insight, or Perception, for example).
- Stunts involving his Telepathy, ranging from Afflictions (like Mind Control or altering memories, something J'onn is normally reluctant to do) to Illusions (Resisted by Will and Selective).
- Stunts based on his Martian Strength, suitable for any extremely strong hero (see the **Powerhouse** archetype in *DC Adventures* for some examples).
- Using the psychokinetic nature of his Flight and Martian Vision for power stunts such as Move Object effects or Flight that Affects Others.

ALLIES

A founding member of the Justice League, J'onn counts the other founding members amongst his best friends and allies. In particular he has worked often with Batman, Superman, Aquaman and Green Lantern.

ENEMIES

The Martian Manhunter's foes include the Human Flame (who wears a special suit that can project fire), the Master Gardener and his Lizard-Men, and the evil genius Professor Hugo. He has confronted a number of rogue members of his own race as well, including the warlike White Martians and his own brother, Malefic.

MAX MERCURY

In 1838, a U.S. Cavalry scout tried but failed to prevent a massacre of the Blackfoot tribe he'd befriended. Before the scout died, a shaman blessed him, granting the man superhuman speed so he might stop further bloodshed. After he recovered, the scout used his powers to help others, becoming renowned as *Ahwehota*, the Windrunner. When Windrunner first experienced the call of the Speed Force, he resisted merging with it and as a result suddenly found himself thrust into the 1890s. He continued his heroic activities in that era as Whip Whirlwind until subsequent brushes with the Speed Force catapulted him to 1940.

Settling in Oakwood Park, he took a job as a circus acrobat and secretly battled evildoers as Quicksilver throughout the 1940s. As Quicksilver he gained newfound allies in Johnny Quick and the original Flash, and shared with them his hard-earned knowledge of the Speed Force. In 1948, Quicksilver found himself thrust through time once again as he was fleeing after being discovered in an affair with a friend's wife. He ultimately landed in present-day Keystone City.

Now known as Max Mercury, he continues to mentor speedsters, most notably Bart Allen. He has recently returned from a period of imprisonment in the "Negative Speed Force" after the Rival possessed his body.

PERSONALITY

Max's Zen outlook makes him quiet and patient, as well as a perfect teacher and mentor.

POWERS & ABILITIES

Empowered by the Speed Force, Max can move at tremendous speeds and vibrate through solid objects unharmed. He is also a highly skilled acrobat.

ALLIES

During World War II, Max worked with the Freedom Fighters and was assisted by his manservant Hoo Mee and friend Shoshone. He's now close to the entire "Flash family," especially Bart Allen. His former archenemy Dr. Augustus Morlo is now a friend as well.



ENEMIES

Dr. Morlo is Max's best-known foe from the 1940s, and the Rival his modern nemesis.

REAL NAME: UNKNOWN
OCCUPATION: ZEN GURU OF SPEED
BASE: MANCHESTER, AL

MAX MERCURY — PL12

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

POWERS

Molecular Control: Insubstantial 4 • *20 points*
Speed-Force Aura: Immunity 1 (Friction Heat) • *1 point*
Super-Speed: Enhanced Defenses 18 (Dodge and Parry 9); Enhanced Advantages 24 (Agile Feint, Close Attack 4, Defensive Roll 4, Evasion 2, Improved Initiative 8, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown); Feature 1 (Quick Change); Movement 3 (Wall-crawling 2, Water Walking), Limited to While Moving; Quickness 15; Speed 15 (64,000 MPH) • *73 points*

ADVANTAGES

Agile Feint, Benefit 1 (Cipher), *Close Attack 4*, *Defensive Roll 4*, *Evasion 2*, *Improved Initiative 8*, *Interpose*, *Instant Up*, Languages 3 (Cantonese, Japanese, Mandarin, Russian), *Move-by Action*, *Seize Initiative*, *Takedown*

SKILLS

Acrobatics 6 (+9), Athletics 6 (+8), Close Combat: Unarmed 2 (+10), Deception 5 (+6), Expertise: American Indian Culture & History 9 (+12), Expertise: Chemistry 4 (+7), Expertise: The Speed Force 9 (+12), Insight 5 (+7), Intimidation 4 (+5), Perception 5 (+7), Persuasion 5 (+6), Stealth 4 (+7)

OFFENSE

Initiative +35

Unarmed +10	Close, Damage 2

DEFENSE

Dodge	16	**Fortitude**	10
Parry	16	**Toughness**	7/3*
Will	10	* Without Defensive Roll.	

POWER POINTS

Abilities	42	**Skills**	32
Powers	97	**Defenses**	22
Advantages	4	**Total**	197

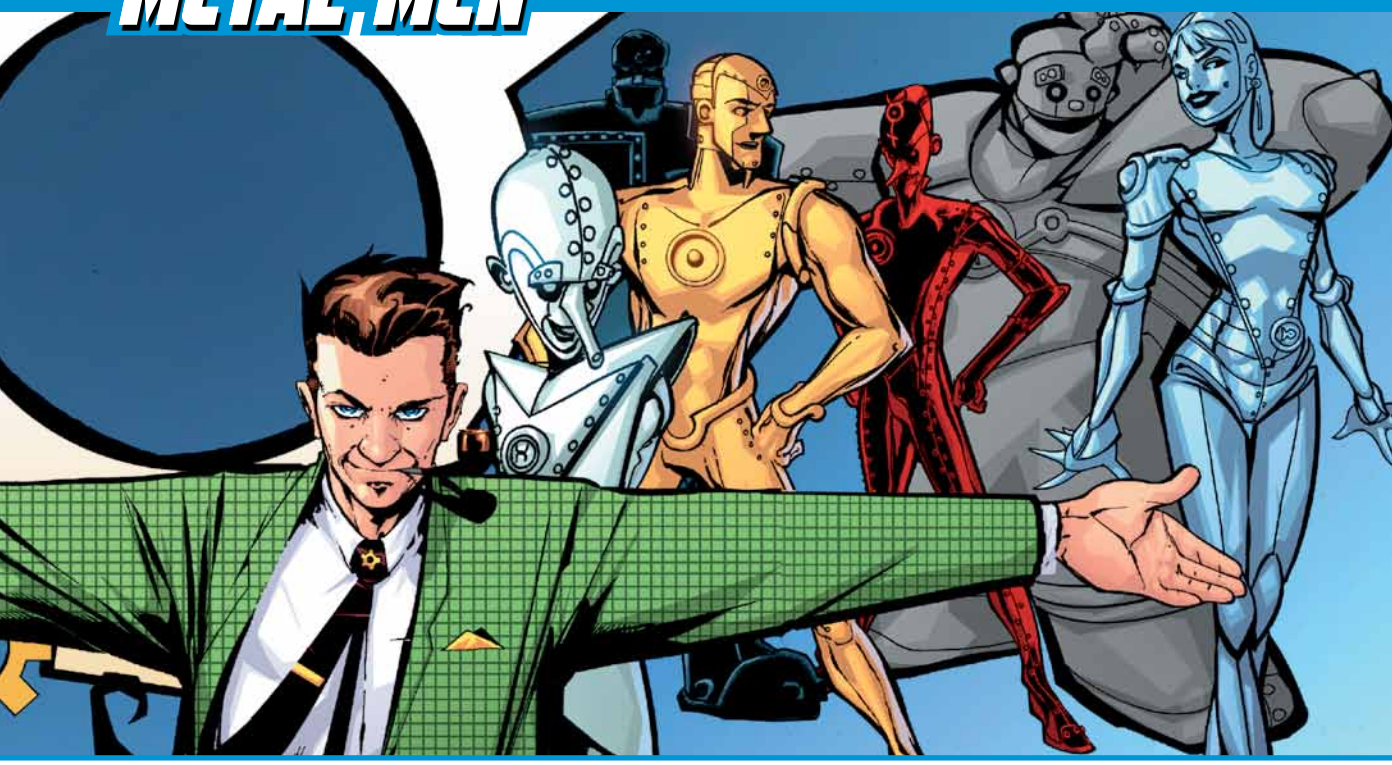
COMPLICATIONS

Doing Good: Max believes in fighting for what's right in all the eras in which he has lived.

Weakness: Extra effort involving Speed threatens to draw Max into the Speed Force.

Relationship: Max has a daughter, Helen Claiborne.

METAL MEN



The young Will Magnus was trained in the science of robotics by T.O. Morrow, the roboticist who constructed the robotic hero Red Tornado. In achieving his doctorate, Magnus surpassed his mentor with the invention of the responsometer, a sophisticated microcomputer that could bring inanimate metal to life. When placed into a metallic android, a responsometer draws upon the properties of the metal used to shape the android to create that android's personality, though each is driven by the heroic nobility of their creator. Implanting responsometers into seven types of metal—copper, gold, iron, lead, mercury, platinum and tin—Magnus has created a new team of heroes named for the same metals: the Metal Men!

Though the government has tried several times to seize the Metal Men to use them as military weapons, Magnus has resisted. Instead, he prefers to use the Metal Men to explore the frontiers of science and protect humanity from cutting-edge science gone awry. Each time the Metal Men charge fearlessly into battle, secure in the knowledge that if they are destroyed Doc Magnus can salvage their responsometers to rebuild them as he has hundreds of times before.

WILL MAGNUS

Will Magnus is driven by the pursuit of science, one of the smartest people in the world—particularly when it comes to robotics and mechanical engineering—and with an ego that can swell to match. Yet unlike his mentor T.O. Morrow and many of the scientists he encountered when kidnapped to Oolong Island, Magnus recognizes that while there is no good science or bad science, there are good and bad ways to pursue scientific exploration. Sending the Metal Men into battle against scientific curiosities and experiments gone awry, Magnus not only gathers interesting data, he also reassures the public that super science can and will be used as a tool to benefit mankind. Like all else in Magnus' life, his position is a rational one, as he tends to be blind to the emotions of those around him, even (and especially) the Metal Men.

BASE: GLENVIEW, IL
CURRENT MEMBERS: DR. WILL "DOC" MAGNUS (LEADER), COPPER, GOLD, IRON, LEAD, MERCURY, PLATINUM, TIN

WILL MAGNUS — PL10 • 91 POINTS

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

Advantages: Benefit 3 (wealth and resources), Contacts, Defensive Roll 2, Improvised Tools, Inventor, Languages 2, Leadership, Skill Mastery (Technology), Well-informed

Skills: Expertise: Science 12 (+20), Insight 6 (+10), Investigation 6 (+14), Perception 4 (+8), Technology 12 (+20)

Offense: Initiative +2, Unarmed +2 (Close, Damage 2)

Defense: Dodge 4, Parry 4, Fortitude 4, Toughness 3/1*, Will 9
* Without Defensive Roll.

Totals: Abilities 46 + Powers 0 + Advantages 13 + Skills 20 + Defenses 12 = 91

Complications: Motivation—Doing Good: Magnus is driven to better the world any way he can. **Obsession—Science:** Magnus is a scientist first and foremost. He is easily consumed by work and distracted by new gadgets or technology.

GOLD

Stalwart and reliable, Gold is entrusted by Doc Magnus to lead the Metal Men on the battlefield. Sometimes accused of having no personality, Gold has recently been experimenting with an ego and referring to himself in the third person, as he has decided befits a hero given his responsibility—though what he calls self-respect and self-confidence, his teammates often call vanity and egotism.

GOLD — PL10 • 206 POINTS

Abilities: Str 7 **Sta** — **Agl** 5 **Dex** 5 **Fgt** 9 **Int** 5 **Awe** 3 **Pre** 2

Powers: Robot Body (Immunity 40 (Fortitude effects, Mental effects); Protection 8, Impervious), **Shapeshifting** (Elongation 8; Morph 4 (any form), Quirk: Limited to Same Color; Variable 2 (physical traits, 10 power points, plus changing existing physical trait allocations)

Advantages: Leadership, Power Attack

Skills: Close Combat: Unarmed 4 (+13), Investigation 3 (+8), Technology 7 (+12), Vehicles 6 (+11)

Offense: Initiative +5, Unarmed +13 (Close, Damage 7)

Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 8, Will 8

Totals: Abilities 82 + Powers 97 + Advantages 2 + Skills 10 + Defenses 15 = 206

Complications: Motivation—Doing Good: All of the Metal Men are driven to make the world a better place. **Egotistical:** Gold comes off as full of himself.

IRON — PL10 • 187 POINTS

Abilities: Str 13 **Sta** — **Agl** 2 **Dex** 2 **Fgt** 6 **Int** 2 **Awe** 2 **Pre** 3

Powers: Robot Body (Immunity 40 (Fortitude effects, Mental effects); Protection 12, Impervious), **Shapeshifting** (Elongation 6; Morph 4 (any form), Quirk: Limited to Same Color; Variable 2 (physical traits, 10 power points, plus changing existing physical trait allocations)

Advantages: All-out Attack, Fearless, Power Attack

Offense: Initiative +2, Unarmed +7 (Close, Damage 13)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 12, Will 6

Totals: Abilities 70 + Powers 103 + Advantages 3 + Skills 0 + Defenses 11 = 187

Complications: Motivation—Doing Good: All of the Metal Men are driven to make the world a better place. **Protector:** Iron knows he's the strongest and often takes the lead in battle to protect others from harm.

LEAD — PL10 • 179 POINTS

Abilities: Str 12 **Sta** — **Agl** 0 **Dex** 0 **Fgt** 6 **Int** 0 **Awe** 0 **Pre** 1

Powers: Robot Body (Immunity 45 (Fortitude effects, Mental effects, Radiation damage); Protection 14, Impervious), **Shapeshifting** (Elongation 8; Morph 4 (any form), Quirk: Limited to Same Color; Variable 2 (physical traits, 10 power points, plus changing existing physical trait allocations)

Advantages: Interpose

Skills: Close Combat: Unarmed 2 (+8), Vehicles 8 (+8)

Offense: Initiative +0, Unarmed +8 (Close, Damage 12)

Defense: Dodge 6, Parry 6, Fortitude Immune, Toughness 14, Will 5

Totals: Abilities 48 + Powers 114 + Advantages 1 + Skills 5 + Defenses 11 = 179

Complications: Motivation—Doing Good: All of the Metal Men are driven to make the world a better place. **Slow:** Lead isn't very bright and often makes careless mistakes.

TIN — PL10 • 166 POINTS

Abilities: Str 3 **Sta** — **Agl** 4 **Dex** 4 **Fgt** 5 **Int** 2 **Awe** 0 **Pre** 2

Powers: Robot Body (Immunity 40 (Fortitude effects, Mental effects); Protection 8, Impervious), **Shapeshifting** (Elongation 8; Morph 4 (any form), Quirk: Limited to Same Color; Variable 2 (physical traits, 10 power points, plus changing existing physical trait allocations)

Advantages: Interpose

Skills: Close Combat: Unarmed 4 (+9), Technology 10 (+12)

Offense: Initiative +4, Unarmed +9 (Close, Damage 3)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 8, Will 4

Totals: Abilities 50 + Powers 97 + Advantages 1 + Skills 7 + Defenses 11 = 166

Complications: Motivation—Doing Good: All of the Metal Men are driven to make the world a better place. **Insecure:** Tin is unsure of himself and definitely regards himself as the weakest member of the Metal Men.

MERCURY — PL10 • 197 POINTS

Abilities: Str 5 **Sta** — **Agl** 8 **Dex** 8 **Fgt** 7 **Int** 1 **Awe** 1 **Pre** 1

Powers: Robot Body (Immunity 40 (Fortitude effects, Mental effects); Protection 6, Impervious), **Shapeshifting** (Elongation 4; Insubstantial 1; Morph 4 (any form), Quirk: Limited to Same Color; Variable 2 (physical traits, 10 power points, plus changing existing physical trait allocations)

Advantages: Agile Feint, Redirect, Set-Up 2, Teamwork

Skills: Acrobatics 8 (+16), Close Combat 4 (+11), Technology 8 (+9)

Offense: Initiative +8, Unarmed +11 (Close, Damage 5)

Defense: Dodge 14, Parry 14, Fortitude Immune, Toughness 6, Will 4

Totals: Abilities 72 + Powers 97 + Advantages 5 + Skills 10 + Defenses 16 = 197

Complications: Motivation—Doing Good: All of the Metal Men are driven to make the world a better place. **Temper:** Mercury is a hothead and often gets upset with his teammates which interferes with teamwork.

PLATINUM — PL10 • 217 POINTS

Abilities: Str 6 **Sta** — **Agl** 5 **Dex** 5 **Fgt** 6 **Int** 3 **Awe** 1 **Pre** 5

Powers: Robot Body (Immunity 57 (Fortitude effects, Chemical effects, Mental effects, Electrical damage, Cold, Heat); Protection 10, Impervious), **Shapeshifting** (Elongation 8; Morph 4 (any form), Quirk: Limited to Same Color; Variable 2 (physical traits, 10 power points, plus changing existing physical trait allocations)

Advantages: Attractive, Set-Up, Teamwork

Skills: Close Combat: Unarmed 4 (+10), Persuasion 8 (+13), Treatment 6 (+9)

Offense: Initiative +5, Unarmed +10 (Close, Damage 6)

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

Totals: Abilities 72 + Powers 118 + Advantages 4 + Skills 9 + Defenses 14 = 217

Complications: Motivation—Doing Good: All of the Metal Men are driven to make the world a better place. **Relationship:** Tina is in love with Magnus and pines for him often.

IRON

The biggest and strongest of the Metal Men, Iron lumbers into battle ready to smash his opponents and shield his teammates. He's particularly protective of Tin, though he often complains aloud that Tin and the rest of the team should be better at defending themselves and their responsometers.

LEAD

Like the metal he's made of, Lead is strong but dull, sometimes stumbling into battle without fully understanding what's going on. Yet he remains a reliable member of the Metal Men, and among the best on the team at shaping his body into blunt weapons that can be used to batter the team's opponents.

MERCURY

Mercury likes to remind the Metal Men that mercury is "the only metal liquid at room temperature"—allowing Mercury to melt his android body into a liquid state. Mercury's personality is just as volatile, with a hot temper he sometimes takes out on his teammates.

PLATINUM

Unlike the other Metal Men, who are male, as an experiment Dr. Magnus built his Platinum android as a female. The experiment quickly went in an unexpected direction, as Platinum fell in love with her creator and insisted on being called "Tina" as she pursued his affections. Though Magnus claims not to return her feelings, he has occasionally betrayed a particular fondness for her. In the field, Platinum is often the one on the team concerned with innocent bystanders and the human elements around them.

TIN

Tin is the smallest of the Metal Men, reflective of the massive insecurity he feels about being made of the weakest metal on the team—and thus probably its weakest member. Though he constantly asks the team why they even want him along on missions, Tin plays an important part when the Metal Men form machines by joining them together, and usually comes through in a pinch … even if he's often the first one accidentally destroyed when things go wrong.

METALLO

Petty thief John Corben would have died in a terrible car accident if robotics genius Professor Emmet Vale hadn't found and rescued Corben from the wreckage. Vale removed Corben's brain from his badly damaged body and implanted it in "Metallo," a formidable robotic frame powered by a kryptonite meteor. Because he believes that Superman is actually an alien menace with a secret plan to dominate the world, Vale tried to convince Metallo to destroy the Man of Steel, but an angry Corben murdered his rescuer instead.

Metallo has tangled with Superman on countless occasions over the years, his abilities sometimes augmented by various temporary upgrades. Superman has destroyed Metallo more than once, but Corben always seems to find a way to rebuild himself.

PERSONALITY

The transplant that placed John Corben's brain in a powerful robotic body also rendered him completely insane. He's now a dangerous homicidal maniac who will kill just about anyone for sport, though he's particularly bent on destroying Superman. Corben's dementia makes it easy for others to manipulate him.

POWERS & ABILITIES

Metallo's artificial body is nearly invulnerable against physical harm and he's superhumanly fast and strong. Perhaps his most formidable weapon, however, is his kryptonite heart which poses an obvious threat to Superman.

REAL NAME: JOHN CORBEN
OCCUPATION: COMMON THIEF
BASE: METROPOLIS

ALLIES

Corben is a frequent (and often reluctant) ally of Lex Luthor and Brainiac, since the three share an intense hatred for the Man of Steel.



METALLO — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
13	3	1	1	5	1	1	4

POWERS

Cyborg Body: Protection 13, Impervious; Senses 3 (Extended Visual, Extended Auditory, Infravision); Immunity 6 (Aging, Disease, Sleep, Starvation and Thirst, Suffocation (All)) • *35 points*

Energy Blast: Ranged Damage 14 • *28 points*

ADVANTAGES

All-out Attack, Great Endurance, Improved Initiative, Power Attack, Startle

SKILLS

Close Combat: Unarmed 5 (+10), Deception 1 (+5), Intimidation 6 (+10), Perception 4 (+5), Ranged Combat: Energy Blast 9 (+10), Technology 3 (+4)

OFFENSE

Initiative +5

Unarmed +10	Close, Damage 13
Blast +10	Close, Damage 14

DEFENSE

Dodge	8	**Fortitude**	13
Parry	8	**Toughness**	16
Will	8		

POWER POINTS

Abilities	58	**Skills**	14
Powers	63	**Defenses**	27
Advantages	5	Total	167

COMPLICATIONS

Cyborg: Metallo looks like a man-machine hybrid which makes most people uncomfortable.

Kryptonite Heart: Metallo's kryptonite heart powers his body. Without his heart, he quickly loses power and becomes inert.

Motivation—Power: Metallo is interested in power no matter what form it takes and enjoys proving he's the most powerful guy around.

ENEMIES

Superman and his friends in the super hero community are always on the lookout for Metallo, given the danger he represents.

KRYPTONITE HEART

Metallo's cyborg body is powered by a chunk of pure kryptonite. When his chest plate is closed the kryptonite is safely shielded within his metal frame. When the plate is open, the kryptonite will affect Superman but is also susceptible to being attacked or grabbed. Corben can open or close his chest plate with a free action, but he can't open and close it in the same turn.

METAMORPHO

Rex Mason was a globetrotting adventurer and soldier of fortune who was in love with Sapphire Stagg, the daughter of his sometimes employer, industrialist Simon Stagg. He refused to marry his beloved Sapphire until he had amassed his own fortune, however, a desire that Simon used to manipulate him. Sent to recover the Orb of Ra, a fabled artifact, Mason was ambushed by Java, Stagg's bodyguard, before he could finish the job, and was left for dead. Instead of killing him as Java intended, his prolonged exposure to the Orb turned Mason into the freakish Metamorpho, The Element Man.

Since that time, Mason has made good use of his abilities, albeit reluctantly, to fight the good fight, all the while trying to find a way to return to human form. Thanks to interference from her father, Mason's relationship with Sapphire, despite the birth of their son, remains a troubled and distant one.

REAL NAME: REX MASON
OCCUPATION: ADVENTURER, FORMER SOLDIER OF FORTUNE
BASE: MOBILE

PERSONALITY

Rex is headstrong and brave to the point of recklessness. An everyman sort of hero, he remains modest and surprisingly unassuming despite his abilities, which he resents for setting him apart from the rest of humanity. As a former soldier of fortune, Mason is pragmatic and very adaptable to different situations and cultures, even without his superhuman abilities.

POWERS & ABILITIES

Metamorpho was changed into an elemental being by his exposure to the Orb of Ra, becoming one of the *metamorphae* Ra created to aid in the god's eternal fight against the serpent of the night, Apep. He can change his shape and transmute into any element found in the human body. Metamorpho's inhuman form grants him incredible durability and superhuman strength. He is essentially immortal until such time as Ra grants him rest, and has "died" and been resurrected more than once; this is better handled as a plot device rather than a power, given as it's generally been out of Mason's control, but Gamemasters who desire otherwise can add Immortality 1 to his powers.



METAMORPHO — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11	12	8	2	8	1	1	2

POWERS

Chemical Elemental: Immunity 8 (Age, Cold, Critical Hits, Disease, Heat, Poison, Pressure); Protection 2; Impervious Toughness 8; Senses 2 (Detect Chemical Composition (touch, Analytical)) • *20 points*

Limited Shapeshifting: Strength-based Damage 3, Variable Descriptor (bludgeoning from hammer hands, slashing from scissor hands, etc.); Elongation 3; Leaping 4; Morph 2, Quirk—Cannot change colors • *20 points*

Transmutation: Array (58 points)

- **Chemical Manipulation:** Transform 14 (a substance into another substance derived from chemical reactions), Precise, Subtle • *58 points*
- **Gaseous Form:** Cloud Area Progressive Affliction 7 (Resisted by Fortitude; Dazed, Stunned, Incapacitated); Cloud Area Concealment 4 Attack (All Visual); Flight 3 (16 MPH); Insubstantial 2 • *1 point*
- **Liquid Form:** Shapeable Area Progressive Affliction 7 (Resisted by Fortitude; Dazed, Stunned, Incapacitated); Shapeable Area Concealment Attack 4 (All Visual, Limited to Underwater); Insubstantial 1; Swimming 4 (8 MPH). • *1 point*

ADVANTAGES

Close Attack 2, Diehard, Great Endurance, Improved Initiative, Seize Initiative, Uncanny Dodge

SKILLS

Athletics 4 (+15), Deception 6 (+8), Expertise: Soldier of Fortune 8 (+9), Insight 8 (+9), Intimidation 6 (+8), Investigation 6 (+7), Perception 6 (+7), Ranged Combat: Guns 4 (+6), Vehicles 4 (+6)

OFFENSE

Initiative +12

Gaseous/Liquid Form —	Close, Cloud/Shapeable Area Progressive Affliction 7, Resisted by Fortitude
Shapeshifted Limbs +10	Close, Damage 14
Unarmed+10	Close, Damage 11

DEFENSE

Dodge	10	**Fortitude**	14
Parry	10	**Toughness**	14
Will	9		

POWER POINTS

Abilities	90	**Skills**	26
Powers	100	**Defenses**	14
Advantages	7	**Total**	237

COMPLICATIONS

Freakish Appearance: As Metamorpho, Rex Mason is an obvious metahuman, oddly colored and possessing strange skin textures.

I Want My Life Back!: Mason is an unwilling metahuman, desperate to be rid of his powers and restored to a normal human state.

Vulnerability: Anyone possessing the Orb of Ra can use it to incapacitate or control Metamorpho using a mental command. Mason has no defense against the Orb of Ra.

JAVA — PL6 • 67 POINTS

Abilities: Str 5 **Sta** 4 **Agl** 0 **Dex** 0 **Fgt** 5 **Int** -1 **Awe** 1 **Pre** 0

Powers: Tough Skin and Dense Bone (Protection 2)

Advantages: All-out Attack, Chokehold, Close Attack 2, Diehard, Great Endurance, Power Attack, Startle

Skills: Acrobatics 6 (+6), Athletics 6 (+11), Deception 2 (+2), Expertise: Sapphire Stagg 6 (+5), Intimidation 6 (+6), Stealth 4 (+4)

Offense: Initiative +0, Unarmed +7 (Damage 5)

Defense: Dodge 6, Parry 6, Fortitude 10, Toughness 6, Will 2

Totals: Abilities 28 + Powers 2 + Advantages 8 + Skills 15 + Defenses 14 = 67

SAPPHIRE STAGG — PL2 • 25 POINTS

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

Advantages: Attractive, Benefit 3 (Millionaire), Luck 1

Skills: Athletics 2 (+1), Expertise: Jet-Setter 6 (+6), Persuasion 4 (+5)

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

Defense: Dodge 3, Parry 2, Fortitude 1, Toughness 1, Will 3

Totals: Abilities 8 + Powers 0 + Advantages 5 + Skills 6 + Defenses 6 = 25

SIMON STAGG — PL4 • 57 POINTS

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

Advantages: Benefit 4 (Multi-millionaire), Connected, Skill Mastery (Expertise: Business), Well-informed

Skills: Deception 11 (+14), Expertise: Business 7 (+10), Insight 6 (+8), Intimidation 4 (+7), Perception 4 (+6), Persuasion 6 (+9)

Offense: Initiative +0, Unarmed +2 (Damage 1)

Defense: Dodge 2, Parry 2, Fortitude 3, Toughness 1, Will 5

Totals: Abilities 24 + Powers 0 + Advantages 7 + Skills 19 + Defenses 7 = 57

ALLIES

As a former member of the Justice League and multiple incarnations of The Outsiders, as well as having teamed up with a broad cross-section of other heroes, Metamorpho can call on a large and diverse number of allies. Despite their troubles, he can also generally count on aid from Sapphire Stagg if he needs it.

ENEMIES

Metamorpho has fought any number of well-known villains, but none that qualify as personal nemeses. He and Simon Stagg share a deep loathing and contempt for one another, though, and the industrialist will go to great lengths to make Mason's life difficult.

JAVA

Java is Simon Stagg's brutish bodyguard, a Neanderthal frozen in ice for millennia, found and thawed out by Stagg Enterprises. He is devoted to his boss and slavishly obsessed with Sapphire, whose relationship with Rex is the impetus behind Java's great animosity toward the hero.

SAPPHIRE STAGG

Sapphire is Rex Mason's true love and the mother of his child. As Daddy's little rich girl, for the longest time Sapphire refused to believe how ruthless and immoral her father could be, only in recent years standing up for herself and for Rex.

SIMON STAGG

Simon Stagg is the unscrupulous CEO of Stagg Enterprises and the former employer of Rex Mason. The father of Rex's love, Sapphire, it is Simon who sent Mason after the Orb of Ra and who has attempted to exploit Rex and his abilities since that time, all the while equally fervent in his attempts to keep Rex away from Sapphire (for whom nobody, especially Rex, is good enough in Simon's eyes).

MIRROR MASTER

REAL NAME: SAM SCUDDER (I), EVAN MCCULLOCH (III)
OCCUPATION: CRIMINAL, MERCENARY
BASE: MOBILE

Sam Scudder first discovered his "powers" while performing menial work in prison, where he accidentally poured a unique chemical on a mirror. Intrigued by the strange properties the mirror developed, Scudder eventually discerned the different powers at his disposal, the first being the ability to create mirror duplicates of people so they could commit crimes in his stead.

He escaped prison through the Mirror Dimension, where he was "adopted" by a race that was fascinated by his ability. Bored to tears, Scudder tricked Flash into the Mirror Dimension to help him return to the real world, but Flash simply put him back in jail.

Scudder encountered Flash many times, as a member of the Rogues and many other criminal groups, including the Secret Society of Super-Villains. During the Crisis on Infinite Earths, Mirror Master joined Lex Luthor and other villains in the mission to Oa's past, but his pride caused him to bicker with his partners Icicle and Maaldor, activating a trap that killed the three of them before they could accomplish their objective.

For a brief time, Digger Harkness, the first Captain Boomerang, used the Mirror Master equipment to commit crimes behind the back of the Suicide Squad, to which he belonged at the time.

The third and current Mirror Master is Evan McCulloch. The Scottish mercenary grew up in an orphanage and, after failing to make an honest living, became one of the best hit men in

MIRROR MASTER PL10

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

POWERS

Armored Costume: Protection 3, Subtle, Removable (-1 point) • *3 points*

Holo-Mirrors: Variable 10 (mirror or reflection-based effects, 50 points), Removable (-14 points) • *56 points*

Mirror Gun: Ranged Damage 12 (laser), Accurate, Easily Removable (-10 points) • *15 points*

Mirror Travel: Array (42 points), Easily Removable (-16 points) • *26 points*

- **Mirror Portal:** Portal Teleport 8 (1 mile), Accurate, Easy, Extended (250 miles), Medium—Reflective surfaces • *42 points*
- **Personal Mirror Portal:** Teleport 8 (1 mile), Accurate, Easy, Extended (250 miles), Medium—Reflective surfaces • *1 point*

ADVANTAGES

Close Attack 2, Connected, Defensive Attack, Defensive Roll 2, Evasion, Improved Aim, Improved Initiative, Inventor, Precise Attack 2 (Close and Ranged; Cover), Ranged Attack 2, Redirect, Uncanny Dodge

SKILLS

Close Combat: Holo-Mirror 5 (+8), Deception 5 (+5), Expertise: Underworld 6 (+7), Insight 6 (+8), Perception 7 (+9), Persuasion 6 (+6), Ranged Combat: Holo-Mirror 4 (+8), Ranged Combat: Mirror Gun 2 (+6), Technology 9 (+10)

OFFENSE

	Initiative +6
Unarmed +7	Close, Damage 2
Holo-Mirror +10	Close or Ranged, Varies up to 10
Mirror Gun +8	Ranged, Damage 12

DEFENSE

Dodge	10	**Fortitude**	8
Parry	10	**Toughness**	8/6*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	34	**Skills**	25
Powers	100	**Defenses**	26
Advantages	16	**Total**	201

COMPLICATIONS

Addiction (Evan McCulloch): Evan McCulloch is addicted to cocaine, though Captain Cold is "helping" him kick the habit (by kicking him for being an idiot).

No Women, No Children (Evan McCulloch): Like the other Rogues, Mirror Master refuses to harm innocent women and children. While this mostly manifests as reluctance in the case of female and teenage super heroes, he did once protected fallen heroines from being sexually assaulted by Doctor Light.

Past Ties (Evan McCulloch): McCulloch has assumed some responsibility for the orphanage where he grew up and donates part of his criminal earnings to its support.

Petty Pride (Sam Scudder): While ingenious and visionary, the first Mirror Master was still a petty criminal hampered by short-term goals and narcissistic pride.



the country. His life turned around when he realized his latest hit had been his biological father, whom he recognized from the photo he carried from when he was given up in adoption. He was too late to contact his mother, for depression led her to commit suicide. McCulloch was ready for a change when an American consortium approached him, offering him the gear of the first Mirror Master to act as a black-ops hit man in the guise of a super-villain.

When his employers sent him to scare Animal Man by threatening his family and later to kill them, McCulloch rebelled; this was against his code of honor. Instead he killed his employers and went freelance, eventually joining the Rogues to take Scudder's place.

He was an asset for various plans and agencies, among them the demon Neron, Libra, the Suicide Squad and Lex Luthor, though he betrayed the latter when Batman offered him twice the pay in the form of a donation to the orphanage where McCulloch grew up.

McCulloch remains free and abroad along with his fellow Rogues, struggling with a cocaine addiction he acquired during his time in the Suicide Squad.

PERSONALITY

Sam Scudder was an ingenious criminal, but not a genius. Most of his applications of reflections and his discovery of the Mirror Dimension were coincidence. He was persistent and had a cruel streak, which he indulged using his ability to create illusions and dastardly plots.

MIRROR MASTERY

Mirror Master has a remarkable ability to come up with new and almost supernatural effects for his mirrors. The Holo-Mirrors' Variable effect covers this versatility, though there are some effects Mirror Master favors:

- **Mirror Image:** Summon Holo-Duplicates 5, Multiple Minions 3 (4 images), Sacrifice • *45 points*
- **Mirror Shift:** Dimensional Movement 1 (The Mirror Dimension), Attack, Affects Others • *4 points*
- **Solid Hologram:** Area Burst 3 (60 feet) Illusion 7 (Visual and Touch), Independent, Limited • *49 points*
- **Copy Person:** Summon Reflection 8, Broad Type, Heroic • *45 points*
- **Reflection Jump:** Teleport 3 (250 feet), Accurate, Change Velocity, Easy, Extended, Portal, Turnabout, Medium (reflective surfaces) • *20 points*
- **Reflective Disguise:** Morph 3, Attack, Affects Others • *21 points*
- **Light Bending:** Concealment (sight) 4, Attack, Affects Others, Precise • *19 points*
- **Reflection Echo:** Communication (Reflective Surfaces) 4 • *20 points*
- **Funhouse Trap:** Ranged Affliction (resisted by Dodge; Visual Impaired, Visual Disabled, Visual Unaware) 10, Concentration, Progressive • *50 points*

His successor, Evan McCulloch, is very different, a toughened mercenary, pragmatic and a bit at odds with himself. He does not regret his criminal ways, but he follows a strict code of honor that he actively enforces, and he has his priorities set very clearly; to the point of betraying a client (and seeking revenge) if innocent women and children are harmed in the course of his work.

POWERS & ABILITIES

Sam Scudder discovered the properties of his mirrors and experimented with them extensively. Evan McCulloch may not fully understand the theory behind Scudder's gear, but he is just as clever in its use, and his mercenary know-how adds a new dimension to its capabilities.

Both Mirror Masters use mirrors and the properties of light and reflections to create a bewildering number of effects, some illusory, others quite real. They can create mirror duplicates of themselves and others, confound people's sight, focus light destructively, teleport through reflective surfaces and even travel to the dimension that exists behind every mirror.

ALLIES

Both Mirror Masters are part of the Rogues, bound by the odd but resilient comradeship that connects these villains.

ENEMIES

As part of the Rogues, Mirror Master's main enemy is the Flash, but he has faced other crime fighters such as Batman.

MISS MARTIAN



There isn't a great deal known about Miss Martian before her time with the Titans. When she first appeared, she was pretending to be a Green Martian. Her true lineage was revealed later as a result of unintended circumstances. As a White Martian, she could have come to Earth as part of the Hyperclan-led invasion or even earlier; the Martian Manhunter's discoveries have proven that various White Martians made it to Earth at different times over the millennia since their home world became a wasteland. She has thus far shown herself to be heroic, selfless and brave—traits more commonly associated with the Green Martians—though she also possesses the naiveté that implies youth in any species.

PERSONALITY

M'gann M'orzz is good-natured and even cheerful, which is surprising because she is a White Martian, a race known for single-minded aggressiveness and brutality. Currently, she is fighting her darker instincts, which appear in the form of a telepathic "echo" of her ruthless future self trapped in the young Miss Martian's mind.

REAL NAME: M'GANN M'ORZZ (AKA "MEGAN MORSE")
OCCUPATION: ADVENTURER AND HERO
BASE: TITANS TOWER

MISS MARTIAN — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
14	9	2	2	8	1	1	1

POWERS

Flight: Flight 13 (16,000 MPH) • 26 *points*
- **Space Flight:** Movement 1 (Space Travel 1) • *1 point*

Martian Durability: Immunity 10 (Life Support); Impervious Protection 3 • *16 points*

Martian Morphology: Array (20-point), Dynamic
- **Intangibility:** Insubstantial 4, Dynamic • *21 points*
- **Density:** Protection 2, Impervious Toughness 14, Sustained, Dynamic • *2 points*
- **Invisibility:** Visual Concealment 4, Dynamic • *2 points*
- **Shapeshifting:** Morph 4 (Any Form), Dynamic • *2 points*

Martian Senses: Super-Senses 7 (Extended Vision 2, Mental Awareness, Vision Penetrates Concealment) • *7 points*

Martian Strength: Power-lifting 4 (Lifting **Str** 18; 6,000 tons) • *4 points*

Martian Vision: Ranged Damage 10 (force) • *20 points*

Telepathy: Mental Communication 4, Mind Reading 9 • *34 points*

ADVANTAGES

Close Attack 2, Great Endurance, Power Attack

SKILLS

Deception 4 (+5), Insight 8 (+9), Intimidation 6 (+7), Perception 8 (+9), Persuasion 5 (+6), Ranged Combat: Martian Vision 8 (+10), Stealth 7 (+9), Technology 4 (+5), Vehicles 4 (+6)

OFFENSE

Initiative +2

Martian Vision +10	Ranged, Damage 10
Unarmed +10	Close, Damage 14

DEFENSE

Dodge	10	**Fortitude**	12
Parry	10	**Toughness**	14/12*
Will	12	*Without Density	

POWER POINTS

Abilities	76	**Skills**	25
Powers	135	**Defenses**	24
Advantages	4	**Total**	264

COMPLICATIONS

Get Out of My Head!: The telepathic persona of a dark, ruthless future version of Miss Martian is a constant presence in her mind that she frequently argues with and fights against.

Power Loss: Loss of powers and reduction of **Str** to 0 and **Sta** to 1 when exposed to fire.

Reputation: Miss Martian is a member of the White Martians. Those who know of the White Martians consider them savage, power-mad and bloodthirsty.

POWERS & ABILITIES

M'gann has the powers standard for her species: she's a shape-changer with impressive psionic powers and near-Kryptonian-level physical abilities. Although M'Gann's Shapeshifting power is not continuous, consider her green-skinned Miss Martian identity her "normal" form under most circumstances (should she be unable to sustain her Morph effect). The revelation of her true White Martian form should be handled as an aspect of her Reputation complication.

ALLIES

As a member of the Teen Titans, she can presumably call upon her various teammates when needed. Her relationship with the other White Martians is unknown at this time.

ENEMIES

Given her personality and heroic tendencies, it is likely other White Martians would consider her a rogue element (or possibly even deranged). Her time with the Titans also makes the team's enemies her enemies.

THE MIST

THE MIST (NASH)

REAL NAME: NASH
OCCUPATION: VILLAIN BASE: OPAL CITY, MD

The girl named Nash represented a nearly forgotten branch on the Mist family tree until her brother was killed in his first battle as the Mist. Her brother's death broke her father's spirit but inspired Nash to become the villain her father sought to continue his legacy. After subjecting herself to the same process that gave her father his powers, the new Mist attacked Jack Knight, the new Starman who was the son of her father's greatest nemesis. She defeated Starman and used him to father her child, binding together the bloodlines of the two families.

The Mist traveled to Europe and proved herself worthy of her father's name by killing three members of Justice League Europe—Amazing Man, the Crimson Fox and Blue Devil. She then returned home to exact her final revenge on Jack Knight and Opal City.

PERSONALITY

Once, the Mist was a timid, stuttering girl. But the death of her brother forged a new personality, that of a cruel villainess who would murder without hesitation to prove herself worthy of the Mist name and guarantee her family's nefarious place in history. Only her love for her daughter and her playful flirting with Jack Knight betrays any sign of the girl she once was.



THE MIST (NASH) — PL10

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

POWERS

Living Mist: Insubstantial 4, Continuous, Reaction, Precise, Limited—Not through airtight or solid objects; Flight 4 (30 MPH), Continuous, Subtle 2; Cloud Area Weaken Abilities 6 (Resisted by Fortitude), Progressive, Broad (Strength, Stamina, Agility, and Dexterity), Simultaneous • *81 points*

EQUIPMENT

Submachine Gun: Ranged Multiattack Damage 4 • *12 points*
Knife: Strength-based Damage 1, Improved Critical • *1 point*
Leather Jacket: Protection 1 • *1 point*

ADVANTAGES

Benefit 3 (Millionaire), Defensive Attack, Defensive Roll 4, Equipment 9, Evasion, Extraordinary Effort, Improved Aim, Instant Up, Power Attack, Seize Initiative

SKILLS

Acrobatics 9 (+11), Athletics 8 (+10), Close Combat: Knives 12 (+13), Close Combat: Unarmed 12 (+13), Deception 9 (+11), Expertise: Tactics 8 (+10), Intimidation 8 (+10), Perception 5 (+6), Ranged Combat: Guns 10 (+13), Stealth 9 (+11)

OFFENSE

Initiative +2	
Knife +13	Close, Damage 2, Crit. 19-20
Living Mist —	Close, Cloud Area Weaken Abilities 6, Resisted by Fortitude
Submachine Gun +13	Ranged, Multiattack Damage 4
Unarmed +13	Close, Damage 1

DEFENSE

Dodge	12	**Fortitude**	8
Parry	10	**Toughness**	7/2*
Will	9	*Without Defensive Roll.	

POWER POINTS

Abilities	38	**Skills**	41
Powers	81	**Defenses**	28
Advantages	23	**Total**	211

COMPLICATIONS

Legacy: The Mist is determined to prove herself worthy of bearing the name and reputation of her villainous father, in the eyes of the public and especially her father.

Love to Hate, Hate to Love: The Mist has a particular hatred for Jack Knight, yet her mind has twisted that hatred into a feeling she identifies as love for her greatest foe.

POWERS & ABILITIES

Like her father, the Mist can turn her body into a living mist, rendering her mostly insubstantial. She has also learned how to become a cloud that saps the vitality of anyone in the area.

THE MIST (UNKNOWN) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	0	0	2	1	6	3	4

POWERS

Living Mist: Insubstantial 4, Continuous, Reaction, Precise, Limited—Not through airtight or solid objects; Flight 4 (30 MPH), Continuous, Subtle 2 • *39 points*

EQUIPMENT

Light Pistol: Ranged Damage 3 • *6 points*

ADVANTAGES

Assessment, Benefit 4 (Multi-millionaire), Connected, Defensive Roll 6, Equipment 2, Evasion, Hide in Plain Sight, Inventor, Leadership, Power Attack, Redirect, Set-up, Skill Mastery (Stealth), Taunt, Uncanny Dodge

SKILLS

Deception 10 (+14), Expertise: Chemistry 14 (+20), Expertise: Explosives 7 (+13), Expertise: Poisons 8 (+14), Intimidation 12 (+16), Perception 6 (+10), Ranged Combat: Guns 12 (+14), Sleight of Hand 9 (+11), Stealth 15 (+15), Technology 8 (+14)

ALLIES

While the Mist prefers to work alone, she does recruit henchmen to her cause as needed. She also follows the advice of her father, which led her to team up with other enemies of the Starman legacy.

ENEMIES

The Mist's sworn enemy is Jack Knight, the Starman who killed her brother. To prove herself worthy of her father's respect she killed several members of the Justice League, and has battled against the other protectors of Opal City.

THE MIST (UNKNOWN)

The Mist's true name is unknown, but it has been confirmed that he fought in the Canadian Army during World War I before returning home to pursue a scientific career. Discovering a process that transformed his body into mist, he decided to turn to a life of crime. Though his first battle was against the Sandman in the streets of 1940s New York, the Mist undertook his first major crime wave in Opal City—a plot foiled by Ted Knight, the first Starman.

The Mist enjoyed considerable success over the decades, particularly in battling the Justice Society as he slowly amassed wealth and power. In his old age, he sought to ensure his villainous legacy lived on by passing on the mantle of the Mist to his son, and killing his first nemesis, Ted Knight. Instead, Knight's son Jack killed the Mist's son and became the new Starman. When the Mist was driven nearly mad by the loss of his son, his daughter became the new Mist. Her father once again plotted his final revenge on the Knight family, and though the Knights defeated the Mist, the original Mist and Ted Knight died together at the end of their final battle.

OFFENSE

Initiative +0

Light Pistol +14	Ranged Damage 3

DEFENSE

Dodge	7	**Fortitude**	6
Parry	2	**Toughness**	6/0*
Will	14	*Without Defensive Roll.	

POWER POINTS

Abilities	30	**Skills**	51
Powers	39	**Defenses**	25
Advantages	24	**Total**	169

COMPLICATIONS

Driven by Madness: Following the death of his son, the Mist remained as powerful as ever but slowly began to lose his mental faculties. A deal with the demon Neron restored his mind, but he remained driven by a burning need for vengeance against the heroes who defeated him in the past—particularly Starman.

Family Business: The first Mist trained his son to follow in his footsteps, and eventually also advised his daughter after she turned to villainy.

REAL NAME: UNKNOWN
OCCUPATION: CHEMIST AND ARCHVILLAIN
BASE: OPAL CITY, MD

PERSONALITY

The Mist has been a successful villain for a long time, and the decades have started to run together in his mind. He confuses old battles and old teams, even as he moves his current scheme forward with unwavering determination.

POWERS & ABILITIES

The Mist can transform part or all of his body to a thick cloud of mist.

ALLIES

The Mist has allied himself with many villains over the years, including the Ultra-Humanite's Secret Society of villains and, in Opal City, the Shade. Yet his closest allies have been his children as they trained to follow in his footsteps.

ENEMIES

While the Mist has battled and even murdered many heroes over the course of his career, his sworn nemesis has always been the first Starman, Ted Knight.

MR. FREEZE

Victor Fries began life with a fascination for all things cold: as a child, his parents sent him to boarding school to break him of his habit of freezing small animals to death. At this school he met his future wife Nora, who was one of the few people who treated Victor as an equal and friend. The childhood sweethearts eventually married.

Fries used his genius-level intelligence for good, becoming a celebrated scientist in the field of cryogenics. When Nora was diagnosed with a terminal disease, Fries attempted to cure her; instead he nearly killed her and the experiment forever altered his body; he could live only in subzero temperatures. Enraged by his fate and on the verge of insanity, Fries dubbed himself "Mr. Zero" and began robbing banks to finance his wife's treatment. After Batman stopped him and he spent several years in Arkham (the only facility in Gotham capable of providing a frozen cell for Fries), Victor was released. He christened himself Mr. Freeze and continued his search for Nora's cure.

Mr. Freeze's obsession has slipped into full-fledged insanity; his unhinged mind combined with his high intelligence often result in him devising outrageously complex schemes that have no hope of realizing financial gain. His recent exile with other villains to another solar system and a failed ex-

REAL NAME: DR. VICTOR FRIES (PRONOUNCED 'FREEZE')
OCCUPATION: CRYOGENICIST, CRIMINAL
BASE: GOTHAM CITY



MR. FREEZE — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	3	2	3	5	5	2	0

POWERS

Cryo-Preserved: Immunity 6 (Aging, Cold damage) • *6 points*
Freeze Gun: Array (36 points), Easily Removable (–16 points) • *22 points*
- **Cold Blast:** Ranged Damage 12, Resisted by Fortitude • *36 points*
- **Ice Objects:** Create 10, Innate, Subtle, Permanent • *1 point*
- **Icy Snare:** Line Area Ranged Affliction 8 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Cumulative, Limited Degree • *1 point*

Refrigeration Suit: Enhanced Strength 7; Immunity 10 (Life Support); Movement 2 (Sure-footed 4, Limited—Only to Ice and Snow); Protection 9, Impervious; Removable (-9 points) • *35 points*

ADVANTAGES

Accurate Attack, Favored Environment (Extreme Cold), Inventor

SKILLS

Close Combat: Unarmed 3 (+8), Expertise: Cryogenics 10 (+15), Ranged Combat: Freeze Gun 5 (+8), Technology 12 (+17), Vehicles 6 (+9)

OFFENSE

	Initiative +2
Cold Blast +8	Ranged, Damage 12, Resisted by Fortitude
Icy Snare —	Ranged, Line Area Affliction 8
Unarmed +8	Close, Damage 9

DEFENSE

Dodge	8	**Fortitude**	9
Parry	8	**Toughness**	12
Will	9		

POWER POINTS

Abilities	44	**Skills**	18
Powers	63	**Defenses**	22
Advantages	3	**Total**	150

COMPLICATIONS

Obsession: Mr. Freeze commits crimes to fund his experiments to cure his wife, Nora.

Weakness: If Mr. Freeze is exposed to above-freezing temperatures outside of his Refrigeration Suit, his Stamina becomes impaired, disabled, then debilitated.

periment at curing Nora in a Lazarus Pit have pushed Mr. Freeze deeper into insanity.

PERSONALITY

Dr. Victor Fries has one motivation: continuing the treatment that keeps his wife Nora alive. In order to fund that treatment and finance research into eventually finding a cure to bring her fully back to life, Mr. Freeze engages in a variety of criminal activities including robbery, extortion and occasionally murder.

POWERS & ABILITIES

Mr. Freeze's body can only survive in extreme cold; freezing temperatures do not harm him but he is condemned to spend his life in a special suit that keeps his body in this environment. He is a scientific genius and has adapted a variety of weapons to freeze and incapacitate or kill his foes. He typically carries a freeze gun for this purpose. He adapted his suit to give himself superhuman strength as well.

ALLIES

Mr. Freeze has worked with most of Gotham's criminal element, though he prefers to work alone. Black Mask hired him as an assassin, and for a time Freeze worked with the Secret Society of Super-Villains including Calculator, Dr. Psycho, Deathstoke, Talia al Ghūl and Black Adam.

ENEMIES

Mr. Freeze's schemes are usually thwarted by Batman, Robin and Oracle. He was exiled by Checkmate and sought revenge along with many other villains. He fought Green Arrow and Black Canary after attacking their wedding.

MISTER MIND

MISTER MIND — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-5*	0	0	-4	-5	10	8	3

POWERS

Telepathy: Mind Reading 12, Subtle • *25 points*
Telepathic Control: Affliction 12 (Resisted by Will; Dazed, Compelled, Controlled), Concentration, Contagious, Progressive, Instant Recovery; Insidious, Subtle • *50 points*
Tiny: Shrinking 20, Permanent, Innate • *21 points*

ADVANTAGES

Evasion 2, Trance (spins cocoon)

SKILLS

Deception 10 (+13), Expertise: Psychology 4 (+14), Insight 4 (+12), Perception 2 (+10), Stealth 0 (+20)*, Technology 12 (+22)

OFFENSE

Initiative +0

Telepathic Control	Affliction, Will DC 22

DEFENSE

Dodge	10*	**Fortitude**	4
Parry	10*	**Toughness**	0
Will	16	*Includes size modifiers.	

POWER POINTS

Abilities	24	**Skills**	16
Powers	96	**Defenses**	17
Advantages	3	**Total**	156

COMPLICATIONS

Worm: Mister Mind is a tiny worm in his normal state.

Motivation—Conqueror: Mister Mind is driven to conquer worlds and destroy his enemies.



The alien creature known as "Mister Mind" was the vanguard of an invasion of telepathic worms from space. First arriving on Earth in the 1940s, he was captured by Bulletman, Starman and Abin Sur, the Green Lantern of Earth's space sector.

Decades later, Mind escaped, intending to initiate the planned invasion. The Marvel Family, aided by the Green Lanterns, thwarted the attempt, consigning most of the worms to freeze in the cold of space. Mister Mind survived, taking on various human host bodies and even cloning copies of himself to extend his control over other humans. He has since attempted to provoke a nuclear war on Earth and even to destroy and devour the whole multiverse.

REAL NAME: UNPRONOUNCEABLE
OCCUPATION: CONQUEROR
BASE: VARIOUS HOST BODIES

PERSONALITY

Mister Mind is cruel and manipulative, seeing other creatures as nothing more than puppets for him to control. The most horrifying example of this attitude is his casual murdering of thousands of people in the city of Fairview simply to get revenge on the Marvel Family.

POWERS & ABILITIES

Physically just a tiny worm, Mister Mind is a powerful telepath capable of controlling a host body. He typically enters the host through its ear and then exerts influence on its brain. He can clone copies of himself to take control of other hosts, in the game, this is reflected by the Contagious modifier on his Telepathic Control; targets are not automatically "infected" if they come into contact with a controlled host; Mister Mind must choose to infect them with a clone (this is just a descriptor for the effect).

ALLIES

In the past Mister Mind has allied himself with Dr. Sivana, Captain Marvel's other archenemy, since he frequently needs a human's influence and manipulative abilities to accomplish his goals. In most other cases, the worm's idea of an "ally" is a host under the control of one his clones.

ENEMIES

Mister Mind's primary foes are the members of the Marvel Family, particular Captain Marvel and Mary Marvel, who thwarted his race's invasion.

MISTER MIRACLE

Scott Free was the son of Izaya, Highfather of New Genesis, and his wife Avia. As part of a pact to avoid a war with Apokolips, Highfather agreed with Darkseid to exchange their sons when Scott was an infant. Scott grew up in one of Granny Goodness' "orphanages," where he was raised, like all the other children, to unquestioningly obey and worship Darkseid.

Scott rebelled against the teachings of Apokolips; somehow, he was able to hold on to hope and the possibility of escape. He became part of a secret underground of students taught by Himon, a New Genesian living undercover on Apokolips. It was during this time he met fellow student Barda, a recruit for Granny's Female Furies, who would eventually become his wife.



REAL NAME: SCOTT FREE
OCCUPATION: ESCAPE ARTIST BASE: EARTH

Scott accomplished the impossible when he engineered an escape from Apokolips, unaware that Darkseid had planned for this all along. Scott's escape invalidated the pact between Darkseid and Highfather, and renewed the conflict between Apokolips and New Genesis.

Fleeing to Earth, Scott became the protégé of famed escape artist Thaddeus Brown, who used the stage name "Mister Miracle." He also befriended Brown's ward Shilo Norman and his assistant, a dwarf named Oberon. When Brown was murdered by a mobster known as the Steel Hand, Scott Free adopted his stage name and costume and used his skills and New Genesian technology to bring his mentor's killer to justice. Big Barda eventually followed Scott to Earth and the two of them, along with Oberon, continued the struggle against Darkseid and the forces of Apokolips.

PERSONALITY

In spite of—or perhaps because of—a childhood of unrelenting horror, Scott Free has a remarkable zest for life. Though he learned his skills out of necessity, he loves using them and enjoys the white-knuckle drama of a last-second escape. He's an excellent showman and makes as much use of misdirection (and Deception) as he does his other skills.

Mister Miracle adores his wife Barda and his good friend Oberon, and would do anything for them. He values freedom, and fights against oppression and hopelessness wherever he encounters them.

POWERS & ABILITIES

In addition to possessing the physical attributes of a New God, Mister Miracle is the world's greatest escape artist, able to find his way out of virtually any trap or restraint. In particular, his suite of Sleight of Hand advantages means he can routinely overcome DC 32 tasks, re-roll initial failures with the skill and, by spending a hero point, accomplish the virtually

MISTER MIRACLE — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	6	6	8	6	6	6	4

POWERS

Aero-Disks: Flight 7 (250 MPH), Easily Removable (–6 points) • *8 points*

Costume: Protection 2, Movement 2 (Wall-Crawling), Removable (–1 point) • *5 points*

Mother Box: Removable (–4 points); **Boom Tube:** Space Travel 3; **Intelligence:** Feature 2; **Restoration:** Healing 8 • *19 points*

Multi-Cube: Array (32 points), Removable (–7 points) • *29 points*

- **Hologram:** Visual Illusion 8, Area 2 (30 feet) • *32 points*
- **Cable:** Move Object 6, Limited Direction (Pull); Movement 1 (Swinging) • *1 point*
- **Flare:** Burst Area Affliction 12 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware) • *1 point*
- **Illumination:** Environment (Daylight) 3 • *1 point*
- **Sonic Beam:** Ranged Transform 8 (Open Locks and Seals) • *1 point*

New God: Immunity 3 (Aging, Disease, Poisons) • *3 points*

ADVANTAGES

Accurate Attack, Defensive Roll 2, Evasion 2, Fearless, Inventor, Luck, Move-by Action, Redirect, Set-up, Second Chance (Sleight of Hand), Skill Mastery (Sleight of Hand), Taunt, Trance, Ultimate Effort (Sleight of Hand), Uncanny Dodge

SKILLS

Acrobatics 8 (+14), Athletics 8 (+14), Close Combat: Unarmed 6 (+12), Deception 10 (+14), Expertise: Performer 10 (+14), Perception 8 (+14), Persuasion 8 (+12), Ranged Combat: Throwing 6 (+14), Sleight of Hand 14 (+22), Stealth 8 (+14), Technology 10 (+16), Vehicles 2 (+10)

OFFENSE

Initiative +6

Unarmed +12 — Close, Damage 6

DEFENSE

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

POWER POINTS

Abilities	96	**Skills**	49
Powers	64	**Defenses**	28
Advantages	17	**Total**	254

COMPLICATIONS

I Will Be Free! Mister Miracle values freedom and fights for it, for himself and for others.

Relationships: Scott is married to Big Barda and is good friends with his assistant Oberon. He is mentor to Shilo Norman.

impossible (achieving a 42 skill check result). In short, Mister Miracle can escape most traps most of the time. For the rest, he tries and, if he fails, spends a hero point and *then* escapes!

He carries various items of New Genesian technology, including a Mother Box and his Aero Disks, which allow him to fly. With Mother Box's capabilities and his own technical brilliance, Mister Miracle is capable of whipping up virtually any sort of device, given some time (or enough hero points). His Technology rank is sufficient to routinely create inventions worth 16 power points.

ALLIES

Mister Miracle's greatest allies are his wife Big Barda (see **Vol. 1**) and his friend Oberon. He is one of the gods of New Genesis and a member and ally of the Justice League.

ENEMIES

Mister Miracle's greatest enemy is Darkseid, his adoptive "father," and Darkseid's elite, particularly Granny Goodness, who considers Scott Free her greatest failure and is determined to break his indomitable spirit one day.

OBERON

Orphaned in a fire at a young age, the dwarf Oberon worked for a traveling circus as a menial laborer, regularly abused by the circus' ringmaster until escape artist Thaddeus Brown took him under his wing. Oberon served as Thaddeus Brown's stage assistant when Brown performed as Mister Miracle, and assumed the same role with Scott Free, later also working as Scott's manager.

MISTER MIRACLE II

Thaddeus Brown's ward Shilo Norman served as Brown's understudy. He attended New York University, and also learned escape-artist techniques and advanced technology from Scott. A capable, often brilliant escape artist, Shilo worked with U.S. Federal authorities in managing the Slabside Penitentiary and was a famous performer in his own right. He served as Scott's "stand-in" from time to time with the Justice League.

Shilo has skills similar to Scott Free, though his physical abilities are 2 ranks lower and he lacks the traits of a New God. He has access to the same arsenal of devices as Scott Free, though he uses "Zoom Pads" instead of Mister Miracle's Aero Disks (same game effects).

OBERON — PL3 • 35 POINTS

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

Powers: Shrinking 4 (Permanent, Innate) • *5 points*

Skills: Close Combat: Unarmed 3 (+4), Expertise: Management 5 (+6), Expertise: Performer 6 (+7), Insight 4 (+4), Perception 4 (+4), Stealth 2 (+6)*

Offense: Initiative +0, Unarmed +4 (Damage 0)

Defense: Dodge 4*, Parry 4*, Fortitude 2, Toughness 1, Will 2 *Includes Shrinking modifiers.

Totals: Abilities 12 + Powers 5 + Advantages 0 + Skills 12 + Defenses 6 = 35

MR. MXYZPTLK

In his youth, a Fifth-Dimensional being was summoned from his home world of Zrfff to the Third Dimension by occultists. Ignoring the requests of the occultists, the being took advantage of the journey to conduct some serious scholarly studies on the inhabitants of the lower dimension, and at a Halloween party encountered Superboy, Robin and Impulse. Realizing that the Fifth-Dimensional being had crossed not only dimensional barriers but come forward in time, the young heroes informed the being that he was the same one who in the past had bedeviled the world's greatest hero, Superman. Eventually convinced of the necessity of the task, the being adopted a sense of humor based on classic Third-Dimension slapstick comedy films before journeying back in time and adopting a new name based on random keys struck on a nearby keyboard: Mxyzptlk.

Since that time, Mr. Mxyzptlk has returned regularly to practice his wit upon the heroes of the Third Dimension, often for his own enjoyment but also to help them be better heroes—or at least achieve as great a destiny as might be expected of lower beings. Mxyzptlk has also hinted that his ability to travel freely through time has allowed him to practice and ply his humor across thousands of years of human history, and he has often been mistaken for trickster gods such as Loki, Coyote and Anansi.



MR. MXYZPTLK — PLX

COMPLICATIONS

Kltpzyxm: If Mr. Mxyzptlk can be tricked into saying his name backwards, he is compelled to return to the Fifth Dimension and must remain there for ninety days.

Impractical Joker: Mr. Mxyzptlk sees his forays outside the Fifth Dimension as great fun, both for himself and for those whose lives he is disrupting. It's often hard to convince him that his jokes might be causing pain or difficulty, and he accuses anyone who points this out of trying to "ruin the fun."

PERSONALITY

Mr. Mxyzptlk is a practical joker on a universal scale, and the creatures of the Third Dimension are his preferred audience. While he is mostly concerned with amusing himself, he often tries to convince those who disagree with his humor to laugh it off and get in on the joke. Though he sees Third-Dimensional creatures as lower beings, he does have a fondness for Superman and a few others, in the same way a child loves his favorite toys.

Despite the chaos he sows wherever he goes, Mr. Mxyzptlk does not act randomly. He often tries to frame his actions in a Third-Dimensional context, whether in an attempt to teach the lower beings a lesson, get across a message, or just entertain them. If his jokes are sometimes hard to follow, he simply explains that Fifth-Dimensional logic doesn't always carry over into the Third Dimension.

While his jokes are often disruptive and sometimes destructive, only rarely are they truly dangerous and hardly ever deadly. When one of his jokes comes to an end or he is compelled to return to the Fifth Dimension, Mxyzptlk always undoes all of the chaos he has caused and returns everything to the way it began.

POWERS & ABILITIES

Mr. Mxyzptlk can make nearly anything happen with little more than a thought, a PLX character that functions more as a plot device and an obstacle to be overcome than someone to be defeated. In the past, he has even used his abilities to nearly effortlessly overcome even other PLX characters, for example, containing the Spectre.

Superman once believed that the abilities of Mr. Mxyzptlk were magical, explaining the great effect they could have on him. Mxyzptlk has refuted that several times, saying that his abilities are natural to the creatures of the Fifth Dimension but scientific in nature. However, as other near-magical creatures in the Third Dimension have been discovered to originate in the Fifth, it may simply be that the science of the Fifth Dimension is so advanced (or so different) as to be indistinguishable from magic in the Third. Further, effects that interfere with magic have been shown to affect Mxyzptlk, such as

REAL NAME: MXYZPTLK
OCCUPATION: IMP
BASE: THE FIFTH DIMENSION

the time when magic was drained away from Metropolis and left him wandering the streets unable to remember how to return to the Fifth Dimension.

Mxyzptlk often uses his abilities to animate otherwise inanimate objects, from mannequins to entire buildings. However, on a whim he has changed the way the laws of physics operate and even created substitute realities nearly indistinguishable from the real thing.

ALLIES

Despite the many times Superman has been the target of Mxyzptlk's jokes, the imp still sees the hero as a friend and has even used his powers to put heroes such as Superman and Batman through great challenges to prepare the heroes for approaching universal crises. Mxyzptlk also has a friendly rivalry with fellow other-dimensional prankster Bat-Mite, and enjoys pitting his sense of humor against that of the Joker and the Prankster. In the Fifth Dimension, Mxyzptlk has a "quinto-partner"—a girlfriend—named Gsptlsnz.

ENEMIES

Despite his protests that he is the hero's friend, Superman sees Mxyzptlk as an annoyance to be banished back to the Fifth Dimension as soon as possible. The same is true for nearly anyone in the Third Dimension who Mxyzptlk considers a friend. Back in the Fifth Dimension, Mxyzptlk is hated by Mixyezpitellik, a "Vowelled Knight of Order" who uses his magical powers to keep the Ultraman of Earth-3 in check

MISTER TERRIFIC



Michael Holt was blessed with ample natural intelligence, which made his older brother Jeffrey's severe mental retardation difficult to bear. Michael couldn't give Jeffrey his intelligence, but he did give him his love. When Jeffrey died at the age of fifteen, Michael felt his loss severely. Michael's natural gifts gained him success in every athletic, academic and business endeavor. But he found happiness again only when he met Paula, who would become his wife.

When Paula died in a freak accident, the loss of everyone he cared for drove Michael to the brink of suicide. A visitation by the Spectre, who told Michael the story of the superhero Terry Sloane, inspired him to instead follow in Sloane's footsteps as Mister Terrific. Holt became the hero of the inner city, using his intellect, athletic prowess and technological genius to fight crime and injustice. Adopting Sloane's motto of "Fair Play" as his own, Mister Terrific vowed to impose fairness on an unfair world.

Mister Terrific joined the Justice Society, and his teammates were so impressed by his abilities and dedication that he was soon elected chairman. He also joined the agency Checkmate under the sponsorship of JSA founder Alan Scott and later served in a leadership capacity as its White King.

PERSONALITY

Mister Terrific displays an easy self-assurance. The effortlessness of his actions contrasts the deep determination he shows in pursuing justice and setting an example for inner-city youth. Mister Terrific professes atheism despite his multitude of religious and supernatural experiences, all of which Holt rationalizes through logic and science.

POWERS & ABILITIES

Mister Terrific has no super powers, but his phenomenal capacity for learning seems superhuman. He is an accomplished martial artist with black belts in six disciplines and has the all-around athleticism of an Olympic decathlete. Mister Terrific uses several technological innovations of his own design to complement his natural talents. He wears a T-Mask that conceals him from electronic detection and allows him to control his T-Spheres: robotic gadgets that perform a multitude of combat and auxiliary functions.

REAL NAME: MICHAEL HOLT
OCCUPATION: RETIRED ENGINEER
BASE: NEW YORK CITY

ALLIES

Mister Terrific is a member of the Justice Society of America and holds a position of leadership as the White King of the covert operations agency Checkmate. He is also on excellent terms with members of the Justice League, particularly Batman and Black Lightning.

MISTER TERRIFIC (MICHAEL HOLT) PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	5	5	10	7	4	2

POWERS

T-Mask: Concealment 10 (All Senses), Limited to Machines; Feature (Quick Change); Remote Sensing 8 (Visual and Auditory), Medium (location of T-Spheres); Senses 1 (Communication Link—T-Spheres); Removable (-6 points)
• *22 points*

ADVANTAGES

Assessment, Defensive Roll 3, Improved Initiative, Improvised Tools, Inventor, Jack-of-all-trades, Languages 5, Minions 20 (4 T-Spheres), Power Attack, Ranged Attack 5

SKILLS

Acrobatics 8 (+13), Athletics 10 (+13), Close Combat: Unarmed 5 (+15), Expertise: Streetwise 5 (+12), Insight 6 (+10), Investigation 4 (+11), Perception 4 (+8), Stealth 6 (+11), Technology 12 (+19), Treatment 4 (+11), Vehicles 4 (+9)

OFFENSE

Initiative +9

Unarmed +15	Close, Damage 3

DEFENSE

Dodge	12	**Fortitude**	8
Parry	12	**Toughness**	6/3*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	78	**Skills**	34
Powers	22	**Defenses**	20
Advantages	39	**Total**	193

COMPLICATIONS

Fair Play: Mr. Terrific is determined to improve life in the inner city.

Guilt-Ridden: The accidental deaths of his brother, wife and unborn child still weigh heavily on Mister Terrific's mind.

T-SPHERES (4) PL9 MINIONS • 75 POINTS

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

Powers: Concealment 10, Limited to Machines; Flight 6 (120 MPH); Feature (Database); Immunity 30 (Fortitude effects); Protection 8; Senses 4 (Communication Link—Mister Terrific, Infravision, Radio, Tracking); Shrinking 12, Permanent, Innate; Weapons Systems (12-point Array: Knockout Gas: Cloud Area Affliction 6 (Resisted by Fortitude; Fatigued, Exhausted, Asleep); AE: Dazzle: Ranged Affliction 6 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware); AE: Smoke Gas: Cloud Area Visual Concealment Attack 4; AE: Laser Grid: Shapeable Area Sustained Damage 4, Only as Team Attack; AE: Holographic Projection: Visual and Auditory Illusion 4)

Skills: Ranged Combat: Dazzle 12 (+12), Stealth 0 (+12)

Offense: Initiative +0, Dazzle +12 (Affliction 6, Resisted by Fortitude), Knockout Gas — (Cloud Area Affliction 6, Resisted by Fortitude), Laser Grid — (Shapeable Area Damage 4)

Defense: Dodge 11, Parry 8, Fortitude Immune, Toughness 8, Will Immune

Totals: Abilities -32 + Powers 94 + Advantages 0 + Skills 6 + Defenses 7 = 75

ENEMIES

As a member of the Justice Society, Mister Terrific has faced many super-powered enemies.

T-SPHERES

T-Spheres are small, programmed robots invented by Mister Terrific. They respond to his verbal and mental commands and are usually found orbiting his person. Holt can send them to scout areas that he is unable to access in person. They are outfitted with an array of weapons including sleep and smoke gas, and laser grid, light and hologram projection. Mister Terrific can fly using the T-Spheres to carry him.

MISTER TERRIFIC (TERRY SLOANE) PL9 • 145 POINTS

Abilities: Str 3 **Sta** 3 **Agl** 5 **Dex** 5 **Fgt** 11 **Int** 6 **Awe** 4 **Pre** 2

Advantages: Assessment, Defensive Roll 3, Eidetic Memory, Improved Initiative, Improvised Tools, Languages 4, Power Attack, Ranged Attack 5

Skills: Acrobatics 8 (+13), Athletics 10 (+13), Close Combat: Unarmed 4 (+15), Insight 8 (+12), Investigation 10 (+16), Perception 4 (+8), Stealth 6 (+11), Technology 8 (+14), Vehicles 4 (+9)

Offense: Initiative +9, Unarmed +15 (Damage 3)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 6/3*, Will 10 *Without Defensive Roll.

Totals: Abilities 78 + Powers 0 + Advantages 17 + Skills 31 + Defenses 19 = 145

Complications: Motivation—Thrills: Mister Terrific helps others in order to give himself a sense of excitement and fulfillment. **Obsession—Fair Play:** Mister Terrific is dedicated to the concept of "fair play" for all.

MISTER TERRIFIC (TERRY SLOANE)

Everything came easily to Terry Sloane, thanks to a photographic memory and incredible athletic talent—so much so that sheer boredom drove him to contemplate suicide. He finally found a purpose in life when he met Wanda Wilson, whose brother was involved in a criminal gang. Taking the moniker of Mister Terrific, Sloane saved Wanda's brother and shut down the gang. Upholding the concept of "Fair Play" would give Sloane the sense of fulfillment that his prior accomplishments never did, and he founded the Fair Play Club as a sanctuary for troubled youths.

Terry Sloane continued to fight crime for several decades alongside the Justice Society of America and the All-Star Squadron. He met his end at the hands of his old enemy the Spirit King, but his story inspired Michael Holt, his successor to the Mister Terrific name.

MONARCH

Many factors have combined to throw the history and identity(s) of this villain into flux, including various beings tampering with the time stream, the Dark Lord Mordru's magical interference and machinations, and the basic unpredictability of entering and manipulating the quantum field. Even the individuals who, at one time or another, are thought to have assumed the role of Monarch remain troubled by their own uncertainty regarding their (possible) actions while (likely) wearing the villain's armor.

The original Monarch came from a not-so-distant future where he ruled a world bereft of both super heroes and super-villains. Waverider traveled into the past to find and kill the hero who would become Monarch, but before he could do so he accidentally caused Captain Atom to summon Monarch from the future. After defeating the Justice League, Monarch kidnapped Dove (Dawn Granger) and Hawk (Hank Hall) followed him, arriving just in time to see Monarch kill her. Enraged, Hawk killed Monarch but also learned a horrible truth: Hank Hall would himself become the tyrant he'd just slain.

In that moment, Hawk saw things from the Monarch's perspective and came to believe the world must be ruled by an iron fist in order to achieve balance. He donned Monarch's armor and continued building the machine his future-self intended to use to enslave the planet. Captain Atom arrived on the scene with the Justice League, and the Captain's subsequent battle with Monarch pitched them both into the distant past. The two temporal castaways worked together to foil an alien plot to destroy the galaxy, and Captain Atom was returned to the present while Monarch was cast adrift within the quantum field, where an odd truth was revealed to him: the Captain Atom Project had trapped the true Nathanial Adam within the quantum field and released a clone of quantum-energized Dilustel into the future.

Unaware of this truth, the quantum clone became the Captain Atom everyone knew. With the real Adam's guidance, Monarch learned to use the quantum energy, became even more powerful by manipulating time, and escaped the quantum field. Hall left Adam his Monarch armor, allowing the real Captain Atom to also escape.

During the Infinite Crisis, Monarch appeared at the head of an incomparably powerful armada hiding within the Bleed, between realities and out of the Monitors' sight. He convinced Forerunner to leave her masters and serve his cause, but soon abandoned her when he was successful in gathering metahumans from various Earths to fight each other for the right to serve in his war against the Monitors. The Monarch's armor was punctured during a fight with Superman-Prime, causing the destruction of Earth-51's universe and casting Monarch's opponent adrift in time. The armored tyrant also was displaced in time and space or destroyed—his ultimate fate as unknowable as the truth(s) of his identity.

Despite the uncertainty of Monarch's fate, the most recent person to wear the armor is believed to have been the mentally unstable quantum clone of Nathanial Adam (or possibly the original returned) following his escape from the Atomic Knights and subsequent flight into the Bleed while wearing a Monarch-like containment suit. This seemed to be confirmed when Captain Atom broke free of Project 7734's control and returned to Earth where he confessed to the Justice League all he could remember of his (supposed) actions as Monarch. If these memories are indeed true, Captain Atom has (currently) lost all the additional and enhanced abilities that came with being Monarch.



REAL NAME: UNCERTAIN
OCCUPATION: CONQUEROR
BASE: MOBILE (THE BLEED)

PERSONALITY

Though he is brutal, practical and coldly (and deadly) efficient in his tactics and goals, Monarch is not purposefully cruel or sadistic. He does what he feels is necessary, no matter what means are required, but does not go out of his way to inflict pain or misery.

POWERS & ABILITIES

Every person to wear the mantle of Monarch has possessed powers of his own, and the armor enhances those powers to different degrees. The armor seems capable of adapting to its user to operate in a way that complements the wearer's natural abilities. Hank Hall, for example, gained access to devastating energy weapons and the ability to move through space at will, while the most recent Monarch's armor focuses on

MONARCH — PL17

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
20	10	2	2	8	1	6	2

POWERS

Monarch Armor: Enhanced Advantage 1 (Improved Initiative); Enhanced Abilities (Awareness 4, Enhanced Strength 5); Feature 1 (Energy Containment); Immunity 10 (Life Support); Impervious Toughness 16; Movement 3 (Dimensional Travel, Increased Mass 8); Protection 4; Senses 5 (Darkvision, Low-light Vision, Radio, Ultrahearing); Removable (– 14 points) • *55 points*

Quantum Channeling: Power-lifting 5 (Lifting **Str** 25; 800,000 tons); Flight 13 (16,000 MPH); Immunity 20 (Energy Damage, Half-Strength, Sustained); Senses 5 (Detect Energy Spectra (Acute, Extended 2, Radius)) • *46 points*

Quantum Manipulation: Array (56 points)

- **Matter Manipulation:** Ranged Transform 8 (Anything to Anything), Continuous • *56 points*
- **Quantum Blast:** Ranged Damage 24 • *1 point*
- **Quantum Burst:** Burst Area Damage 17 • *1 point*
- **Quantum Conversion:** Deflect Energy 20, Reflect, Redirect, Limited—Energy Only • *1 point*
- **Quantum Drain:** Weaken All Electromagnetic Energy Powers 8 (Resisted by Fortitude), Affects Objects, Broad (all EM Energy), Progressive, Simultaneous • *1 point*
- **Quantum Snare:** Ranged Burst Area Cumulative Affliction 14, Diminished Range, Distracting, Selective • *1 point*
- **Quantum Teleport:** Teleport 6 (1,800 feet), Accurate, Change Direction, Easy, Extended (60 miles), Increased Mass 5 • *1 point*
- **Quantum Transport:** Burst Area Ranged Teleport Attack 6 (1,800 feet), Change Direction, Easy, Extended (60 miles), Increased Mass 4, Selective, Distracting • *1 point*

ADVANTAGES

Diehard, Extraordinary Effort, *Improved Initiative*, Leadership, Power Attack, Seize Initiative

SKILLS

Athletics 4 (+24), Close Combat: Unarmed 2 (+10), Deception 4 (+6), Expertise: Military Science 6 (+7), Insight 6 (+12), Intimidation 6 (+8), Perception 6 (+12), Ranged Combat: Energy Blast 8 (+10), Technology 2 (+3), Vehicles 2 (+4)

OFFENSE

Initiative +6	
Enhanced Quantum Blast + 10	Ranged, Damage 24
Unarmed +10	Close, Damage 20

DEFENSE

Dodge	10	**Fortitude**	14
Parry	10	**Toughness**	16
Will	14		

POWER POINTS

Abilities	88	**Skills**	23
Powers	164	**Defenses**	20
Advantages	5	**Total**	300

COMPLICATIONS

Energy Containment: Monarch's armor is the only thing containing his otherwise unrestrained quantum energy. At times he has purposely removed portions of the armor to unleash enhanced Quantum Blasts and Quantum Bursts (increase both by 5 ranks but add the Uncontrolled Flaw), but a severe breach, such as would happen with sufficient damage to the armor were it not sealed almost immediately, would result in a catastrophic quantum explosion that could destroy a universe.

Overconfidence: Monarch is so sure of his abilities and foresight (with good reason, considering his standard level of preparation and many contingency plans) that he faces every enemy with absolute confidence.

containing and enhancing its wearer's access to and control of the quantum field. Knowledge of the innate powers of the armor has likely been lost in the destruction of Earth-51.

As perhaps the most powerful mortal in any reality, Monarch's abilities seem to have few limits. As such, he makes positive and extensive use of his Extraordinary Effort to gain temporary Alternate Effects for his Quantum Manipulation power, such as creating teleport and cross-dimensional portals through which to move his captives and armies.

ALLIES

The most recent Monarch had convinced Forerunner to abandon the Monitors' cause and join his own. He also led an army equipped with vastly superior, dimension-hopping technology, spearheaded by the metahumans who arose victorious from Monarch's arena crucible.

ENEMIES

Just about everyone in the multiverse, including Monarch's superhuman army, had cause to oppose this tyrant's efforts to defend reality by conquering it. His staunchest foes, however, were the heroes of New Earth and the Monitors.

FORERUNNER

Born on Earth-48, a planet fought over by the solar system's other worlds, Viza's people were forced to live underground to survive. Under the Monitors' protection and guidance (not to mention genetic manipulation that introduced Saturnian and Green Martian racial traits, among others, into their DNA), the Forerunners eventually fought to reclaim their world, in gratitude devoting themselves to the Monitors. It was from this race that Viza was selected by the Monitors to act as their foremost operative, a role for which she took on her race's name, Forerunner, in place of her own.

Viza's mission was to search through all realities for people who should not exist. Once identified, she was to eliminate them because of the danger they posed to the multiverse's stability. The Monitors cast her aside when she failed to kill Donna Troy and Jason Todd, and the Monarch took advantage of this opportunity to recruit her by giving her information regarding the Monitors' decision to slaughter her people. Forerunner took an armada of Monarch's ships to wage a war of vengeance against her former masters.

FORERUNNER — PL14 • 229 POINTS

Abilities: Str 14 **Sta** 12 **Agl** 7 **Dex** 7 **Fgt** 11 **Int** 1 **Awe** 4 **Pre** 2

Powers: Clawed Gloves (Strength-based Damage 1, Penetrating 8); **Engineered Physiology** (Immunity 10 (Life Support), Impervious Toughness 12); **Invisibility** (Visual Concealment 4, Concentration); **Super-Speed** (Enhanced Defenses 6 (Dodge 6), Enhanced Advantages (Agile Feint, Evasion, Improved Initiative, Instant Up, Move-by Action, Takedown), Speed 8 (500 MPH)); **Telepathy** (Mental Communication 4, Mind Reading 2); **Throwing Spikes** (Strength-based Ranged Damage 1, Improved Critical, Penetrating 8)

Advantages: Accurate Attack, *Agile Feint*, Close Attack 2, Diehard, *Evasion*, Extraordinary Effort, *Improved Initiative*, *Instant Up*, *Move-By Action*, Precise Attack (Ranged; Cover), Ranged Attack 6, *Takedown*, Tracking

Skills: Acrobatics 4 (+11), Insight 2 (+6), Perception 4 (+8), Stealth 2 (+9)

Offense: Initiative +11, Thrown Spikes +13 (Ranged, Damage 15, Penetrating 8), Clawed Gloves +13 (Close, Damage 15, Penetrating 8)

Defense: Dodge 16, Parry 14, Fortitude 14, Toughness 12, Will 8

Totals: Abilities 116 + Powers 82 + Advantages 13 + Skills 6 + Defenses 12 = 229

Complications: Genetic Failsafe: Their creators have encoded all Forerunner DNA with a safety feature that prevents the warriors from being able to directly attack any Monitor. **A Warrior Born:** Viza Aziv was engineered and raised to be a warrior and finds normal social interaction difficult, making her somewhat gullible and unable to grasp behavioral nuances. She also tends to revert to her warrior code and traditions when dealing with others.



Once Monarch began gathering metahumans in his arena, however, he abandoned Viza and left her stranded. She escaped back into space by taking command of a passing pirate ship, which she promptly took through the Source Wall where Monarch was battling the Monitors. Beyond the Source Wall, her ship depleted of power, Forerunner aided a young sentient planet by giving her own blood to ensure its survival. In return, the planet used her DNA to recreate the Forerunner race, which she will apparently be leading into an uncertain future

MONGUL

Mongul is a name known, despised, and feared throughout the universe—not the name of an individual, but of a family of conquerors, warlords, and butchers. Mongul was once the ruler of Warworld, a mobile planetary weapons platform and home to gladiatorial games for its master's amusement. Superman put an end to that and Mongul sought retribution using weapons ranging from the telepathic (and parasitic) black mercy flower to Hank Henshaw, alias "the Cyborg Superman." His efforts culminated in the destruction of Coast City on Earth and his lust for power eventually saw him destroyed by the demon-lord Neron.

Mongul's son and heir has proven as vile and vicious as his father, killing his own sister Mongal to further his ambitions, and temporarily seizing control of the Sinistro Corps from its founder. There are no crimes too heinous for Mongul, nor anything he will not do to ensure his family name continues to inspire great fear in all who hear it.

REAL NAME: MONGUL OCCUPATION: CONQUEROR
AFFILIATION: THE MONGUL CLAN
BASE: MOBILE

PERSONALITY

Mongul is a violent barbarian, hurting and killing others merely for sport, believing only the strong and ruthless survive (within the family as well as without). He looks for every opportunity to seize power and lord it over others but, like all true bullies, is a coward at heart when facing a superior foe capable of defeating him in a fair fight.

POWERS AND ABILITIES

Large and massively-built specimens of a yellow-skinned, beetle-browed alien race, each Mongul has considerable strength and stamina, sufficient to fight Superman in close combat and to survive in the gladiator pits of Warworld.

Mongul uses a variety of weapons, the most common being an amulet-like particle-beam device worn on the chest (and easily mistaken for mere decoration, until it is used). He often has access to entire arsenals of alien weapons, for close and ranged combat, and is quite skilled in using them, or fighting with nothing but his bare hands. For a time, Mongul wielded



a yellow power ring (see the **Sinestro Corps** entry) backed by his substantial will and sheer viciousness.

ALLIES

Mongul has few allies, only cowed followers. Even the rare equal—like the Cyborg Superman—is nothing more than a convenience, with Mongul watching carefully for the right moment to betray him. Not even family is immune, as Mongal learned when her brother betrayed and killed her.

MONGUL — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
14	14	4	4	12	4	4	8

POWERS

Disintegration Beam: Ranged Damage 16, Accurate 3 • *35 points*
Gigantic Leaps: Leaping 7 (900 feet) • *7 points*
Impregnable Skin: Impervious Toughness 14 • *14 points*
Massive Build: Enhanced Strength 6, Only for lifting (lifting **Str** 20; 25,000 tons) • *6 points*
Rugged Constitution: Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *5 points*

ADVANTAGES

All-out Attack, Chokehold, Improved Grab, Improved Hold, Languages 2 (English, Arkadyte, Interlac), Power Attack, Redirect, Startle

SKILLS

Athletics 4 (+18), Expertise: Warlord 8 (+12), Intimidation 6 (+14), Perception 4 (+8), Ranged Combat 6 (+10), Technology 6 (+10), Vehicles 5 (+9)

OFFENSE

Initiative +4

Disintegration Bean +10	Ranged, Damage 16
Unarmed +12	Close, Damage 14

DEFENSE

Dodge	10	**Fortitude**	14
Parry	12	**Toughness**	14
Will	12		

POWER POINTS

Abilities	128	**Skills**	20
Powers	67	**Defenses**	14
Advantages	10	**Total**	239

COMPLICATIONS

Enemies: Mongul has many foes, including the Green Lantern Corps, Sinestro Corps, Superman, and other members of the Mongul clan.

Motivation—Power: Mongul is driven by his power-hunger.

ENEMIES

Mongul's enemies are legion, from Superman and the Justice League to the entire Green Lantern Corps, the Sinestro Corps, and the inhabitants of the planet Daxam (which Mongul attempted to conquer).

OTHER MONGULS

The game traits presented here generally suffice for any of the Mongul clan, from the original master of Warlord to his son or even his daughter Mongal. There may be slight differences in the ranks of a few abilities, skills, and defenses, as the Gamemaster sees fit. In some settings, heroes may even encounter Mongul's distant ancestors or descendants, making the evil clan villains for all occasions. While any Mongul is a challenge for multiple heroes, an encounter with a whole *family* is a difficult fight for even powerful teams like the Justice League!

MORDRU

MORDRU							PL16
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	2	4	1	10	5	5

POWERS

Eternal Life: Immortality 11 • *22 points*
Flight: Flight 9 (1,000 MPH) • *18 points*
Invulnerable: Immunity 80 (All Toughness effects) • *80 points*
Mystic Senses: Senses 4 (Cosmic Awareness, Magical Awareness, Ranged Detect Magic) • *4 points*
Sorcery: Array (32 points), Dynamic

- **Magical Bolt:** Ranged Damage 16 • *32 points*
- **Healing**: Ranged Healing 10 • *1 point*
- **Imposing Size:** Growth 12 • *1 point*
- **Matter Manipulation:** Transform 6 (Anything into Anything) • *1 point*
- **Puppeteer:** Mind Control 8 • *1 point*
- **Regrow Limbs**: Regeneration 16 • *1 point*
- **Summon Magical Construct:** Create 16 • *1 point*
- **Telekinesis:** Move Object 16 • *1 point*
- **Time Travel:** Movement 3 (Time Travel 3) • *1 point*

ADVANTAGES

Artificer, Eidetic Memory, Improved Initiative 2, Leadership, Ritualist, Skill Mastery (Expertise: Magic), Ultimate Effort (Expertise: Magic)

SKILLS

Close Combat 10 (+11), Expertise: Magic 12 (+22), Insight 8 (+13), Intimidation 10 (+15), Perception 10 (+15), Ranged Combat: Sorcery 12 (+16)

OFFENSE

Initiative +10	
Magic Bolt +16	Ranged, Damage 16
Unarmed +11	Close, Damage 4

DEFENSE

Dodge	10	**Fortitude**	10
Parry	9	**Toughness**	Immune
Will	14		

POWER POINTS

Abilities	70	**Skills**	31
Powers	164	**Defenses**	31
Advantages	8	**Total**	304

COMPLICATIONS

Phobia—Fear of Being Trapped: Mordru has been imprisoned within devices, objects and airless containers many times, which seems to be the only way to defeat him. He fears such imprisonment.

REAL NAME: MORDRU OCCUPATION: SORCEROR
AFFILIATION: LORDS OF CHAOS, PRINCES OF DARKNESS, SONS OF ANUBIS
BASE: MOBILE



Mordru is an immortal Lord of Chaos, one of a group of god-like beings locked in an eternal war with the Lords of Order since the beginning of time. As an immortal, he will continue to exist even after the current universe dies. Mordru often merges with a host to manifest in the material universe.

Mordru's goals are mysterious, but he has a healthy appetite for power. Mordru's current host, Wrynn, was trapped in stone on Gemworld and developed a psychological fear of being trapped. This has given the near-omnipotent Mordru a weakness that can easily be exploited, because Wrynn is unable to free himself once trapped, regardless of his power.

Toward the end of the twentieth century Mordru tries to kill the son of Hawkman and Hawkwoman for fear the child would one day defeat him. He runs afoul of the JSA and kills Doctor Fate and Sandman. Mordru tries to take Sandman's power but Stargirl (under her previous guise as the Star-Spangled Kid) connects baby Hector to Nabu and he instantly becomes the new adult Doctor Fate. The JSA defeats Mordru and imprisons him in the Rock of Eternity. Mordru eventually escapes, only to be banished from Earth after another confrontation with the JSA.

Mordru surfaces again in the future on the planet Zerox, where he takes over the planet in a coup by absorbing the powers of the other sorcerors. One of Mordru's apprentices, the White Witch, manages to escape before he can steal her powers and joins the Legion of Super-Heroes.

Styling himself "the Dark Lord," Mordru created an interstellar empire. He desired to conquer Earth but the LSH stood in his way, defeating his fleet and imprisoning him in a vault. Later,

NOW AND ONCE FUTURE MORDRU

The various temporal crises in the universe have had their effect on Mordru. In the future, he was simply an interstellar warlord, albeit a magical rather than scientific one. He desires to conquer Earth and is consistently thwarted by the Legion. In this era, Mordru had not been active in the present save for time travel.

In the present, it is revealed that Mordru is an immortal Lord of Chaos who can assume various bodies. He is presented as a player in the war between Order and Chaos and is effectively Doctor Fate's nemesis. The event that led to this change effectively erased Mordru's exploits against the Legion in the thirtieth century.

It's certainly possible that the Mordru of the future is simply a new possessed body, enabling the "newer" version of Mordru to menace the LSH in the future as he had before the crises that erased his history.

Shadow Lass accidentally releases Mordru, causing the LSH to flee in a time bubble to Smallville in the twentieth century (due to it being the last "location" programmed into the time bubble). Mordru follows them back in time but is eventually defeated.

Mordru becomes a recurring nemesis of the LSH, sometimes teaming with other super-villains such as the Time Trapper and Glorith. Mordru is believed to eventually emerge victorious, though shifting realities and changes in the time stream have made his future uncertain.

PERSONALITY

Mordru is one of the most powerful sorcerers in the universe and he knows it. He is a warlord, using his spells and force of personality to build an interstellar empire. His boldness manifests in his height; naturally tall, Mordru usually makes himself even larger when confronting his foes.

POWERS AND ABILITIES

Mordru has used many spells over the course of his unnaturally long life, hence the Variable power. He frequently uses his sorcery to unleash magical bolts, transform matter and regenerate. He usually carries a number of artifacts to aid him (these are generally plot devices). Note that Mordru often uses his spells at a lower power level in order to have several active at any one time. Naturally tall (over seven feet), Mordru is especially fond of his Growth spell.

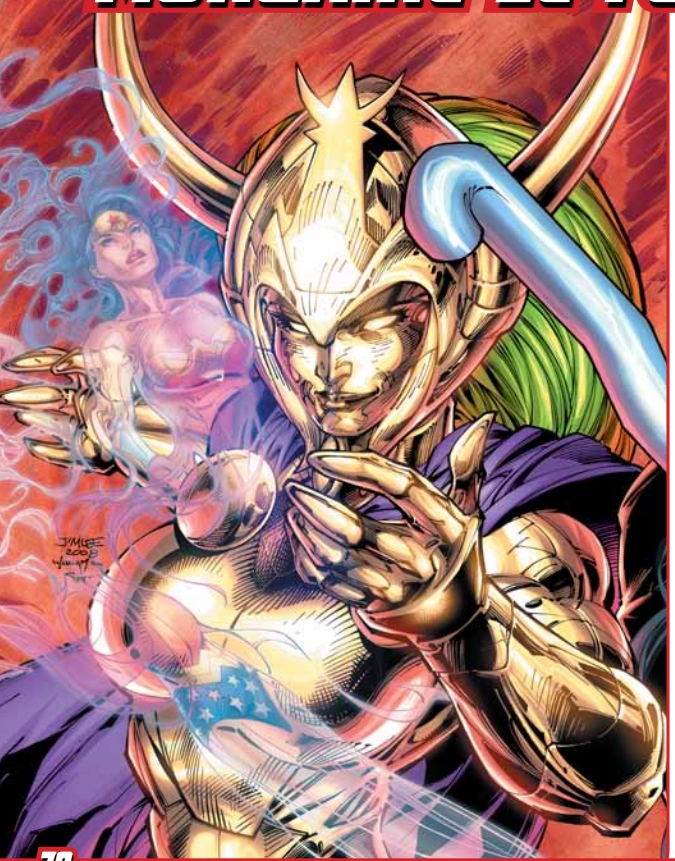
ALLIES

Mordru's megalomania allows little room for allies. Those who free him from his latest prison in hopes of using him as an ally discover that Mordru will turn against them at the first opportunity.

ENEMIES

Mordru has faced many super teams over the centuries, including the Justice Society of America, the Justice League of America, and the Legion of Superheroes. His own daughter even turned against him.

MORGAINE LE FEY



Morgana Inwudu was born the sister of Nimue (Madame Xanadu) and Vivienne (Lady of the Lake). She was descended from the Atlantean Elder Folk who eventually became the *Homo magi,* though she was exiled from her people for meddling in mortal affairs with Uther Pendragon and his family. Attempting to defeat Merlin and conquer Camelot, she earned the undying enmity of Merlin's forced ally and servant, the arcane gestalt of Jason Blood and the demon Etrigan.

Over the centuries, she has made repeated attempts to regain the power Merlin cost her and enforce her will on the many "inferiors" surrounding her. In modern times these schemes have brought her into conflict with heroes such as Wonder Woman and Etrigan's reluctant ally, Batman.

PERSONALITY

Morgaine is imperious, scheming, vindictive, grandiose, operatic and completely unforgiving of even the smallest slight. She feels cheated by fate from her many defeats over the centuries, certain in the knowledge that luck alone has

REAL NAME: MORGANA INWUDU
OCCUPATION: SORCERESS AND WORLD CONQUEROR
BASE: VARIES

MORGAINE LE FEY — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	1	1	3	7	7	5

POWERS

Black Magic: Array (65 points)
- **Bindings of the Mind:** Perception Range Affliction 13 (Resisted by Will; Dazed, Compelled, Controlled), Progressive• *65 points*
- **Conjuration:** Create 13, Continuous; Innate, Precise, Subtle • *1 point*
- **Curse of Shaping:** Ranged Affliction 14 (Resisted by Will; Dazed, Stunned, Transformed), Progressive• *1 point*
- **Mystic Bolt:** Ranged Weaken Toughness 14 (Resisted by Fortitude) and Linked Ranged Damage 14 • *1 point*
- **Mystic Passage:** Teleport 8 (1 mile), Accurate, Easy, Extended (250 miles), Portal• *1 point*
- **Withering Curse:** Ranged Weaken Stamina 14 (Resisted by Fortitude), Progressive • *1 point*

Golden Armor with Protective Wards: Enhanced Defenses 12 (Dodge 6, Parry 6); Healing 12 (Persistent, Restorative, Limited—Self Only, Tiring); Immortality 6; Immunity 11 (Age, Life Support); Impervious Protection 10 (Removable, -14 points) • *54 points*

Levitation: Flight 3 (16 MPH) • *6 points*

given victory to those she considers inferior, and ever-confident that she is only one plan away from her goals at any time.

POWERS & ABILITIES

Morgaine is an incredibly powerful sorceress with many centuries of experience who feels no compunction about turning to dark places and dangerous sources in her quest for power. Her enchanted armor keeps her alive in a semblance of immortality, and her spells generally involve direct and gruesome displays of arcane might and forced control. Subtlty is not really her strong point.

ALLIES

Morgaine is entirely too self-absorbed and untrusting to maintain such relationships.

ADVANTAGES

Artificer, Languages 4 (Numerous dead and arcane languages), Ritualist, Seize Initiative, Skill Mastery (Expertise: Magic), Taunt

SKILLS

Deception 10 (+15), Expertise: History 9 (+16), Expertise: Magic 13 (+20), Insight 11 (+18), Intimidation 8 (+13), Perception 8 (+15), Persuasion 6 (+11), Ranged Combat: Spells 11 (+12)

OFFENSE

Initiative +1

Ranged Spells +12	Ranged, Damage 14 Linked to Weaken Toughness 14, or varies
Unarmed+3	Close, Damage 1

DEFENSE

Dodge	12	**Fortitude**	8
Parry	12	**Toughness**	14
Will	18		

POWER POINTS

Abilities	54	**Skills**	38
Powers	130	**Defenses**	25
Advantages	9	**Total**	256

COMPLICATIONS

Obsession: None of Morgaine's protections based on her armor equate to actual eternal youth, and she ages (cosmetically) over time though through her armor she remains physically vigorous. She hates true immortals and plots to steal their immortality; she also steals youth from various unfortunate mortals through ritual magic.

Overconfidence: Morgaine has a dangerous level of contempt for her enemies, causing her to underestimate them again and again.

ENEMIES

Etrigan and Merlin above all others, but in recent years she has added Wonder Woman and Batman to a long list.

MULTIPLEX

Danton Black worked at a nuclear facility as Professor Martin Stein's assistant. When the two got into a dispute over credit for an experiment, Black sabotaged the power plant, first by publicly accusing Stein of plagiarism and then by arranging for the plant to explode. The same blast that gave Stein and protester Ronnie Raymond the power to fuse into Firestorm gave Black the power to divide himself into multiple beings as Multiplex.

Multiplex discovered Firestorm's identity and used his knowledge to seek revenge against Stein and Raymond. Multiplex also served as an accessory member on teams such as the villainous 2000 Committee and later the Secret Society of Super-Villains before being forcibly recruited into the Suicide Squad by Amanda Waller in return for pardons for his past crimes.

PERSONALITY

Multiplex is a coward at heart who is always looking for the easy way out. He is perfectly willing to let his duploids take the risks and do all the heavy lifting.

REAL NAME: DANTON BLACK
OCCUPATION: SUICIDE SQUADRON
BASE: BELLE REVE PRISON

MULTIPLEX — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	6	3	4	5	4	2	1

POWERS

Bio-Fission: Summon Duploids 7 (105 points), Active, Horde, Mental Link, Multiple Minions 4 (16 minions) • *85 points*

Energy Absorption: Impervious Protection 6, Limited to Energy; Impervious Toughness 6, Limited to Energy • *9 points*

EQUIPMENT

Weapon: Usually a heavy pistol (Ranged Damage 4) • *8 points*

ADVANTAGES

Equipment 2, Teamwork

SKILLS

Close Combat: Unarmed 4 (+9), Deception 4 (+5), Expertise: Physics 6 (+10), Ranged Combat: Guns 4 (+8), Technology 6 (+10), Vehicles 4 (+8)

OFFENSE

Initiative +3

Heavy pistol +8	Ranged, Damage 4
Unarmed +9	Close, Damage 7

DEFENSE

Dodge	8	**Fortitude**	10
Parry	8	**Toughness**	6/12*
Will	5	*Limited to Energy.	

POWER POINTS

Abilities	64	**Skills**	14
Powers	94	**Defenses**	15
Advantages	3	**Total**	190

COMPLICATIONS

Conservation of Mass and Energy: At one time, each split caused Multiplex to produce successively smaller duploids, but fueling his powers with an energy source appears sufficient to overcome this limitation.

Shared Consciousness: Multiplex shares the experiences of his duploids, and their deaths can cause mental feedback ranging from discomfort to incapacitating pain.

POWERS & ABILITIES

Multiplex can split off numerous copies of himself called duploids.

ALLIES

As a member of the Suicide Squad, Multiplex can count on his boss Amanda Waller to have his back, regardless if his role is fodder or staffer.

DUPLOID — PL10 MINIONS • 105 POINTS

Abilities: Str 7 **Sta** 6 **Agl** 3 **Dex** 4 **Fgt** 5 **Int** 4 **Awe** 2 **Pre** 1

Powers: Energy Absorption (Protection 6, Impervious 12, Limited to Energy)

Equipment: Heavy pistol (Ranged Damage 4)

Advantages: Equipment 2, Teamwork

Skills: Close Combat: Unarmed 4 (+9), Deception 4 (+5), Expertise: Physics 6 (+10), Ranged Combat: Pistol 4 (+8), Technology 6 (+10), Vehicles 4 (+8)

Offense: Initiative +3, Heavy pistol +8 (Ranged, Damage 4), Unarmed +9 (Close, Damage 7)

Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 6/12*, Will 5 *Limited to Energy.

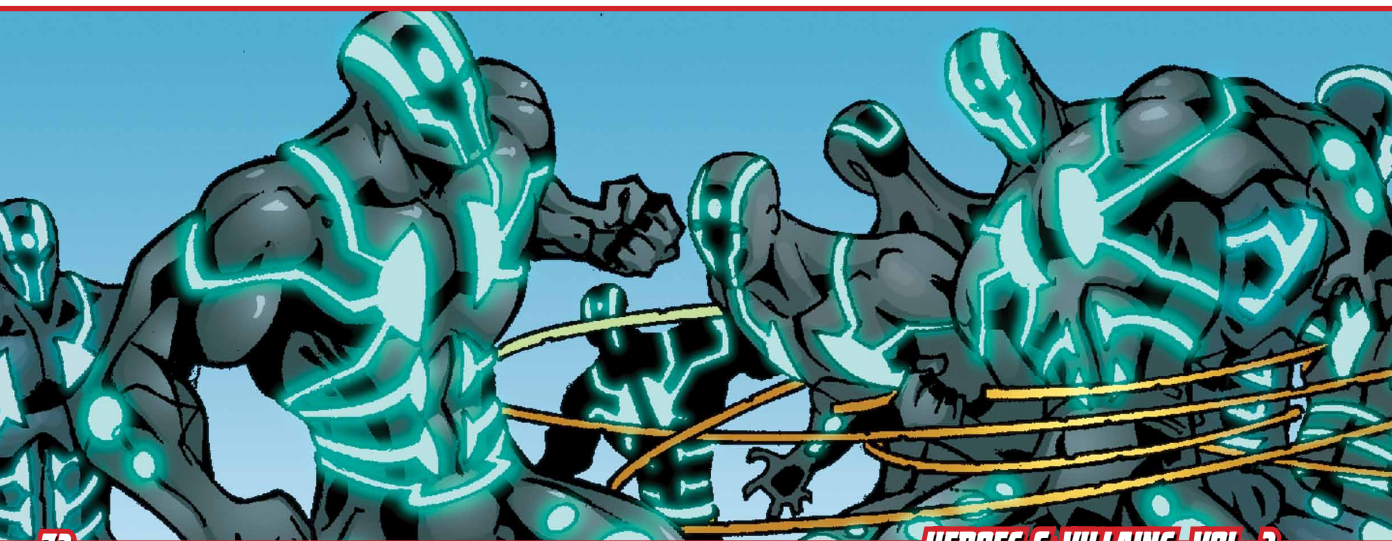
Totals: Abilities 64 + Powers 9 + Advantages 3 + Skills 14 + Defenses 15 = 105

ENEMIES

Multiplex is a longtime enemy of the original Firestorm, Ronnie Raymond, and bears a particular grudge against Professor Stein.

DUPLOID

Multiplex's duploids share his consciousness and his superhuman strength and durability.



MURMUR



Dr. Michael Christian Amar is a surgeon turned serial killer. A respected doctor, Amar was driven to murder by his insanity; he wanted to quiet the voices in his head. He terrorized Central City and Keystone City before he was finally captured by the Flash. Amar made two mistakes as a serial killer. First, he had a modus operandi, cutting out the tongues of his victims, which made it easy to connect a single criminal to his crimes. Second, he couldn't stop talking to himself and blurted out the details of his crimes when captured.

Amar was quickly convicted of multiple murders and imprisoned. He was sentenced to death, and discovered that his abnormal body chemistry was immune to poison and disease when the lethal injection failed to kill him. Later, Amar cut out his own tongue and sewed his lips shut to keep from talking (though he still murmurs to himself). With the help of the villain Blacksmith, Murmur created and released a virus that killed the prison guards and several prisoners so he could escape.

REAL NAME: MICHAEL CHRISTIAN AMAR
OCCUPATION: FORMER SURGEON
AFFILIATION: SECRET SOCIETY OF SUPER-VILLAINS, THE ROGUES
BASE: CENTRAL CITY, KEYSTONE CITY

MURMUR — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	5	5	9	4	4	-2

POWERS

Abnormal Body Chemistry: Immunity 2 (Disease, Poison)
• 2 *points*

EQUIPMENT

Assortment of 10 knives

ADVANTAGES

Agile Feint, All-out Attack, Defensive Roll 4, Equipment 4, Evasion 2, Fearless, Hide in Plain Sight, Improved Critical 3 (Knives), Improved Disarm, Improved Initiative, Power Attack, Precise Attack 4 (Close and Ranged; Cover and Concealment), Prone Fighting, Quick Draw

SKILLS

Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Knife 6 (+15), Expertise: Surgeon 10 (+14), Perception 6 (+10), Ranged Combat: Throw 10 (+15), Sleight of Hand 4 (+9), Stealth 8 (+13), Treatment 10 (+14)

OFFENSE

Initiative +9	
Knife +15	Close, Damage 3, Crit. 16-20
Thrown Knife +15	Ranged, Damage 3, Crit. 16-20

DEFENSE

Dodge	11	**Fortitude**	9
Parry	11	**Toughness**	7/3*
Will	9	*Without Defensive Roll	

POWER POINTS

Abilities	60	**Skills**	35
Powers	2	**Defenses**	19
Advantages	26	**Total**	142

COMPLICATIONS

Mute: Murmur cut out his own tongue for fear of incriminating himself.

Serial Killer: Murmur kills in a futile attempt to silence the voices inside his head.

Murmur has joined with several super-villain teams when he is not acting on his own homicidal impulses. He is a recurring threat to the Flash.

PERSONALITY

Murmur is a homicidal maniac who enjoys killing; his personality is literally muted by the fact that he can't speak.

POWERS AND ABILITIES

Murmur has an abnormal body chemistry that makes him immune to diseases, poison and other toxins, which enables him to use them without fear of poisoning himself. He is also an expert knife-fighter.

ALLIES

Murmur has allied himself with Blacksmith, Captain Cold, and the Fisherman.

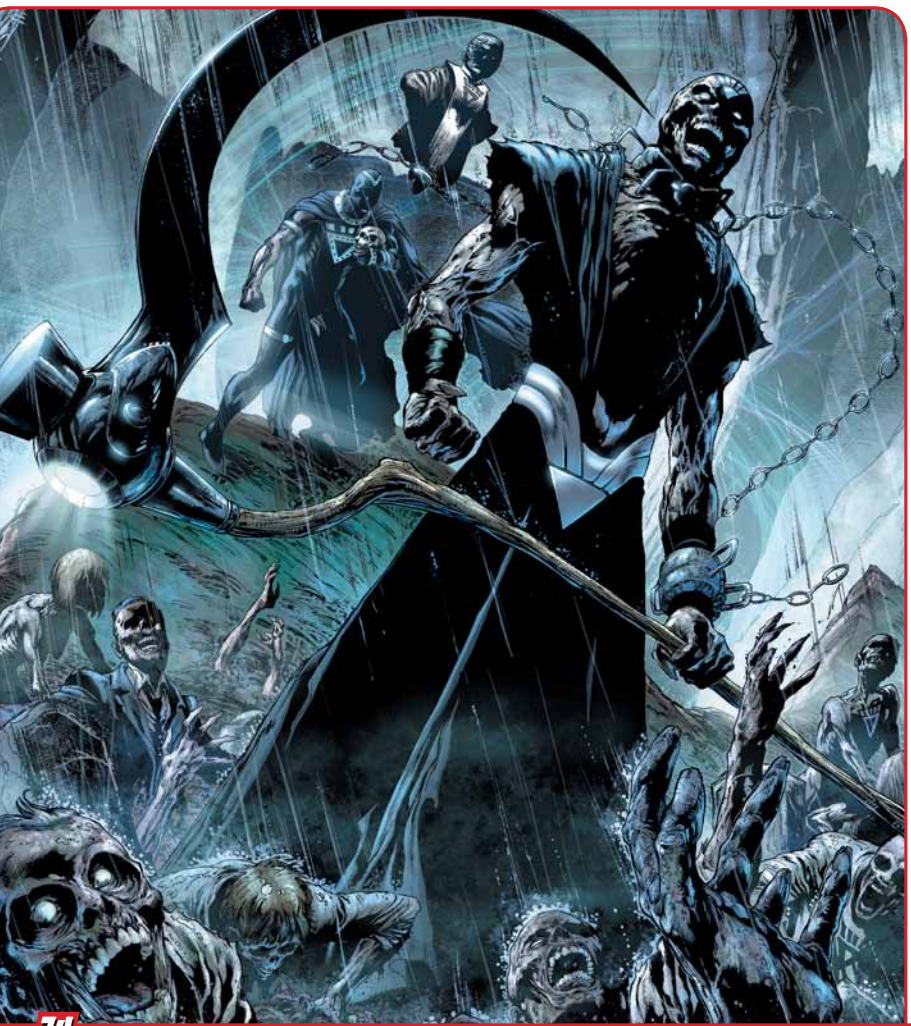
ENEMIES

The Murmur is a frequent opponent of the Flash (both Barry Allen and Wally West).

NEKRON

If its servants can be believed, Nekron was created when the Guardians of the Universe first harnessed the powers of the emotional spectrum, an unforeseen and terrible consequence of their actions spawned as a defense mechanism from the nothingness of the darkness into which life was spreading its light. The Lord of the Unliving supposedly was given shape by the collective idea of sentient life's concept of death.

Trapped and cut off from the physical realm in which life evolves and survives, Nekron was encountered by Krona, the renegade Oan bound in the form of pure energy and banished to wander the nether regions of creation by his brethren, the Guardians. When Krona's form mysteriously passed into Nekron's domain, this fundamental contravention of natural law—an immortal in the lands of the dead—tore a hole between the two dimensions and allowed Nekron to use Krona to attack the Guardians, killing them so as to further weaken the barriers keeping Nekron at bay. Led by Hal Jordan, the Green Lantern Corps (living and dead), barely managed to thwart this scheme. Now aware of the possibility of entry, Nekron tried several more times over the years to breach the barrier between dimensions, with various heroes such as Captain Atom and Wonder Woman barely managing to stop him.



At some point Nekron initiated a more complex strategy, one that began with several heroes returned to the land of the living under a variety of circumstances over a period of years. Then, following the Sinestro Corps War, when the Anti-Monitor ended up on the dead world of Ryut (apparently a point in the universe where Nekron could exert his power directly), the universe-killer found himself cannibalized by Nekron and made into a battery to power a corps' worth of Black Lantern rings that Nekron sent out to find wielders among the dead of the cosmos. A great war resulted, the seeming culmination to the Oan Guardians' prophecies, as the various other Lantern corps were forced to combine their power to fight the risen dead that served Nekron. A masterstroke of Nekron's ongoing strategy was that the returned heroes were themselves immediately converted to Black Lanterns, a vanguard for Nekron's forces, and even when they were freed of the Black Lantern influence, it seemed like all was lost in the face of Nekron's direct intervention—as the Black Lanterns then managed to bring their master

REAL NAME: NEKRON
OCCUPATION: LORD OF THE UNLIVING, GUARDIAN OF DARKNESS
BASE: DEATH REALM DIMENSIONALLY "ADJACENT" TO HELL AND BORDERING ON LIMBO AND PURGATORY

through the dimensional barrier. Only the intervention of the power behind a new corps, the Entity of the White Lantern, the Wellspring of Life to counter the Lord of the Unliving, helped stop Nekron. The combination of this Entity and the many heroes facing Nekron managed to destroy its animated hordes, deprived the Black Lanterns of their battery by resurrecting the Anti-Monitor and then severed the tether that allowed Nekron to operate in the physical realm by resurrecting the undead Black Hand, forcing Nekron out of the lands of the living altogether and ending its campaign of horror.

Given the eternal nature of the Lord of the Unliving and the unrelenting focus of its goal, it is likely Nekron simply bides its time waiting for the right opportunity to return.

PERSONALITY

Interpreted through mortal eyes, Nekron would be an obsessive megalomaniac, utterly focused on driving out the invader that is life from its own ideal—a dead, sterile darkness that constitutes the entirety of creation. Nekron hates life and all living things, seeking to corrupt and destroy them in pursuit of its goal. Vain as only a cosmic being can be, Nekron is also supremely unconcerned with the actions and needs of mere mortal "infestations" and believes itself to be untouchable.

POWERS & ABILITIES

As the incarnation of a cosmic force, the Lord of the Unliving is the very definition of a plot device (or PLX) character, possessing whatever traits and statistics the Gamemaster requires. Only other plot-device-level characters seem able to actually hurt Nekron, and it effectively has Summon Black Lantern (or more generally, Summon Animate Dead) at whatever rank the Gamemaster cares to assign—it has created "zombie" hordes from the populations of entire planets. One favorite attack is its dark lightning blasts, and its very person is a manifestation of anti-life energies in the form of a "death touch." If default mechanics are desired for these, assume Ranged Attack +14 and Ranged Damage 20 on the former, and Weaken Stamina 20, Reaction, on the latter. Size and distance do not appear to constrain Nekron, as its preternatural senses apparently span galactic and dimensional gulfs and it has manifested at sizes larger than some planetary bodies.

A terrifying presence even to godlike beings, Nekron has a minimum Intimidation bonus of +30.

NEKRON — PLX

COMPLICATIONS

Avatar of Death: Nekron is the incarnation of a fundamental, primal concept and is therefore tied to certain actions and pursuits—its drive towards its goal to return the universe to unliving darkness is all-consuming.

Locked Out: The Lord of the Unliving cannot exist in the physical realm without the energies accumulated by the Black Lanterns to anchor it, and it would take a fundamental restructuring of its realm's relationship with the physical universe (such as a direct rift connecting them) to allow it direct access.

Vulnerable: Nekron is vulnerable to certain divine energies and the life-infusing powers of the Entity, which is the living embodiment of the White Light.

ALLIES

Nekron does not seek nor does it recognize allies. Certain individuals have proven to be valuable tools, such as Black Hand or Krona, but further consideration than this is alien to Nekron.

ENEMIES

All life is Nekron's enemy, though certain individuals, such as the Guardians of the Universe and their servants the Green Lantern Corps, or Captain Atom, or Wonder Woman, or any of the heroes that broke their enslavement as Black Lanterns, have all earned particular attention.

NEMESIS

Tom Tresser was in training to become a government agent like his brother Craig—until Craig was brainwashed and used to murder family friend Ben Williams, then killed by his fellow agents, who claimed to be acting in self-defense. Tom, as Nemesis, swore to clear his family name and to "balance the scales of justice" for Ben's death.

After smashing the Council responsible for the murder, Nemesis worked with Task Force X and the Suicide Squad. His dedication to his principles caused strife between him and other Squad members, including its leader, Amanda Waller. He also worked with the Shadow Fighters, an organization dedicated to battling the evil entity Eclipso.

Tom Tresser accepted a position as a field agent with the newly reorganized Department of Metahuman Affairs under Sarge Steel, working alongside agent Diana Prince and later her alter-ego Wonder Woman.

REAL NAME: THOMAS ANDREW TRESSER
OCCUPATION: GOVERNMENT AGENT, VIGILANTE
BASE: WASHINGTON, D.C.

PERSONALITY

Nemesis is driven by his dedication to justice and seeing wrongs righted, though no longer as intensely as when he was avenging his brother's death and his friend's murder. He is serious and focused, with a dry sense of humor.

NEMESIS — PL8

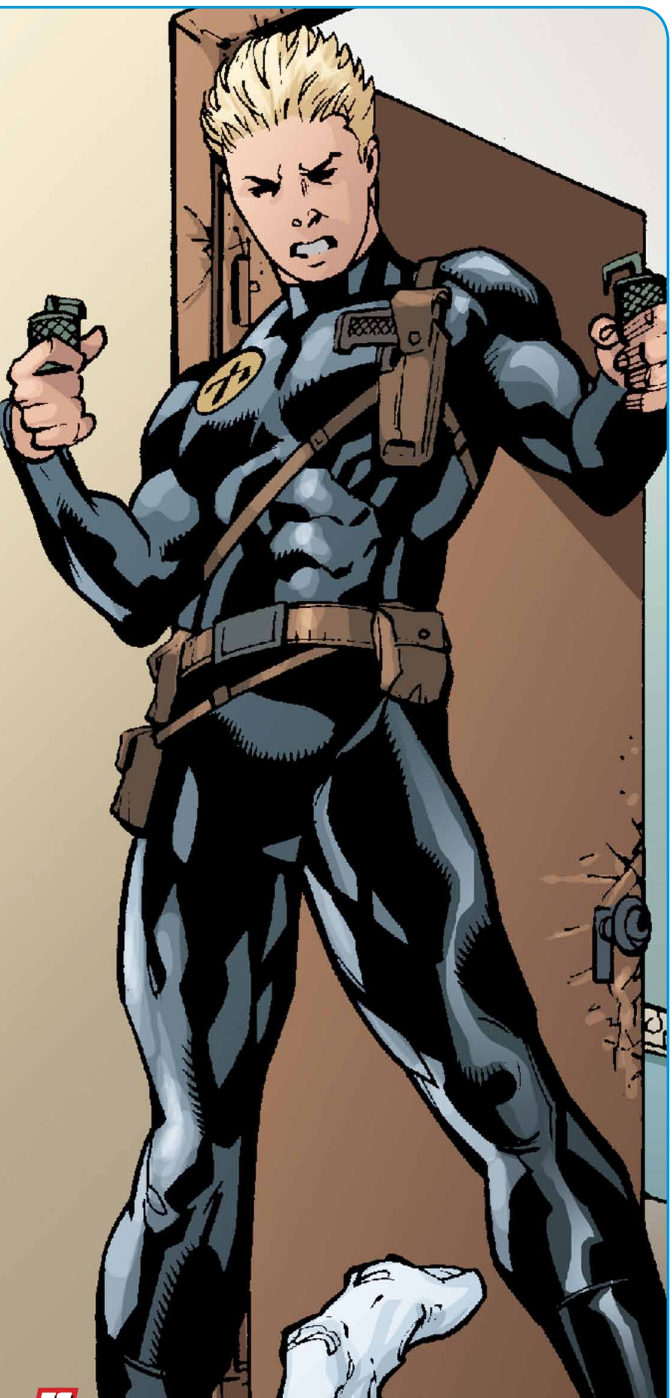
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	4	4	8	4	4	4

EQUIPMENT

Dissolving Masks: Morph 2, Limited—Facial Features Only, Unreliable (5 uses) • *6 points*
Pistol: Ranged Damage 3 • *6 points*

ADVANTAGES

Defensive Attack, Defensive Roll 2, Equipment 3, Evasion, Improved Initiative, Improvised Tools, Improved Trip, Improvised Weapon, Prone Fighting, Well-informed



SKILLS

Acrobatics 2 (+6), Athletics 8 (+11), Close Combat: Unarmed 5 (+13), Deception 12 (+16), Expertise: Intelligence Operations 8 (+12), Insight 6 (+10), Investigation 6 (+10), Perception 8 (+12), Persuasion 6 (+10), Ranged Combat: Guns 9 (+13), Technology 4 (+8), Treatment 2 (+6), Vehicles 6 (+10)

OFFENSE

Initiative +8

Pistol +13	Ranged, Damage 3
Unarmed +13	Close, Damage 3

DEFENSE

Dodge	10	**Fortitude**	8
Parry	10	**Toughness**	6/4*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	70	**Skills**	41
Powers	0	**Defenses**	16
Advantages	13	**Total**	140

COMPLICATIONS

Dedicated to Justice: Nemesis will ensure the right thing gets done.

Independent: He tends to go it on his own.

Unrequited: He has a hard time with romantic relationships.

POWERS & ABILITIES

Nemesis is a skilled undercover agent and a master of disguise and impersonation. He's an expert solo operative and good at improvising in difficult situations.

He typically caries a semiautomatic pistol, often loaded with "mercy bullets" containing a knockout drug (this has no direct game effect other than allowing Nemesis to inflict nonlethal damage with a gun). He uses special masks made of a thin, highly moldable material that dissolve instantly when exposed to a chemical spray, allowing him to layer the masks and change them in seconds.

Nemesis' player can plan and "layer" his masks in advance or spend a hero point in order to "happen" to have the right mask prepared and on-hand as one of his available uses.

ALLIES

Nemesis has a few allies in the intelligence community, including Sarge Steel and fellow agents within the Department of Metahuman Affairs (DMA), but even there he is something of a loner. He has worked with Batman and Wonder Woman, and with the Suicide Squad under Amanda Waller.

ENEMIES

Nemesis fought a criminal cabal known as the Council at the start of his career. He also worked with the Shadow Fighters against Eclipso, and has gone up against a number of foes working with the Suicide Squad and the DMA.

NERON

Neron is an ancient demon born of a pre-human age and may number among the first sentient beings. He claims to have brought the first human couple together and caused humanity's first fall from grace. A fiendish bargainer, few who have dealt with Neron over the millennia have gotten the better of the bargain.

Though he had been actively corrupting souls since the dawn of time, Neron was relatively unknown by earth's super heroes until he made a bid for world domination by manipulating the villains Captain Boomerang, Captain Cold, Heat Wave, Mirror Master and Weather Wizard into sacrificing themselves in an unholy ritual that summoned Neron to earth in person. His summoning allowed Neron to go about the business of corrupting the souls of earth's super heroes and super-villains, his ultimate goal being the location and absolute corruption of a "pure soul." Neron found his pure soul in Captain Marvel. After a long and bloody conflict, the Justice League managed to thwart Neron's designs on their teammate with aid from the Trickster. Before his eventual defeat however, Neron was able to distribute an unknown number of demon-blood candles which allowed those seeking an unholy bargain to summon Neron.

Neron's campaigns have included several attempts to conquer the very heavens. The first attempt included a plan to use Linda Park's soul and the Flash's love for her as bargaining chips to gain access to the Flash's "super force" and thus gain entrance into heaven, but this plan backfired when Neron became corrupted by the bond of love between Linda and the Flash, forcing him to relinquish both Linda's soul and the Flash's love for her. Neron later makes another attempt on Heaven by teaming up with the rebellious angel-king Asmodel, but Neron withdrew his support moments before the final battle, thus ensuring the defeat and damnation of Asmodel.

The Demon Etrigan used Neron's desire for the Specter's power to trick him into sufficiently angering the other lords of Hell so that they demoted Neron to the rank of Rhyming Demon. Neron was forced to spend the next two years regaining his power and position among the lords of Hell.

Felix Faust (see **Vol. 1**) managed to temporarily trap Neron inside the Tower of Fate with a binding spell. Meanwhile, the demons Blaze and Satanus attempted to take over the rule of Hell. Neron freed himself and raised his own army to oppose them, but became infected by a mystical disease engineered by Satanus to turn demons mortal. Satanus beheaded the mortal Neron, but it is doubtful we have seen the last of this cunning fiend.

PERSONALITY

Neron is the archetypal demon prince of lies. He is constantly maneuvering, making deals and collecting souls. His insidious plots are subtle and far-reaching, to the point where few can anticipate his ultimate goal before Neron's disparate machinations come swiftly and seamlessly together to further his dark agenda. Neron is a natural wheeler-dealer. He cannot resist any opportunity to make a deal, a compulsion that is his greatest weakness.

REAL NAME: NERON
OCCUPATION: DEMON PRINCE OF LIES
BASE: HELL

NERON — PLX

COMPLICATIONS

Obsession: Neron cannot resist a chance to bargain. He is also obsessed with corrupting a "pure soul."

Power Loss: Neron can be demoted by the other lords to the rank of Rhyming Demon, thus losing much of his power.

Power Loss: When he becomes furious, Neron tends to lose control of his shape-shifting ability and revert to his true demonic form.

Vulnerability: Tampering with pure emotions such as love and compassion corrupts Neron with similar emotions.

POWERS & ABILITIES

Neron is one of the most powerful entities in the DC universe, bearing such names as Lord of Lies, Wishweaver, and King of Hate. He typically appears in the form of a handsome human male, but reverts to his true demonic form when enraged. Neron is immensely strong and nigh-invulnerable. He is capable of altering reality to his will, though he cannot alter the fundamental laws of the universe. Neron is an avid collector of souls, obtaining them by bargaining with mortals. Neron collects the souls sold to him through Faustian bargains or claims them as collateral from mortals who foolishly struck bargains they could not fulfill. Neron's offers are rarely what they seem, filled with omissions, half-truths and treacherous designs. He is capable of bestowing magical powers on others, as well as creating items both mundane and superpowered. Though Neron cannot resist a deal, he is unable to deal with beings with a pure spirit, such as Captain Marvel (see **Vol. 1**) or Superman. While he has the power to affect pure emotions such as love, he avoids doing so, because it causes Neron himself to become corrupted with similar emotions, in the worst case causing him to develop compassion for the myriad souls he has damned.

ALLIES

A master manipulator, Neron has a way of exploiting his enemies so they further his will, even as they seek his downfall. Neron has occasionally teamed up with the Demon Etrigan (see **Vol. 1**), though the two are more often rivals pursuing the throne of Hell.

ENEMIES

Neron seeks to corrupt and then capture a "pure soul," which has brought him into conflict with the Justice League while trying to corrupt Captain Marvel (see **Vol. 1**). Neron's plans have been thwarted multiple times by the Trickster's ability to out-bargain him. Neron continually vies with the Demon Etrigan (see **Vol. 1**), as well as Blaze (see **Vol. 1**) and Satanus for rulership of hell. Additionally, Neron's bargains have earned him the enmity of more heroes and villains than can be listed here, including such characters as Abra Cadabra, Artemis, Black Manta, Blockbuster, Blue Devil, the Flash, Kid Devil, Ocean Master, the Secret Six and Wonder Woman.

THE NEW GODS



Countless ages ago an alien race known as the Old Gods waged a terrible war among themselves and brought about their own demise in an event known as Ragnarok. Their home Urgrund—the "Third World"—was torn in two, but in time the halves each formed into planets inhabited by new life, a race known as the New Gods. The New Gods' evolution was shaped by a potent spiritual energy manifesting as a wall called "the Source," which is closely concentrated on the twin worlds. Because of contact with the Source, the New Gods developed great physical and intellectual prowess and attained wondrous levels of technology. The New Gods also achieved virtual immortality; only rarely did the Black Racer appear to usher a life-force into the Source. Despite their parallel achievements, the inhabitants of the planets of the so-called Fourth World were vastly different.

New Genesis was a bright, verdant, near-paradise governed by the good and wise Izaya the Highfather, while Apokolips was a dark, mechanistic nightmare world tyrannized by the cruel, twisted Darkseid. On New Genesis, the inventor Himon developed technological wonders like the Boom Tube and Mother Box while leaving the planet itself pristine and rural, save for the levitating capital city of Supertown. Apokolips was a despoiled and hellish world, overseen by Darkseid's master torturer Desaad and Granny Goodness, who was responsible for breaking the spirits of and then reforming all children. While some of the New Gods were prejudiced against New Genesis' other inhabitants, the ground-dwelling "bugs," Darkseid and his minions did not even regard Apokolips' "hunger dog" slaves as fellow beings.

Such opposites cannot long coexist, and Darkseid repeated the folly of the Old Gods and attacked New Genesis. The open warfare between the technologically advanced, immortal races was long and terrible, and in time even Darkseid was forced to seek a truce in order to avoid self-destruction. As part of the armistice, Highfather and Darkseid agreed to an exchange of heirs to guarantee the cease-fire, with Highfather's son Scott Free being raised on Apokolips and Darkseid's son Orion growing up on New Genesis. While their leaders' sons came of age in the presence of their enemies, the conflict between the two worlds continued at a lower intensity, as Darkseid was compelled to use less direct, more subtle means of bringing about the destruction of New Genesis. Open warfare might have resumed when Orion and Scott Free (now known as Mister Miracle) finally reached maturity and both declared their loyalty to New Genesis, had it not been for a fateful discovery.

Three centuries ago, Darkseid's goals changed when he learned of the Anti-Life Equation, a formula for utterly destroying living beings' free will. Darkseid believed the Equation could be found inside the human subconscious, and from that point onward Earth became a new front in the New Genesis–Apokolips war. This brought the New Gods in contact with Earth's costumed metahumans for the first time, and Superman and others subsequently joined with the champions of New Genesis to counter Darkseid's machinations on a number of occasions. A quintet of young Earth-born New Gods—Beautiful Dreamer, Big Bear, Mark Moonrider, Serifan and Vykin—known as the Forever People, were empowered to summon the formidable Infinity-Man in order to combat Apokoliptian forces on their birth-planet. Later, Orion, Lightray, Mister Miracle and his wife Big Barda became members of the Justice League, defending the Earth from a variety of menaces.

Like the ancient deities of Greece, many myths, legends, stories, and prophecies surround the New Gods, their worlds, and their exploits. Tales of the demise of New Genesis, Apokolips, Highfather, Darkseid, and a total genocide of their people abounded, with only the New Gods themselves knowing the truths or the lies in any of them. What is known for certain is how the apparent ultimate triumph of Darkseid led to his apparent final destruction.

At the start, all the heroes' noble efforts against him seemed to come to naught, as Darkseid at last uncovered the Equation and used it to destroy New Genesis. Darkseid and the other New Gods then fled to Earth, living and hiding under human guises. There, Darkseid unleashed the Anti-Life Equation on Earth, enslaving almost its entire population and thereby enjoying near-omnipotence during the so-called Final Crisis. The combined bravery and ingenuity of Superman, Batman, the Flashes, and others eventually destroyed Darkseid and returned the multiverses to normal. As a result of their heroic actions, Apokolips was transformed into New Genesis, bringing about the Fifth World, and Highfather, Lightray, Big Barda, Scott Free, and others were all returned to their former lives.

LIGHTRAY

As children, Sollis and his best friend Orion were attacked by Apokoliptian soldiers, and their solar-energy blasts left Sollis comatose. When he recovered, the ever-benevolent Sollis found he had gained the power to manipulate solar energy and fly at incredible speeds. Now known as Lightray, he uses these powers in the New Gods' endless struggle with Apokolips, and briefly served alongside his old comrade Orion in the JLA.

LIGHTRAY — PL12 • 244 POINTS

Abilities: Str 6 **Sta** 7 **Agl** 5 **Dex** 5 **Fgt** 6 **Int** 6 **Awe** 6 **Pre** 5

Powers: Immunity 10 (Aging, Cold, Heat, Pressure, Radiation, Vacuum, Disease, Poison, Suffocation (All)); **Solar Energy Control:** Array (48 points): **Flight** 24 (32,000,000 MPH, Dynamic), **AE: Solar Energy Beam** (Ranged Damage 12, Dynamic), **AE: Solar Light Beam** (Ranged Affliction 12 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Cumulative, Dynamic), **AE: Holograms** (Illusion 10 (Visual), Area 2 (30 feet), Dynamic), **AE: Miniature Sun** (Environment 12 (Bright Light), Dynamic), **AE: Movement** 1 (Space Travel 1, Dynamic); **Mother Box** (Removable (–5 points): Boom Tube (Space Travel 3); **Intelligence** (Feature 2); **Restoration** (Healing 8)

Advantages: Agile Feint, Defensive Roll 3, Diehard, Evasion 2, Ranged Attack 7

Skills: Acrobatics 10 (+15), Close Combat: Unarmed 6 (+12), Expertise: Science 8 (+14), Technology 12 (+18), Vehicles 8 (+13)

Offense: Initiative +5, Solar Energy Beam +12 (Ranged, Damage 12), Solar Light Ray +12 (Ranged, Affliction 12), Unarmed +12 (Close, Damage 6)

Defense: Dodge 14, Parry 14, Fortitude 11, Toughness 10/7*, Will 13 *Without Defensive Roll.

Totals: Abilities 92 + Powers 88 + Advantages 14 + Skills 22 + Defenses 28 = 244

Complications: Doing Good: Lightray's overriding kindheartedness leads him to always do right by others. **Weakness:** The mysterious substance Radion is potentially lethal to Lightray, as to the other New Gods.

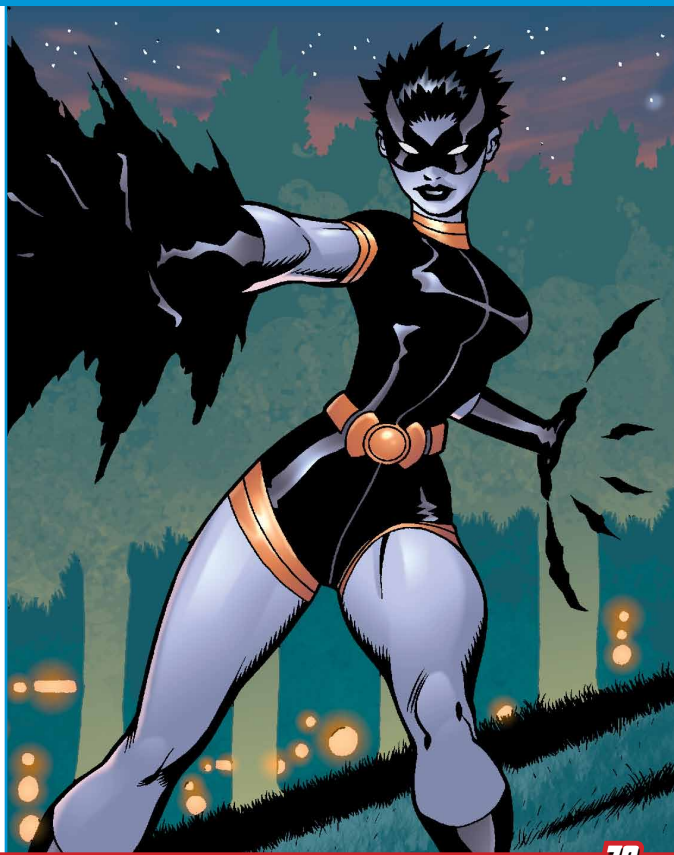
NIGHTSHADE

Eve Eden was not content to be just the glamorous daughter of a U.S. senator— especially after her mother revealed she was the exiled queen of the Land of Nightshades. Her mother took Eve and her brother to the Land of Nightshades to show them where they came from. Unfortunately, the Land of Nightshades had been taken over by an evil entity known as Incubus. The Incubus discovered the Edens, and though Eve and her mother managed to escape, her brother Larry remained behind.

Determined to prove herself worthy to take the throne in the Land of the Nightshades, Eve became a government agent, a superb spy, and one of the few members of the Suicide Squad without a rap sheet. Nightshade returned to her home dimension along with the Squad, and defeated the Incubus after sealing and absorbing the Succubus, who had been hiding inside fellow Squad member Enchantress.

Eve joined the Shadowpact when the Spectre threatened to destroy all magical beings, and stayed with them to protect the new age of magic, though she also rejoined the Suicide Squad.

REAL NAME: EVE EDEN
OCCUPATION: GOVERNMENT AGENT, MYSTIC GUARDIAN
BASE: BELLE REVE PRISON, WELCOMED AT THE OBLIVION BAR



NIGHTSHADE PL10

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

POWERS

Darksight: Senses 2 (Darkvision); Feature 1 (can see through her own shadow effects) • *3 points*
Flight: Flight 1 (4 MPH) • *2 points*
Shadow Form: Insubstantial 2 (two-dimensional shadow), Activation (Move action) • *9 points*
Umbrakinesis: Magic Array (36 points)

- **Shadow Warp:** Teleport 7, Accurate, Easy, Extended (120 miles), Portal, Limited to Extended • *36 points*
- **Black Tendrils:** Damage 14 (solid shadow), Penetrating 5, Reach 5, Split 2, Unreliable, Side Effect (Become Uncontrolled), Affects Only Objects (4 ranks only, -4 points) • *1 point*
- **Dimensional Portal:** Movement 2 (Dimensional Travel 2, Mystical Dimensions), Affects Others, Reach 2 (10 feet); Feature (Access to The Oblivion Bar and the Land of Nightshades) • *1 point*
- **Shadow Bolts:** Ranged Burst Area Damage 10 • *1 point*
- **Shadow Constructs:** Create 10 (solid shadows), Impervious, Movable, Stationary, Concentration, Distracting • *1 point*
- **Shadow Fields:** Ranged Area Burst 4 (250 feet) Concealment Attack 4 (All Visual Senses; Resisted by Dodge), Selective • *1 point*
- **Shadow Homunculi:** Summon 10 (animated shadows, 150 points), Active, Multiple Minions 2 (4 minions), Concentration, Distracting • *1 point*

SHADOW HOMUNCULUS PL10 MINIONS • 136 POINTS

Abilities: Str 12* **Sta** — **Agl** 6 **Dex** 0 **Fgt** 8 **Int** 13 **Awe** 2 **Pre** 0

Powers: Shadow Construct (Immunity 30 (Fortitude effects)); **Giant** (Growth 8, Innate, Permanent); **Smash** (Strength-based Damage 1 linked to Burst Area Affliction 8 (Resisted by Fortitude; Hindered, Prone), Limited Degree); **Protection** 7

Advantages: All-out Attack, Fast Grab, Improved Grab, Improved Hold

Skills: Athletics 8 (+20), Intimidation 6 (+10*)

Offense: Initiative +6, Unarmed +8 (Close, Damage 8), Smash +8 (Close, Damage 9 linked to Burst Area Affliction 8, Resisted by Fortitude)

Defense: Dodge +6*, Parry +10*, Fortitude Immune, Toughness +11, Will +2 *Includes Growth modifiers.

Totals: Abilities 52 + Powers 63 + Advantages 4 + Skills 7 + Defenses 10 = 136

PERSONALITY

Dutiful and caring, Eden defies her shadow aspects by being bold, outspoken, sarcastic, and even a bit of a show-off. She is nonetheless very responsible and remains focused on her goals.

POWERS & ABILITIES

Nightshade can control shadows, molding them into solid bolts and, with some concentration, into structures and animated homunculi. She can also open portals through her home realm to teleport herself and others. She can become a two-dimensional shadow to slip through cracks and become invulnerable to most attacks.

ADVANTAGES

Assessment, Contacts, Close Attack 2, Defensive Attack, Defensive Roll 4, Improved Defense, Improved Initiative, Improved Trip, Move-by Action, Power Attack, Prone Fighting

SKILLS

Acrobatics 5 (+8), Close Combat: Unarmed 4 (+8), Deception 6 (+8), Expertise: Espionage 5 (+6), Expertise: Mystic Dimensions 7 (+8), Insight 4 (+6), Intimidation 6 (+8), Investigation 6 (+7), Perception 6 (+8), Persuasion 4 (+6), Ranged Combat: Umbrakinesis 7 (+10), Stealth 10 (+13), Treatment 4 (+5)

OFFENSE

	Initiative +7
Unarmed +10	Close, Damage 1
Shadow Tendril +6	Close, Reach 5 (25 feet), Damage 10 (14 against objects)
Shadow Bolts —	Ranged, Burst Area, Damage 10
Shadow Fields —	Ranged, Burst 4 (250 feet), Concealment

DEFENSE

Dodge	10	**Fortitude**	8
Parry	10	**Toughness**	6/2*
Will	10	*Without Defensive Roll	

POWER POINTS

Abilities	36	**Skills**	37
Powers	56	**Defenses**	27
Advantages	15	**Total**	171

COMPLICATIONS

Nightmarish Transport: Anyone crossing Nightshade's shadow warps is immediately attacked by nightmarish visions of the Land of Nightshades, emerging with a random fear-based condition as decided by the Gamemaster. Closing one's eyes avoids this effect, but it might become a complication at an important moment. Nightshade is immune to this.

Prejudice—Strange Appearance: After absorbing the Succubus' power, Nightshade's skin is alabaster white and her hair can become living shadows.

ALLIES

Throughout her long career, Nightshade gained many allies, from members of the Suicide Squad to the magic community through her work with the Shadowpact.

ENEMIES

Nightshade does not have her own nemesis, but Doctor Gotham proved to be a relentless foe during her stint in the Shadowpact.

THE SHADOW HOMONCULUS

The Shadow Homunculus is a jet-black colossus, fanatically loyal to Nightshade yet still able to think for itself.

NIGHTWING

The son of John and Mary Grayson, young Richard "Dick" Grayson was the third part of his family's circus aerialist act, "the Flying Graysons." When gangsters working for mob boss Tony Zucco attempted to extort protection money from the owner of Haley's Circus, the gangsters chose to offer an example of what could happen without their protection, and sabotaged the trapeze wires with acid. Dick's parents fell to their deaths during their act. When Batman investigated the murder, he felt sympathy for the boy's plight and agreed to take on Grayson as his aide and partner.

Adopting the masked identity of Robin, the Boy Wonder, Dick Grayson worked and trained alongside Batman for years, maintaining a secret identity as Bruce Wayne's ward. Robin also worked in various capacities with a team of young heroes and sidekicks, the Teen Titans, usually as the team's leader. This experience increased his confidence and ability to both lead and work within a team.

As he grew older, Dick became increasingly restive and resentful of Batman's treatment of him as a "junior" partner, given his experience and abilities. This eventually led to an end to their partnership. Dick adopted the costumed identity of Nightwing and continued to work with the Teen Titans in New York City.



REAL NAME: RICHARD JOHN "DICK" GRAYSON
OCCUPATION: POLICE OFFICER; CRIME FIGHTER
BASE: BLÜDHAVEN

Following a break up of the Titans, Nightwing moved to the city of Blüdhaven, situated upriver from Gotham City and reputed (if possible) to be even more riddled with crime. Because he wanted to work within the system as well as outside it, Grayson chose to become a police officer and join the Blüdhaven Police Department in his secret identity. His primary foe during this time was the super-criminal Blockbuster, who became an influential crime-boss in Blüdhaven and operated from the center of a wide web of influence.

PERSONALITY

Batman's work to prevent young Dick Grayson from being consumed by vengeance was a success: Nightwing is surprisingly light-hearted and well-adjusted. Though he has his bouts of intensity and stubborn determination, Nightwing retains the sense of humor he exercised when he was Robin. He's a natural leader with a good understanding of what motivates people.

POWERS & ABILITIES

Nightwing is an extraordinarily skilled crime fighter, trained since childhood as a detective and martial artist (unarmed styles as well as escrima stick-fighting). He is one of the greatest living acrobats, even more skilled than his mentor, Batman, and a natural leader, able to inspire and organize a team. He uses a wide range of equipment, and is somewhat less reliant on gadgets than Batman. His primary weapons are a set of throwing disks and a pair of escrima sticks, but he often prefers to fight unarmed. Nightwing gets around by moving across rooftops (aided by a swing cable) or on a customized motorcycle.

The Gamemaster may wish to allow for the reallocation of Nightwing's 25 points worth of equipment from his Equipment advantage in-between adventures or even between parts of an adventure, depending on the character's access to equipment caches and similar resources. For example, in the past, Nightwing has substituted glider wings (Flight with the Gliding modifier) for his grapple gun, and swapped out different weapons in his

NIGHTWING — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	6	4	10	3	4	4

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*
Grapnel Gun: Super-Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 • *1 point*
Rebreather: Immunity 2 (Suffocation), Limited • *1 point*
Weapons: Array (8 points)

- **Taser:** Ranged Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *8 points*
- ***Escrima* Sticks:** Strength-based Damage 3 • *1 point*
- **Throwing Disks:** Strength-based Ranged Damage 2 • *1 point*

VEHICLE: MOTORCYCLE • *11 POINTS*

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

ADVANTAGES

Close Attack 4, Connected, Contacts, Defensive Attack, Defensive Roll 3, Equipment 6, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Jack-of-all-trades, Languages 4, Leadership, Move-by Action, Power Attack, Precise Attack (Ranged, Concealment), Quick Draw, Ranged Attack 5, Redirect, Seize Initiative, Set-Up, Skill Mastery (Acrobatics), Skill Mastery (Investigation), Takedown, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 12 (+18), Athletics 10 (+13), Close Combat: Unarmed 1 (+15), Deception 8 (+12), Expertise: Criminology 10 (+13), Expertise: Streetwise 10 (+13), Insight 10 (+14), Intimidation 8 (+12), Investigation 12 (+15), Perception 10 (+14), Persuasion 6 (+10), Ranged Combat: Throwing 5 (+14), Sleight of Hand 8 (+12), Stealth 10 (+16), Technology 8 (+11), Treatment 6 (+9), Vehicles 8 (+12)

Weapons Array. See **Batman** and **Robin** for some examples of other equipment he might use. Similarly, he has used a "Nightbird" car rather than a motorcycle on occasion.

At the least, Nightwing (and similar equipment-carrying heroes) can spend hero points to have and use alternate items of equipment as power stunts. See the **Equipment** section of the **Gadgets & Gear** chapter of *DC Adventures*, particularly pages 147–148, for details.

OFFENSE

Initiative +10

Escrima Sticks +14	Close, Damage 6
Throwing Disks +14	Ranged, Damage 5
Unarmed +15	Close, Damage 3

DEFENSE

Dodge	14	**Fortitude**	8
Parry	12	**Toughness**	6/3*
Will	12	*Without Defensive Roll.	

POWER POINTS

Abilities	74	**Skills**	71
Powers	0	**Defenses**	23
Advantages	44	**Total**	212

COMPLICATIONS

Enemy: Blockbuster, crime lord of Blüdhaven.

Relationships: Nightwing has various past romantic relationships, but difficulty in maintaining a current one.

Rivalry: Nightwing lives in Batman's shadow and feels the need to prove himself as capable as his mentor.

Secret Identity: Richard Grayson, officer of the Blüdhaven Police Department.

ALLIES

Having grown up in the super hero community, Dick Grayson knows virtually everyone. He worked with (and led) the Teen Titans for some time, and has since worked with many members of the Justice League. Nightwing's closest allies are from his time in Gotham City, including Oracle (Barbara Gordon), and he can rely on his former mentor Batman and the boy who replaced him as Robin.

ENEMIES

Along with Batman's various foes he faced as Robin, Nightwing has racked up his own rogues gallery, including the crime-boss Blockbuster and the mercenary Deathstroke the Terminator.

WEARING THE COWL

On the occasions when Dick Grayson has assumed the role of Batman, he has replaced his usual costume and arsenal of equipment with a version of Batman's costume and utility belt. Those familiar with both Batman and Nightwing can see the differences in their fighting styles, with Grayson's being more acrobatic and graceful. Because of this, he typically wears a lighter, more flowing cape than Batman when working as Batman.

When Dick Grayson is acting as Batman, replace his listed equipment with the items from Batman's entry in *DC Adventures: Heroes & Villains, Vol. 1,* including the Batcave and various vehicles.

At the Gamemaster's discretion, Grayson may also get a circumstance bonus to his Intimidation skill checks while operating as Batman, on the strength of the Dark Knight's fearsome reputation, especially when dealing with criminals unaware he is not the same Batman as the original.

OBSIDIAN



Todd Rice grew up in an abusive household with his adoptive father. As a teenager, he discovered that he had a sister, that he had powers, and that he was the son of Alan Scott, aka Green Lantern of the Justice Society. He took the name Obsidian and with his sister joined the JSA legacy team Infinity, Inc. Following the dissolution of that group, he operated independently for a while and then as a member of one of the incarnations of the Justice League. Despite a period during which he had been corrupted into deranged villainy due to his connections to Ian Karkull and the Shadowlands, Obsidian has continued to fight the good fight and make his family proud.

PERSONALITY

Obsidian is remarkably well-adjusted and level-headed for someone with his background and upbringing. He has few illusions about his heroic lifestyle, and is sensitive to how ordinary people are impacted by his interaction with them and with his environment.

POWERS & ABILITIES

Through an innate connection to the Shadowlands courtesy of his father's exposure to Ian Karkull's powers decades ago, Todd has the ability to become a being of pure darkness and shadow. While in this form, he is far stronger, more flexible and more durable than any human, and can fly and pass through solid matter.

REAL NAME: TODD RICE
OCCUPATION: HERO AND IN-HOUSE SECURITY FOR JSA HEADQUARTERS
BASE: JSA HEADQUARTERS

OBSIDIAN — PL10

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

POWERS

Shadow Form: Concealment 4 (all Visual, Limited to Darkness and Shadows); Elongation 2 (30 feet); Enhanced Abilities 16 (Agility 4, Stamina 6, Strength 6); Enhanced Defense 14 (Dodge 6, Parry 6); Enhanced Advantages 4 (Fast Grab, Hide in Plain Sight, Instant Up, Move-by Action); Feature 1 (Quick Change); Flight 4 (30 MPH); Immunity 10 (Life Support); Insubstantial 4; Movement 2 (Slithering, Wall-Crawling 2); Senses 2 (Darkvision)• *101 points*

ADVANTAGES

Close Attack 4, *Fast Grab, Hide in Plain Sight, Instant Up*, Luck, *Move-by Action*

SKILLS

Acrobatics 4 (+6), Athletics 4 (+6), Deception 6 (+7), Insight 6 (+9), Investigation 3 (+4), Perception 5 (+8), Sleight of Hand 4 (+6), Stealth 9 (+11), Technology 3 (+4), Treatment 3 (+4), Vehicles 5 (+7)

OFFENSE

Initiative +6

Unarmed+10	Close, Damage 8

DEFENSE

Dodge	12	**Fortitude**	10
Parry	12	**Toughness**	8
Will	6		

POWER POINTS

Abilities	38	**Skills**	26
Powers	101	**Defenses**	5
Advantages	5	**Total**	175

COMPLICATIONS

Dark Connection: Obsidian gains his powers through a connection to the Shadowlands, an inherently corrupting influence.

Legacy of Instability: Obsidian inherited a predisposition to mental illness from his mother, a vulnerability exacerbated by his abusive adoptive father.

Sexuality: Obsidian is gay, and this might cause him difficulty in situations where prejudice is an issue.

ALLIES

His father Alan Scott (the first Green Lantern), his sister, Jade, and his teammates in the JSA are all strong allies. Thanks to his past connections, he can also call on a variety of other heroes.

ENEMIES

Due to his strong self-identification with the JSA, their enemies are his, with Ian Karkull (presuming his survival) and Kid Karnevil representing his personal enemies.

OCEAN MASTER



In the opinion of everyone around him, Orm Marius never measured up to his half-brother, Arthur. He was constantly in trouble even as a youngster, and lacked his brother's powers and charisma (which might have allowed him to get out of trouble). After Arthur became Aquaman, Orm disappeared and sometime later resurfaced as the villainous marine marauder, Ocean Master.

Ocean Master has fought his brother repeatedly. He has often tried to conquer Aquaman's kingdom of Atlantis or build his own undersea realm to rival his brother's. Occasionally he succeeds, though victory never lasts. Ultimately he is defeated by Aquaman or his allies and retreats, growing angrier and more determined each time. It was his insane drive that convinced him to barter his soul to the demon Neron in exchange for power, an act that has made him even more dangerous.

PERSONALITY

Ocean Master wants two things: to show he is superior to his half-brother, and power. Every plot, ploy, or plan attempts to satisfy one of these desires, usually both. He is also petty, arrogant and overly ambitious.

POWERS & ABILITIES

Ocean Master is a good combatant and a skilled technician and mystic. His magical abilities are boosted considerably by his mystical trident.

REAL NAME: ORM MARIUS
OCCUPATION: MARAUDER
BASE: MOBILE

OCEAN MASTER — PL10

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

POWERS

Armor: Immunity 3 (Cold, Heat, Pressure); Movement 1 (Environmental Adaptation: Aquatic); Impervious Protection 6; Swimming 8 (120 MPH); Removable (-5 point) • *20 points*
Helmet: Immunity 1(Drowning); Senses 1 (Low-Light Vision); Removable (-0) • *2 points*
Magical Trident: Array (30 points)
- **Mystic Bolt:** Ranged Damage 10, Penetrating 10• *30 points*
- **Telepathy:** Mental Communication 4, Mind Reading 7• *1 point*
- **Mystic Flames:** Ranged Damage 10, Secondary Effect • *1 point*

Trident Attack: Strength-Based Damage 4, Reach 1 (5 feet) • *5 points*
Note: *Ocean Master's Trident does not possess the Removable Flaw. See Trident Link Complication.*

ADVANTAGES

Artificer, Improved Initiative, Language (Atlantean), Ritualist, Weapon Bind

SKILLS

Athletics 3 (+6), Close Combat: Swords 2 (+7), Close Combat: Trident 7 (+12), Deception 5 (+7), Expertise: Atlantean Lore 4 (+7), Expertise: Magic 4 (+7), Expertise: Streetwise 2 (+5), Insight 4 (+7), Perception 4 (+7), Ranged Combat: Trident 7 (+10), Technology 5 (+8), Vehicles 5 (+8)

OFFENSE

	Initiative +6
Mystic Blast +10	Range, Damage 10 or other effects
Trident +12	Close, Damage 7

DEFENSE

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

POWER POINTS

Abilities	50	**Skills**	26
Powers	59	**Defenses**	25
Advantages	5	**Total**	165

COMPLICATIONS

Sibling Rivalry: Ocean Master hates his half-brother Aquaman, and is obsessed with conquering his kingdom and proving that he is better than the King of Atlantis.

Trident Link: Ocean Master's trident greatly increases and focuses his power, but being separated from it causes him incredible pain. Every round he is separated from his trident, he must save against the following Effect: Affliction 8 (impaired, disabled, incapacitated), Cumulative. Ocean Master possesses some magical powers even without the trident, but the pain of being separated from it makes it effectively impossible for him to properly cast spells and work enchantments (apply penalties from Affliction).

ALLIES

Ocean Master regularly teams up with other Aquaman enemies such as Black Manta. He has also joined groups that include the Injustice League and the Society.

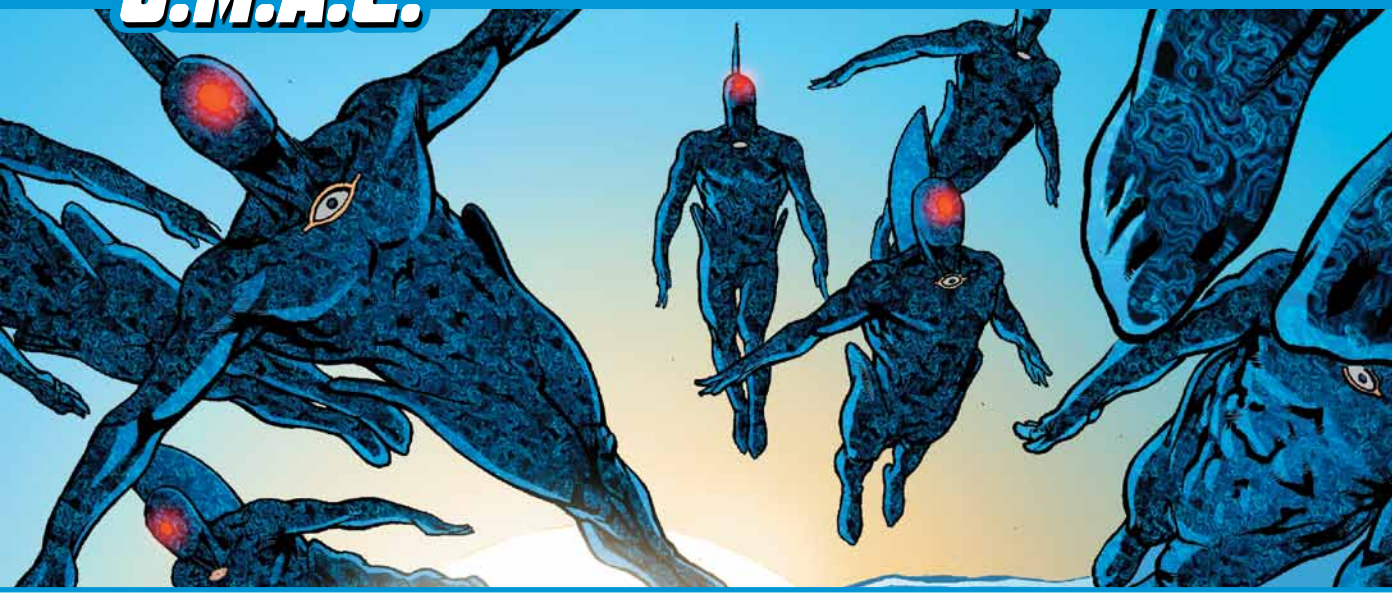
ENEMIES

Ocean Master hates Aquaman above all. He is not fond of Aquaman's friends and family, either.

OTHER VERSIONS OF THE OCEAN MASTER

Ocean Master originally was more high-tech pirate than magical baddie. To reflect this: adjust his statistics to match PL 8, remove the trident and replace it with various high-tech weapons and vehicles (Equipment and Removable Powers). For mystic Ocean Master without his trident, reduce the Sorcery Array to 24 points, take away Complication: Trident Link, and lower his PL to 9.

O.M.A.C.



Years ago, Professor Buddy Blank was a brilliant computer programmer working for a WayneTech division called Pseudo-People, Inc., developing artificial intelligence systems. Blank was nearly finished with his greatest achievement, the Brother I (or Brother Mark One), when the project was shut down and he was forced into retirement. Meanwhile, in the aftermath of an attack by Brainiac-13 that used nanotech to transform Metropolis, samples of the nanotech were captured and developed by the Department of Defense and LexCorp into a virus that could transform a human subject into a cyborg called an O.M.A.C.—an Observational Metahuman Activity Construct—that could be programmed with superhuman abilities.

When Lex Luthor became president of the United States, he introduced the virus into vaccines distributed across the nation, turning more than a million citizens into latent O.M.A.C. cyborgs. At the same time, Buddy Blank's Brother Mark One artificial intelligence had been covertly acquired by Bruce Wayne, who as Batman used the A.I. to form the core of a surveillance satellite he launched into orbit in order to observe and gather intelligence on the world's metahumans.

As head of the international intelligence agency Checkmate, Maxwell Lord became aware of both the satellite and the virus. He discerned a way to combine the two into a weapon, creating a system that could activate the O.M.A.C.s and use the database of Brother I to program them with the abilities necessary to detain or destroy metahumans. When Lord was killed, Brother I rechristened himself Brother Eye, and revealed that, as part of his plans to remake the universe, the villainous and extradimensional Alexander Luthor, Jr. had given the A.I. true sentience. Activating 1.3 million O.M.A.C. cyborgs as a hive-mind army he called the Omni Mind And Community, Brother Eye unleashed them in a war targeting every metahuman on Earth. As the metahumans lured the O.M.A.C.s into the desert, Batman led a strike team that dealt a severe blow to Brother Eye, crashing him to Earth near where his O.M.A.C.s had fallen.

What remained of Brother Eye was brought to an isolated NORAD facility. Over time, the damaged A.I. repaired his code using samples gathered from surviving O.M.A.C.s, but he remained hostile to metahumans and humanity in general.

Brother Eye was reunited with his creator when Buddy Blank journeyed to the isolated bunker with Karate Kid, one of the thirty-first-century Legion of Super Heroes, who carried a deadly future version of the O.M.A.C. virus which had evolved for a thousand additional years. Though Blank asked for Brother Eye's help in curing Karate Kid, Brother Eye instead manipulated them into allowing him to assimilate technology of the New Gods, which he used in an attempt to capture Apokolips.

In the aftermath of the failed invasion of Apokalips, Karate Kid and the mutated virus from New Earth were thrown through the Bleed to Earth-51. When Karate Kid died, the virus escaped to begin what was later called the Great Disaster, mutating the people and animals of that world into savage half-beast–half-men. The only humans remaining on that Earth were a Cad-

BROTHER EYE

Brother Eye has existed in many forms, and has proven extremely capable and dangerous in all of them. Surveillance systems designed by Batman allow Brother Eye to monitor all communications on Earth, and to observe, record and collate massive amounts of data. The sentience granted to Brother Eye by Alexander Luthor allowed Brother Eye to make even better use of the tools available to it, enabling it to hack into databases as diverse and secure as those belonging to the Department of Extranormal Operations (DEO), S.T.A.R. Labs, Project Cadmus, Task Force X, and even the Batcave. Later, following its raid on the Command D bunker in Blüdhaven, Brother Eye assimilated New Gods technology, including a Boom Tube.

Brother Eye is also remarkably resilient, and has stashed copies of its primary code around the world. When the first Brother Eye was nearly destroyed, one copy of the code activated and called upon a latent O.M.A.C. to help it build a new satellite in orbit—a satellite made of orbital junk that still required the combined efforts of the Justice League and the JSA to destroy. Another copy of Brother Eye's code escaped from the Checkmate "Code Zoo" prison for artificial intelligences during Darkseid's attack on Earth.

Brother Eye was constructed by Batman to watch metahumans, perverted by Maxwell Lord to destroy metahumans, and twisted after its first defeat to an agenda of destroying metahumans followed by the subjugation of all humanity. These objectives led Brother Eye to unleash the virus that destroyed Earth-51, and to attempt to capture the power of Apokolips for his own.

Though the only Brother Eye satellite known to exist is the one orbiting Earth-51, any copy of Brother Eye could attempt to rebuild itself at any time, a background presence in your campaign that may grow into a real threat to heroes and villains alike. Alternately, Brother Eye may reach out to use the characters in your campaign as its agents, especially if they are unknowingly infected with the O.M.A.C. virus.

mus lab tech named Buddy Blank and his grandson Tommy, sealed deep beneath the surface in a bunker called Command D which was connected to a surveillance satellite Blank helped build called Brother Eye. Together, Blank and his grandson watched the last humans unleash a nuclear holocaust that left behind a shattered world ruled by the beast-men.

Sealed inside Command D with only days of food and water remaining, Buddy Blank was contacted by the Brother Eye satellite, whose code had been mixed with the code of the Brother Eye from New Earth. The newly awakened Brother Eye reached out to activate the mutated virus inside Buddy Blank and transformed him into a new O.M.A.C. prototype, not one of many but a singular warrior: a One Man Army Corp who would help his grandson Tommy leave Command D and survive as the last boy on Earth.

O.M.A.C. CYBORG — PL11+ • 151 POINTS*

Abilities: Str 9 **Sta** 11 **Agl** 1 **Dex** 1 **Fgt** 9 **Int** 2 **Awe** 2 **Pre** 0

Powers: Cyborg (Immunity 30 (Fortitude Effects)), **Eye in the Sky** (Senses 1 (Communication Link with Brother Eye)), **Metahuman Threat Assessment** (Enhanced Advantage 1 (Assessment), Enhanced Skill 8 (Expertise: Metahumans 16), Senses 4 (Detect Metahumans, Ranged, Acute, Analytical)), **Nanomorph** (Variable Descriptor 1 on Strength Damage), **Power Simulation** (Variable X, Activation (Move Action), Metahuman Expertise Check Required (DC 16))

Advantages: *Assessment,* Eidetic Memory, Fearless, Ranged Attack 8, Teamwork

Skills: *Expertise: Metahumans 16 (+18),* Insight 12 (+14)

Offense: Initiative +1, Unarmed +9 (Close, Damage 9), Various Powers +9 (Ranged, Damage Varies)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 11, Will 11

Totals: Abilities 70 + Powers 45* + Advantages 11 + Skills 6 + Defenses 19 = Total 151* *Does not include the O.M.A.C.'s PLX Power Simulation capability.

O.M.A.C. CYBORGS

The O.M.A.C. cyborgs are ordinary humans infected with a transformative nano-virus able to turn them into anti-metahuman weapons coordinated by the Brother Eye artificial intelligence satellite.

Their nanotechnology allows O.M.A.C.s to analyze and assess metahuman threats and then adjust their capabilities to respond accordingly; their nanotechnology can be reconfigured to give individual O.M.A.C.s virtually any offensive or defensive capability. For this reason, their Power Simulation ability has been defined as power level X (see page 6). Powers O.M.A.C.s have adapted include various types of energy beams (impact, electrical, caustic, and blinding) fired from hands, eyes, or chest, volleys of projectiles (particularly of materials to which a subject is vulnerable), and immunity to specific types of attacks possessed by opponents. O.M.A.C.s can even do things like simulate the magical lightning of Shazam (forcing members of the Marvel Family back into their normal identities) and counter psychic and mystical abilities.

The traits and power level given for O.M.A.C.s are considered baseline ranks: their Power Simulation can boost these the levels sufficient to challenge the most powerful metahuman opponents. Gamemasters should feel free to adjust the trait ranks of individual O.M.A.C.s to match the power levels and capabilities of opponents they are facing, in addition to granting them specific powers keyed to their opponents' weaknesses. Even if they are lower power level than an opponent, keep in mind O.M.A.C.s almost always operate in large groups capable of overwhelming most opposition.

In spite of their considerable powers, within each O.M.A.C. is an otherwise ordinary human being, unwittingly transformed and under the influence of outside programming and the Brother Eye artificial intelligence. This may give heroic opponents pause, unwilling to use potentially lethal force against innocent people (and earning the characters hero points for the complication and their restraint).

O.M.A.C. (EARTH-51)

The Buddy Blank of Earth-51 can call upon the orbiting Brother Eye to be transformed into the One Man Army Corps in order to protect his grandson Tommy against the beast-men who rule the post-apocalyptic world of the Great Disaster. In return, Brother Eye may call upon Blank to become O.M.A.C. and pursue missions of Brother Eye's design.

O.M.A.C. (EARTH-51)	PL12 • 168 POINTS
Abilities: Str 10 **Sta** 9 **Agl** 6 **Dex** 3 **Fgt** 9 **Int** 1 **Awe** 1 **Pre** 2	
Powers: Eye in the Sky (Senses 1 (Communication Link to Brother Eye)); **Unstoppable** (Protection 6, Impervious); **Lightning Reflexes** (Quickness 4 (Physical tasks only)); **Healed by the Eye** (Healing 5, Persistent, Quirk—Requires contact with Brother Eye)	
Advantages: All-out Attack, Diehard, Evasion, Extraordinary Effort, Fast Grab, Great Endurance, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improvised Weapon, Instant Up, Interpose, Move-by Action, Power Attack, Takedown, Ultimate Effort (Athletics)	
Skills: Acrobatics 12 (+18), Athletics 12 (+22), Close Combat: Unarmed 5 (+14), Perception 8 (+9), Ranged Combat: Guns 10 (+13), Technology 7 (+8)	
Offense: Initiative +10, Unarmed +14 (Close, Damage 10)	
Defense: Dodge 9, Parry 9, Fortitude 18, Toughness 15, Will 6	
Totals: Abilities 82 + Powers 25 + Advantages 17 + Skills 27 + Defenses 17 = 168	
Complications: Motivation—Doing Good: O.M.A.C. fights for what is right. **Serve the Eye:** O.M.A.C. is connected to Brother Eye and is sent on missions by it.	



ORACLE

REAL NAME: BARBARA GORDON
OCCUPATION: INFORMATION BROKER
BASE: GOTHAM CITY

Orphaned as a child, Barbara Gordon was taken in by her uncle, police captain James Gordon, and lived with his family in Gotham City. Barbara grew close to her adoptive father, and excelled in school as she hoped to follow his footsteps into law enforcement. Frustrated when he insisted he wouldn't let her live a life of danger as a cop, Barbara donned a version of Batman's costume and became a vigilante as Batgirl.

Gordon escaped danger many times in her adventures as Batgirl, only to be shot by the Joker while at home with her father. Paralyzed when the bullet ripped through her spine, Gordon determined to rebuild her life through force of will and intelligence. Mastering the use of computers and information technology, she adopted the codename Oracle and anonymously offered her services to law enforcement and government agencies. The first to answer her call was Amanda Waller, who invited her to work with the Suicide Squad. Soon thereafter, Oracle began to gather and sort information on behalf of Batman, solidifying her new career as an information broker to heroes and metahumans.

Oracle's skills and connections grew until she was invited to be a member of the Justice League, operating on a global scale. As her influence spread throughout the world's computer networks, she decided she needed an agent for missions she could no longer undertake in the field, and recruited Black Canary. Their successful partnership soon became a team of operatives that included the Huntress and Lady Blackbird, who dubbed the team the Birds of Prey.

For years, Oracle lived and worked from a high-tech headquarters inside a clock tower atop a Gotham City apartment building. When Black Mask discovered its location during a Gotham gang war and threatened to use Oracle's systems as a weapon against Batman, she chose to destroy the headquarters. An aircraft called the Aerie One served as Oracle's home for a time, as did a penthouse apartment in Metropolis, and a California company called Clocktower Systems that Oracle founded when the Birds of Prey battled the techno-mafia in the city of Platinum Flats. Following the break up of the Birds and the apparent death of Batman, Oracle returned to Gotham City where she is mentoring Stephanie Brown, the newest Batgirl.

ORACLE — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	0	2	4	8	8	3

EQUIPMENT

Escrima Sticks: Strength-based Damage 2 • 2 *points*
Stun Gun: Affliction 5 (Resisted by Fortitude; Dazed Stunned, Incapacitated) • *5 points*

HEADQUARTERS: CLOCKTOWER • *17 POINTS*

Size: Med **Tou:** 14 **Features:** Combat Simulator, Communications, Computer, Concealed, Gym, Library, Living Space, Power System, Security System 4 (DC 35)

ADVANTAGES

Assessment, Benefit 5 (Cipher 4, Security Clearance), Close Attack 4, Connected, Contacts, Defensive Roll 3, Eidetic Memory, Equipment 6, Improved Defense, Improved Disarm, Jack-of-all-trades, Languages 4, Prone Fighting, Redirect, Set-up, Well-informed

SKILLS

Acrobatics 9 (+9), Close Combat: *Escrima* Sticks 8 (+12), Close Combat: Unarmed 6 (+10), Deception 10 (+13), Expertise: Computers 12 (+20), Insight 7 (+15), Investigation 12 (+20), Perception 10 (+18), Persuasion 13 (+16), Technology 12 (+20)

OFFENSE

Initiative +0

Escrima Sticks +16	Close, Damage 3
Unarmed +14	Damage 1



DEFENSE

Dodge	6	**Fortitude**	7
Parry	12	**Toughness**	5/2*
Will	13	*Without Defensive Roll.	

POWER POINTS

Abilities	56	**Skills**	47
Powers	0	**Defenses**	24
Advantages	32	**Total**	159

COMPLICATIONS

Justice from Behind the Scenes: Though she rarely takes an active role on the battlefield like she did when she was Batgirl, Oracle is determined to put an end to crime and evil wherever her extensive information network finds it and wherever she can reach it through her expansive network of agents.

Paralyzed: Though her technological and physical prowess (not to mention her skills from her years as Batgirl) makes her fully capable of taking care of herself, Oracle is confined to a wheelchair.

PERSONALITY

Because Oracle is usually the smartest person in the room, and she's always the best informed, she likes to be in control of a situation, or at least forming the strategy pursued by her allies.

POWERS & ABILITIES

Oracle has no superhuman powers, but she is a skilled martial artist with a genius intellect and a photographic memory.

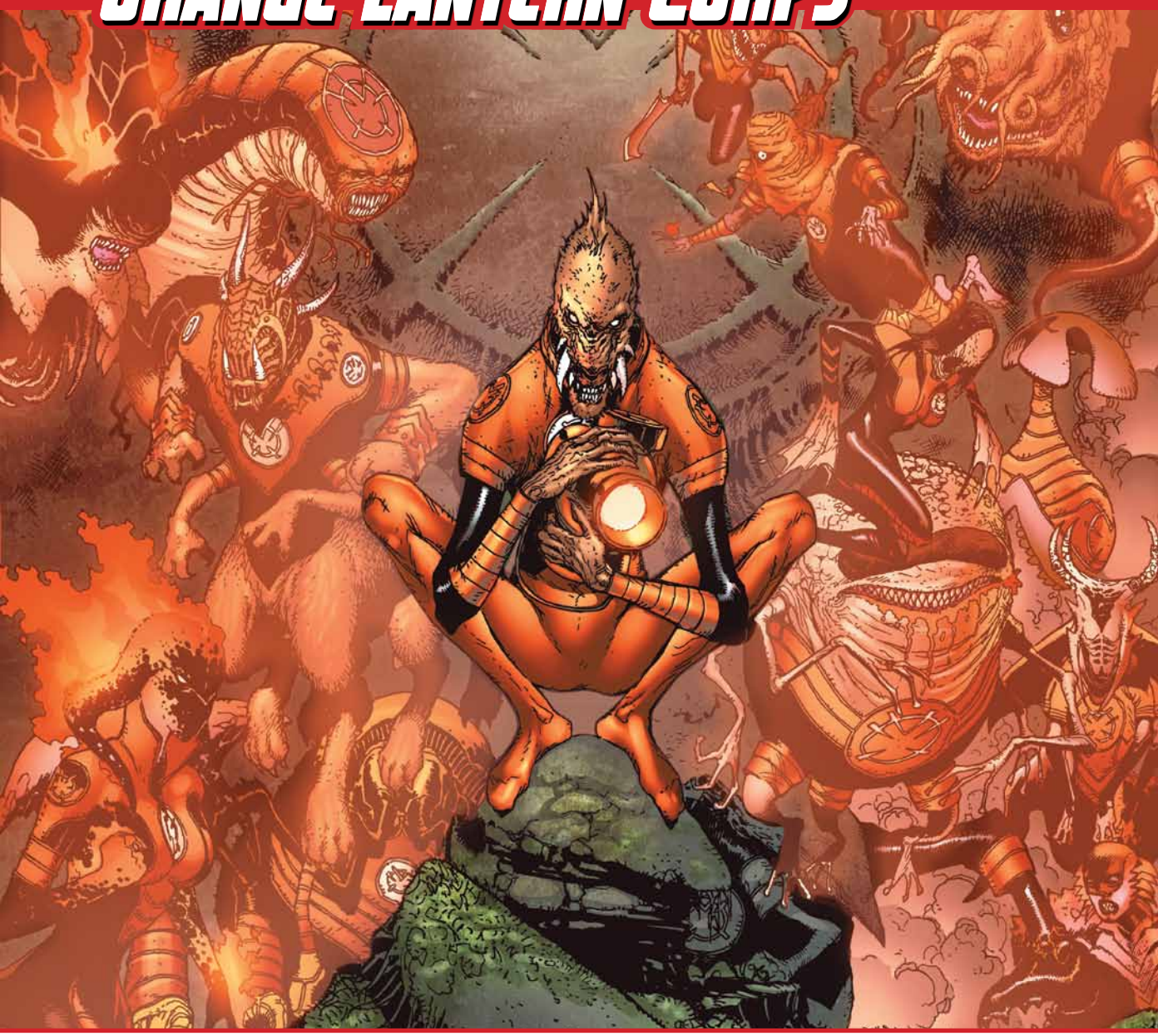
ALLIES

One of Oracle's greatest strengths is her incredible number of allies. Batman and Robin have known Oracle since her days as Batgirl, but her staunchest ally has always been her father, Gotham City Police Commissioner James Gordon. She and Nightwing have had a strong friendship ever since his days as Robin that has blossomed into full-on romance on several occasions. As Oracle, Gordon has worked with the Suicide Squad and the Justice League. With Black Canary, Oracle is the nucleus of the heroes who make up the Birds of Prey. She has also been a mentor to the young heroes who followed her in wearing the mantle of Batgirl.

ENEMIES

Oracle keeps a close eye on the Joker, unbeknownst to the villain who paralyzed her. As Oracle, her computer skills have brought her into conflict with Brainiac and the Calculator, who is particularly obsessed with discovering her true identity. Enemies of the Birds of Prey such as Blockbuster and the master blackmailer Savant are also enemies of Oracle. She has an intense rivalry with the government agent codenamed Spy Smasher, a one-time friend who took control of the Birds of Prey in order to prove her superiority.

ORANGE LANTERN CORPS



Billions of years ago, a guild of thieves stole various artifacts from the planet Maltus, home world of the Guardians of the Universe. Among these items was a strongbox containing the fear Entity Parallax, which had been imprisoned by the Guardians, and a map created by the Guardian Krona, which showed the location of a fabulous treasure. Pursued by the Manhunters, the Guardians' android enforcers, the thieves followed the map to the planet Okaara in the Vega system. There they discovered an ancient temple and an orange lantern, the focus of the Light of Avarice. Falling under the Light's influence, the criminals fought among themselves to possess the lantern.

The Manhunters and their masters eventually found the criminals. Determined to regain Parallax's stolen prison and contain the orange light, the Guardians offered the surviving criminals a deal: in return for the box, one of them would be permitted to keep the orange lantern and, so long as its power did not reach outside the Vega system, the Guardians would not interfere. The guild members fought each other to the death and Larfleeze emerged victorious.

For uncounted millennia, Larfleeze—known to the Guardians as Agent Orange—dwelled in secret in his temple on Okaara, obsessed with protecting the orange lantern and satisfying his never-ending hunger and greed. He destroyed all intruders to his lair, stealing their identities and adding them to his "Orange Lantern Corps" of energy constructs.

So it remained until the Controllers, seeking a new source of power for the impending War of Light, found Agent Orange's lair. When they attempted to take the orange power battery, Larfleeze's Corp destroyed them. Enraged by what he considered a violation of his agreement with the Guardians, Larfleeze found a way to send them a message. When the Green Lantern Stel pursued a member of the Sinestro Corps into the Vega system, Larfleeze captured the Green Lantern

BASE: OKAARA, THE VEGA SYSTEM
CURRENT MEMBERS: LARFLEEZE

ORANGE LANTERN CONSTRUCT — PL10

Abilities: Str 8 **Sta** — **Agl** 10 **Dex** 0 **Fgt** 8 **Int** 0 **Awe** 0 **Pre** 0

Powers: **Construct** (Immunity 60: Fortitude and Will effects, Protection 11); **Orange Hunger** (Nullify Yellow and Green Energy Manipulation and Magic 14)

Offense: Initiative +0, Unarmed +8 (Damage 8)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 11, Will Immune

Totals: Abilities 42 + Powers 85 + Advantages 0 + Skills 0 + Defenses 8 = Total 135

and branded him with the symbol of his Corps. When other Green Lanterns returned Stel to Oa, a construct of Larfleeze appeared to proclaim the treaty with the Guardians null and void. Unwilling to negotiate under threat, the Guardians dispatched Green Lanterns to deal with Larfleeze.

Though the Green Lanterns were finally able to subdue Agent Orange in a raid on Okaara, the Guardians realized someone else would inevitably take up the orange lantern. Preferring to deal with a known quantity, they struck a new agreement with Larfleeze. Agent Orange retains control of his most precious possession, but his hunger and want remain never-ending.



LARFLEEZE, AGENT ORANGE — PL14 • 180 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 0 **Dex** 2 **Fgt** 6 **Int** 3 **Awe** 3 **Pre** 2

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:** Impervious Protection 12; Immunity 10 (Life Support) • *34 points*
- **Force Manipulation:** Array (32 points)
  - **Force Blast:** Ranged Damage 16, Dynamic • *33 points*
  - **Force Bubble:** Affects Others Only, 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*
  - **Orange Consumption:** Nullify Yellow and Green Energy Manipulation and Magic 16, Dynamic • *2 points*
- **Scanning Beam:** Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*
- **Universal Translator:** Comprehend Languages 4 • *8 points*

Advantages: Minions (see **MINE!**)

Skills: Deception 6 (+6), Expertise: Possessions 10 (+10), Insight 6 (+6), Ranged Combat: Power Ring 10 (+12), Sleight of Hand 10 (+12), Stealth 4 (+4)

Offense: Initiative +0, Ring Blast +12 (Damage 16), Unarmed +2 (Damage 1)

Defense: Dodge 10, Parry 8, Fortitude 12, Toughness 14, Will 16

Totals: Abilities 14 + Powers 101 + Advantages 0 + Skills 23 + Defenses 42 = Total 180

Complications: Motivation—Greed: Larfleeze is the personification of greed. **Outcast:** Larfleeze's manner and appearance are alien and his time in seclusion has made him difficult to relate to. **Weakness:** The Orange Lantern power ring depends on the willpower of the wearer and moments of self-doubt or hesitation can cause the ring to fail.

MINE!

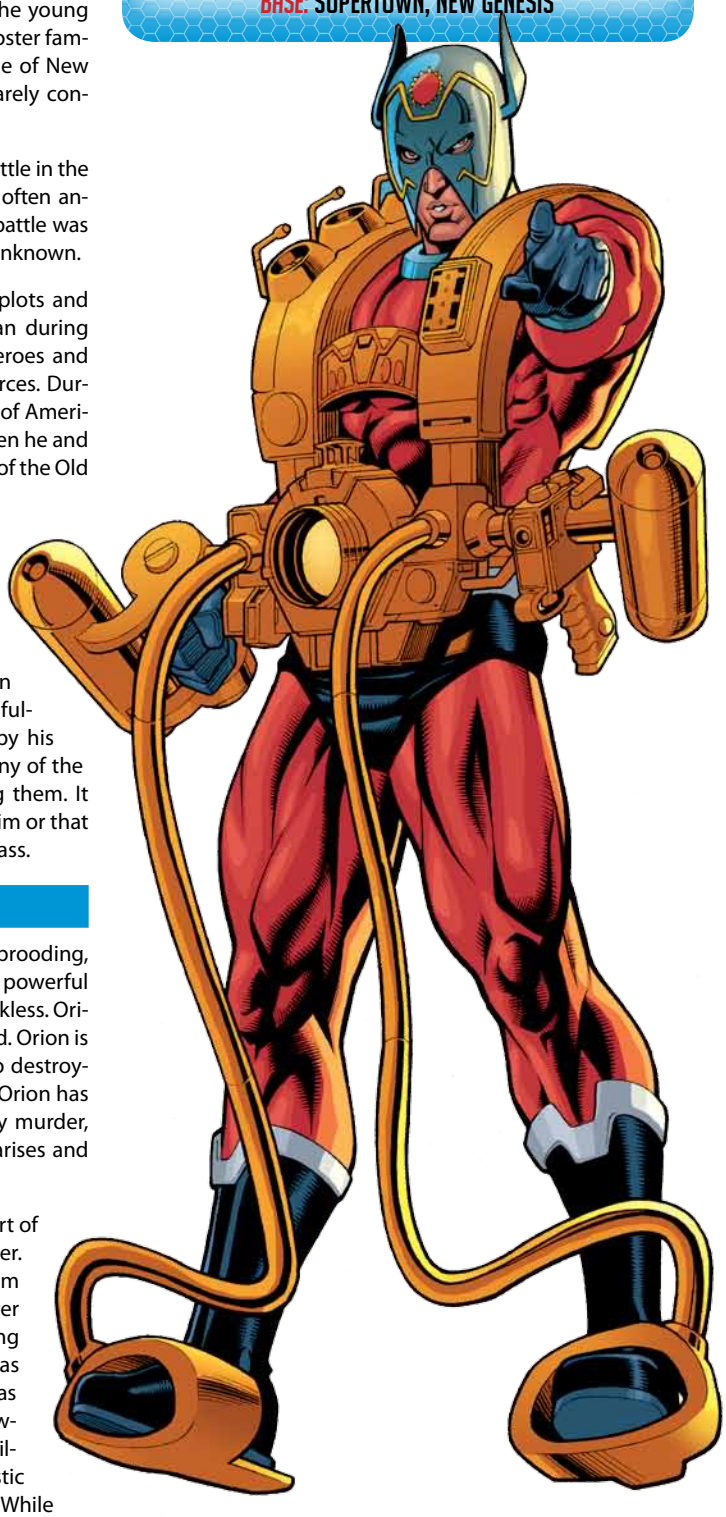
As with many characters able to field a vast number of minions, Larfleeze's power to, in effect, create an entire Lantern Corps is *not* reflected in his Powers listing. The wielder of the orange light has the ability to steal the identities of others; an orange light-construct in the victim's image arises from the corpse, under the lantern-wielder's control, with a range of the traits listed for the Orange Lantern Construct archetype. Some constructs are different sizes (with appropriate ranks of Growth or Shrinking) but most share the same traits.

The Orange Lanterns are constructs of Larfleeze's power and will, and require some effort on his part to exist. They are essentially a sustained duration Summon effect, and fade if Agent Orange is unable to focus on them.

Anyone attempting to take the orange lantern from Larfleeze risks falling victim to the light of avarice and the power of the Ophidian, the Entity of the lantern. Overcoming the tremendous desire to have and control the lantern requires at least a DC 30 Will resistance check. The blue light of hope can temporarily overpower the orange light of avarice, serving to Nullify it.

ORION

REAL NAME: ORION
ALIAS: O'RYAN, DOG OF WAR, ORION THE HUNTER
OCCUPATION: WARRIOR
BASE: SUPERTOWN, NEW GENESIS



Orion was born to Darkseid, the Lord of Apokolips, and his wife Tigra. Shortly after his birth Orion was fostered to New Genesis as part of a peace treaty brokered between Darkseid and Highfather of the New Gods. Rather than growing up on Apokolips' constant diet of cruelty and darkness, the young Orion found himself loved and well-treated by his foster family. After a period of adjustment Orion became one of New Genesis' fiercest warriors. His love of battle and barely contained rage earned him the nickname "Dog of War."

Orion is fated to kill his father, Darkseid, in an epic battle in the fire pits of Apokolips. This is a fate he accepts and often anticipates. On several occasions it seemed that final battle was in progress, but the true time for that showdown is unknown.

At times Orion has come to Earth to oppose the plots and agents of Darkseid. He often uses the alias O'Ryan during these trips and allies himself with various superheroes and ordinary folk who have encountered his father's forces. During two of these trips he joined the Justice League of America. It was during his second stint with that team when he and Big Barda helped defeat Maggedon, a war machine of the Old Gods that nearly destroyed the Earth.

During the events leading up the Final Crisis, Orion confronted his father and supposedly killed him. Shortly afterward, Orion was found dead on Earth, shot by a Radion bullet fired backward in time to murder the Dog of War. When Darkseid was reborn and attempted to conquer Earth, Batman used that same bullet to kill him. This supposedly fulfilled the prophecy of Darkseid being destroyed by his own son, albeit indirectly. After the Final Crisis, many of the New Gods were reborn but Orion was not among them. It seems unlikely the multiverse has seen the last of him or that his final battle against Darkseid has truly come to pass.

PERSONALITY

Orion is many ways his father's son. He is prone to brooding, dark moods, and violence. His rage makes him a powerful and unrelenting combatant, but also makes him reckless. Orion is equal parts heroic warrior and wrathful warlord. Orion is famed for his tenacity and unwavering devotion to destroying Darkseid and his minions. Unlike many heroes, Orion has no trouble using lethal force. He will not wantonly murder, but he will lay waste to whole armies if the need arises and feel no remorse for his actions.

In truth, Orion often feels revulsion at the darker part of his soul and fears becoming a monster like his father. This self-loathing and fear of becoming evil drives him to fight the armies of Apokolips with even greater savagery. He prefers to meet force with force, leaving subtlety to those better suited to its uses. Orion has a tendency to be intolerant toward those he sees as weak, such as the Bug People of New Genesis. However, he will change his mind when shown the nobility and bravery of a person or culture—a characteristic that sets him worlds apart from his tyrannical sire. While often stubborn and far from subtle, Orion is neither a thug nor an idiot.

So great is the rage and anger in Orion's soul that it sometimes bubbles to the surface and shows in his features; his skin turns grayish and his features become dark and ugly. Orion's Mother Box can be used to return him to his usual appearance. Orion tempers his raging inner demons with a strong sense of honor and duty.

ORION — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	15	5	3	12	1	3	4

POWERS

Astro-Harness: 66 points, Removable (–13 points) • *53 points*
Astro-Force: Array (30-points)
- **Astro-Blast:** Ranged Damage 15 • *30 points*
- **Astro-Barrage:** Ranged Damage 10, Multiattack• *1 point*
- **Tractor Beam:** Move Object 15, Continuous, Limited to towing/pushing • *1 point*

Flight: Flight 12 (8,000 MPH), Movement 5 (Dimensional Travel: New Genesis/Apokolips, Environmental Adaptation: Zero-G, Space Travel 3) • *34 points*
Dog of War: Power-lifting 5 (Lifting **Str** 21; 50,000 tons); Regeneration 2• *7 points*
Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 10 • *21 points*
Mother Box: Boom Tube (Space Travel 3); **Intelligence** (Feature 2); **Restoration** (Healing 8); Removable (–5 points) • *19 points*

ADVANTAGES

All-out Attack, Diehard, Extraordinary Effort, Fearless, Great Endurance, Move-by Action, Power Attack, Ranged Attack 5, Seize Initiative, Takedown, Ultimate Effort (Toughness)

SKILLS

Athletics 6 (+22), Expertise: Tactics 7 (+8), Intimidation 10 (+14), Perception 4 (+7), Ranged Combat: Astro-Harness 4 (+7), Vehicles 5 (+8)

OFFENSE

Initiative +5

Astro Blast +12	Ranged, Damage 15
Unarmed +12	Close, Damage 16

DEFENSE

Dodge	13	**Fortitude**	15
Parry	13	**Toughness**	15
Will	12		

POWER POINTS

Abilities	118	**Skills**	18
Powers	101	**Defenses**	18
Advantages	15	**Total**	270

COMPLICATIONS

Enemies: Orion is the sworn enemy of his father Darkseid, his minions, and all other enemies of New Genesis. He will not voluntarily avoid combat with or retreat from such foes.

Face of Rage: Orion is prone to berserker rages and explosive outbursts, particularly when extremely frustrated or facing hated foes. During these periods his features often take on a dark, twisted appearance reflecting his parentage. This causes Orion to automatically fail any social interaction tests that rely on persuasion, diplomacy, or subtlety. This effect lasts until he takes a standard action to use his Mother Box to calm his rage and restore his "Face of Peace."

Vulnerability: Like all New Gods, Orion is vulnerable to attacks from the substance Radion. This element is incredibly rare and its origins are unknown. However, attacks made with a Radion weapon bypass Orion's Impervious extra for his Toughness and long-term exposure to large quantities of the element can prove fatal.

POWERS& ABILITIES

Orion possesses incredible strength and stamina. He is a superhumanly skilled warrior and veteran of countless battles. He can regenerate from terrible injuries, and his regenerative abilities can be augmented by the use of his Mother Box. In addition to his physical might, Orion controls a cosmic energy called the Astro Force. He can channel this power through a special Astro-Harness for a variety of effects including flight and energy projection. Only Orion seems to be able to safely and reliably access this energy. Like all his fellow New Gods, Orion is immortal.

ALLIES

Orion loves his foster father, Highfather of New Genesis, just as he hates his natural one. He is close friends with Lightray of New Genesis. He is married to the New God Bekka but the couple has problems due to Orion's tendency to move constantly from one battle to another. Orion also counts as trusted friends and allies Big Barda, Metron, Mister Miracle (I), and Forager. He has often worked with various members of the Justice League and even joined the group twice. He is sometimes joined by Sturmer, a massive, super-powerful war dog.

STURMER, WAR DOG OF ORION — PL11 • 92 POINTS

Abilities: Str 9 **Sta** 7 **Agl** 5 **Dex** 0 **Fgt** 7 **Int** -1 **Awe** 3 **Pre** 1

Powers: Big Dog (Growth 2, Permanent, Innate; Protection 3), **Bite & Claw** (Strength-Based Damage 4), **Canine Senses** (Senses 3; Tracking, Ultra-Hearing, and Acute Smell), **Speed** 5 (60 MPH)

Advantages: All-out Attack, Improved Critical (Bite & Claw), Improved Hold, Power Attack

Skills Athletics 8 (+17), Close Combat (Bite & Claw) 2 (+9), Intimidation 8 (+9), Perception 4 (+7), Stealth 2 (+7)

Offense Initiative +5, Bite & Claw +9 (Close Damage 13), Unarmed +7 (Close Damage 9)

Defense Dodge 8, Parry 8, Fortitude 12, Toughness 12, Will 5

Totals Abilities 58 + Powers 18 + Advantages 4 + Skills 12 + Defenses 9 = 92

Complication: New Dog: Sturmer is a bear-sized, rather intelligent, and very powerful dog of a god, but he's still a dog.

Note: Sturmer was presumed lost during a battle against the General (see **Vol. 1**). However, it is possible the hound survived, will see resurrection along with his master, or will be replaced with a similar hound. Since he is not a constant companion of Orion he is not bought as a sidekick (He would count as Sidekick 19).

ENEMIES

Orion hates his father Darkseid more than any other single being in existence. Orion's hatred of Darkseid extends to all the Lord of Apokolips' minions and lieutenants, especially his half-brother Kalibak.

THE OUTSIDERS



When Wayne Industries executive Lucius Fox was taken hostage by revolutionary forces in the Eastern European nation of Markovia, Batman called on his Justice League teammates to assist in rescuing him. The League, however, already promised the United Nations none of its members would get involved in the situation in Markovia, so Batman quit the team in protest and recruited some assistance to rescue Fox on his own. Events involving Markovia's would-be dictator Baron Bedlam brought Batman together with Black Lighting, Geo-Force (Prince Brion Markov, rightful heir to the throne), Halo, Katana, and Metamorpho. They chose to remain together under Batman's guidance as the Outsiders.

The Outsiders operated for a time in Gotham City, using Batman's facilities as their headquarters and assisting the Dark Knight against a variety of threats. Eventually, trust issues between the team and Batman led to his decision to disband the Outsiders. The rest of the team chose to stay together, moving from Gotham to Los Angeles, sponsored by Geo-Force's home nation of Markovia. Although Batman eventu-

BASE: GOTHAM CITY, LOS ANGELES HEADQUARTERS: THE BATCAVE
MEMBERS: BATMAN, BLACK LIGHTNING, GEO-FORCE, HALO, KATANA, METAMORPHO, AND LOOKER (FIRST TEAM). BLACK LIGHTNING, FAUST, GEO-FORCE, HALO, KATANA, LOOKER, METAMORPHO, TECHNOCRAT, WYLDE (SECOND TEAM). ARSENAL, GRACE, INDIGO, JADE, NIGHTWING, THUNDER. LATER CAPTAIN MARVEL, JR. AND CAPTAIN BOOMERANG, JR. (THIRD TEAM). BLACK LIGHTNING, THE CREEPER, GEO-FORCE, HALO, KATANA, METAMORPHO, OWLMAN (FOURTH TEAM).

FAUST — PL9 • 145 POINTS

Abilities: Str 1 **Sta** 3 **Agl** 2 **Dex** 3 **Fgt** 1 **Int** 6 **Awe** 4 **Pre** 0

Powers: Belt Pouches Feature 2 (Summon ingredients or items for rituals and spells), Removable (-0 points); **Magic:** (Array (20 points), **Magic Bolt:** Ranged Damage 10, **AE: Clairvoyance** (Remote Sensing 10 (Visual; 4 miles)), **AE: Healing Touch** (Healing 12)**, AE: Shapechange** (Morph 4 (Any Form)), **AE: Summon Gate** (Teleport 5 (30 miles), Extended, Portal, Limited to Extended), **AE: Transmute Matter:** Transform 4 (Anything to Anything))

Advantages: Artificer, Attractive, Connected, Defensive Attack, Defensive Roll 5, Fearless, Luck 4, Ritualist, Taunt, Trance, Uncanny Dodge, Well-informed

Skills: Athletics 7 (+8), Close Combat: Unarmed 6 (+7), Deception 8 (+8), Expertise: Magic 8 (+14), Insight 6 (+10), Investigation 6 (+12), Perception 8 (+12), Ranged Combat: Magic 5 (+8), Sleight of Hand 10 (+13), Stealth 4 (+6)

Offense: Initiative +2, Unarmed +7 (Close, Damage 1), Magic Bolt +8 (Ranged, Damage 10)

Defense: Dodge 10, Parry 7, Fortitude 7, Toughness 8/3*, Will 11 *Without Defensive Roll.

Totals: Abilities 40 + Powers 27 + Advantages 19 + Skills 34 + Defenses 25 = 145

Complications: Soulless: Faust lacks strong emotions; he absorbs his personality traits from drained souls.



ally rejoined the Outsiders, a series of tragic incidents led to the team disbanding. This lasted until Geo-Force reformed the Outsiders to combat the vampire lord Roderick, who seized the throne of Markovia and framed the Outsiders for war-crimes. After clearing their names and overcoming the sorcerer Felix Faust (see **Vol. 1**), the team disbanded again.

Arsenal formed the third iteration of the Outsiders, although Nightwing gave them the name of Batman's former team. This group faced several trials, including betrayal by Indigo (actually an iteration of Brainiac) and working for the U.S. government agency, Checkmate. Batman reformed the team after their capture by Chang Tzu, and the Outsiders reorganized again after Batman's apparent demise, with Geo-Force as team leader once again. Batman has organized versions of the Outsiders to serve as a kind of secret operations team for his own crimefighting network.

A consistent theme of the various incarnations of the Outsiders has been a willingness to operate "outside" the law, much like their mentor, Batman. They often take on challenges more "respectable" teams like the Justice League cannot, due to public opinion and relationships with the civil and international authorities. True to their name, the Outsiders are also often a haven for outcast or freakish heroes, or those who do not fit the conventional heroic mold (particularly with regard to working with the conventional authorities or the use of lethal force). Members have included an amnesiac alien possessing a human body, a vampire, and a soulless sorcerer, amongst others.

FAUST

Sebastian Faust is the son of super-villain Felix Faust, who sold his son's soul to a demon in exchange for power. The demon twisted the bargain and granted the power to Sebastian instead. Sebastian Faust is a great sorcerer and is able to steal the powers and abilities of others. His lack of a soul grants him certain immunities against Hell-born creatures and effects. It also makes him emotionless and gives him little sense of morality. Despite this apparent handicap, Sebastian has pursued a romantic relationship with Halo.

Sebastian joins the Outsiders after they meet in Markovia, where the sorcerer was busy hunting vampires. At one point, Sebastian gets his arm ripped off and acquires a new one, possibly from a fallen Markovian soldier.

The Outsiders occasionally fought Sebastian's father as well as his sister Fauna (who also had powers due to a separate soul-purchasing deal initiated by their father). Sebastian later leaves the team and eventually joins the Sentinels of Magic. He is currently a member of Checkmate. While his father is responsible for his condition, Sebastian still considers him family and frequently attempts to repair their relationship.

GRACE

Grace Choi is a seven-foot-tall woman with a Bana Amazon heritage. After being abused by her foster parents, at age nine Grace ran away and was forced into a prostitution ring. Her powers manifested at age twelve and Grace used them to escape. She later became a bouncer for Chaney's nightclub in Metropolis, which catered to aliens and metahumans.

Arsenal meets Grace at the club and establishes a casual relationship with her, later recruiting her into his version of Outsiders. Her personality and constant questioning causes friction with other team members. She also has a tendency to be brutal when fighting. Their relationship continues even after Batman dismisses Thunder from the team.

HALO

Halo is a gestalt of Aurakles, an alien energy being, and sociopath Violet Harper. Tobias Whale, drug trafficker and leader of the 100, mistakenly believed that Violet had his formula for a new illegal drug. He sent the assassin Syonide to kill her and retrieve the formula. Syonide found she did not have the formula but killed her anyway. Aurakles was drawn into Violet's body and merged with it, creating a gestalt.

The resultant being is afflicted with amnesia and chooses the name Gabrielle Doe. Batman allows her to join the Outsiders and she became Katana's ward. Initially an innocent, Halo becomes an ardent crusader for justice and even atones for some of Violet Harper's past actions. Halo is killed by the super-villain Sanction, who is being manipulated by Marissa Barron, Technocrat's ex-wife. When Marissa is killed Aurakles merges with her body, creating a new Halo. This version of Halo remains with the Outsiders and enters a relationship with Sebastian Faust. The present Halo has mysteriously re-

HALO — PL10 • 150 POINTS

Abilities: Str 0 **Sta** 2 **Agl** 5 **Dex** 4 **Fgt** 2 **Int** 1 **Awe** 4 **Pre** 3

Powers: Aurakle Merge Immortality 10 (Requires a recently dead body); **Flight** 8 (500 MPH); **Protective Aura** Sustained Protection 5; **Quick Change** Feature 1; **Rainbow Hues Array*: Red (Heat Beam)** Ranged Damage 10, **AE: Orange (Force Beam)** Ranged Damage 10, **AE: Yellow (Brilliant Light)** Ranged Affliction 10 (Visual; Resisted by Dodge; Cumulative), **AE: Green (Stasis Beam)** Ranged Affliction 10 (Resisted by Fortitude; Hindered, Immobile, Paralyzed), **AE: Blue (Distortion)** Concealment 5 (All Visual and Auditory), **AE: Blue (Distortion)** Illusion 6 (Visual and Auditory), **AE: Indigo (Tractor Beam)** Perception Range Move Object 10**,** Limited—Toward and Away Only) *Halo can counter other effects with an appropriate hue.

Advantages: Agile Feint, Defensive Roll 3, Evasion 2, Increased Initiative

Skills: Acrobatics 8 (+13), Insight 8 (+12), Perception 6 (+10), Persuasion 8 (+13), Ranged Combat: Rainbow hues 6 (+10)

Offense: Initiative +9, Unarmed +2 (Close, Damage 0), Rainbow Hues +10 (Ranged, Damage 10 plus others)

Defense : Dodge 10, Parry 6, Fortitude 8, Toughness 10/7*, Will 8 *Without Defensive Roll.

Totals: Abilities 42 + Powers 68 + Advantages 7 + Skills 14 + Defenses 19 = 150

Complications: Amnesia: Halo doesn't retain the memories of her host body except when using the violet hue. **Color Negation:** Anything that would negate a particular hue will also prevent Halo from using the power associated with it. **Violet Hue**: The current Halo can be dominated by the personality of Violent Harper. When this happens, Halo is evil and is controlled by the Gamemaster.

GRACE — PL10 • 136 POINTS

Abilities: Str 14 **Sta** 12 **Agl** 2 **Dex** 3 **Fgt** 6 **Int** 0 **Awe** 2 **Pre** 1

Powers: **Amazon/Bana Skin:** Impervious Toughness 12; **Bana Healing**: Regeneration 3

Advantages: Accurate Attack, All-out Attack, Defensive Attack, Improved Critical 3 (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Power Attack, Startle, Takedown

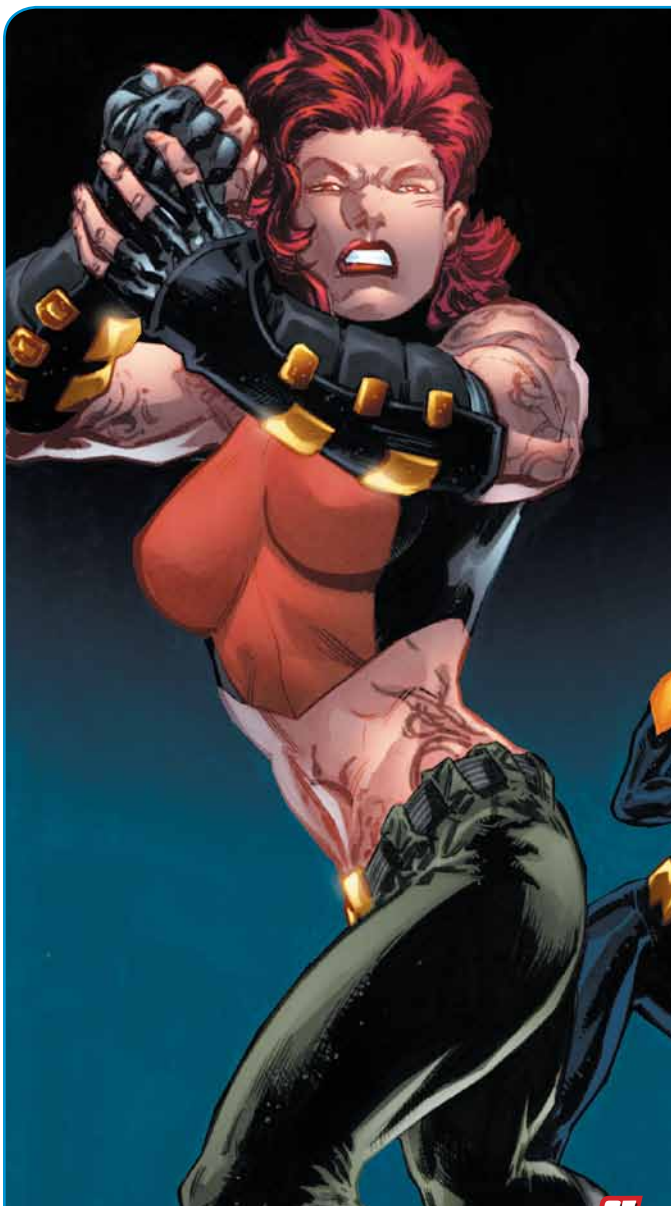
Skills: Athletics 3 (+17), Deception 8 (+9), Intimidation 12 (+13), Ranged Combat: Throw 3 (+6)

Offense: Initiative +6, Unarmed +6 (Close, Damage 14, Crit. 17-20), Thrown Object +6 (Ranged, Damage 14)

Defense: Dodge 8, Parry 8, Fortitude 12, Toughness 12, Will 6

Totals: Abilities 80 + Powers 15 + Advantages 16 + Skills 13 + Defenses 12 = 136

Complications: Love: Grace loves Thunder so devotedly that she allows her to join Outsider missions against Batman's wishes. **Bloodlust**: Grace has a tendency to use excessive force.



INDIGO — PL10 • 266 POINTS

Abilities: Str 10 **Sta** — **Agl** 3 **Dex** 3 **Fgt** 2 **Int** 12 **Awe** 3 **Pre** 4

Powers: **Android Body (**Immunity 30 (Fortitude), Protection 5, Regeneration 3); **Computer Mind (**Communications 5 (Radio), Comprehend 5 (Read, Speak, Understand All Languages, Machines)**,** Quickness 10 (Limited to Mental Tasks)); **Energy Blast (**Ranged Damage 10); **Flight** (Flight 8 (500 MPH)); **Force Field (**Impervious Sustained Protection 10, Dynamic, **AE: Magnetic Field** Perception Range Moved Object 10, Limited to Ferrous Metals, Dynamic, **AE: Teleport** Teleport 10, Dynamic))

Advantages: Accurate Attack, Assessment, Attractive, Diehard, Eidetic Memory, Fearless, Improved Initiative, Inventor, Well-informed

Skills: Acrobatics 8 (+11), Close Combat: Unarmed 8 (+10), Expertise: History 4 (+16), Insight 8 (+11), Perception 10 (+13), Ranged Combat: Energy Blast 7 (+10), Technology 5 (+17), Vehicles 4 (+7)

Offense: Initiative +7, Unarmed +10 (Close, Damage10), Energy Blast +10 (Ranged, Damage 10)

Defense: Dodge 5, Parry 5, Fortitude —, Toughness 15/5*, Will 10 *Without Force Field.

Totals: Abilities 64 + Powers 134 + Advantages 9 + Skills 27 + Defenses 12 = 266

Complications: Split Personality: Indigo's personality is a subroutine of Brainiac-8 and may be overridden at Brainiac-8's will. Indigo is unaware of this complication. **Outsider:** Indigo simultaneously possesses a child-like sense of wonder and an uncomfortable relationship with modern life that often makes her and those around her uneasy.



LOOKER — PL10 • 289 POINTS

Abilities: Str 6 **Sta** — **Agl** 4 **Dex** 3 **Fgt** 6 **Int** 1 **Awe** 3 **Pre** 5

Powers: **Children of the Night** (Summon Animals 2 (General Type: Bats, Rats, or Wolves; Horde, Mental Link, Multiple Minions 6 (64 minions))); **Force Field** (Impervious Sustained Protection 3, Affects Others and Self); **Form of Mist** (Insubstantial 2); **Mental Powers** (Array (30 points), **Mind Control** (Perception Range Cumulative Affliction 10 (Resisted by Will; Entranced, Compelled, Controlled)), **AE: Telepathy** (Mind Reading 10), **AE: Mind Bolt** (Perception Range Damage 7, Alternate Resistance: Will)); **Spider-Climb** (Movement 1 (Wall-crawling)); **Telekinesis** (Move Object 10); **Telekinetic Flight** (Flight 8 (500 MPH)); **Undead Invulnerability** (Immortality 10 (Not When Staked or Beheaded), Immunity 30 (Fortitude), Impervious Protection 7 (Limited—Not Versus Blessed, Magical, or Silver Weapons), Regeneration 5 (Source: Blood)); **Vampiric Bite** (Weaken Stamina 9 (Resisted by Fortitude), Limited—Drains 1 rank per round, Grab-based)

Advantages: Animal Empathy, Attractive 2, Benefit (Well-off), Connected, Fascinate (Deception, Persuasion), Favored Foe (Vampires), Fearless, Improved Hold, Improved Initiative, Power Attack, Startle, Taunt

Skills: Close Combat: Unarmed 4 (+10), Deception 8 (+13), Expertise (PRE): High Fashion Model 5 (+10), Expertise: Magic 5 (+6), Insight 6 (+9), Intimidation 9 (+13), Perception 7 (+10), Persuasion 5 (+10), Stealth 9 (+13)

Offense: Initiative +8, Unarmed +10 (Close, Damage 6), Mind Bolt — (Perception Range, Damage 7, Resisted by Will)

Defense: Dodge 10, Parry 8, Fortitude —, Toughness 10/7*, Will 10 *Without Force Field.

Totals: Abilities 46 + Powers 185 + Advantages 14 + Skills 39 + Defenses 15 = 289

Complications: Dependence: Looker is a vampire and must feed on blood or weaken. She has permanent telltale bite marks on her neck. **Public Identity:** Looker's association with the Outsiders and her vampirism has ended her marriage and prevents her from living a normal life. **Obsession:** Looker wants to remove all vampires from the planet.

gained Violet Harper's body and joins the latest incarnation of the Outsiders. The new Halo is able to access Violet's memory and personality. At times this evil personality can gain control, represented by the Violet aura. "Violet" is able to access all of Halo's other powers while projecting the Violet aura. It's hinted that the Violet aura also has great destructive power, as it was able to destroy a Black Lantern ring.

INDIGO

Indigo is actually Braniac-8 from the far future. She journeys back to the early twenty-first century to ensure that Donna Troy is killed (her continued existence apparently threatens the Coluan domination of "organics" in the future). She creates a cover identity, Indigo, and claims to have come back in time for repairs.

Indigo is initially unaware that she is really Brainiac-8. Arsenal invites her to join the Outsiders and she gets romantically involved with Shift. Unfortunately, Brainiac-8 soon takes over and attempts to kill the Outsiders and the Teen Titans. Indigo's personality regains control long enough to ask Shift

TECHNOCRAT — PL10 • 179 POINTS

Abilities: Str 8 **Sta** 6 **Agl** 5 **Dex** 3 **Fgt** 2 **Int** 8 **Awe** 4 **Pre** 3

Powers: Battlesuit (Removable, -17 points), **Armor Systems** (Protection 3, Force Field 3, Enhanced Strength 6, Enhanced Stamina 4, Enhanced Agility 3, Flight 8 (500 MPH)); **Energy Bolt (**Ranged Damage 10*); **Sensors** (Senses 6 (Infravision, Low-light vision, Microscopic Vision, Radio, Tracking, Ultravision)); **Life Support** (Immunity 10 (Life Support))

*Barron is constantly in the process of updating and improving his battlesuit. Points allotted to Energy Bolt or other powers may instead be filled with varying weaponry or gadgets as the mood suits him.

Advantages: Assessment, Connected, Eidetic Memory, Evasion, Improvised Tools, Inventor, Power Attack, Tracking

Skills: Acrobatics 3 (+8), Athletics 4 (+12), Close Combat: Unarmed 10 (+12), Deception 6 (+9), Expertise: Business 6 (+14), Expertise: Science 6 (+14), Insight 6 (+10), Perception 4 (+8), Persuasion 8 (+11), Ranged Combat: Battlesuit Weapons 7 (+10), Technology 6 (+14), Vehicles 8 (+11)

Offense: Initiative +5, Unarmed +12 (Close, Damage 8), Energy Bolt +10 (Ranged, Damage 10)

Defense: Dodge 8, Parry 6, Fortitude 10, Toughness 12, Will 8

Totals: Abilities 52 + Powers 67 + Advantages 8 + Skills 37 + Defenses 15 = 179

Complications: Justice: Technocrat has a strong commitment to justice. **Love:** Because Halo currently occupies his wife's body, Technocrat's has transferred his love for his wife to Halo. She doesn't feel the same way, which continues to cause awkward situations.

to kill her, which he does by transforming her android body into organic matter.

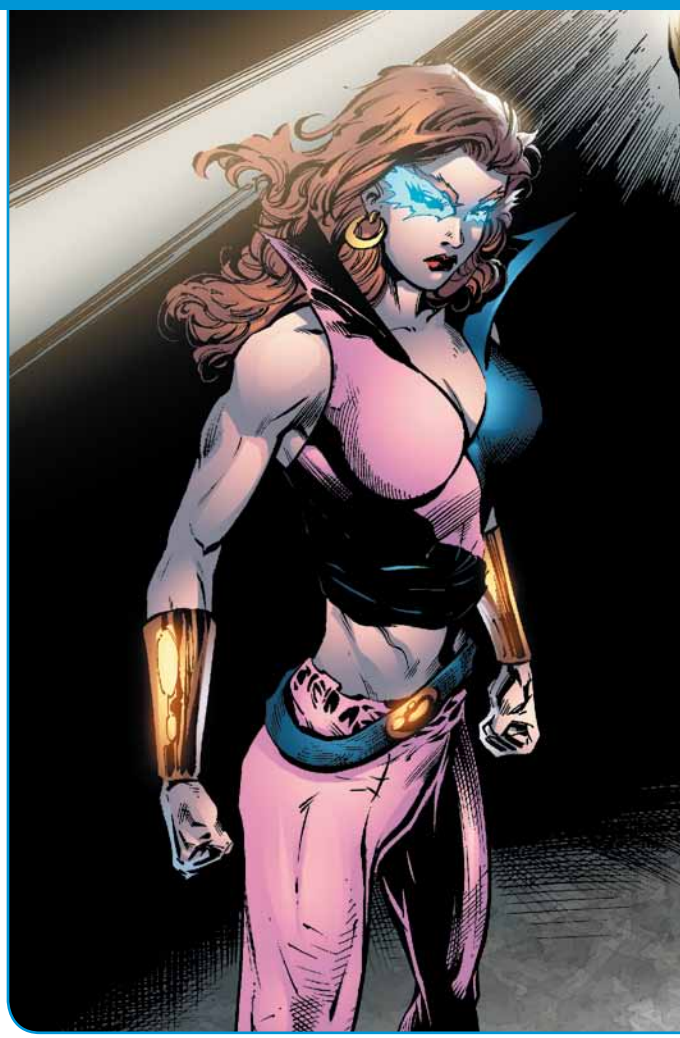
As Brainiac-8, Indigo gains the ability to transform her body into weaponry. She also has the ability to travel through time, though this is more of a plot point than a power.

LOOKER

Emily "Lia" Briggs was a timid librarian who was, unbeknownst to her, the last royal descendant of Abyssia, an underground kingdom that her ancestor founded after he gained mental powers from a crashed meteor in 2000 B.C.E. The Abyssians kidnapped and exposed Lia to the meteor fragment, which gave her incredible beauty and mental powers. Katana, a bookseller who happened to know Lia, got the Outsiders to rescue her. Lia, as Looker, joins the team.

Looker's powers and association with the Outsiders unfortunately puts a strain on her marriage and she separates from, and eventually divorces, her husband. Looker pursues a modeling career when the Outsiders move to Los Angeles and has a brief affair with Geo-Force.

The opposition leader in Abyssia, Tamira, returns to power and engages Looker in a Rite of Challenge during which Looker loses most of her powers. Lia retires and leaves the Outsiders but later returns to Markovia. She regains her powers during a battle with the vampire Roderick but is also transformed into a vampire. Due to her metahuman blood Looker is initially spared the vampiric aversion to sunlight,



though this exception seems to be weakening. She currently hunts other vampires and has joined the current Outsiders.

Looker is extremely powerful due to her vampirism. If you want to use the "classic" Looker, then remove all vampiric traits, reduce her abilities to Str 0, Sta 2, and Fgt 2, and increase the protection of her Force Field to 8.

TECHNOCRAT

Wealthy inventor Geoffrey Barron went to Markovia to sell his latest battlesuit design. Unfortunately, he arrived just as a vampiric coup led by Prince Roderick took over the nation. Geoffrey found himself implicated in the Queen's murder (who was actually killed by Roderick) and was forced to don the battlesuit in self-defense. He aids the Outsiders in defeating Roderick and joins their ranks.

Geoffrey's wife Marissa is killed by the same assassin who kills Halo (ironically, Marissa hired the assassin). This initiates a strange romantic triangle, as Halo, who took over Marissa's body, favors fellow teammate Faust while Geoffrey is still in love with Marissa (who is now actually Halo). When the Outsiders split into two teams, Technocrat and Halo each join a different team, which improves the situation.

Technocrat remains with the Outsiders after the two teams rejoin. He is apparently killed when the hero Breach explodes

THUNDER — PL10 • 150 POINTS

Abilities: Str 12/1* **Sta** 2 **Agl** 8/4** **Dex** 3 **Fgt** 4 **Int** 3 **Awe** 2 **Pre** 0

Powers: Alternate Form—Density Control (Activation—Move Action), **Dense Body** (Growth 11, Density; Impervious Toughness 11; Enhanced Advantages 7 (Improved Grab, Improved Hold, Improved Smash, Improved Trip, Interpose, Power Attack, Weapon Break); **Thunderstomp** (Burst Area Damage 10 Linked to Burst Area Affliction 10 (Resisted by Dodge; Hindered, Prone), Instant Recovery, Limited Degree); **Unslowed** (Enhanced Defenses 10 (Dodge 5, Parry 5), Linked to Growth (Density), Only to negate modifiers; **AE: Light Body** Enhanced Agility 4)

Advantages: Diehard *Improved Grab, Improved Hold, Improved Smash, Improved Trip, Interpose,* Language 2 (French, Spanish, Native: English), *Power Attack, Weapon Break*

Skills: Acrobatics 4 (+12/+8**), Athletics 4 (+5/+16*), Close Combat: Unarmed 4 (+8), Expertise: Doctor 6 (+9), Insight 8 (+10), Perception 6 (+8), Technology 4 (+7), Treatment 8 (+11)

Offense: Initiative +4/+8**, Unarmed +8 (Close, Damage 12), Thrown +3 (Ranged, Damage 12)

Defense: Dodge 8, Parry 8, Fortitude 12, Toughness 12, Will 8 *With Dense Body. **With Light Body.

Totals: Abilities 36 + Powers 75 + Advantages 3 + Skills 22 + Defenses 14 = 150

Complications: Love: Thunder loves Grace and tries to protect her. **Second Best:** Thunder has a hard time dealing with Batman's decision to remove her from the Outsiders and continues to join Grace on missions in an unofficial capacity.

during a major super-villain attack on Metropolis. Because Technocrat was standing near Looker, who used her telekinesis to deflect the explosion, it's possible that Technocrat survived as well..

THUNDER

Anissa Pierce is Black Lightning's daughter. Black Lightning didn't want her to become a superhero and Anissa promised not to become a vigilante while she concentrated on her education. The very night she graduated, however, she donned a blonde wig and a costume for the first time. She soon became one of the founding members of Arsenal's Outsiders.

Black Lightning does not approve of his daughter's vigilante career but comes to accept it. He even joins her on the Outsiders for a while. Initially Thunder has an antagonistic relationship with fellow teammate Grace, but this is simply the prelude to a strong romantic relationship that continues to thrive.

When Batman takes back the leadership of the Outsiders, he drops Thunder from the team on the basis of her poor performance while on a mission with the Martian Manhunter. Thunder has trouble accepting this, especially since Grace remains an Outsider, and she continues to accompany her lover on missions. Caught up in an attempt by Simon Hurt to kill Batman, Thunder suffers injuries that put her into a coma, though she eventually recovers.

PARASITE



Rudy Jones' parasitic relationship with Superman began even before he became Parasite. He was a janitor at the *Daily Planet* on Clark Kent's first day of work and mooched his lunch. Jones was invited to meet Lex Luthor, who was hoping to use him as a spy in the *Daily Planet*. At LexCorp, he was accidentally subjected to contamination from radioactive waste and was transformed into the living incarnation of his own gluttony. Because only Superman's life energies are sufficient to satisfy him, Parasite pursues him relentlessly.

The Parasite was captured, conscripted into the Suicide Squad and sent to stop Firestorm but was quickly overcome. On another attempt to harness his powers for good, the Parasite was sent to absorb solar energy from an overloaded Superman, but the power further mutated the Parasite into his current form. He continues to plague Superman as part of the Superman Revenge Squad.

PERSONALITY

Parasite is ruled by his constant hunger for energy and seeks it like a drug; only the power of a being like Superman can truly satiate his hunger. Occasionally, Torval Freeman's con-

REAL NAME: RUDOLPH "RUDY" JONES
OCCUPATION: SUPER-CRIMINAL
BASE: USUALLY METROPOLIS

PARASITE — PL13

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

POWERS

Life Drain: Grab-based Weaken Stamina 18 (Resisted by Fortitude) • *9 points*
Mimicry: Morph 4 (any form), Limited to Power Drained subject; Variable 12 (60 points for duplicating subject's traits), Continuous, Move Action, Limited to Power Drained subjects, Limited—traits reset to null when subject recovers from Power Drain • *100 points*
Power Drain: Cumulative Affliction 18 (Resisted by Fortitude; Powers Impaired, Powers Disabled, Transformed—Powerless) • *36 points*
Smell Life Energy: Senses 3 (Acute, Ranged Detect Life) • *3 points*
Torval Freeman's Consciousness: Enhanced Intellect 4; Enhanced Skill 4 (Expertise: Science 8) • *12 points*

ADVANTAGES

Improved Hold

SKILLS

Deception 6 (+7), *Expertise: Science 8 (+13)*, Insight 8 (+10), Perception 6 (+8)

OFFENSE

Initiative +1

Life Drain +8	Close, Weaken 18
Power Drain +8	Close, Affliction 18
Unarmed +8	Close, Damage 8

DEFENSE

Dodge	8	**Fortitude**	12
Parry	8	**Toughness**	6
Will	8		

POWER POINTS

Abilities	56	**Skills**	10
Powers	160	**Defenses**	19
Advantages	1	**Total**	246

COMPLICATIONS

Hunger: Parasite needs to feed on the life energy of others in order to survive.

Weakness: When Parasite duplicates a subject's powers, he also acquires his weaknesses.

sciousness surfaces long enough to devise a more far-reaching plan than simply satisfying his immediate needs.

POWERS & ABILITIES

Parasite can drain the life energy of others, gaining his victim's powers and memories. Parasite senses the presence of nearby life energy as a scent or aroma. The Parasite has permanently incorporated some of his victims, most notably the mind of the scientist Torval Freeman, who resides within Rudy's subconscious.

ALLIES

Parasite generally works alone but is often recruited by government agencies for his energy-draining powers or by masterminds hoping to use him against Superman. The Parasite rarely passes up the opportunity to feed on his favorite target.

ENEMIES

Parasite becomes proportionately powerful based on his opponent, so it's no surprise that Parasite is considered one of Superman's most dangerous enemies.

PEACEMAKER

REAL NAME: CHRISTOPHER SMITH
OCCUPATION: ANTITERRORISM AGENT, PRESIDENT OF SMITH ENTERPRISES AND THE PAX INSTITUTE, VIGILANTE
BASE: GENEVA, SWITZERLAND

Though an American citizen, Christopher Smith grew up in Austria with his father, an Austrian industrialist. Christopher suffered trauma as a child when his father committed suicide after being exposed as a former Nazi death-camp officer. Though a model student and athlete, Christopher became psychologically troubled, and began seeing visions of his deceased father berating him and driving him to achieve.

As an adult, Christopher became a sergeant in the U.S. army. While serving in Vietnam, bad intelligence led him to attack a civilian village as a military target. He was court-martialed and jailed. While imprisoned, Christopher came to blame war for his troubles. He obtained early release by signing on with the elite antiterrorism unit, Project: Peacemaker. When his mother died, Christopher inherited his family's fortune.

Christopher devoted himself to Project: Peacemaker, undergoing rigorous antiterrorism training. When funding for the program was cut, Christopher used his father's business empire and family fortune to fund a private version of the program, becoming a vigilante peacekeeper in order to "keep the peace at any cost."

PERSONALITY

Peacemaker is "a man who loves peace so much he is willing to fight for it." A bloodthirsty idealist and vengeful fanatic, Smith is a wild card who can be difficult to control, even himself.

PEACEMAKER PL10

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

POWERS

Peacemaker Body Armor: Cone Area Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated); Flight 6 (120 MPH); Impervious Protection 4; Senses 5 (Communication Link, Darkvision, Extended Hearing, Extended Vision); Removable (-9 points) • *36 points*

EQUIPMENT

Arsenal: Array (15 points)

- **Assault Rifle:** Ranged Multiattack Damage 5 • *15 points*
- **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
- **Submachine Gun:** Ranged Multiattack Damage 4 • *1 point*
- **Sword:** Strength-based Damage 3, Improved Critical • *1 point*

HQ: PEACEMAKER CAVERN • *14 POINTS*

Size: Large **Tou:** 12 **Features:** Communications, Computer, Concealed, Defense System, Garage, Gym, Hanger, Power System, Workshop.

VEHICLES: ARRAY (86 POINTS)

PEACEMAKER JET • *86 POINTS*

Size: Huge **Str:** 10 **Speed:** 10 (Flight) **Def:** 6 **Tou:** 10 **Features:** Missiles (Ranged Burst Area 4 (250 feet) Damage 10), AE: Machine Gun (Ranged Multiattack Damage 6)

PEACEMAKER HELICOPTER • *1 POINT*

Size: Huge **Str:** 8 **Speed:** 7 **Def:** 6 **Tou:** 9

MOTORCYCLE • *1 POINT*

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



ADVANTAGES

All-out Attack, Benefit 3 (Millionaire), Close Attack 5, Equipment 21, Improved Initiative, Languages 3 (German, French, Italian, Spanish, English Native), Power Attack, Precise Attack (Ranged; Cover), Ranged Attack 7, Quick Draw, Startle, Takedown, Throwing Mastery

SKILLS

Acrobatics 6 (+9), Athletics 4 (+8), Close Combat: Unarmed 2 (+10), Expertise: Tactics 4 (+7), Intimidation 8 (+9), Investigation 4 (+7), Perception 6 (+8), Persuasion 6 (+7), Stealth 8 (+11), Technology 10 (+13), Treatment 4 (+7), Vehicles 2 (+10)

OFFENSE

Initiative +7

Assault Rifle +15	Ranged, Multiattack Damage 5
Fragmentation Grenade —	Ranged, Burst Area Damage 5
Heavy Pistol +15	Ranged, Damage 4
Submachine Gun +15	Ranged, Multiattack Damage 4
Sword +13	Close, Damage 7, Crit. 19-20
Unarmed +15	Close, Damage 4

DEFENSE

Dodge	13	**Fortitude**	11
Parry	13	**Toughness**	7
Will	8		

POWER POINTS

Abilities	64	**Skills**	32
Powers	36	**Defenses**	59
Advantages	51	**Total**	212

COMPLICATIONS

Motivation: Doing the right thing.

Obsession: Keeping the peace, no matter what the cost.

Quirk: Sees his dead father and deceased victims of terrorism egging him on.

Secret Identity: Christopher Smith.

POWERS & ABILITIES

Peacemaker is a well-trained combatant with a sizable high-tech arsenal. His armor provides flight, enhanced senses and an incapacitating ultrasonic device.

ALLIES

Peacemaker mentors the third Blue Beetle. He has been a member of the Inner-Agency Task Force, Checkmate and the Shadow Fighters.

ENEMIES

Peacemaker is a foe of terrorists and warmongers worldwide. Anyone who threatens peace becomes his enemy.

THE PENGUIN



Oswald Chesterfield Cobblepot was born into Gotham City society but found himself an outcast because of his short stature, obesity, and beak-like nose, together which earned him the nickname "the Penguin" from rich bullies. Embarrassed by his appearance, his parents shunned Oswald, who only longed for acceptance by the very people who pushed him away. As he grew he recognized that his superior intellect would serve him well and he could turn his eccentricities into tools of intimidation, and set out to enter Gotham City society by any means necessary.

His initial forays into crime included several failed heists. Though the Penguin remained a relatively obscure criminal, he used his time wisely, developing his signature umbrella gadgets and gradually building a reputation for intimidation that would come to serve him well in the underworld, all the while making contacts among Gotham's crime families.

He soon opened his nightclub, the Iceberg Lounge, which would serve as a focal point of Gotham social life and as the Penguin's primary headquarters. He dressed according to his own sense of high fashion, often in a tuxedo and top hat, sported a monocle and smoked imported cigarettes in long holders. As owner of the Iceberg Lounge, the Penguin realized that Gotham's social elite might live and die by the rumors he could sell, and Cobblepot quickly grasped that masterminding a pseudo-criminal organization was far more lucrative and socially acceptable than robbery—and considerably less risky. He even found it in his best interests to sell information to Batman and the Gotham City police department, with the happy side-effect of Cobblepot's enemies going to jail and Cobblepot himself quietly taking over parts of their empires.

REAL NAME: OSWALD CHESTERFIELD COBBLEPOT
OCCUPATION: CRIMINAL, NIGHTCLUB OWNER, SOCIALITE
BASE: GOTHAM CITY (THE ICEBERG LOUNGE)

During the No Man's Land disaster, the Penguin seized the opportunity to make a considerable amount of money as a black-market goods dealer and eventually to ally with Lex Luthor, though this decision resulted in a protracted gang war that nearly cost the Penguin his empire.

Infinite Crisis brought the Penguin close to ruin, with his empire destroyed by Black Mask and much of his wealth depleted. Never one to give up without a fight, the Penguin is currently working to rebuild his network and once again become a powerful member of the underworld. These days he is again seen in the second floor of the Iceberg Lounge, watching and listening to the social lives of Gotham's elite.

PERSONALITY

Oswald Cobblepot desperately wants to be, and styles himself as, an elegant, sophisticated and wealthy socialite. His criminal activities help fund his lifestyle and he feels no compunction about engaging in less-than-legal dealings as long as they will increase his social standing or line his pockets. In the past he was a far more active criminal, planning and executing heists and robberies, but he now prefers to let underlings do his bidding and make a profit from his extensive ties to the Gotham City mob. The Penguin's love of ornithology and gadgetry (especially his trademark umbrellas) notwithstanding, he is more of an eccentric opportunist than sociopathic murderer and uses his higher-than-average intelligence and social con-

THE PENGUIN — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	3	2	4	6	5	5	4

POWERS

Trick Umbrellas: Easily Removable (-6 points) • *23 points*
Mini-Helicopter: Flight 4 (30 MPH) • *8 points*
Weapons: Array (18 points)

- **Spinning Blades:** Multiattack Damage 9 • *18 points*
- **Flamethrower:** Cone Area Damage 6, Secondary Effect • *1 point*
- **Knockout Gas:** Cloud Area Affliction 9 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated) • *1 point*
- **Machine Gun:** Ranged Multiattack Damage 6 • *1 point*

ADVANTAGES

Animal Empathy, Benefit 4 (Multi-millionaire), Benefit 2 (Status: Criminal mastermind), Close Attack 2, Connected, Contacts, Defensive Roll 3, Ranged Attack 4, Well-informed

SKILLS

Close Combat: Trick Umbrella 4 (+10), Expertise: Business 12 (+17), Expertise: Criminal 14 (+19), Expertise: Ornithology 10 (+15), Insight 4 (+9), Investigation 6 (+11), Persuasion 8 (+12), Ranged Combat: Trick Umbrella 6 (+10), Technology 8 (+13), Vehicles 10 (+14)

OFFENSE

	Initiative +2
Flamethrower —	Cone Area, Damage 6, Secondary Effect
Knockout Gas —	Cloud Area, Affliction 9, Resisted by Fortitude
Machine Gun +14	Ranged, Multiattack Damage 6
Spinning Blades +12	Close, Multiattack Damage 9
Unarmed +8	Close, Damage 0

DEFENSE

Dodge	8	**Fortitude**	8
Parry	12	**Toughness**	6/3*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	58	**Skills**	41
Powers	23	**Defenses**	20
Advantages	19	**Total**	161

COMPLICATIONS

Obsession: The Penguin is obsessed with birds.

Trademark: The Penguin's crimes usually have a bird-related theme.

nections to further his personal empire. If something results in the the Penguin achieving more respect, more money, or both then he will find a way to be involved.

POWERS & ABILITIES

The Penguin is more intelligent than most people and has an almost legendary business acumen and ability to plan. Physically he is obese and weak, far more at home in his nightclub than in a fight or heist. The Penguin instantly knows the value of even the most obscure information and how it will profit him the most.

His fascination with gadgets and lack of physical prowess have led him to create or commission the creation of an array of umbrellas equipped with various features as a contingency against confrontation, including many kinds of weaponry. The trick umbrella array represents an arsenal of umbrellas rather than a single, particular umbrella, so they're Removable as opposed to Easily Removable.

As with other arrays, the Penguin's trick umbrellas are made for in-game power stunts. Feel free to give him an unusual trick umbrella as a one-time stunt, especially focusing on attacks targeting the heroes' vulnerabilities (awarding players hero points for the complication). Keep in mind the Penguin's Contacts, Connections, and Well-informed advantages often grant him prior knowledge of his foes and potential obstacles to his plans.

Like many of Batman's foes, the Penguin is more than just the sum of his game traits. He makes effective use of his skills and advantages, particularly his Benefits and Contacts, and his talent for planning his schemes down to the last detail. The Penguin's game traits do not include the fact that he nearly always has various henchmen at his beck and call, and a willingness to sacrifice such pawns if it furthers his goals.

The Gamemaster should make liberal use of complications (*DC Adventures Hero's Handbook,* page 27) in scenarios involving the Penguin, from the elements of the Felonious Fowl's latest scheme (deathtraps, red herrings, and so forth) to a cunning use of his thugs or another distraction to cover his escape when his plan goes sour.

ALLIES

The Penguin possesses deep ties to the Gotham mob, and an audit of his business practices revealed connections to Lex Luthor's empire as well. He was once a member of both the Injustice League and Suicide Squad, but now prefers a more lucrative solo career. His recent allies include the Riddler and Mad Hatter, and he has allied himself with several of Gotham's other key criminal players when it has been profitable to do so, including Catwoman, the Joker, Scarecrow and Two-Face. Batman occasionally uses Cobblepot as a source of information: the Penguin is more than happy to sell information to Batman provided the price is right, though the Penguin has a habit of neglecting to mention key elements that might give the Dark Knight too much help. He employs three "henchbirds" in the Iceberg Lounge—Jay, Raven and Lark—beautiful women who serve as hostesses and information-gatherers.

ENEMIES

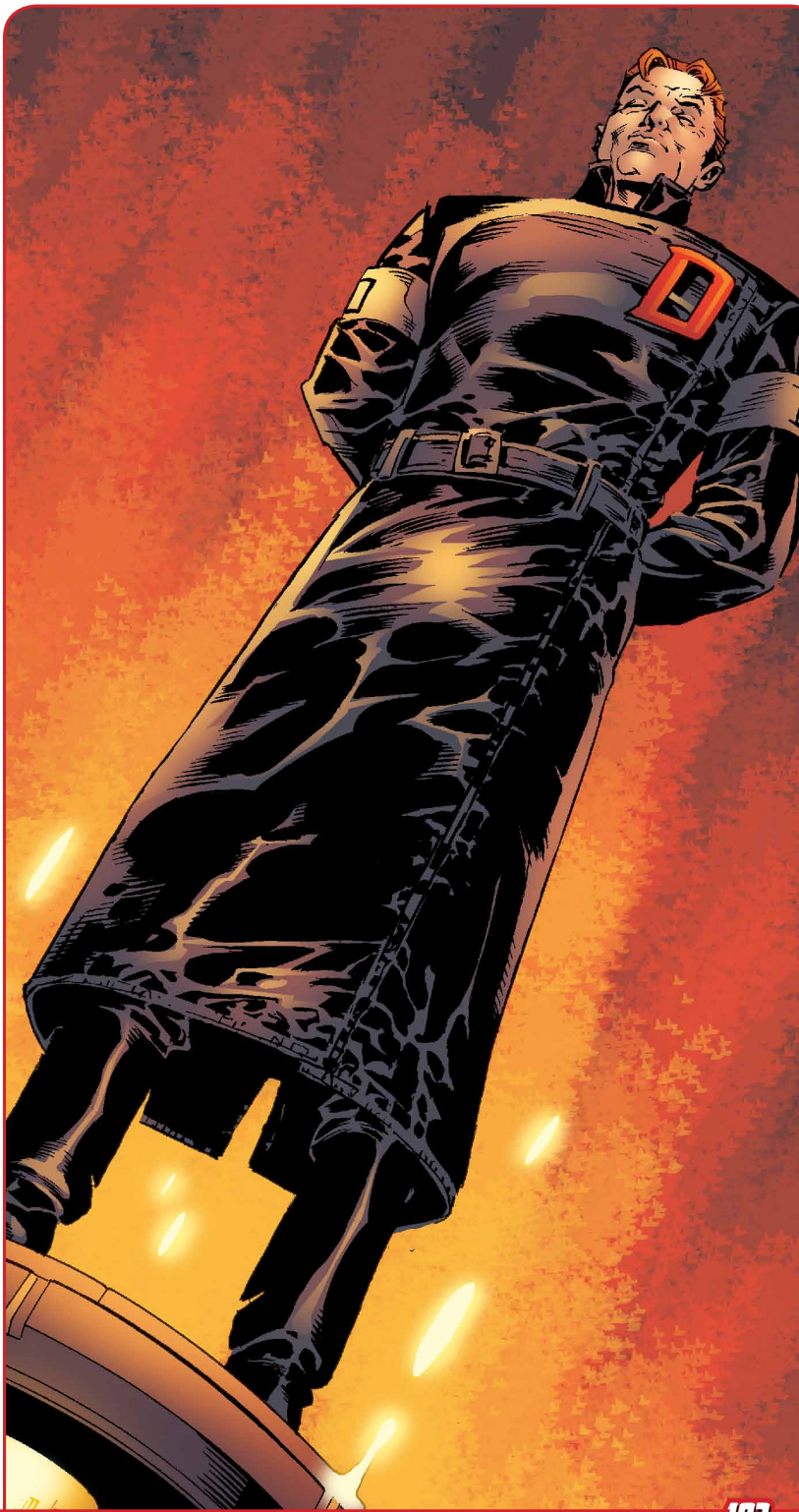
The Penguin's criminal activities put him in conflict with other criminals and Gotham's law enforcement, especially Batman and Robin. He has actively fought Two-Face, Killer Croc, Black Mask, the Joker, Mr. Freeze, and the Great White Shark for control over various parts of Gotham City, though usually in a proxy gang war between underlings.

PER DEGATON

REAL NAME: UNKNOWN
OCCUPATION: SCIENTIST, TIME-TRAVELER, PARAMILITARY COMMANDER
AFFILIATION: THE TIME STEALERS, INJUSTICE SOCIETY, THE TIME TRUST, PROJECT M
BASE: MOBILE

Per Degaton has a convoluted history as a result of his time-traveling abilities. In 1941 Per Degaton (his true name is unknown) was a member of the Time Trust, a group of American government scientists tasked with procuring an anti-bomb shield from the future using experimental time-travel technology. The Time Trust develops a time machine and sends the JSA into the future. Per Degaton is unhappy that he didn't figure out time travel on his own and leaves the Time Trust after sabotaging the anti-bomb shield formula that the JSA brought back.

Per Degaton later joins Project M and meets the robot Mekanique. Mekanique was sent back in time from a totalitarian future to ensure that a rebellion doesn't succeed by preventing its leader from being born. She enlists Per Degaton's aid against the All-Star Squadron. Robotman ends up destroying Mekanique except for her head, which Per Degaton keeps. He gradually falls in love with the bodiless Mekanique.



1947 proves to be a special year for Per Degaton. He reconnects with former fellow Time Trust employee Professor Zee and together they build another time machine. Per Degaton betrays and shoots Professor Zee as soon as the time machine is completed, but the dying scientist falls into the machine and sends it forty years into the future. Per Degaton buries Mekanique's head when she suggests simply waiting forty years to get the time machine.

Whether Per Degaton builds a second time machine or takes a few trips in the first machine prior to killing Zee is unknown, but several versions of Per Degaton plague various points in history and are usually stopped by the JSA. Whenever Per Degaton is defeated he returns to 1947 and starts anew, sometimes with the knowledge of past events and sometimes with new powers or equipment. At least one version of Per Degaton splits from his main self and travels with Professor Zee into the future. Another Per Degaton joins the Time Stealers in the early twenty-first century.

After 1947 Per Degaton joins the Injustice Society as a gadgeteer rather than a time traveler. He leads an army of prisoners against Washington, D.C. and is captured, spending forty years in prison (with one respite—he gets out after a thirty-year sentence only to commit another crime and receive another ten years). He is released from prison in time to catch up with his time machine that was sent into the future by Professor Zee. He also rebuilds Mekanique and the two battle Infinity Inc. on the site of where the time machine is due to arrive. When the time machine appears it includes a younger Per Degaton as well as Professor Zee. The presence of two Per Degatons causes the older Per Degaton to disappear and Mekanique, fearing an-

PER DEGATON — PL10

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

POWERS

Fail-Safe Reset: Immortality 5 • *10 point*
Out of Phase: Insubstantial 4 (Intangible; Doesn't work against powers with a temporal effect); Strength 2 Affects Corporeal • 22 *points*
Recalls Future Events: Senses 4 (Precognition) • *4 points*
Time Disk: Ranged Affliction 10 (Resisted by Fortitude; Fatigued, Disabled, Incapacitated), Easily Removable (-8 points) • *12 points*
Time Travel Disk: Array (6 points), Removable (-1 points)
- **Flying Disk:** Flight 6 (120 MPH), Platform • *6 points*
- **Time Jump:** Movement 3 (Time Travel; Any time) • *1 point*

ADVANTAGES

Eidetic Memory, Inventor, Skill Mastery (Technology checks), Ultimate Effort (Technology checks)

SKILLS

Close Combat: Unarmed 6 (+10), Deception 12 (+14), Expertise: Science 8 (+19), Insight 12 (+15), Intimidation 10 (+12), Perception 10 (+13), Ranged Combat: Time Disc 6 (+10), Technology 8 (+19)

OFFENSE

Initiative +4	
Time Disc +10	Ranged, Affliction 10, Resisted by Fortitude
Unarmed +10	Close, Damage 2

DEFENSE

Dodge	8	**Fortitude**	6
Parry	8	**Toughness**	2
Will	7		

POWER POINTS

Abilities	64	**Skills**	36
Powers	53	**Defenses**	16
Advantages	4	**Total**	173

COMPLICATIONS

Megalomania: Per Degaton wants to rule the world.

Overconfident: In spite of his constant defeats, Per Degaton continues to try to manipulate history.

Untrustworthy: Per Degaton has a tendency to turn on friends and loved ones when his authority is questioned or his greed gets the better of him

other betrayal by the younger Per Degaton, explodes in his presence, apparently killing them both (this also could have caused the paradox that allows for multiple versions of 1947 Per Degaton, or he may have shifted out of time before the explosion).

Most recently, Per Degaton appears in a ghostlike form due to being trapped between time intervals. He can still use his time travel powers and doesn't let his lack of a "solid" form prevent him from achieving his world-conquering dreams.

PERSONALITY

Per Degaton is a classic mad scientist, obsessed with time travel and prone to jealous rages when others achieve what he fails to do. He has a tendency to turn on his allies during these rages. He's also a would-be world conqueror, using his time-travel ability to alter history for his benefit and even trying on occasion, without time travel, to raise an army to conquer the world.

POWERS AND ABILITIES

Per Degaton travels through time by using a time disc. He can see the future and is slightly out of phase with his present, rendering him intangible. His primary method of attack is to throw a small time disc that wreaks havoc on a victim's metabolism and causes innate powers to shut down or spiral out of control. Per Degaton's Immortality is not true immortality; when he fails, his time disc returns to the past and "resets" history, allowing Per Degaton to hatch a new scheme.

Many of Per Degaton's considerable resources—and his influence over time itself—are not included in his game traits. For example, Degaton may recruit allies and underlings from throughout time and space; he has occasionally confronted heroes with old foes plucked from their future, for example. He may likewise bring future technology into the past: introducing nuclear weapons years earlier in World War II or bringing future tanks and soldiers into the present-day. The Gamemaster should feel free to set Degaton up with whatever resources necessary to carry out his schemes. In-game additions or last-minute power stunts are complications worth awarding the players hero points.

ALLIES

Per Degaton originally worked for the American government in projects such as the Time Trust and Project M. He also has the remains of Mekanique as an ally–lover. After 1947, Per Degaton occasionally joins the Injustice Society.

ENEMIES

Per Degaton's enemies include the Justice Society of America, the All-Star Squadron, the Justice League of America, and Infinity, Inc.

OTHER PER DEGATONS

Due to Per Degaton's manipulation of time travel, numerous versions of Per Degaton exist. Some of these "chronal duplicates" have different weapons and equipment than the "main" Per Degaton. If your heroes have already faced Per Degaton, then you can surprise them by giving the super-villain different powers in the rematch.

PHANTOM STRANGER

The Phantom Stranger's true origins are unknown. One story says he was a nomad who committed suicide but was barred from entering the afterlife, cursed to forever be a part of humanity but ever separate from it as he works to turn humanity from evil one soul at a time. Another story claims the Stranger is the legendary Wandering Jew, helping society as best he can while forever walking the earth. A third story claims the Stranger was one of a group of scientists who studied the end of the previous universe, and was reborn as the Stranger following the Big Bang. The tale most commonly told is that the Stranger was once an angel who refused to choose a side during Lucifer's rebellion and was condemned to live alone for all time.

Any one of these stories may be true. Or, given the strange events that draw the Stranger, they may somehow all be true. All that's known for certain is that when events are at their most dire, when forces beyond mortal imagination conspire to destroy humanity, the Phantom Stranger appears at a crucial moment to provide the counsel needed to protect the innocent.

PERSONALITY

The Phantom Stranger is an enigmatic presence that usually vanishes as soon as he provides whatever information or assistance he deems necessary. While friendly to those he assists, he is rarely casual, always driven by his mission to protect innocents and preserve the universe.

POWERS & ABILITIES

The Phantom Stranger possesses immense power, easily ranking him among PLX characters.

Chief among the Stranger's abilities is his knowledge of every person and event occurring across the multiverse. He can also travel through space, time and across dimensions without limits, and bring others to where they are needed. He is immortal and ageless, with only his white hair and blank eyes betraying his mystical nature. He can also dispel nearly any spell or illusion, and fire mystical blasts that can keep even the most powerful creatures at bay.

ALLIES

The Phantom Stranger has guided many champions of good, but has been of particular assistance to magical heroes such as those who make up the Sentinels of Magic. He's also close to the mystic Madame Xanadu, with whom he enjoys a friendship that has stretched across centuries. Along with John Constantine, Doctor Occult and Mister E, the Stranger is part of the "Trenchcoat Brigade" who induct young magicians into the ways of magic. In the Ninth Age of Magic, the Stranger was an ally of the Lords of Order and part of the circle of cosmic powers—the Stranger, Zeus, the wizard Shazam, Highfather, and the Oan Guardian Ganthet—known as the Quintessence. Following recent events and the birth of the Tenth Age of Magic, it's unclear if the Stranger maintains any of his connections, or if he too has been reborn.

REAL NAME: UNKNOWN
OCCUPATION: MYSTICAL GUIDE AND GUARDIAN
BASE: MOBILE



ENEMIES

The Phantom Stranger has guided champions into battle against a wide array of mystical threats, from cultists to cosmic horrors. Among beings on his level of power, the Stranger has had ongoing disagreements with the Spectre, struggling to keep the spirit of vengeance under control when it is without a host and guide the Spectre's human hosts in keeping its power in check. Eclipso has also shown a particular dislike for the Stranger since the Stranger foiled the demon's attempts to trigger a nuclear holocaust.

PHANTOM STRANGER PLX

COMPLICATIONS

Enigma: The motivations and agenda of the Phantom Stranger are as mysterious as his background, but he typically battles the forces of dark magic and defends the innocent against their power.

Counselor: While he possesses immense mystical power and incredible knowledge, the Stranger is forbidden to directly interfere in the course of history. He is compelled to counsel the champions of humanity.

THE PIED PIPER

The wealthy Rathaways spared no expense curing their son Hartley's deafness, and indulged his resulting obsession with music. In time, Hartley's genius unlocked the secrets of sound and, having grown bored with idle wealth, he turned to crime as the Pied Piper. Despite his talents, the Piper was invariably defeated by the second Flash, even when acting in concert with the other Rogues. Eventually, Hartley gave up crime (partly due to the Top involuntarily tampering with his mind) and has since dedicated himself to providing for the poor.

REAL NAME: HARTLEY RATHAWAY
OCCUPATION: SOCIAL ACTIVIST
BASE: CENTRAL CITY, MO

Subsequent events have conspired to draw Hartley back into action as the Pied Piper. During the Final Crisis, Hartley, wrongly accused of his parents' murder and implicated in the fourth Flash's death, became a fugitive. During this time, the Pied Piper learned his hypnotic music was derived from the Anti-Life Equation, which he then used to destroy the malevolent Brother Eye. Hartley inexplicably survived the explosion, and renewed his commitment to living an exemplary life.



PERSONALITY

Once entirely self-centered, Hartley is now a nonviolent sort (unless his friends or causes are sorely threatened) dedicated to helping the needy.

POWERS & ABILITIES

Hartley's genius in sonology yields devices capable of shattering barriers and causing tsunamis (Move Object). By tapping into the Anti-Life Equation, his playing subjugates others' will.

ALLIES

Once a Rogue, Hartley now helps his friend Wally (the Flash) West whenever the need arises.

ENEMIES

Mirror Master II, who murdered Hartley's parents and framed him for their deaths.

THE PIED PIPER — PL10

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

POWERS

Super-Sonic Flute: Array (30 points)

- **Hypnotic Music:** Perception Area (Auditory) Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled), Concentration • *30 points*
- **Sonic Blast:** Perception Range Damage 10 • *1 point*
- **Sound Waves:** Cone Area Move Object 10 • *1 point*
- **Vibratory Aura:** Ranged Affliction 10 (Resisted by Will; Dazed, Hindered & Impaired, Defenseless, Immobile & Stunned), Extra Condition 2, Limited Degree • *1 point*
- **Ventriloquism:** Communication 3 (Auditory), Subtle • *1 point*
- **Rat-Catching:** Summon 3, Controlled, Horde, Multiple Minions 3 (Eight PL3 rats) • *1 point*

ADVANTAGES

Benefit 2 (Independently Wealthy), Defensive Roll 3, Fascinate (Expertise: Wind Instruments), Improvised Tools, Inventor, Quick Draw, Skill Mastery 2 (Expertise: Sonology, Expertise: Wind Instruments), Well-informed

SKILLS

Close Combat: Unarmed 3 (+5), Deception 4 (+7), Expertise: Music Composition 8 (+11), Expertise: Science 5 (+8), Expertise: Sonology 10 (+13), Expertise: Streetwise 4 (+7), Expertise: Wind Instruments 8 (+11), Insight 5 (+8), Perception 5 (+8), Persuasion 5 (+8), Ranged Combat: Sonic Weapons 7 (+10), Sleight of Hand 5 (+8), Stealth 6 (+8), Technology 5 (+8)

OFFENSE

Initiative +2	
Sonic Blast +10	Perception, Damage 10
Unarmed +5	Close, Damage 2

DEFENSE

Dodge	13	**Fortitude**	8
Parry	13	**Toughness**	5/2*
Will	12	*Without Defensive Roll.	

POWER POINTS

Abilities	40	**Skills**	40
Powers	35	**Defenses**	37
Advantages	12	**Total**	164

COMPLICATIONS

Justice: Formerly motivated by the search for thrills, Hartley is now, foremost, an advocate for the poor.

Prejudice: Hartley is openly gay and a former super-villain, and both earn him lingering disapproval.

CHANGING HIS TUNE

Hartley only recently added **Rat-Catching** to his repertoire, and as a Rogue employed some alternate instruments (all Easily Removable):

- The *Ultra-Pipe* summoned extradimensional, entangling "Speed Demons": Ranged Affliction 10 (Resisted by Will; Dazed, Hindered & Impaired, Defenseless, Immobile & Stunned), Extra Conditions, Limited Degree.
- The *Psychic-Pipe* induced amnesia and rendered the Flash mentally incapable of using super-speed (Ranged Transform 10).
- The *Sonic Boomatron* disintegrated people into sound waves (Ranged Transform 10).

PLASTIC MAN

Orphaned at the age of ten, Patrick "Eel" O'Brian lived on the streets of Chicago or in various boys' homes, eventually falling in with a bad crowd and entering a life of crime. By 1941 he was a burglar and expert safecracker. During a heist at Crawford Chemical Works, a night security guard surprised O'Brian and his fellow gang members. The guard shot O'Brian in the shoulder and ruptured a drum of experimental acid, which got into the wound.

Narrowly managing to escape, O'Brian discovered his criminal compatriots had abandoned him. Fleeing from the police, he lost consciousness outside the city. He awakened at Rest Haven, a monastic spiritual retreat, tended to by the monks who found him. Believing in the possibility of redemption, the monks kept O'Brian hidden from the authorities and allowed him to recuperate. He discovered the acid in his wound had given him unusual elastic properties, making him able to stretch and mold his body in various ways. Inspired by the monks' example and wanting a way out of his life of crime,

REAL NAME: PATRICK "EEL" O'BRIAN
OCCUPATION: ADVENTURER
BASE: CHICAGO, IL

O'Brian turned over a new leaf. He adopted the identity of Plastic Man and became a force for good.

PERSONALITY

O'Brian's transformation into Plastic Man seems to have affected his mind as well as his body. He's charitably described as "eccentric" and often considered to be downright crazy. Certainly his mind seems to stretch in directions most people's do not. Plas' mind is also directly connected to his mouth, and he rarely stops talking a mile a minute unless he has to deal with something *very* serious (like an angry Batman).

Despite the impression his chatty, devil-may-care attitude makes on others, Plastic Man has seen some of the worst the world has to offer and still maintains his sense of humor, and his faith that just doing the right thing will ultimately work out in the end. He works hard to make up for mistakes he made in the past and his dedication as a hero is beyond question.

POWERS & ABILITIES

Plastic Man has the ability to stretch, shape and deform his body into any shape he can imagine. He retains the normal tones of his flesh and his red, black and yellow costume regardless of his shape.

Plastic Man is well below his power level in terms of offensive abilities, for the most part. Though his stretchy punches suffice for ordinary goons, he's more likely to grab and restrain tougher opponents. His Shapeshifting, particularly its Variable effect, gives him tremendous flexibility. He can transform his physical body in virtually any way imaginable. Some common effects for which he uses his Variable points include Extra Limbs, Flight (with Gliding, turning into a kite or parachute), Insubstantial (flowing through the smallest cracks and openings, and escaping any sort of grab or restraint), Leaping (bouncing like a spring or rubber ball) and Growth or Shrinking.

Plastic Man's Immunity effectively makes him ageless, and his mind is equally "stretchy," making it hard for mind readers to grasp. Though he has proven able to reform and resurrect himself from death in the past, it took an incredibly long time and is more likely a power stunt or a last-ditch use of the Variable effect of his Shapeshifting than a regular power, and is thus not listed among his traits.

ALLIES

"Plas," as his friends know him, worked for the FBI during World War II, becoming a member of the All-Star Squadron and the Freedom Fighters. He continued working for the Bureau after the war, along with the lesser-known NBI (National Bureau of Investigation). His erstwhile partner in many of his investigations was the clumsy but oh-so-lucky Woozy Winks. Woozy has completely unremarkable abilities (a rank of 0 in everything) but a good source of hero points for Plastic Man when Woozy gets in over his head.

In more recent years, Plastic Man has worked with Batman, winning the Dark Knight's respect such that Batman recommended him for membership in the Justice League of America. Both his transformative powers and quick-witted sense of humor have served the League well.

ENEMIES

Plastic Man has faced some of the most bizarre adversaries around, including Doctor Dome, Chatterbox, the Ooze Broth-



PLASTIC MAN — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	5	5	5	5	0	2	2

POWERS

Elastic Body: Immunity 32 (Fortitude effects, Mind Reading), Impervious Protection 6 • *44 points*

Shapeshifting: Elongation 9, Morph 4 (any shape, Quirk: Limited to the Same Colors), Variable 4 (physical traits, 20 power points, plus changing existing physical trait allocations) • *56 points*

ADVANTAGES

Benefit (Ambidexterity), Connected, Daze (Deception), Defensive Attack, Grabbing Finesse, Luck 2, Redirect, Taunt

SKILLS

Close Combat: Unarmed 6 (+11), Deception 12 (+14), Expertise: Law Enforcement 4 (+4), Insight 6 (+8), Investigation 6 (+6), Perception 4 (+6), Ranged Combat: Throwing 4 (+9), Sleight of Hand 6 (+11), Stealth 4 (+9)

OFFENSE

Initiative +5

Unarmed +11	Close, Damage 2 (+14 grab check)

DEFENSE

Dodge	11	**Fortitude**	Immune
Parry	11	**Toughness**	11
Will	10		

POWER POINTS

Abilities	52	**Skills**	26
Powers	100	**Defenses**	20
Advantages	9	**Total**	207

COMPLICATIONS

Reputation: Plastic Man has a (well-deserved) reputation for not taking anything seriously.

Secret: Very few know about Plastic Man's criminal past.

Weakness: Extremes of temperature can cause Plastic Man to melt or freeze solid (and even shatter!).

ers, Brickface and Boss Annova. As a member of the All-Star Squadron he fought various Axis agents and saboteurs and as a Justice Leaguer he has gone up against foes ranging from Circe (proving immune to her transformative powers) to the interdimensional imp Qwisp (able to affect even Plastic Man).

OFFSPRING

Luke Ernest "Loogie" McDunnagh is Plastic Man's teenaged son. Plas left Luke's mother, Angel, out of concern that he would mess his son up as badly as his own father did to him. He only reluctantly became involved in Luke's life in order to keep him from joining a criminal gang. Since then, Plastic Man has made more of an effort to become a part of his son's life, and he and Luke have become closer.

OFFSPRING — PL10 • 181 POINTS

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

Powers: Elastic Body (Immunity 32 (Fortitude effects, Mind Reading), Impervious Protection 6), **Shapeshifting** (Elongation 9, Morph 4 (any shape), Variable 4 (physical traits, 20 power points))

Advantages: All-out Attack, Benefit (Ambidexterity), Defensive Attack, Grabbing Finesse, Taunt

Skills: Close Combat: Unarmed 4 (+8), Deception 8 (+9), Insight 4 (+6), Perception 4 (+6), Ranged Combat: Throwing 4 (+8), Stealth 4 (+8)

Offense: Initiative +4, Unarmed +8 (Close, Damage 2)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 10, Will 9

Totals: Abilities 42 + Powers 101 + Advantages 5 + Skills 14 + Defenses 17 = Total 181

Complications: Motivation—Thrills: Offspring enjoys using his powers, especially to help others. **Weakness:** Like his father, extremes of temperature can cause Offspring to melt or freeze solid (and even shatter).

Luke later created a costume of his own and took the code-name Offspring, working with the Teen Titans and other young heroes. Offspring has malleability similar to his father, but to an even greater extent, since he can also vary his coloration and not just his topography, allowing Offspring to truly appear to be whatever he transforms into. He often uses the Variable effect of his Shapeshifting for Growth or Enhanced Traits reflecting greater size, density, or innately stronger forms (such as turning into a charging rhino)



PLASTIQUE



Bette Sans Souci is a Canadian citizen who used her knowledge of explosives to wage a campaign of terror in support of the secession of Quebec from Canada. She would have destroyed a New York newspaper building if it weren't for Firestorm, who foiled Plastique's plot by vaporizing the explosives laced into her costume.

Humiliated by her failure but still determined to make her point, Plastique sought a black-market genetic modification that would give her explosive powers. Plastique later attempted to assassinate the president of the United States and the prime minister of Canada in New York. She was stopped by Captain Atom, who took an interest in the failed terrorist.

With time and help from Captain Atom, she reformed and was pardoned by the United States and Canada. Shortly thereafter Plastique and Captain Atom were quietly married. The couple joined Extreme Justice for a time but they soon dissolved the team and their marriage.

After the end of her brief marriage, Plastique resumed her villainous ways, teaming up with other super-villains who have a score to settle with the Justice League and Captain Atom.

PERSONALITY

Bette Sans Souci is a terrorist who believes the ends justify the means, and she is completely willing to sacrifice the lives of innocent people to achieve her goals.

REAL NAME: BETTE SANS SOUCI
OCCUPATION: TERRORIST, CRIMINAL
BASE: QUEBEC, CANADA

PLASTIQUE — PL11

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

POWERS

Explosive Immunity: Immunity 1 (Own powers) • *1 point*
Object Explosion: Burst Area Damage 11, Quirk (must touch an object, –2 points) • *20 points*

EQUIPMENT

Plastique has 15 points to spend on equipment.

ADVANTAGES

Attractive, Defensive Roll 4, Equipment 3, Improvised Tools, Languages (English, Native: French), Move-by Action, Prone Fighting, Second Chance (Expertise: Demolitions checks), Taunt

SKILLS

Athletics 5 (+7), Close Combat: Unarmed 7 (+9), Deception 8 (+10), Expertise: Demolitions 12 (+14), Expertise: Terrorism 10 (+12), Intimidation 6 (+8), Perception 5 (+6), Sleight of Hand 6 (+8), Stealth 6 (+8), Technology 7 (+9)

OFFENSE

Initiative +2

Unarmed +9	Close, Damage 1
Object Explosion —	Close, Burst Area Damage 11

DEFENSE

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

POWER POINTS

Abilities	28	**Skills**	36
Powers	21	**Defenses**	20
Advantages	14	**Total**	1119

COMPLICATIONS

Motivation—Ideologue: Plastique is a terrorist motivated by political ideals rather than profit or power.

Vengeful: Plastique's other primary motivation is evening the score with anyone who has gotten in her way.

POWERS & ABILITIES

Plastique can cause objects to explode with tremendous force simply by touching them.

ALLIES

Plastique has been a member of the Suicide Squad, the Justice League and the Bomb Squad.

ENEMIES

Plastique was married to Captain Atom, but they have since divorced. She has battled Firestorm several times and is constantly struggling against the Canadian government.

POISON IVY

Dr. Pamela Isley was a brilliant young botanist studying in Seattle. Her bookish nature left her socially awkward around men, and her professor, Dr. Jason Woodrue, manipulated her naiveté and social anxiety in order to seduce her and use her as a living experiment. The result was that Isley was permanently scarred, immune to all toxins and physically altered with plant-like growths covering her body. She spent several months in hospital recuperating, all the while nursing her newfound hatred of men.

Upon her release, Ivy made her way to Gotham City, where she planned to overtake its population with poison spores. She was thwarted by Batman, and thus began her lifelong obsession with the only man she has not found a way to control. Ivy spent time in and out of Arkham Asylum for her various misdeeds, often involving schemes to control or destroy men. She eventually turned her activities toward protecting the environment (often at the expense of property or human life), but upon acquiring enough wealth to find the solitude she craved, she purchased an island in the Caribbean and left Gotham City.

Poison Ivy spent several years creating an ecological paradise on the island only to witness its destruction in a matter of hours by a corporation testing advanced weapons for the military. Personally outraged and mentally unhinged, Ivy returned to Gotham to punish the men responsible, leaving a swath of destruction in her wake.

After the earthquake that resulted in Gotham City being cut off from the world, Ivy became the unlikely caregiver for a group of children who lost parents in the quake. She defeated Clayface with the help of Batman, and used Clayface's body to fertilize the soil in Gotham City Park, helping provide food for the city in its time of need. Batman allowed her to turn the park into her own private sanctuary.

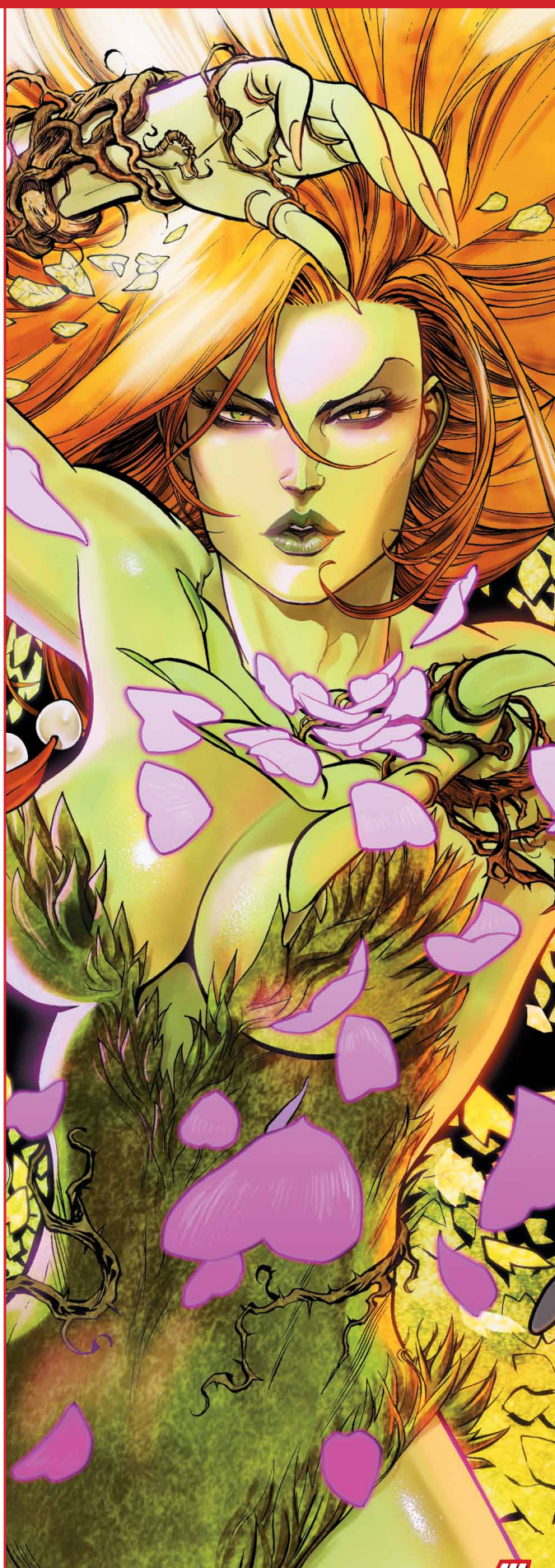
Poison Ivy attempted to find a cure for her condition, though this effort proved unsuccessful. She continued caring for the orphans and raising plants in Gotham City, and was manipulated twice by Hush in his schemes against Batman and Catwoman. Ivy joined forces with several others to exact her revenge, and recently came under the control of Black Mask as he attempted to gain control of Gotham City.

Ivy currently works with Harley Quinn and Catwoman as a three-woman crime partnership. She uses her powers to manipulate the Riddler so that the three women can use his resources in their criminal activities.

PERSONALITY

If Hell hath no fury like a woman scorned, then Poison Ivy's mistreatment at the hands of men created a demon from the Ninth Circle itself. She hates to see women mistreated, and in revenge alternately kills, humiliates, or involves men in complex schemes intended to shift the balance of traditional gender roles. Her previous life as a gifted botanist and her immunity to toxins made her an ardent defender of the environment, which she believes is being destroyed by the male-dominated corporate world. Ivy was tempered in the

REAL NAME: DR. PAMELA ISLEY
OCCUPATION: BOTANIST, CRIMINAL, ECOTERRORIST
BASE: GOTHAM CITY



POISON IVY — PL11

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

POWERS

Plant Control: Array (33 points)
- **Entanglement:** Ranged Burst Area Affliction 11 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Cumulative, Extra Condition, Limited Degree, Limited—Requires ambient plant life • *33 points*
- **Animate Tree:** Summon 11 (One 165-point tree), Active, Controlled, Limited—To size and availability of tree • *1 point*
- **Plant Growth:** Environment 5 (500 foot radius; Impede Movement 2 (-2 ranks of movement), Visibility 2 (-5 to Perception checks) • *1 point*

Poison Touch: Array (26 points)
- **Deadly Touch:** Weaken Stamina 13 (Resisted by Fortitude), Progressive, Grab-based • *26 points*
- **Pheromones:** Affliction 13 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative, Grab-based • *1 point*

Speak With Plants: Comprehend Plants 2 • *4 points*
Toxic Immunity: Immunity 1 (Poison) • *1 point*

ADVANTAGES

Attractive, Daze (Deception), Defensive Roll 3, Fascinate (Persuasion)

SKILLS

Acrobatics 6 (+9), Athletics 6 (+7), Close Combat: Poison Touch 4 (+9), Deception 10 (+15), Expertise: Botany 10 (+14), Persuasion 12 (+17), Stealth 6 (+9), Treatment 4 (+8)

OFFENSE

Initiative +3	
Entanglement	Close, Burst Area Affliction 11, Resisted by Dodge
Poison Touch +9	Close, Affliction 13 or Weaken 13
Unarmed +5	Close, Damage 1

DEFENSE

Dodge	11	**Fortitude**	10
Parry	11	**Toughness**	6/3*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	52	**Skills**	29
Powers	67	**Defenses**	28
Advantages	6	**Total**	182

COMPLICATIONS

Environmentalist: Poison Ivy's mission is to protect plant life and purify Gotham.

Vanity: Poison Ivy is obsessed with having power over others, particularly Batman, who is one of the few to have been able to reject her.

fires of patriarchy, and woe to the man who stands in the way of her plans. She also has a fierce protective instinct and will come to the aid of children or starving people, especially if they are victims of corporate injustice.

POWERS & ABILITIES

Poison Ivy is immune to all forms of toxin, a "gift" bestowed on her when the professor who seduced her when she was still a student performed secret experiments on her. She can control her pheromones and uses them to seduce both men and women as needed. Poison Ivy often imbues herself with toxins she creates, making her skin—or more often her lips—toxic to the touch. Her poisons can kill, paralyze, or act as mind-altering chemical agents as she sees fit and based on the requirements of the situation. She is an extremely intelligent woman and gifted scientist who has been observed controlling plants, and may possess an undefined mystic link to the plant world.

ALLIES

Poison Ivy does not play well with others, especially men, though she has teamed up with several on occasion including the Joker, the Riddler and Clayface. She has grudgingly worked with Batman as well. Ivy's best (and only) friend is Harley Quinn, with whom she shares genuine affection. She gets along with Catwoman as well and is currently working with her and Harley Quinn. Her plant-loving nature has in the past brought her to the positive attention of Swamp Thing. Ivy is a former member of both the Injustice League and Suicide Squad.

ENEMIES

Poison Ivy considers anyone with a Y chromosome to be an enemy. Her terrorist activities have brought her into conflict with Batman, Superman, and most of Gotham City's criminal underworld including Killer Croc, the Joker, and Clayface. She defeated her former mentor, Floronic Man, despite her desire to procreate with him. The mutant plant Harvest, possessing the personalities of victims Ivy fed to the plant, opposes her and its whereabouts are currently unknown.

GIANT ANIMATED TREE — PL11 • 135 POINTS

Abilities: Str 16 **Sta** 16 **Agl** –2 **Dex** –1 **Fgt** 0 **Int** –4 **Awe** 0 **Pre** 0

Powers: Branches (Elongation 2, Extra Limbs 12), **Flail** (Burst Area Strength Damage 12, Selective, Grab-Based), **Giant** (Growth 16, Permanent, Innate), **Plant** (Immunity 60 (Fortitude effects, Will effects)), **Tough Bark** (Impervious Toughness 4)

Advantages: All-out Attack, Power Attack, Improved Grab, Improved Hold, Improved Smash

Skills: Close Combat: Unarmed 6 (+6)

Offense: Initiative –2, Unarmed +6 (Close, Damage 16)

Defense: Dodge 4, Parry 6, Fortitude Immune, Toughness 16, Will Immune

Totals: Abilities –7 + Powers 113 + Advantages 5 + Skills 3 + Defenses 26 = Total 150

Complications: Plant: Affected by things with harm and affect plants.

Note: Truly titanic trees (old-growth redwoods, etc.) may have up to Growth 20, with appropriately adjusted traits.

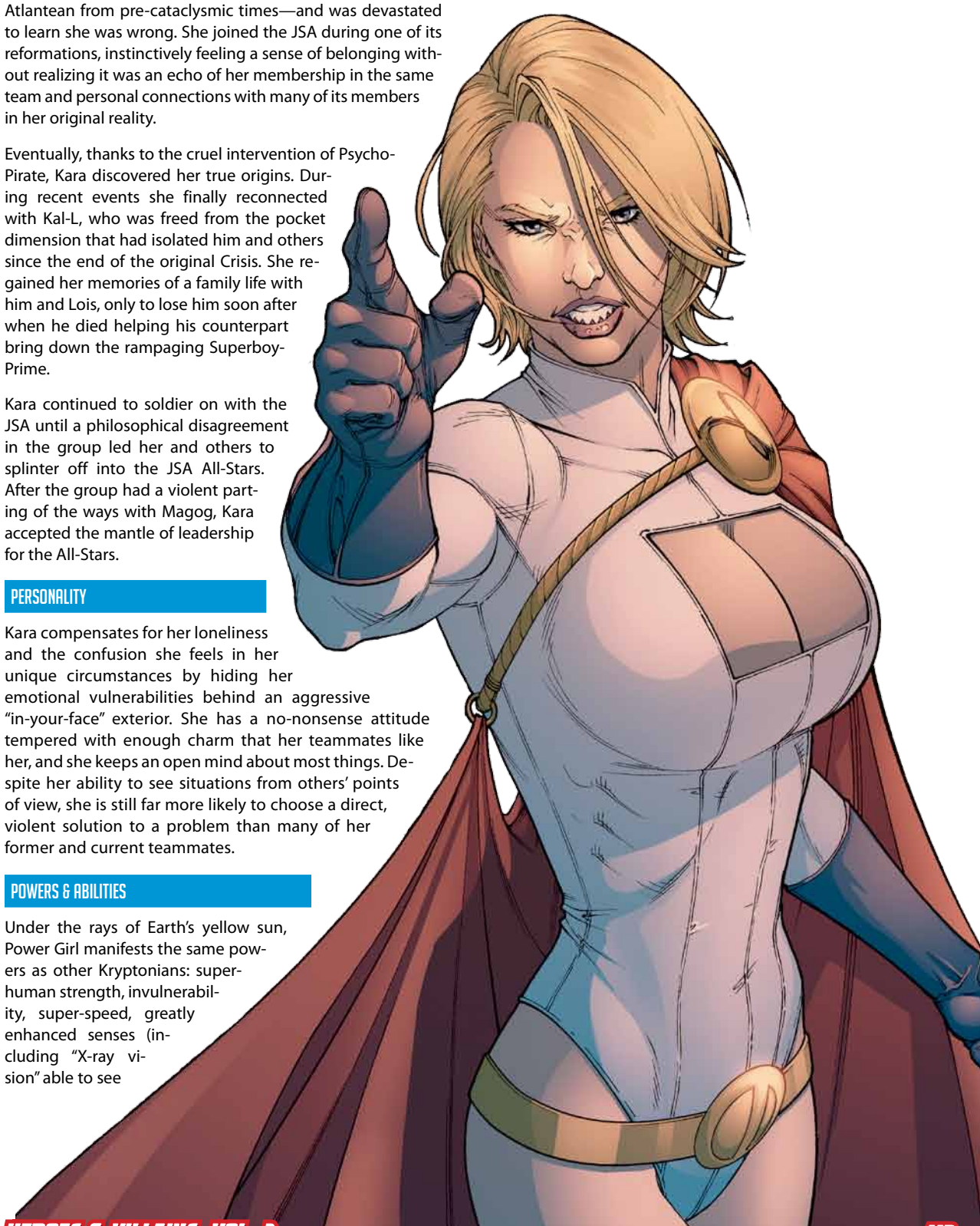
POWER GIRL

REAL NAME: KAREN STARR (AKA KARA ZOR-L)
OCCUPATION: CHIEF EXECUTIVE OF STARR ENTERPRISES
BASE: JSA ALL-STARS' HEADQUARTERS AT THE TYLER RANCH

Kara Zor-L is the last survivor of a Krypton from an alternate reality no longer in existence. When her reality ceased to exist in the terrible Crisis on Infinite Earths, she, Psycho-Pirate, her cousin Kal-L (the Superman of that reality's Earth), and Kal-L's wife Lois were the only survivors. Kara assimilated as best she could to the new reality, but the fluctuating nature of her existence and her inability to remember her true origins made that difficult. More than once she hoped she had discovered her ancestry—another survivor of New Earth's Krypton, or an Atlantean from pre-cataclysmic times—and was devastated to learn she was wrong. She joined the JSA during one of its reformations, instinctively feeling a sense of belonging without realizing it was an echo of her membership in the same team and personal connections with many of its members in her original reality.

Eventually, thanks to the cruel intervention of Psycho-Pirate, Kara discovered her true origins. During recent events she finally reconnected with Kal-L, who was freed from the pocket dimension that had isolated him and others since the end of the original Crisis. She regained her memories of a family life with him and Lois, only to lose him soon after when he died helping his counterpart bring down the rampaging Superboy-Prime.

Kara continued to soldier on with the JSA until a philosophical disagreement in the group led her and others to splinter off into the JSA All-Stars. After the group had a violent parting of the ways with Magog, Kara accepted the mantle of leadership for the All-Stars.



PERSONALITY

Kara compensates for her loneliness and the confusion she feels in her unique circumstances by hiding her emotional vulnerabilities behind an aggressive "in-your-face" exterior. She has a no-nonsense attitude tempered with enough charm that her teammates like her, and she keeps an open mind about most things. Despite her ability to see situations from others' points of view, she is still far more likely to choose a direct, violent solution to a problem than many of her former and current teammates.

POWERS & ABILITIES

Under the rays of Earth's yellow sun, Power Girl manifests the same powers as other Kryptonians: superhuman strength, invulnerability, super-speed, greatly enhanced senses (including "X-ray vision" able to see

POWER GIRL — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
17	13	3	2	6	2	2	2

POWERS

Flight: Array (30 points)
- Flight 15 (64,000 MPH) • *30 points*
- Speed 15 (64,000 MPH) • *1 point*
- Movement 1 (Space Travel 1) • *1 point*

Heat Vision: Ranged Damage 15 (heat) • *30 points*
Invulnerability: Protection 4; Impervious Toughness 17; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *26 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 8 • *8 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str 21; 50,000 tons) • *4 points*

ADVANTAGES

Attractive, Close Attack 3, Connected, Fascinate 2 (Deception and Persuasion), Interpose, Power Attack,

SKILLS

Athletics 2 (+19), Deception 4 (+6), Expertise: Business 6 (+8), Insight 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Persuasion 4 (+6), Ranged Combat: Heat Vision 7 (+9), Technology 7 (+9)

through solid objects) and powerful heat vision able to heat up, ignite, or melt objects. She is similarly vulnerable to the same things as other Kryptonians, including different varieties of kryptonite, magic, and the loss of the solar energy that provides her powers. Power Girl's powers have developed during her time on Earth, going from being able to leap great distances to truly able to fly, for example.

In her secret identity as Karen Starr, Power Girl is both a capable businesswoman and a skilled computer programmer and technician, something many—seeing only her aggressive public persona—do not know about her.

OFFENSE

Initiative +3	
Heat Vision +9	Ranged, Damage 15
Unarmed +9	Close, Damage 17

DEFENSE

Dodge	9	**Fortitude**	16
Parry	9	**Toughness**	17
Will	10		

POWER POINTS

Abilities	94	**Skills**	24
Powers	115	**Defenses**	20
Advantages	9	**Total**	262

COMPLICATIONS

Demeaning Perception: Power Girl is not afraid to flaunt her female attributes, which sometimes causes unwanted distraction and allows others to make ill-informed judgments of her character.

Power Loss: Power Girl loses her powers and her **Str** and **Sta** are reduced to 1 and 2 respectively under a red sun, like that of Krypton, and other effects that drain or interfere with the energies of the yellow sun can deprive her of her powers.

Secret Identity: Karen Starr

Stranger in a Strange Land: Power Girl is the last survivor of her home planet and of her universe. She truly has no one else from either home, only counterparts of those with whom she was once connected.

Temper: Power Girl is notorious for her temper.

Vulnerability: Power Girl is vulnerable to magic. Her Toughness is not Impervious against magical attacks.

Weakness: Kryptonite (see sidebar). As the survivor of an alternate Earth's Krypton, standard (New Earth) kryptonite doesn't affect Power Girl, only the remnants of her original universe's kryptonite.

ALLIES

Superman and the JSA prominent are prominent allies, though her experiences have won her the confidence of a number of other heroes such as Oracle and Wonder Woman. For reasons assumed to involve his relationship with a person he claims was her mother, the Atlantean sorcerer Arion also holds Kara in fond regard.

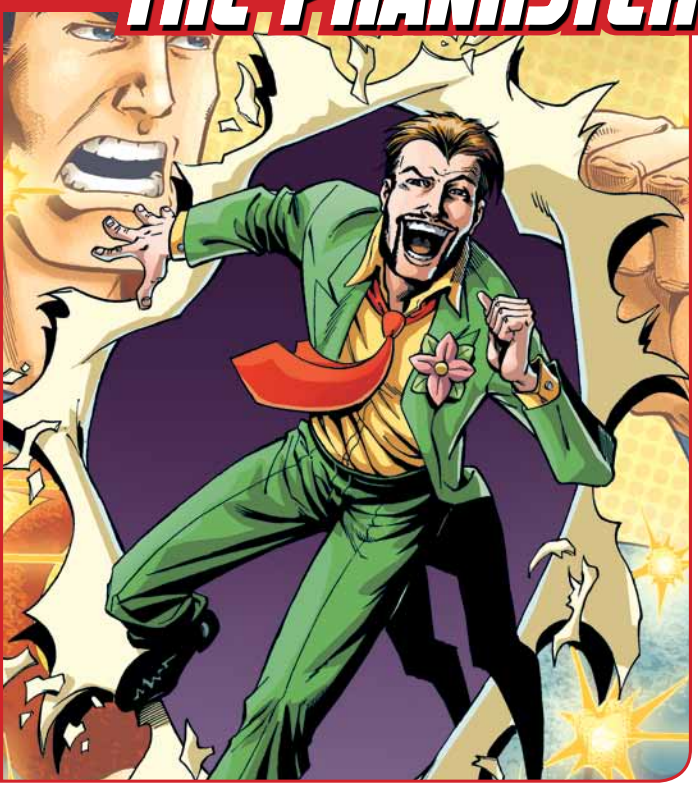
ENEMIES

Kara identifies strongly with multiple incarnations of the JSA (and now the JSA All-Stars) to the point that most of her enemies are actually team enemies. Ultra-Humanite has caused her personal grief, as has Psycho-Pirate. She harbors intensely violent feelings toward Superboy-Prime because her cousin died by his hand.

KRYPTONITE

Every surviving Kryptonian's greatest weakness is the radioactive remains of their 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 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 little effect on humans unless they are exposed to it over a long period of time, in which case radiation sickness or cancer can result. As has been shown with Power Girl and Superboy-Prime, this vulnerability is also dependent on the origin of the kryptonite, as only remnants from that person's own planet Krypton will negatively affect them.

THE PRANKSTER



Fired from his gig as the host of a children's television show on WGBS, Oswald attempted to exact revenge on the station but was foiled by Superman—which was Oswald's true plan, in order to exploit the media attention while in prison. Later, Oswald reappeared with a new, younger body, presumably afforded him by Lord Satanus. Using the new technology that Brainiac (see **Vol. 1**) had introduced into Metropolis, the Prankster became a viable threat, even at one point threatening Superman's life with kryptonite-imbued nanobots. Eventually confined to the Phantom Zone by the Kandorians along with many other criminals, the Prankster was recently released by Superman.

PERSONALITY

The Prankster is a demented comedian bent on unleashing his own brand of twisted humor upon the world. Though he may at first appear harmless, the Prankster is a deadly foe who will stop at nothing for a laugh.

POWERS & ABILITIES

Prankster has no powers of his own, but he is capable of building any number of dangerous devices all based on a comedic modus operandi.

ALLIES

Oswald has been associated with the Underground Society and the Injustice League. He has also worked with Lord Satanus, Lex Luthor, and is known to provide diversions for other criminals as they commit their own crimes. The Prankster also has half a dozen female assistants who help him by monitoring Metropolis or serving him food.

REAL NAME: OSWALD HUBERT LOOMIS
OCCUPATION: COMEDIAN, EX-CHILDREN'S SHOW HOST, CRIMINAL
BASE: METROPOLIS

PRANKSTER — PL 11

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

POWERS

Joy Buzzer: Damage 8 (electricity), Removable (-2 points) • *6 points*

Laughing Gun: Ranged Affliction 12 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Easily Removable (-10 points) • 14 *points*

EQUIPMENT

Prankster usually has up 60 points' worth of comedic (and dangerous) inventions at his disposal.

ADVANTAGES

All-out Attack, Contacts, Defensive Roll 2, Equipment 12, Fascinate (Expertise: Comedy), Improved Trip, Inventor, Luck, Set-up, Skill Mastery (Expertise: Comedy), Taunt

SKILLS

Acrobatics 3 (+5), Close Combat: Joy Buzzer 5 (+7), Deception 8 (+12), Expertise: Comedy 9 (+14), Ranged Combat: Laughing Gun 7 (+10), Sleight of Hand 6 (+9), Stealth 6 (+8), Technology 6 (+11)

OFFENSE

	Initiative +2
Laughing Gun +10	Ranged, Affliction 12, Resisted by Fortitude
Joy Buzzer +7	Close, Damage 8

DEFENSE

Dodge	9	**Fortitude**	5
Parry	9	**Toughness**	5/3*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	48	**Skills**	25
Powers	20	**Defenses**	22
Advantages	23	**Total**	138

COMPLICATIONS

Trademark: The Prankster is irrationally determined to demonstrate his sense of humor in every aspect of his career. All of his crimes, gadgets and equipment must include some comedic element.

Debt: The Prankster owes a debt to the Demon Lord Satanus. The nature of the debt and when it will be called in are known only to the demon and presumably the Prankster.

ENEMIES

Oswald's primary foes are Superman and Steel, though anyone associated with the Man of Steel can be the target of the Prankster's practical jokes. His arsenal has included a sonic device that causes uncontrollable laughter, joy buzzers and nanobots.

PROFESSOR IVO



PROFESSOR IVO — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	0	1	0	9	4	4

POWERS

Immortal: Enhanced Advantage 1 (Diehard); Immunity 1 (Aging) • *2 points*
Toughened Flesh: Impervious Protection 10 • *20 points*

ADVANTAGES

Benefit 2 (Independently Wealthy), *Diehard*, Improvised Tools, Inventor, Minion 48 (6 120-point Robots), Ultimate Skill (Expertise: Robotics)

SKILLS

Close Combat: Unarmed 3 (+3), Expertise: Astronomy 8 (+17), Expertise: Robotics 11 (+20), Expertise: Science 8 (+17), Technology 8 (+17), Treatment 2 (+11)

OFFENSE

Initiative +0

Unarmed +3	Close, Damage 1

DEFENSE

Dodge	9	**Fortitude**	8
Parry	9	**Toughness**	12
Will	10		

POWER POINTS

Abilities	42	**Skills**	20
Powers	22	**Defenses**	30
Advantages	53	**Total**	167

COMPLICATIONS

Obsession: Ivo wants nothing more than to be cured of the disfigurement caused by the immortality serum.

Phobia: Ivo has a crippling fear of death, which paradoxically compelled him to take the deforming immortality serum again, even after its effects had been reversed.

REAL NAME: ANTHONY IVO
OCCUPATION: CRIMINAL SCIENTIST BASE: MOBILE

Traumatized as a child by his grandmother's death, Anthony Ivo developed a pathological fear of his own mortality and devoted his great scientific ability toward attaining eternal life. Terror silenced his conscience to the point that Ivo murdered his father to further his research, which in time culminated in the android Amazo.

Amazo forcibly secured the necessary components for the immortality serum, but its attack on the original JLA failed and led to Ivo's imprisonment. Moreover, the serum gradually transformed Ivo into a pitiable freak and rendered him mentally unstable. Ivo, blaming the JLA, has sought revenge against the group ever since, killing members Vibe and Steel in the process.

Even after a merciful Guy Gardner cured Ivo of the serum's effects, his dread of the grave eventually drove him to drink it again and make him insanely long for his lost humanity once more. Despite this, Ivo managed to strike up a friendly bickering partnership with T.O. Morrow to build the android Tomorrow Woman and destroy the JLA. Recently, Ivo reluctantly assisted the Secret Society of Super-Villains in creating the monstrosity Genocide in exchange for potentially curing his horrific appearance.

PERSONALITY

Ivo's precarious mental state makes him ruthless and unpredictable, and may alternately drive him to cure himself, restore his immortality, or seek revenge.

POWERS & ABILITIES

Ivo is Earth's foremost genius in robotics, and his mechanical creations aid all his schemes. After drinking the immortality serum, Ivo's life span increased to five hundred years, at the cost of horrible deformity. His skin sometimes forms into a hard, protective layer.

ALLIES

Ivo occasionally partners with T.O. Morrow, and has worked with the Secret Society of Super-Villains.

ENEMIES

Professor Ivo considers all members of the Justice League of America his enemies.

TYPICAL IVO ROBOT — PL11 MINION • 120 POINTS

Abilities: Str 11 **Sta** — **Agl** 4 **Dex** 4 **Fgt** 6 **Int** — **Awe** 0 **Pre** —

Powers: Armor (Impervious Protection 8); **Energy Blasts** (Ranged Damage 11); **Flight** 6 (120 MPH); **Immunity** 30 (Fortitude Effects)

Advantages: None

Skills: Close Combat: Unarmed 7 (+11), Ranged Combat: Energy Blast 7 (+11)

Offense: Initiative +4, Energy Blast +11 (Ranged Damage 11), Unarmed +11 (Damage 11)

Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 8, Will Immune

Totals: Abilities 20 + Powers 80 + Advantages 0 + Skills 6 + Defenses 14 = 120

PROMETHEUS

Once there was a boy who loved his parents and the exciting adventures they shared. They taught him all kinds of clever things and made sure he kept his head down. Considering they were notorious criminals on a multi-state crime spree, keeping his head down most likely saved his life. When the authorities finally cornered the couple and their son, they chose not to die rather than be taken alive. The police found the boy, his hair turned white from shock, in a mad rage. He swore that all law enforcers and so-called heroes would pay one day.



REAL NAME: UNKNOWN
OCCUPATION: HERO KILLER
BASE: THE GHOST ZONE

He ran away from foster care, dug up the loot his parents left behind and used their underworld connections to disappear. He traveled the world, learning the skills he would need to carry out his mission. He mastered infiltration, psychology, stealth and technology. Eventually, he even sought out a mysterious order of Himalayan monks who were said to worship evil itself. Gaining the favor of the order's leader, he learned their secret: an ancient alien starship buried beneath the monastery. By killing the monk, who was really one of the aliens in disguise, he gained the Cosmic Key to the Ghost Zone, an extradimensional realm of nothingness. There he built "a crooked house" as the perfect lair for his schemes.

Prometheus began his war on superheroes by attempting to wipe out the Justice League. He gained access to them by posing as "Retro," the winner of a contest to become a League member for a day and visit the Watchtower. He succeeded in overcoming several members of the League, but was thwarted by the unexpected appearance of Catwoman (who had snuck into the Watchtower to rob it) and by Steel managing to hack into his electronic systems. He escaped by vanishing into the Ghost Zone.

Prometheus worked with an incarnation of Luthor's Injustice Gang to try to take down the League again. After losing to Batman (who downloaded the physical skills and coordination of Professor Stephen Hawking into his helmet), Prometheus was locked into a state of amnesia by the Martian Manhunter. During this time his erstwhile protégé, named Chad Graham, took up Prometheus' identity, weapons and mission. Graham lacked his namesake's intellect and considerable training, and proved ineffectual compared to his mentor.

When Prometheus regained his memory, he learned of Chad Graham's impersonation. Rescuing Graham from the heroes pursuing him, he transported them both to the Ghost Zone, where he set the imposter on fire, killing him. He did, however, thank Graham for doing him the favor of ruining his reputation in the heroic community. Now they believed Prometheus was no real threat to them, and would therefore never see him coming. This allowed Prometheus to murder thousands of people and maim Roy Harper (Red Arrow) before Green Arrow killed him. Of course, knowing Prometheus, it may be that his death is just another part of his larger plan.

PERSONALITY

Prometheus is obsessed with his mission in life: wiping out heroes and exposing the law as a sham. Though he started out looking for revenge, Prometheus goes about his work in a cold, detached way. He plays through his schemes like they are chess games, savoring the opportunity to outthink and outplay his opponents. He's arrogant enough to want the opportunity to brag about how he has

PROMETHEUS — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	5	5	9	6	5	4

POWERS

Cosmic Key: Array (29 points), Easily Removable (–12 points) • *18 points total*
- Movement 1 (Dimensional—Ghost Zone), Additional Ranks 13 (Limited to increase DC), Attack (Resisted by Dodge), Perception Ranged, Limited to Close Distance • *29 points*
- Movement 1 (Dimensional—Ghost Zone), Affects Others • *1 point*

Gauntlets: Array, Removable (–2 points) • *9 points total*
- **Bullets:** Ranged Damage 5 • *10 points*
- **Neuro-Toxin Darts:** Ranged Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*

Helmet: Removable (–10 points) • *40 points total*
Neural Download: Variable 2 (10 points), Limited to Enhanced Skills and Advantages, Move Action (to swap out discs) • *11 points*
Distracting Devices: Array (46 points)
- **Neural Chaff:** Cumulative Burst Area Reaction Affliction 9 (Resisted by Fortitude; Dazed, Stunned), Subtle, Limited Degree • *46 points*
- **Disorienting Strobe:** Cumulative Cone Area Reaction Affliction 11 (Resisted by Will; Impaired, Disabled), Subtle, Limited Degree, Sight-Dependent • *1 point*

Nightstick: Strength-Based Damage 6, Easily Removable (–2 points) • *4 points total*
Suit: Removable (–3 points) • *12 points total*
Armor: Protection 5 • *5 points*
Holographic Projector: Morph 2 (humanoids) • *10 points*

ADVANTAGES

Assessment, Benefit 2 (Independently Wealthy), Close Attack 5, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 2, Evasion, Hide in Plain Sight, Improved Defense, Improved Initiative, Improvised Tools, Instant Up, Inventor, Jack-of-all-trades, Languages 3, Move-by Action, Power Attack, Precise Attack (Ranged; Cover), Quick Draw, Ranged Attack 6, Redirect, Seize Initiative, Skill Mastery (Deception), Startle, Takedown, Trance, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+13), Athletics 10 (+13), Deception 12 (+16), Expertise: Superheroes 12 (+18), Expertise: Underworld 12 (+18), Insight 11 (+16), Intimidation 10 (+14), Investigation 12 (+18), Perception 10 (+15), Persuasion 7 (+11), Sleight of Hand 8 (+13), Stealth 10 (+15), Technology 10 (+16), Vehicles 8 (+13)

OFFENSE

	Initiative +9
Cosmic Key —	Dodge DC 24, Movement (Dimensional—Ghost Zone)
Gauntlets +11	Ranged, Damage 5 or Affliction 5 (Resisted by Fortitude)
Nightstick +14	Close, Damage 9
Unarmed +14	Close, Damage 3

DEFENSE

Dodge	12	**Fortitude**	10
Parry	12	**Toughness**	10/8*
Will	16	*Without Defensive Roll.	

POWER POINTS

Abilities	80	**Skills**	70
Powers	92	**Defenses**	28
Advantages	42	**Total**	312

COMPLICATIONS

Arrogance: Despite his complex plans, Prometheus needs his targets to know who is responsible for their downfall and to confront them directly.

Obsession: Prometheus is obsessed with humiliating and destroying super heroes.

brought about the heroes' doom. He's allowed himself to be captured in order to do so, and tends to confront heroes once he has the upper hand.

Nothing matters to Prometheus other than winning. He's a psychopathic killer who will murder thousands to get what he wants, and he uses his ruthlessness as a strength in the game against his opponents.

POWERS & ABILITIES

Prometheus has no powers, instead relying on training, dedication and a collection of devices of his own creation.

Prometheus' basic traits are deceptive. As his power level and point total make clear, he's capable of taking on opponents much more capable than he. His devices serve to level the playing field (even tipping it in his favor). His nightstick packs a punch powerful enough to shatter steel. His helmet can download various skills and advantages to boost his offensive and defensive abilities to the limit, while his strobes or "neural chaff" impair or distract his opponents, making it difficult for them to act against him. He usually studies his foes well in advance, preparing various traps against them (suitable for awarding players hero points when they're triggered … and they're going to need them against Prometheus!).

As a last-ditch escape, Prometheus can use his Cosmic Key to vanish into the Ghost Zone, or to banish someone else there in order to get them out of his way temporarily (though he'll have to deal with them eventually when he returns to the Zone).

ALLIES

Prometheus has worked with Luthor's Injustice Gang before, and will employ various pawns to accomplish his goals, but he is primarily a solo act.

ENEMIES

Prometheus is the sworn enemy of all heroes and lawmen, dedicated to bringing down costumed heroes. His most frequent foes are the members of the Justice League, the highest-profile heroes Prometheus could find.

PSYCHO-PIRATE

PSYCHO-PIRATE							PL12
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	3	1	1	3	1	1	3

POWERS

Medusa Mask: Progressive Sight-Dependent Weaken Will 12 (Resisted by Will, Limited to Resistance checks against the Linked Affliction Only) with Linked Cumulative Sight-Dependant Affliction 12 Resisted by Will (Dazed, Compelled, Controlled), Limited to Emotions; Removable (-12 points) • *48 points*

Multiversal Vision: Feature 1 (Hayden remembers the **Pre**-Crisis multiverse and can see multiversal iterations of select beings and places) • *1 point*

ADVANTAGES

Daze (Deception), Defensive Roll 4, Luck 3, Seize Initiative, Taunt

SKILLS

Deception 7 (+10), Expertise: Psychology 4 (+5), Insight 7 (+8), Perception 4 (+5), Persuasion 4 (+7)

OFFENSE

Initiative +1

Unarmed +3	Close, Damage 0
Medusa Mask —	Perception, Weaken Will and Affliction, both Resisted by Will, DC 22

DEFENSE

Dodge	11	**Fortitude**	5
Parry	7	**Toughness**	7/3*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	26	**Skills**	13
Powers	49	**Defenses**	23
Advantages	10	**Total**	121

COMPLICATIONS

Addicted: Hayden is addicted to using the Medusa Mask.

Reality-Challenged: Psycho-Pirate is a "refugee" from an alternate reality that no longer exists and sometimes encounters difficulties because the multiverse doesn't know exactly what to do with him.

MULTIVERSAL ANOMALY

At one point, Hayden temporarily could summon pre-Crisis versions of anyone back into existence. Mechanically, this is handled as a plot device trait rather than an enumerated power.

REAL NAME: ROGER HAYDEN
OCCUPATION: CRIMINAL AND EMOTIONAL TERRORIST
BASE: MOBILE



Roger Hayden grew up in an abusive home and turned to crime at an early age. Incarcerated with cellmate Charles Halstead, the first Psycho-Pirate, Hayden heard stories of the Medusa Mask, which Halstead's information helped him find when he left prison. Moving into the costumed big leagues, the new Psycho-Pirate was thwarted time and again by the JSA and then the JLA. Abducted by the Anti-Monitor to help in that villain's schemes, Hayden survived into the new reality, adrift with memories possessed by him along. Strange experiences followed as the new universe tried unsuccessfully to integrate him, culminating in his working with Alexander Luther to help bring about Final Crisis. Though recently killed by Black Adam, Hayden has returned from non-existence before.

PERSONALITY

Roger Hayden is an abuse victim grown into an abuser, and when using the Medusa Mask he thrives on the emotional charge he feels from forcing emotions on others that he himself has suppressed. Because his home universe no longer exists, he slips in and out of lucidity, appearing delusional because he isn't always interacting with the reality surrounding him.

POWERS & ABILITIES

Psycho-Pirate possesses the Medusa Mask, a powerful magic artifact which enables him to impose emotional states on those around him. At unpredictable times he has also demonstrated unexplained Regeneration and Morph (not included in these stats).

ALLIES

Psycho-Pirate occasionally works with the Injustice Society and Injustice Leagues, and has played lackey to powerful villains including the Ultra-Humanite and the Anti-Monitor.

ENEMIES

Power Girl, Dr. Fate, and Hourman have suffered enough at his hands to directly count him as an enemy, and both the JLA and JSA have had dealings with Hayden.

QUEEN BEE



REAL NAME: ZAZZALA
OCCUPATION: QUEEN OF KORLL
BASE: KORLL

Zazzala is the queen of the hive-world Korll. She joined forces with Lex Luthor to conquer Earth, beginning with New York City, in exchange for one-third of the Earth's population becoming her slaves. The Justice League thwarted her conquest when they used Queen Bee's color blindness against her.

Driven to expand her empire, Zazzala continued to lust for the prize of Earth. She cooperated with Lex Luthor several times in various attempts to conquer Earth, and eventually became head of the international criminal organization H.I.V.E.

QUEEN BEE — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	8	8	7	5	6	7	8

POWERS

Flight: Flight 6 (120 MPH) • *12 points*
Heightened Reflexes: Improved Initiative 6, Quickness 6 • *12 points*
Mind-Confusing Pollen: Cumulative Affliction 13 (Resisted by Will; Dazed, Compelled, Controlled) • *26 points*
Stinger Darts: Cumulative Ranged Affliction 8 (Resisted by Fortitude; Dazed, Disabled, Incapacitated) • *24 points*

ADVANTAGES

Attractive, Benefit 10 (Queen of Korll), Close Attack 6, Defensive Roll 2, Improved Initiative 6, Leadership, Minions 6 (2 drone swarms), Move-by Action, Taunt

SKILLS

Athletics 6 (+16), Deception 10 (+18), Insight 8 (+15), Intimidation 8 (+16), Perception 6 (+13), Persuasion 8 (+16), Ranged Combat: Stinger Darts 6 (+13), Technology 6 (+12)

OFFENSE

Initiative +32

Stinger Darts +13	Ranged, Affliction 8 (poison)
Mind-Confusing Pollen +11	Close, Cumulative Affliction 13, Resisted by Will
Unarmed +11	Close, Damage 10

DEFENSE

Dodge	14	**Fortitude**	10
Parry	12	**Toughness**	10/8*
Will	12	*Without Defensive Roll.	

POWER POINTS

Abilities	118	**Skills**	29
Powers	74	**Defenses**	20
Advantages	28	**Total**	269

COMPLICATIONS

Partial Color Blindness: Queen Bee and her drones cannot see the color red.

Obsession: Queen Bee is power-mad and constantly strives to expand her empire.

DRONE BEE SWARMS — PL6 MINIONS • 47 POINTS

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

Powers: Burst Area Damage 6 (Stings); Flight 5 (60 MPH; Wings); Immunity 30 (Fortitude Effects); Impervious Protection 5; Insubstantial 2 (Swarm; Permanent, Innate)

Offense: Initiative +4, Stings — (Burst Area Damage 6)

Defense: Dodge 4, Parry 0, Fortitude Immune, Toughness 5, Will Immune

Totals: Abilities –26 + Powers 73 + Advantages 0 + Skills 0 + Defenses 0 = 47

PERSONALITY

Zazzala is a haughty, self-indulgent queen who is used to getting everything she wants with a mere command.

POWERS & ABILITIES

Zazzala possesses superhuman strength and speed. She can project poisonous stingers, release a mind-confusing pollen, and control swarms of bee drones.

ALLIES

Zazzala is the queen of her homeworld of Korll. She has deigned to work with Lex Luthor as part of his Injustice Gang and later his Secret Society of Super-Villains. Zazzala is the current head of H.I.V.E.

ENEMIES

Zazzala has fought the Justice League several times, and she wants to conquer Earth.

THE QUESTION

THE QUESTION (VIC SAGE)



Growing up an orphan in Hub City, Charles Victor Szasz climbed out of poverty and violence to become the popular investigative journalist Vic Sage. During an investigation of Dr. Arby Twain, Sage was approached by his old college professor and Twain's former partner, Aristotle "Tot" Rodor. Rodor informed Sage that Twain planned to sell Rodor and Twain's invention, Pseudoderm, to third-world nations. Designed to be an artificial-skin medical aid that attached to natural skin with a bonding gas, Pseudoderm was abandoned by Rodor after studies showed it could increase wound toxicity. Despite these risks, Twain planned to sell their invention overseas, an action that would surely result in the death or injury of countless people. Donning a Pseudoderm mask, Sage stopped Twain's illegal transactions and captured the corrupt doctor. Seeing that his masked identity could do things his civilian identity could not, Sage kept the mask and added a chemical that instantly changed the color of his hair and clothes, and became the Question.

Sage used his masked identity and his job as a reporter to expose corrupt politicians, businessmen and organized crime figures. This plan hit a snag when the Question got too close to exposing Rev. Jeremiah Hatch, a corrupt religious figure who controlled much of Hub City's political machine. Hatch hired the mercenary assassin Lady Shiva to deal with the Question. In an extremely one-sided battle, Shiva defeated the Question. Hatch's goons then beat him severely, shot him in the head and threw his body in the river.

Intrigued by the Question's violent but untrained methods, Shiva fished the nearly dead Sage out of the river and saved him. She arranged for him to train with a hermit named Richard, in reality the legendary martial artist Richard Dragon. During his training, Sage underwent a spiritual metamorphosis and returned to Hub City with a new lease on life and greatly improved combat skills. Sage fought crime and corruption in Hub City for several years, aided by a small collection of friends and allies. Eventually Sage left the city, traveling the world and seeking some measure of peace.

REAL NAME: VIC SAGE
OCCUPATION: INVESTIGATIVE REPORTER, VIGILANTE
BASE: HUB CITY

It was on these travels the Question met the Huntress, when she was exiled from Gotham because of Batman's dislike of her violent methods. The two became romantically involved, though their affair ended badly when his attempts to help her deal with her violent nature failed.

Eventually, Vic encountered ex- GCPD detective Renee Montoya. The pair shared several adventures while he helped the angry, troubled young woman come to terms with who she was and who she wished to be. It this same time Sage was diagnosed with terminal cancer. Montoya accompanied Sage on a journey to the mystical city of Nanda Parbat in search of a cure, but the weakened hero did not survive the trip, dying just before reaching the city. In honor of her friend's memory and as an answer to his final question about what she would become, Montoya took up the identity of the Question.

PERSONALITY

For his entire life, the Question was defined by the search for two things: truth and identity. When he was young this manifested as a stark and often simplistic moral code. Sage became the Question to punish the wicked and reinforce his idea of himself as a good man driven to extremes by necessity. During this period, he was arrogant, violent and self-righteousness.

After his "rebirth" and the time spent with Richard Dragon, Vic changed. He rejected moral certainties. Instead, he contemplated concepts such as the nature of truth, identity and justice. The objective certainty of his youth gave way to Eastern-influenced explorations of duality and enlightenment. His arrogance and violent nature remained, but it now was tempered by a desire to become something more. His identity as the Question became a tool for exploring these conflicting natures and trying to combine them into a centered and cohesive whole.

THE QUESTION (VIC SAGE) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	5	3	10	3	5	3

ADVANTAGES

Accurate Attack, Agile Feint, All-out Attack, Assessment, Close Attack 2, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 2, Diehard, Evasion, Improved Critical (Unarmed), Improved Defense, Improved Disarm, Improved Initiative, Improved Trip, Improvised Weapon, Instant Up, Power Attack, Precise Attack (Close; Concealment), Redirect, Skill Mastery (Insight), Takedown, Taunt, Trance, Weapon Bind, Well-informed

SKILLS

Acrobatics 8 (+13), Athletics 8 (+11), Close Combat: Unarmed 5 (+15), Deception 8 (+11), Expertise: Journalism 7 (+10), Expertise: Philosophy 9 (+12), Expertise: Streetwise 9 (+12), Insight 11 (+16), Intimidation 9 (+12), Investigation 9 (+12), Perception 10 (+15), Persuasion 4 (+7), Sleight of Hand 3 (+6), Stealth 6 (+11), Treatment 3 (+6), Vehicles 5 (+8)

OFFENSE

Initiative +9

Unarmed +17	Close, Damage 3, Crit. 19-20

DEFENSE

Dodge	13	**Fortitude**	9
Parry	14	**Toughness**	6/4*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	72	**Skills**	57
Powers	0	**Defenses**	23
Advantages	29	**Total**	181

COMPLICATIONS

Secret Identity: Vic Sage, investigative reporter.

Becoming: Most of the Question's life has been a search for truth and meaning. He often gets himself into dangerous situations out of a desire to discover the truth behind a mystery, someone's true nature, or even something about himself.

Toward the end of his life he attempted to help others as Richard helped him. He failed with the Huntress, but succeeded with Renee Montoya, who became the second Question.

POWER & ABILITIES

The Question was a skilled investigator and very talented martial artist. He also was capable of keen philosophical insights, a relative rarity among super heroes.

ALLIES

The Question was close to certain Hub City citizens, including Mayor Myra Connelly-Fermin, Police Chief Izzy O'Toole, and Prof. Aristotle Rodor. He was trained by Richard Dragon and worked with Green Arrow and Batman. He was briefly involved with Huntress and in his last days was a friend and mentor to his successor, Renee Montoya. The Question and Lady Shiva shared an odd relationship that was a mix of flirtation, annoyance and grudging respect. Many of the Question's closest friends, such as Rodor and Montoya, called him Charlie, a short version of his given first name.

ENEMIES

The Question faced a variety of crime lords, political bosses and gang leaders during his career. He fought relatively few costumed villains; notable among these are the murderous Mikado and the Riddler, who he defeated by presenting the villain with deep existential questions he couldn't answer."My Name is Richard"

RICHARD DRAGON

Richard Dragon transformed himself from an angry young man into a martial arts adventurer and secret agent. He worked closely with Bronze Tiger (see **Vol. 1**) and Lady Shiva. Eventually Richard became a reclusive hermit and teacher.

RICHARD DRAGON PL11 • 185 POINTS

Abilities: Str 3 **Sta** 3 **Agl** 5 **Dex** 4 **Fgt** 14 **Int** 2 **Awe** 6 **Pre** 3

Advantages: Accurate Attack, Agile Feint, All-out Attack, Assessment, Close Attack 3, Defensive Attack, Defensive Roll 4, Evasion, Improve Critical 2 (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Inspire, Instant Up, Move-by Action, Power Attack, Precise Attack 2 (Close; Cover and Concealment), Prone Fighting, Redirect, Skill Mastery (Expertise: Teaching), Takedown, Teamwork, Trance, Uncanny Dodge, Weapon Bind

Skills: Acrobatics 8 (+13), Athletics 9 (+12), Close Combat: Unarmed 2 (+16), Deception 4 (+7), Expertise: Philosophy 10 (+12), Expertise: Streetwise 4 (+6), Expertise: Teaching 16 (+18), Insight 10 (+16), Intimidation 4 (+7), Perception 6 (+12), Persuasion 4 (+7), Ranged Combat: Throwing 7 (+11), Stealth 5 (+10), Treatment 5 (+7)

Offense: Initiative +9, Unarmed +19 (Close Damage 3, Crit. 18-20)

Defense: Dodge 15, Parry 15, Fortitude 8, Toughness 7/3*, Will 12 *without Defensive Roll

Totals: Abilities 80 + Powers 0 + Advantages 36 + Skills 47 + Defenses 22 = 185

He has mentored such heroes as Oracle, Huntress and both Questions. His teachings are often a combination of spiritual and martial training and he is especially adept at teaching his students skills that help them balance who they are with who they wish to become.

THE QUESTION (RENEE MONTOYA)

A former member of the Gotham City Police Department, Renee Montoya excelled at police work, quickly making detective. It was during her early years with the force that she met and fell in love with socialite Kate Kane.

Her success in law enforcement continued until the villain Two-Face became obsessed with the attractive young cop. In a twisted attempt to woo her, he outed her as a lesbian, framed her for murder and kidnapped her. Shortly after this debacle, family, relationship and professional troubles pushed Montoya into quitting the GCPD and turning to drink. She was a bitter, lonely alcoholic when she met Vic Sage, the first Question.

Sage challenged Montoya to become something better than what she was and the two became friends and partners on a number of adventures. She became one of the few people to call him by his given name, Charlie. He took her to train with Richard Dragon, and it was Renee who took Sage to Nanda Parbat in an attempt to save his life. After Sage's death Montoya took up the

REAL NAME: RENEE MONTOYA
OCCUPATION: POLICE DETECTIVE, VIGILANTE
BASE: GOTHAM CITY



THE QUESTION (RENEE MONTOYA) PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	5	4	9	2	3	2

EQUIPMNT

Heavy Pistol: Ranged Damage 4 • *8 points*
Note: Montoya carries a gun less frequently these days.

HQ: LIGHTHOUSE • *7 POINTS*

Size: Medium **Tou:** 8 **Features:** Gym, Isolated, Library, Living Space, Power System

ADVANTAGES

Accurate Attack, All-out Attack, Attractive, Close Attack 2, Contacts, Defensive Attack, Defensive Roll 2, Equipment 3, Evasion, Grabbing Finesse, Improved Defense, Improved Grab, Improved Initiative, Improved Trip, Instant Up, Language (Spanish), Power Attack, Takedown, Trance, Weapon Bind

SKILLS

Acrobatics 7 (+12), Athletics 8 (+10), Close Combat: Unarmed 5 (+14), Deception 6 (+9) , Expertise: Law Enforcement 7 (+9), Expertise: Philosophy 3 (+5), Expertise: Streetwise 8 (+10), Insight 5 (+8), Intimidation 6 (+8), Investigation 9 (+11), Perception 7 (+10), Ranged Combat: Guns 7 (+11), Sleight of Hand 2 (+6), Stealth 6 (+11), Vehicles 4 (+8)

OFFENSE

Initiative +9

Unarmed +16	Close, Damage 2
Pistol +11	Ranged, Damage 4

DEFENSE

Dodge	13	**Fortitude**	8
Parry	13	**Toughness**	5/3*
Will	9	*Without Defensive Roll	

POWER POINTS

Abilities	60	**Skills**	45
Powers	0	**Defenses**	23
Advantages	24	**Total**	152

COMPLICATIONS

Addiction: Renee is a recovering alcoholic.

Relationships: Renee still has strong feelings for her ex-girlfriend Kate Kane (See **Batwoman, Vol. 1**). She had a very close relationship with the first Question and is slowly becoming friends with Aristotle "Tot" Rodor.

Who Am I?: Like her predecessor, she seeks to come to grips with who she has been, who she is now, and who she wants to become.

OTHER QUESTIONS

In his angrier, objectivist years the Question (Vic Sage) was not the detective and combatant he later becomes. To reflect this, lower his PL to 9, drop Awareness and Fighting by 2, and remove several combat Advantages and lower his skills, particularly Insight and Expertise: Philosophy. The Question was briefly reimagined as an urban shaman prone to strange visions who adhered to a neo-tribal warrior ethos. Little needs to change in his statistics to reflect this version, except that he either has Comprehend 2 (Objects, Limited- Urban Areas Only) or a Complication that he believes he possessed such powers.

mantle of the Question both to honor her friend and begin a new phase of self-discovery and personal development.

PERSONALITY

Renee Montoya is a lot like the first Question at the beginning of his career: cynical, pessimistic and often angry. Also like the first Question, she is slowly changing; not that she's becoming like her predecessor, but she is on a path to finding her own brand of inner peace and enlightenment.

POWERS & ABILITIES

Renee Montoya is a skilled investigator, martial artist and markswoman.

ALLIES

Renee was close to several GCPD officers, including her ex-partners Harvey Bullock and Crispus Allen (see **Spectre**). She has feelings for Kate Kane (see **Batwoman**, **Vol. 1**) but the two are no longer involved. The first Question was her close friend and mentor. She also counts Richard Dragon and Aristotle Rodor as advisors and teachers. She has worked with agents of S.H.A.D.E. and the Huntress.

ENEMIES

Renee's life as a cop was ruined by Two-Face, and since becoming the Question she has had several run-ins with the Religion of Crime.

RAGMAN

REAL NAME: ROY REGAN
OCCUPATION: VIETNAM VETERAN, VIGILANTE
BASE: GOTHAM CITY, RAGS AND TATTERS PAWN SHOP



The suit of rags is a protector golem requiring a human host. It was originally created by a sixteenth-century order of rabbis, and has been carefully passed down over the centuries until it was inherited by its modern host, Roy Regan, from his father.

Roy is the first contemporary owner of the suit of rags to achieve symbiosis, allowing him to fight crime as Ragman. Roy joined the Shadowpact to confront Specter and developed feelings for fellow teammate Enchantress, but she mocked his advances. During the Shadowpact's confrontation with Pentacle in Riverrock Wyoming, Ragman was nearly killed by Bagman, a super-villain with very similar powers.

When Roy accidentally got trapped in the suit of rags, he was nearly killed by the evil souls it had captured. Roy was saved by the centurion Marcus Liberius who reveals the suit of rags is only one form of a "great collector artifact" which has been around since the time of Abraham, around 1812 B.C.E. Marcus believes the suit does not simply trap evil souls, but allows them to work off their sins for redemption in the afterlife.

PERSONALITY

Ragman is exceedingly altruistic. He loves his community and goes out of his way to keep hope alive for its law-abiding residents. Running his father's pawn shop allows him to buy things from those in need of money.

POWERS & ABILITIES

Each one of the rags in Ragman's suit contains the captured soul of an evildoer. Ragman can draw power from these souls, temporarily gaining their physical prowess, knowledge and talents.

RAGMAN — PL10

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

POWERS

Absorb Evildoer: Movement 1 (Dimensional—Pocket Dimension), Additional Ranks 10 (Limited to increase DC), Attack (Resisted by Parry), Affects Insubstantial 2 (Full Ranks), Grab-based, Limited to absorbing the souls of evildoers • *10 points*
Detect Evil: Senses 4 (Accurate Ranged Detect Evil) • *4 points*
Enhanced Abilities: Regeneration 5; Variable 5 (Traits of absorbed evildoers, 25 power points), Move Action • *45 points*
Levitation: Flight 1 (4 MPH) • *2 points*
Pulled to Danger: Teleport 8, Accurate, Uncontrolled • *16 points*
Suit of Rags: Affliction 5 (Resisted by Dodge; Hindered & Impaired, Defenseless & Immobile), Limited Degree, Extra Condition; Extra Limbs 1 (Prehensile Cape); Feature 1 (Quick Change) • *7 points*

ADVANTAGES

Agile Feint, Assessment, Close Attack 4, Connected, Contacts, Defensive Roll 3, Eidetic Memory, Fearless, *Improved Grab*, Languages (Hebrew), Move-by Action, Power Attack, Redirect, Ritualist, Tracking

SKILLS

Acrobatics 8 (+12), Athletics 6 (+8), Expertise: History 2 (+4), Expertise: Magic 8 (+10), Expertise: Religion 4 (+6), Expertise: Tactics 4 (+6), Insight 7 (+11), Intimidation 8 (+10), Investigation 6 (+8), Perception 7 (+11), Stealth 8 (+12), Technology 2 (+4), Vehicles 2 (+5)

ALLIES

Ragman has worked with Batman (see **Vol. 1**) a number of times, and enjoys periodic membership in the Shadowpact.

OFFENSE

	Initiative +4
Absorb Evildoer +10	Close, Movement (Dimensional) Attack, Resisted by Parry, DC 21
Suit of Rags +10	Close, Affliction 5, Resisted by Dodge
Unarmed +10	Close, Damage 2

DEFENSE

Dodge	8	**Fortitude**	6
Parry	8	**Toughness**	5/2*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	36
Powers	84	**Defenses**	14
Advantages	19	**Total**	203

COMPLICATIONS

Motivation: Doing good works and giving hope to good people.

Obsession: Absorbing the souls of evildoers into the suit of rags.

Power Loss: On rare occasions the souls absorbed by the suit of rags are able to rebel and collectively escape the suit, depriving Ragman of souls to mimic.

Secret Identity: Roy Regan

ENEMIES

Ragman is a foe of all evildoers, particularly those in Gotham city. He has had run-ins with the Diablos and has an evil double called Bagman

RĀ'S AL GHŪL

REAL NAME: UNKNOWN
OCCUPATION: CRIMINAL MASTERMIND
BASE: VARIOUS

The man now known as Rā's al Ghūl was born centuries ago in the Arabian peninsula, part of a wandering tribe of nomads. Interested in science from an early age, the young Ra's left his tribe to live in a city, where he became a scientist and physician.

There he discovered the life-renewing secret of the Lazarus Pit, which he used to save the life of the prince of the city. Unfortunately, the process also drove the prince mad and he murdered al Ghūl's wife Sora, framing the physician for the crime. Fleeing the city, Ra's used his scientific knowledge to infect the prince and his people with a plague. When called upon to help treat them, he killed the prince and king and led his desert tribe to sack and destroy the city.

Armed with the secret of the Lazarus Pit, the former physician founded a worldwide organization known as "the Demon," calling himself "the Demon's Head" (or *Rā's al Ghūl* in Arabic). He traveled the world, gathering knowledge and fighting in various wars and conflicts. By the dawn of the industrial age, Rā's al Ghūl became convinced that humanity was largely a plague upon the Earth that was destroying the natural environment. He built up the Demon as a powerful worldwide criminal conspiracy, using the League of Assassins (or "the Demon's Fang") to eliminate his enemies and earn further wealth and reputation for himself and his organization.

By the modern era, Rā's al Ghūl was ready to launch his master plan to save the Earth by "culling" the vast herd of humanity.

PERSONALITY

Having vastly extended his own life, Rā's al Ghūl is arrogant in the extreme. With the benefits of his age and experience, he considers himself superior to nearly everyone. Thus it is only

RĀ'S AL GHŪL — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	5	3	4	14	9	5	7

EQUIPMENT

Sword (Strength-based Damage 3, Improved Critical) • *4 points*

ADVANTAGES

Accurate Attack, Assessment, Benefit 6 (The Demon's Head), Close Attack 4, Connected, Contacts, Defensive Attack, Defensive Roll 3, Diehard, Equipment X*, Fearless, Great Endurance, Improved Critical (Sword), Improved Defense, Improved Initiative, Inspire, Inventor, Jack-of-all-trades, Languages 5 (16 languages), Precise Attack (Close, Cover), Quick Draw, Ranged Attack 5, Startle, Takedown, Weapon Bind, Well-informed

*Rā's al Ghūl has as many ranks of Equipment as needed.

SKILLS

Acrobatics 3 (+6), Athletics 6 (+10), Close Combat: Sword 2 (+16), Deception 8 (+15), Expert: Biology 10 (+19), Expert: Criminal 15 (+24), Insight 8 (+13), Intimidation 8 (+15), Investigation 10 (+19), Perception 8 (+13), Persuasion 8 (+15), Sleight of Hand 6 (+10), Stealth 4 (+7), Technology 4 (+13), Treatment 6 (+15), Vehicles 4 (+8)

OFFENSE

Initiative +7

Sword +20	Close, Damage 7, Crit. 18-20
Unarmed +18	Close, Damage 4

DEFENSE

Dodge	12	**Fortitude**	11
Parry	14	**Toughness**	8/5*
Will	14	*Without Defensive Roll.	

POWER POINTS

Abilities	102	**Skills**	55
Powers	0	**Defenses**	24
Advantages	44	**Total**	225

COMPLICATIONS

Arrogance: Ra's believes he knows what is best for everyone and the world, and that he alone has the will to do what must be done to save it.

Legacy: Ra's is obsessed with his own mortality and the legacy he must leave to a worthy successor.



natural that he can see and understand things they cannot, and has the will to take action where others hesitate. Though he claims to have the best interests of the world at heart, Ra's cares nothing for individual human lives, save for the small handful of people he respects. Even those—like his beloved daughter Talia—cannot be allowed to stand in the way of his plans.

POWERS & ABILITIES

Rā's al Ghūl is a brilliant and cunning man with centuries of experience, making him a master of many scientific disciplines and a skilled warrior and leader. He controls a vast criminal organization, armed with the wealth and resources accumulated over many lifetimes.

His greatest resource is the Lazarus Pit, a mixture of chemicals able to restore life and health to the dead, which he has used to maintain his youth and vitality for centuries. The pits are kept in secret locations around the world, the secret of their making closely guarded. The Lazarus Pit is largely a plot device for Ra's (and those he favors). Gamemasters wanting to mechanically reflect the Pit's capabilities can add Immortality 18 to the villain's list of traits, Limited to having access to a Lazarus Pit and with the Side Effect that immersion in the Pit causes temporary madness (a rank 18 Affliction).

ALLIES

True to his name, Rā's al Ghūl controls a vast global network of followers called the Demon. The infamous League of Assassins (made up of some of the most deadly killers in the world) is but a part of this organization. Rā's al Ghūl can be expected to have virtually any sort of mundane resource at his command.

ENEMIES

Al Ghūl's greatest and most persistent foe is Batman, whom he calls "Detective" out of respect for his intellect and deduc-

tive skills. Ra's has tried on a number of occasions to convince Batman to become his successor and eventual heir to his criminal empire. He always hopes for success in his arguments, particularly since his daughter Talia is enamored of the Detective. Batman has always refused such offers, branding himself al Ghūl's enemy.

With his ambitions for global depopulation, Ra's has also come into conflict with many of the world's other heroes, particularly Batman's crime-fighting partners and his teammates in the Justice League.

TALIA

Of Rā's al Ghūl's various children, only his daughter Talia has been her father's true and dutiful servant. Raised as a part of her father's criminal organization, "the Demon's Daughter" learned everything she needed to become a worthy successor, from combat to leadership and, most of all, unquestioning loyalty to her father.

Things changed when Dr. Darkk, a member of the League of Assassins, betrayed Ra's and attempted a coup. He took Talia prisoner, but Batman rescued her. From that time on, she was captivated by the Dark Knight Detective. Talia later shot and killed the traitor Darkk to save Batman's life.

Her father engineered the kidnapping of Robin, telling Batman Talia had also been abducted, as part of an elaborate scheme to test Batman's worthiness to marry his daughter and become his heir. In spite of his attraction to Talia, Batman refused al Ghūl's offer. Since then, Talia has often been torn between her love for Batman and her loyalty to her father.

Talia and Batman's doomed romance did produce a child, a son she named Damien and kept hidden from Bruce Wayne for some years, before eventually leaving him in his father's care. Even this act was two-sided, as Talia intended Damien's sudden appearance to distract Batman from the activities of the Demon and the League of Assassins.



Talia is a skilled fighter, investigator and athlete, as well as a cunning tactician and administrator. She sometimes uses the name "Talia Head" (a play on her father's title) in public, and has the vast resources of al Ghūl's organization at her disposal.

TALIA — PL8 • 160 POINTS

Abilities: Str 2 **Sta** 3 **Agl** 4 **Dex** 4 **Fgt** 10 **Int** 5 **Awe** 2 **Pre** 4

Equipment: Light Pistol (Ranged Damage 3), 9 points of other equipment

Advantages: Accurate Attack, Assessment, Attractive, Benefit 5 (The Demon's Daughter), Connected, Contacts, Defensive Attack, Defensive Roll 3, Equipment 3, Improved Defense, Improved Initiative, Inspire, Precise Attack (Ranged; Cover), Quick Draw, Ranged Attack 4, Takedown, Well-informed

Skills: Acrobatics 8 (+12), Athletics 8 (+10), Close Combat: Unarmed 2 (+12), Deception 8 (+12), Expertise: Criminal 8 (+13), Insight 6 (+8), Intimidation 6 (+10), Investigation 8 (+13), Perception 8 (+10), Persuasion 6 (+10), Ranged Combat: Guns 4 (+8), Sleight of Hand 4 (+8), Stealth 6 (+10), Technology 4 (+9), Treatment 4 (+9), Vehicles 4 (+8)

Offense: Initiative +8, Pistol +12 (Ranged, Damage 3), Unarmed +12 (Close, Damage 2)

Defense: Dodge 10, Parry 10, Fortitude 7, Toughness 6/3*, Will 9 *Without Defensive Roll

Totals: Abilities 68 + Powers 0 + Advantages 28 + Skills 47 + Defenses 17 = Total 160

Complications: Conflicted Loyalties: Talia is in love with Batman, but loyal to her father.

UBU

Ubu is al Ghūl's loyal and omnipresent bodyguard and strong-arm man. Tall, bald and massively muscled, he typically stands with his arms folded and face fixed in a disapproving stare. Ubu says little, except to acknowledge his master's commands, and is utterly loyal to Ra's.

UBU — PL8 • 93 POINTS

Abilities: Str 5 **Sta** 5 **Agl** 1 **Dex** 2 **Fgt** 9 **Int** 0 **Awe** 1 **Pre** 1

Advantages: All-out Attack, Chokehold, Defensive Roll 2, Fast Grab, Great Endurance, Improved Grab, Improved Hold, Improvised Weapon, Interpose, Power Attack, Takedown

Skills: Athletics 4 (+9), Close Combat: Unarmed 2 (+11), Insight 4 (+5), Intimidation 6 (+7), Perception 4 (+5), Ranged Combat: Throwing 6 (+8), Treatment 2 (+2), Vehicles 4 (+6)

Offense Initiative +1, Unarmed +11 (Close Damage 5)

Defense: Dodge 8, Parry 9, Fortitude 10, Toughness 7/5*, Will 6 *without Defensive Roll

Totals: Abilities 48 + Powers 0 + Advantages 12 + Skills 16 + Defenses 17 = Total 93

RAVAGER



The first Ravager was Deathstroke's eldest son, Grant Wilson, who died while trying to fulfill a H.I.V.E. contract to kill the Teen Titans. The second Ravager was a minor character who tried to assassinate Batman. The third Ravager was Deathstroke's rival Bill Walsh, who died in an attempt to kill Deathstroke. Deathstroke's half-brother Wade DeFargle became the fourth Ravager, but Deathstroke engineered his death and replaced him with Rose Wilson.

As the fifth and current Ravager, Rose Wilson began training as her father's apprentice after he brainwashed her in an attempt to mold Rose in his own image. Deathstroke injected Rose with the same serum that gave him his own powers. As a side effect, Rose became highly aggressive and mentally unstable, cutting out her own eye to be more like her father.

While training with Nightwing, Rose became disgusted with her father's indifference to her well-being. Hating her father for what he had done to her, Rose struck off on her own to become a hero, eventually joining the Teen Titans.

RAVAGER — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	5	7	8	11	2	3	2

POWERS

Body Armor: Impervious Protection 4; Senses 1 (Communication Link); Removable (-2 points) • *7 points*

Energy Katanas: Strength-based Damage 3, Improved Smash, Penetrating 5, Split 2, Easily Removable (–3 points), Indestructible • *8 points*

- **Energy Shield:** Impervious Protection 3 • *1 point*

Enhanced Brain Capacity: Enhanced Advantages (Eidetic Memory); Enhanced Intellect 1; Quickness 2, Limited to Mental • *4 points*

Enhanced Senses: Enhanced Awareness 1; Senses 8 (Acute Smell, Danger Sense, Darkvision, Extended Rapid Hearing, Extended Rapid Vision) • *10 points*

Heightened Reflexes: Enhanced Advantages (Evasion 2) • *2 points*

Heightened Speed: Enhanced Advantages (Improved Initiative 1); Quickness 1; Speed 3 (16 MPH) • *5 points*

Precognition: Enhanced Advantages (*Improved Initiative 2*, Redirect, Seize Initiative, Uncanny Dodge); Senses 4 (Precognition), Limited to 1 round into the future, Unreliable • *7 points*

Super-Strength: Enhanced Strength 1, Limited to Lifting (Lifting **Str** 7; 3 tons) • *1 point*

EQUIPMENT

Combat Knife: Strength-based Damage 2, Improved Critical • *3 points*

ADVANTAGES

Accurate Attack, Agile Feint, Assessment, Chokehold, Defensive Attack, *Eidetic Memory*, Equipment, *Evasion 2*, Fearless, Great Endurance, Improved Aim, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, *Improved Initiative 3*, *Improved Smash,* Improved Trip, Instant Up, Jack-of-all-trades, Languages 2, Move-by Action, Power Attack, Precise Attack (Ranged; Cover), Prone Fighting, Quick Draw, Ranged Attack 4, *Redirect*, *Seize Initiative*, Startle, Takedown, Teamwork, *Uncanny Dodge*

SKILLS

Acrobatics 7 (+14), Athletics 2 (+8), Deception 5 (+7), Expertise: Streetwise 3 (+5), Expertise: Tactics 3 (+5), Insight 6 (+9), Intimidation 10 (+12), Perception 8 (+11), Stealth 8 (+15), Technology 8 (+10)

OFFENSE

	Initiative +19
Energy Katana +11	Close, Damage 9, Penetrating 5, Split 2
Unarmed +11	Close, Damage 6

DEFENSE

Dodge	11	**Fortitude**	10
Parry	11	**Toughness**	9
Will	8		

POWER POINTS

Abilities	84	**Skills**	30
Powers	44	**Defenses**	14
Advantages	30	**Total**	202

COMPLICATIONS

Addiction: Rose struggles with an addiction to synthetic adrenaline, which boosts her precognitive abilities but destabilizes her metabolism and overall health.

Quirk: Due to brainwashing and injection with experimental serums, Rose occasionally suffers psychotic breaks such as the one that led her to cut out her own eye.

Relationship: Rose's dysfunctional and convoluted family history has led to conflicts with her brother Jericho and her father Deathstroke (see **Vol. 1**). Rose loves her father, at the same time hating him for everything he has done.

REAL NAME: ROSE WILSON
OCCUPATION: SUPER-HERO, FORMER MERCENARY
BASE: NONE

PERSONALITY

Rose is a strong but conflicted woman. She is a good person who, due to her father's brainwashing, has done evil things in the past and remains capable of great violence. Since rejecting her father's ways, Rose has striven to find her own path, but she is more like her father than she will admit.

POWERS & ABILITIES

All incarnations of Ravager have sought to reproduce Deathstroke's powers and abilities, including heightened strength and reflexes combined with extensive combat training. Rose also possesses the ability to see several seconds into the future, allowing her to counter her foes' actions.

ALLIES

Rose is a member of the Teen Titans trained under Nightwing. She occasionally teams up with her father, Deathstroke.

ENEMIES

Rose's father, Deathstroke, is also her most hated enemy.

RAVEN

Raven has a long and tumultuous history. It begins with her mother, Angela Roth, a teenage runaway who found refuge in the Church of Blood, where she became impregnated by the demon lord Trigon. Horrified by the possibilities of what her child would be, Angela fled and was welcomed in Azarath, a mystical realm home to a pacifist civilization. Taking the name Arella, she gave birth to Raven among the monks.

Raven was raised to keep her emotions under control in order to prevent her demonic heritage from gaining release. When she turned eighteen, she learned that Trigon was her father and that he intended to invade Earth. Determined to stop her father, she contacted the Justice League for help, but Zatanna detected her demonic essence and they refused to aid her.

Distraught, Raven gathered a new Teen Titans team, who agreed to help her and considered her (and each other) as family. With the Teen Titans, Raven found the emotional warmth she could not have in Azarath, but she remained gloomy and detached as part of her self-discipline. When Trigon finally made his move and kidnapped Raven, the Teen Titans fought and defeated him, and Arella served as his guardian in an extradimensional prison.

Raven's control slipped a couple of times, revealing that Trigon could still influence her—though not control her—and he eventually escaped imprisonment, determined to achieve his evil plan. He transformed Raven into a demonic form, forcing her friends to kill her. Her death freed the souls of the recently destroyed Azarath, who used Raven as a channel to banish Trigon and return Raven to life, after which she vanished.

Brother Blood found her and used her to control Robin, but the Titans freed them both. Raven adopted a white cloak as part of her costume, to represent her freedom from her father's influence. After many adventures with her friends, Raven was once more overcome, this time by the corrupted souls of Azarath, who awoke the demon side of her nature. The Titans, with the help of Arella and recent recruit Danny Chase, were able to cleanse the souls of Azarath by destroying Raven's body.

REAL NAME: RACHEL ROTH
OCCUPATION: STUDENT, MYSTIC GUARDIAN
BASE: TITANS TOWER



RAVEN — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	2	2	2	3	5	3

POWERS

Empathy: Magic Array (25 points)
- **Read Emotions:** Mind Reading 15, Subtle 2, Limited to Emotions; Senses 8 (mental; Extended Accurate Emotion Awareness, Acute Mental Senses, Tracking (emotion awareness), Magic Awareness) • *25 points*
- **Ease Pain:** Healing 22 (psychic), Persistent, Restorative (magic effects), Stabilize, Side-Effect 2 (suffer Affliction 10 (excruciating pain, Resisted by Will; Dazed and Dodge Impaired)) • *1 points*
- **Emotion Manipulation:** Ranged Affliction 12 (psychic; Resisted by Will; Entranced, Compelled, Controlled), Progressive, Limited (only instills emotions); Side-Effect (Affliction 10 (nausea; resisted by Fortitude; Dazed and Attack Impaired)) • *1 point*
- **Inflict Pain and Terror:** Ranged Affliction 12 (psychic; Resisted by Will; Attack Impaired and Dazed, Dodge Disabled and Stunned), Extra Condition, Limited Degree • *1 point*
- **Numb Emotions:** Ranged Affliction 12 (psychic; Resisted by Will; Entranced and Insight Impaired), Extra Condition, Linked, Limited Degree 2 Linked to Nullify Mental Effects 12, Simultaneous (all emotion effects), Limited (emotion effects) • *1 point*
- **Personal Dreamscape:** Ranged Illusion 10 (psychic, All Senses), Insidious, Precise, Limited to One Subject, Reduced Range, Resistible (Will) • *1 point*

Flight: Flight 3 (16 MPH) • *6 points*

Soul Self: Magic Array (47 points)
- **Astral Projection:** Remote Sensing 23 (astral travel; All Senses), Feedback, Dimensional 2 (Magic Dimensions), Limited—Physical body is Incapacitated, Limited—Cannot use Empathy array, Noticeable (Raven-shaped Shadow) • *47 points*
- **Mass Soul Jump:** Area Burst 2 (60 feet) Teleport 7 (magic; 120 miles), Accurate, Change Velocity, Extended, Selective, Limited to Extended • *1 point*
- **Dimensional Shift:** Area Burst 2 (60 feet) Movement 2 (magic; Dimensional 2 (Magical Dimensions)), Additional Ranks 8 (Limited to increase DC), Selective • *1 point*
- **On Raven Wings:** Area Burst 2 (60 feet) Flight 3 (16 MPH), Affects Others • *1 point*
- **Ravensoul Shield:** Ranged Enhanced Defenses 15 (Dodge 7, Parry 8), Affects Others • *1 point*
- **Soul Jump:** Teleport 8 (magic; 1 mile), Accurate, Change Direction, Change Velocity, Portal, Turnabout • *1 point*

Soul Self Incarnate: Insubstantial 3 (psychic energy), Activation (Move action); Feature (appear as a giant, raven-like shadow); Enhanced Advantages 2 (Daze (Intimidation), Move-by Action) • *17 points*

ADVANTAGES

Accurate Attack, *Daze (Intimidation)*, Defensive Roll 4, Fascinate (Intimidation), Improved Trip, Leadership, *Move-by Action*, Ritualist, Startle, Trance, Uncanny Dodge

SKILLS

Close Combat: Unarmed 6 (+8), Deception 5 (+8), Expertise: Magic 6 (+9), Expertise: Theology 6 (+9), Insight 12 (+17), Intimidation 11 (+14), Perception 5 (+10), Persuasion 9 (+12), Ranged Combat: Empathy 6 (+8)

OFFENSE

Initiative +2

Unarmed +8	Close, Damage 0
Empathy powers +8	Ranged, Effect varies 12
Personal Dreamscape +8	Ranged, Illusion 10

DEFENSE

Dodge	8/15**	**Fortitude**	8
Parry	7/15**	**Toughness**	5/1*
Will	12		

*Without Defensive Roll.
**If able to use Ravensoul Shield

POWER POINTS

Abilities	36	**Skills**	33
Powers	105	**Defenses**	25
Advantages	12	**Total**	211

COMPLICATIONS

Power Loss: Raven's Soul Self can be damaged or even captured by an opponent using the right magic or amount of power. In this case, she cannot use Soul Self Incarnate or the powers in the Soul Self array. She languishes and may die if forcibly separated from her Soul Self for too long.

Power Nexus: Because of her heritage and the knowledge she has gained over the years, Raven is the target of many supernatural forces who wish to use her for their own dark purposes.

Powerful Empath: Raven's self-control sometimes slips and she becomes overwhelmed by ambient emotions, suffers pain from very strong feelings around her, or she unwittingly uses Emotion Manipulation and Numb Emotions on others. She always regrets these lapses. Because she denied herself any feelings until she was free from her father's influence, she is still confused by her own emotions and may misinterpret what she and others around her feel.

Uncontrolled Precognition: When Raven tries to use her Trance or Ritualist advantages, or when she's just trying to sleep, she can receive precognitive flashes outside her control that knock her out and abort her attempt to use her powers and/or prevent any recovery from resting.

Trigon's Firstborn: Raven's dark nature occasionally threatens to dominate her personality. When giving in to her darker emotions or when overpowered by demonic influence, she becomes the infernal embodiment of Pride and it's up to her closest friends to bring her back.

RAVEN'S SOUL SELF

While impressive, in terms of mechanics the raven-like manifestation of Raven's Soul Self is merely a visual, narrative effect. The Soul Self array groups the more physical of Raven's powers, and its jet-black manifestation appears when she uses them, covering each power's area, and flying toward their target. While she can assume the shadow-raven's likeness with the Soul Self Incarnate power, she retains the use of all her powers in either shape.

This essence of Trigon within Raven was thus freed and took a sentient form through which he infected others with his seed, but Starfire received the good side of Raven's nature, opening the way for Trigon's defeat.

Raven's spirit wandered the Earth until a new Brother Blood captured her and incarnated her in the body of a teenage girl, created by the Church's blood magic, with the intent of marrying her and unleashing Armageddon. Her spirit cried out against this, reaching her friends, who promptly rescued her and apparently ended the threat of the Church of Blood once and for all.

Raven took the name Rachel Roth and enrolled in high school to try her hand at the life of a normal teenage girl. During this time, she moved between the most recent incarnation of the Teen Titans and her original friends, who were now adults. Because she discovered that she is not actually free of Trigon and may become the embodiment of the Sin of Pride if she is not careful, she initially rejects a relationship with Beast Boy, but eventually accepts and reciprocates his love.

PERSONALITY

Raven was goth and emo before it was fashionable, and she was fully justified in this behavior. For years she had to keep a tight control on her own heart for fear of unleashing Trigon's evil, and so behaved like a cold, emotionless automaton. Even after freeing herself from her heritage, she remains aloof and sometimes downright scary. Despite her cool and impassive exterior, she is prone to roiling emotions, self-torment and behaving like a martyr when she contemplates the evil of which she is capable.

POWERS & ABILITIES

Raven is a powerful empath. Her base power allows her to sense the feelings of others and control those feelings for different effects, including healing others by taking away their pain, but she can reverse this in order to project pain directly into her victim's mind. She can suffer effects ranging from nausea to crippling pain, depending on the strength of the power she used. Her most powerful abilities reside in her Soul Self, which she can separate from her body to travel astrally, influence others, teleport herself and allies, absorb attacks and many other powers she continues to improvise. Her Soul Self manifests either as a giant ravenlike shadow or as a shadowed version of her human form. While she is knowledgeable in sorcery and trained in hand-to-hand combat, she seldom uses these abilities.

ALLIES

He allies include former and current members of the Titans and Teen Titans. Starfire is her closest friend, and she finally reciprocated Beast Boy's love.

ENEMIES

Her greatest enemies are the demon Trigon and everything derived from him, including her half-brothers. The Church of Blood and their leader, Brother Blood, continue to pursue her for her demonic ties.

THE RAY

Ray Terrill was raised in darkness, literally and figuratively. Once the famed "Night Boy," as a young adult Ray learned that his severe allergy to sunlight was a lie told to disguise his light-based super powers, which he inherited from his father "Happy" Terrill, the costumed mystery-man who was the first Ray. From Happy, Raymond learned to master his metahuman abilities and became the second heroic Ray. The estranged pair continue to work to overcome their dysfunctional relationship.

After stints with the Justice League Task Force and as a JSA reservist, Raymond finally found a home in the third Freedom Fighters and a father figure in Uncle Sam. Unfortunately, Ray saw his teammates brutally murdered during the Infinite Crisis and was taken prisoner as part of Alexander Luthor's schemes. Once freed, Raymond eventually rebounded and joined the current Freedom Fighters, dispatching the traitorous third Ray in the process. Raymond currently remains a core member of the team, and is finally on better terms with his father.

PERSONALITY

Ray is a good man striving to be a better hero, searching for a father figure to guide him on this path. He sometimes shows

REAL NAME: RAYMOND C. "RAY" TERRILL
OCCUPATION: ADVENTURER
BASE: PHILADELPHIA, PA



THE RAY — PL10

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

POWERS

Energy Form: Enhanced Advantage 6 (Agile Feint, Defensive Roll 2, Evasion 2, Improved Initiative); Enhanced Skill 3 (Acrobatics 6); Feature 1 (Quick Change); Immunity 11 (Aging, Life Support); Senses 8 (Communication Link (Mental, with Happy Terrill); Detect Electromagnetic Radiation (Visual Sense), Accurate, Acute, Analytical, Ranged; Direction Sense); Activation (Move Action, -1 point) • *28 points*

Solar Radiation Control: Dynamic Array (40 points), Activation (Move Action, –1 point)

- **Energy Aura:** Damage 10, Reaction, Dynamic • *41 points*
- **In a Blaze of Power:** Flight 19 (1,000,000 MPH), Dynamic • *2 points*
- **Light Rays:** Ranged Cone Area Damage 10, Penetrating 5, Dynamic • *2 points*
- **Solid-Light Constructs:** Create 10, Movable, Dynamic • *2 points*
- **Energy Absorption:** Close Range Nullify Heat & Light Effects 10, Broad, Effortless, Perception Area (Detect-Dependent), Simultaneous, Reduced Range, Dynamic • *2 points*
- **Blinding Light:** Ranged Cumulative Perception Area (Visual) Affliction 10 (Resisted by Fortitude; Impaired, Disabled, Unaware), Limited to Visual Senses, Dynamic • *2 points*
- **Bend Light:** Concealment 4 (All Visual Senses), Attack (Resisted by Dodge), Dynamic • *2 points*
- **Invisibility:** Concealment 4 (All Visual Senses), Dynamic • *2 points*
- **Light Projection:** Environment 10 (Bright Light, Eliminates Concealment), Dynamic • *2 points*
- **Re-Energize:** Healing 10, Limited to Self, Dynamic • *2 points*
- **Lightspeed:** Movement 1 (Space Travel 1) • *1 point*

ADVANTAGES

Agile Feint, *Defensive Roll 2*, *Evasion 2*, Extraordinary Effort, *Improved Initiative*

his inexperience in dealing with people, a weakness resulting from his isolated childhood.

POWERS & ABILITIES

Ray's body absorbs light and he can convert his form to pure energy, instantly healing wounds in the process. He can project beams of light at varying intensities, and by concentrating can create constructs made of solid light. Ray can also fly at tremendous speeds.

SKILLS

Acrobatics 6 (+9), Close Combat: Unarmed 3 (+6), Deception 4 (+5), Expertise: Business 2 (+5), Expertise: Computers 6 (+9), Intimidation 4 (+5), Persuasion 4 (+5), Ranged Combat: Solar Radiation 7 (+10)

OFFENSE

Initiative +7

Light Rays —	Ranged, Cone Area Damage 10
Unarmed +6	Close, Damage 3

DEFENSE

Dodge	12	**Fortitude**	9
Parry	12	**Toughness**	6/4*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	46	**Skills**	15
Powers	88	**Defenses**	33
Advantages	1	**Total**	183

COMPLICATIONS

Doing Good: Ray aspires to be a true hero.

Secret: Ray keeps his true identity a secret to protect his loved ones.

Power Loss: When in his energy form, Ray is vulnerable to prisms, crystals and other objects that refract light. Being refracted can force him to revert to his human form. Ray must be able to absorb natural light in order to use his powers. Broad daylight or a searchlight allows him to operate at full power, while an overcast day leave his powers Impaired (-2 ranks). Moonlight and similar levels of illumination Disable his powers (-5 ranks), and total darkness renders him powerless.

Relationship: Ray has a complicated history with his father Happy, the original Ray.

Weakness: Ray is especially vulnerable to black-light energy.

ALLIES

Ray is close to his hipster cousin Hank Terrill and girlfriend Jazz. He was mentored by Black Canary II and had a brief affair with her. Ray was close to Triumph and the second Black Condor, and is currently a member of the Freedom Fighters.

ENEMIES

The original Dr. Polaris was the Ray's most persistent foe, and Terrill bears a grudge against the usurping third Ray, Stan Silver.

RED DEVIL



RED DEVIL							PL10
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	7	8	1	9	3	1	3

POWERS

Demonic Form: Enhanced Agility 6; Enhanced Fighting 4; Enhanced Presence 2; Enhanced Stamina 6; Enhanced Strength 6; Extra Limbs 1 (Tail); Flight 3 (Gliding, Wings); Immunity 1 (Heat); Regeneration 3 • *55 points*
Fire Breath: Damage 9, Inaccurate 2, Reach 2 (10 feet) • *9 points*
Fire "Portal": Teleport 16 (250 miles) • *32 points*
Red-Hot Skin: Reaction Damage 3 • *12 points*

ADVANTAGES

Close Attack 4, Evasion, Great Endurance, *Improved Grab*, Improved Initiative, Inventor

SKILLS

Acrobatics 4 (+12), Athletics 4 (+11), Expertise: Superheroes (especially Blue Devil) 8 (+11), Insight 4 (+5), Perception 4 (+5), Persuasion 4 (+7), Technology 8 (+11)

OFFENSE

Initiative +12

Unarmed +13	Close, Damage 7
Fire Breath +9	Close, Damage 9, Reach 10 feet

DEFENSE

Dodge	12	**Fortitude**	9
Parry	10	**Toughness**	7
Will	6		

POWER POINTS

Abilities	30	**Skills**	18
Powers	108	**Defenses**	12
Advantages	8	**Total**	175

COMPLICATIONS

Appearance: Eddie looks like a demonic humanoid and can't change back to a normal appearance.

Infernal Overlap: Despite the fact that he is a metahuman and not born of infernal origins, Red Devil suffers many of the same weaknesses as actual demons. He can be damaged simply by proximity to holy ground and religious artifacts.

Insecurities: Eddie suffers from raging insecurities regarding his value as a hero (and a person) that stem from abandonment issues with Blue Devil and Eddie's Aunt Marla.

Eddie Bloomberg was a gofer for his Aunt Marla's film company, the same company that employed Blue Devil. He idolized Cassidy and his character Blue Devil so much that Eddie broke into Cassidy's workshop and used the Blue Devil suit designs to build his own "Kid Devil" suit, which he then used to fight alongside Blue Devile for a brief time—with mixed results. Following his aunt's death, Eddie struggled to find a purpose, ultimately making a deal with Neron for powers (the demon really only triggered Eddie's metagene), though he didn't expect the freakish appearance that came with them. Many adventures followed, always with mixed success, and Eddie's relationship with Cassidy ended poorly. Eventually, after losing his powers to Brother Blood, a very human Eddie died heroically during Calculator's revenge scheme against the Titans.

PERSONALITY

Eddie has an enthusiastic need to prove himself worthy of being a hero and deep-seated insecurities, which combine in him over-compensating with more zeal than skill.

POWERS & ABILITIES

Red Devil is a metahuman. His strength, speed and durability are enhanced beyond human limits, his body generates massive heat that he can direct as a gout of flame from his mouth, and he heals much faster than ordinary people. He can teleport with the use of a flame effect. Despite his slacker attitude, Eddie is highly intelligent and technically gifted, particularly in electronics and engineering.

REAL NAME: EDWARD "EDDIE" ALAN BLOOMBERG
OCCUPATION: ADVENTURER, FORMER FILM-COMPANY GOFER
BASE: TITANS TOWER

ALLIES

His allies include Blue Devil, Zachary Zatara, The Doom Patrol and the rest of the Titans.

ENEMIES

Clock King, various challengers from the Dark Side Club holding grudges, and probably both Blaze and Neron for thwarting their plans for him.

RED HOOD



Orphaned as a child, Jason Todd grew up on the streets of Gotham City until Batman caught him trying to steal the hubcaps off the Batmobile. Taking him in, Batman trained Todd to become the next Robin as part of the Dynamic Duo—until Robin was beaten to death by the Joker.

Resurrected by ripples in time that rewrote history, Todd crawled out of the grave and was eventually brought back to full health by the League of Assassins and a Lazarus Pit. After training in all the lethal methods Batman will not use, Todd returned to Gotham City and took on the name of one of Batman's first foes: the Red Hood.

When the new Red Hood ignited a war among Gotham's gangs he was confronted by Batman, who prevented him from killing the Joker. Later, when a former Robin became the new Batman, the Red Hood returned and the two former sidekicks fought on opposite sides of the law.

PERSONALITY

The Red Hood considers himself a hero, but his willingness to meet criminals' violence with deadly force means the rest of the world considers him a villain. Unlike other heroes, for

RED HOOD — PL10

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

POWERS

Red Hood Protection 1; Immunity 5 (Sensory Affliction effects); Senses 2 (Infravision, Radio), Removable (-2 points) • *6 points*
Red Right Hand: Strength-based Damage 1, Penetrating 3, Removable (-1 point) • *3 points*

EQUIPMENT

Crimson Pistols: Ranged Multiattack Damage 5 • *15 points*
Video Camera: Feature 2 (Can both record and broadcast) • *2 points*
10 additional points of equipment as needed

ADVANTAGES

All-out Attack, Close Attack 8, Defensive Roll 2, Diehard, Equipment 6, Evasion, Improved Critical (Crimson Pistols), Improved Initiative, Move-by Action, Power Attack, Takedown

SKILLS

Acrobatics 8 (+14), Athletics 8 (+10), Close Combat: Unarmed 1 (+9), Deception 12 (+17), Expertise: Streetwise 8 (+10), Intimidation 14 (+19), Perception 8 (+10), Persuasion 13 (+18), Ranged Combat: Crimson Pistols 9 (+14), Stealth 6 (+12), Vehicles 5 (+10)

OFFENSE

	Initiative +10
Crimson Pistols +14	Ranged Multiattack Damage 5, Critical 19-20
Red Right Hand +16	Close, Damage 4, Penetrating 3
Unarmed +17	Damage 3

DEFENSE

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

POWER POINTS

Abilities	70	**Skills**	46
Powers	9	**Defenses**	26
Advantages	24	**Total**	175

COMPLICATIONS

Sidekick No More: Though he was once Robin, the Red Hood decided his path to becoming a better hero was to do what his mentors wouldn't—embracing violent tactics that pushed him over the edge from hero to villain.

Reborn: The Red Hood was killed by Joker and then resurrected through a cosmic quirk and the use of a Lazarus Pit, a journey that has made him more violent and left his mind slightly unhinged.

REAL NAME: JASON TODD
OCCUPATION: VILLAIN BASE: GOTHAM CITY

whom war on crime is a catharsis, the Red Hood dives into combat as an outlet for his consuming rage.

POWERS & ABILITIES

The Red Hood has no powers, but he was trained by Batman in both combat and the arts of detection. The Red Hood has become a self-trained master of guns and other weapons shunned by Batman, and carries a pair of pistols and a ferociously sharp blade he calls his "red right hand." He has also proven to be a master manipulator and strategist and carries a video camera that he uses to broadcast his victories to the world.

ALLIES

As the Red Hood, Jason Todd betrays allies as quickly as he makes them. The closest he has come to a true ally was a young girl he made into Scarlet, his version of Robin.

ENEMIES

The Red Hood's primary enemies are Batman and all those who, like him, have worn a Robin costume. He also still holds the Joker responsible for killing him, and has tried several times to get lethal revenge. In marking his place among Gotham's heroes and villains, the Red Hood has made foes of most of them, in particular Black Mask and Gotham police commissioner Gordon.

RED LANTERN CORPS



Long before the formation of the Green Lantern Corps, the Guardians of the Universe created the android Manhunters to enforce order throughout the cosmos. An error arose in the Manhunter's programming, leading their emotionless machine minds to conclude the best way to create order was the eradication of all life. They began in Sector 666, where they wiped out all but five of its billions of inhabitants before the Guardians discovered the threat the Manhunters posed and attempted to shut them down. The Manhunters fled to the dark corners of the universe.

The survivors of Sector 666 became the Five Inversions, a terrorist cell dedicated to destroying the Guardians of the Universe. They formed the Empire of Tears and discovered the Prophecy of the Blackest Night, uncovering arcane secrets before they were defeated and imprisoned on the planet Ysmault. One of the Inversions, Atrocitus, used the prophecy to influence Green Lantern Abin Sur of Space Sector 2814, causing a crisis of confidence that eventually led to Sur's crash and demise on Earth (see **Atrocitus** in **Vol. 1**).

Atrocitus later used arcane rituals to create the first red power battery, bathing it in blood by using it to beat to death the other members of the Five Inversions. Thus he tapped into the red light of rage and raised the great red lantern from a pool of blood on Ysmalt, also creating the first red power rings.

The Red Lanterns feel great rage. The red ring replaces the wearer's heart, which no longer beats, and transforms their blood into a fiery plasma the Red Lanterns can vomit out. They burn with rage even in the emptiness of space. Most wearers of the red ring are so consumed with rage they are barely sentient and more like feral animals. Wielders like Atrocitus, who manage to hold on to their sense of self, can also use the red light to form constructs, similar to other power rings.

BASE: YSMAULT
CURRENT MEMBERS: ATROCITUS, ABYSSMA, ANTIPATHY, DEX-STARR, FURY-6, HAGGOR, RATCHET, VEON, VICE, ZILIUS ZOX

THE BUTCHER

The Entity of the red light of rage is called the Butcher, said to have arisen from the first murder. The Butcher has the appearance of a massive blood red, bull-like creature, with curving horns and bearing the emblem of the Red Lanterns on the bony ridge of its skull. It is the embodied essence of rage and murderous fury.

DEX-STARR

Dex-Starr was originally a stray kitten on Earth, found and adopted by a lonely woman in Brooklyn, New York, who named it Dexter. An intruder broke into the woman's home and killed her, despite Dexter's best efforts to save her. The police threw him out of the apartment into an alley. A cruel pair of street thugs later grabbed the now homeless cat, stuffed him in a sack and threw him off the Brooklyn Bridge to drown him, but a red power ring found him on the way down. "Dex-Starr of Earth," it said, "You have great rage in your heart. You belong to the Red Lantern Corps."

Dex-Starr is on a quest to find the man who killed his mistress so he can kill him. The small blue-gray cat is one of the most vicious, cruel members of the Red Lantern Corps and a regular companion of Atrocitus.

WITH BLOOD AND RAGE OF CRIMSON RED,
RIPPED FROM A CORPSE SO FRESHLY DEAD,
TOGETHER WITH OUR HELLISH HATE,
WE'LL BURN YOU ALL — THAT IS YOUR FATE!

DEX-STARR — PL11 • 174 POINTS

Abilities: Str –2* **Sta** 2 **Agl** 2 **Dex** 0 **Fgt** 5 **Int** 0 **Awe** 1 **Pre** 0

Powers: Shrinking 8 (Permanent, Innate); **Power Ring** (115 point device, Removable (–23 points), **AI and Database** (Feature 2 (AI and Database), Senses 1 (Communication link to Central Power Battery)), **Flight** (Flight 14 (32,000 MPH), Movement 4 (Environmental Adaption (Zero-G), Space Travel 3)), **Force Field** (Protection 10, Impervious; Immunity 10 (Life Support)), **Heartless** (Feature (Heart of equivalent vital organs are no longer essential to survival), Regeneration 1), **Red Light of Rage** (Array (28 points) **Lifting** (Create 14), **AE: Fires of Rage** (Ranged Damage 14), **AE: Burning Blood** (Damage 8, Reach 2, Sustained (extinguished by a cessation of rage or the Blue Light of Hope), **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), **Universal Translator** (Comprehend Languages 4))

Advantages: All-out Attack, Power Attack

Skills: Acrobatics 7 (+9), Close Combat: Burning Blood 8 (+13), Intimidation 10 (+6*), Perception 5 (+6), Ranged Combat: Power Ring 8 (+8)

Offense: Initiative +2, Burning Blood +13 (Close, Damage 8, Sustained), Fires of Rage +8 (Ranged, Damage 14)

Defense: Dodge 10*, Parry 10*, Fortitude 8, Toughness 12, Will 14 *Includes size modifiers.

Totals: Abilities 20 + Powers 109 + Advantages 2 + Skills 19 + Defenses 24 = Total 174

Complications: Motivation—Rage: Like other Red Lanterns, Dex-Starr is motived by pure rage. **Cat:** Dex-Starr is an Earth feline, with all its associated drawbacks.

RED ROBIN

As a boy, Tim Drake figured out that Bruce Wayne was secretly Batman. Impressed by the boy's deductive powers, Batman began training him to be Robin. After Drake's father was killed, Bruce Wayne adopted Tim, making him not only his sidekick but his son. When everyone else believed Batman was dead, Tim was the only one who remained confident that Batman was alive. Determined to find Batman but wary of the attention he would attract as Robin, Tim adopted the costume of Red Robin, once worn by Robin-gone-bad Jason Todd.

As Red Robin, he found the clues Batman left while lost in time and managed to deal the League of Assassins a substantial blow from within before returning to Gotham City to take his place among the protectors of the city.

REAL NAME: TIM WAYNE
OCCUPATION: HERO
BASE: MOBILE

PERSONALITY

As Red Robin, Tim Wayne has moved beyond being Batman's sidekick to become a hero in his own right. Red Robin is confident and capable, and as a result of Batman's training he often has plans within plans—some of which require him to watch his friends as closely as his enemies.

POWERS & ABILITIES

Red Robin is a highly trained acrobat and martial artist, but his best weapon is his mind. He is nearly as capable with computers as Oracle, and as a detective is second only to Batman, respected even by master strategists like Rā's al Ghūl. He carries a utility belt, but it is significantly streamlined compared to the one he wore as Robin and includes the heavy throwing discs made by Jason Todd.

ALLIES

Red Robin's closest allies are Batman and his other Gotham allies, including Oracle and Nightwing. Some of his best friends are other young heroes such as Superboy, Kid Flash and Wonder Girl, who were members with him of both Young Justice and the Teen Titans.



RED ROBIN — PL9

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

EQUIPMENT

Armored Cowl: Protection 2, Senses 1 (Darkvision) • *4 points*
Grapnel: Movement 1 (Swinging) • *2 points*
Utility Belt: Array (12 points)

- **Flashbang Grenades:** Ranged Burst Area Affliction 4 (Resisted by Fortitude; Visual and Auditory Impaired, Visual and Auditory Disabled, Visual and Auditory Unaware) • *12 points*
- **Bo Staff:** Strength-based Damage 2, Reach 1 • *1 point*
- **Smoke Bombs:** Cloud Area Visual (All) Concealment Attack 4 • *1 point*
- **Throwing Discs:** Ranged Strength-based Multiattack Damage 1, Ricochet 2 • *1 point*

8 additional points of equipment as needed

VEHICLE: REDBIRD CYCLE • *11 POINTS*

Size: Medium **Str:** 1 **Speed:** 6 **Def:** 0 **Tou:** 8 **Features:** Navigation System

ADVANTAGES

All-out Attack, Benefit 4 (Wealth), Close Attack 6, Connected, Contacts, Defensive Roll 2, Equipment 8, Evasion, Extraordinary Effort, Hide in Plain Sight, Improved Critical (Bo Staff), Improved Initiative, Improvised Tools, Instant Up, Interpose, Languages 4, Move-by Action, Power Attack, Quick Draw, Set-up, Takedown, Teamwork, Tracking, Uncanny Dodge

ENEMIES

Red Robin has all the enemies he made in his days as Robin, but he is especially hated by the League of Assassins, who thought Red Robin was one of them while he worked to destroy them from within.

SKILLS

Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Unarmed 2 (+10), Deception 9 (+12), Expertise: Criminology 8 (+13), Expertise: Computers 10 (+15), Expertise: Streetwise 9 (+14), Insight 10 (+14), Intimidation 8 (+11), Investigation 11 (+16), Perception 11 (+15), Persuasion 7 (+10), Ranged Combat: Throwing Discs 9 (+14), Sleight of Hand 7 (+12), Stealth 10 (+15), Technology 8 (+13), Treatment 5 (+10), Vehicles 8 (+13)

OFFENSE

	Initiative +9
Bo Staff +14	Close, Damage 4, Reach 1, Crit. 19-20
Throwing Discs +14	Ranged, Multiattack Damage 3, Ricochet 2
Unarmed +16	Close, Damage 2

DEFENSE

Dodge	12	**Fortitude**	8
Parry	12	**Toughness**	6/2*
Will	10	*Without Armored Cowl and Defensive Roll.	

POWER POINTS

Abilities	68	**Skills**	74
Powers	0	**Defenses**	23
Advantages	43	**Total**	208

COMPLICATIONS

The Hero Remade: Red Robin struggles to carry on the ideals of Batman while becoming a hero in his own right.

"Crippled": To protect his secret identity from reporter Vicki Vale, Tim Wayne pretends to need leg braces and two canes, which appears to make it impossible for him to be Red Robin.

RED STAR



When he was a teenager, Leonid and his archaeologist father investigated an alien spaceship that crashed near the Yenesi River. The ship exploded, bathing Leonid in a strange form of radiation that granted him super powers. Leonid was a staunch believer in socialism and turned himself over to the Russian government for its use. He learned to control the new energy in his body and became the first Russian super hero.

Red Star eventually joined the Teen Titans and became fast friends with its members. During his term with the Titans he grew especially close to Pantha. When Red Star and Pantha quit the Titans they decided to stay together and raise the baby Wildebeest. The combined family relocated to Science City, Russia, where they would assist both the Russian government and the Titans when called on.

Their happiness was shattered during the rampage of Superboy-Prime when he forced Red Star to watch as he murdered Pantha and Wildebeest. Red Star temporarily rejoined the Titans, but soon returned to Science City. After he repelled an alien invasion attempt by the species whose crashed ship originally gave him his powers, Red Star was proclaimed the Protector of the Russian State.

PERSONALITY

Leonid is a proud Russian patriot. Though he begrudgingly made the transition to capitalism, Leonid yearns for a return to the glory of Russia's communist past.

REAL NAME: LEONID KONSTANTINOVITCH KOVAR
OCCUPATION: STATE PROTECTOR OF RUSSIA
BASE: RUSSIA

RED STAR — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	10	6	5	7	4	3	3

POWERS

Enhanced Endurance: Impervious Toughness 8, Protection 2 • *10 points*
Enhanced Speed: Speed 6 (120 MPH), Quickness 3, Enhanced Advantage 3 (Improved Initiative 3) • *12 points*
Red Star Blast: Ranged Damage 12 • *24 points*
Red Star Form: Alternate Form-Energy (Move Action); Flight 8 (500 MPH), Insubstantial 3, Immunity 10 (Solar Energy) • *40 points*
Super-Lifting: Enhanced Strength 4, Limited to Lifting (Lifting Str 14; 400 tons) • *4 points*

ADVANTAGES

Benefit (Diplomatic Immunity), Great Endurance, Move-by Action, Precise Attack (Ranged, Cover), Redirect, Set-up, Teamwork

SKILLS

Athletics 6 (+16), Close Combat: Unarmed 5 (+12), Intimidation 4 (+7), Perception 6 (+9), Persuasion 6 (+9), Ranged Combat: Red Star Blasts 5 (+10), Technology 4 (+8), Vehicles 4 (+9)

OFFENSE

Initiative +18

Red Star Blasts +10	Ranged, Damage 12
Unarmed +12	Close, Damage 10

DEFENSE

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

POWER POINTS

Abilities	96	**Skills**	20
Powers	90	**Defenses**	12
Advantages	7	**Total**	225

COMPLICATIONS

Duty to the Motherland: Red Star is the national super hero of Russia. He feels a great responsibility to her people and the government. Though he is a staunch socialist, Leonid supports the current capitalist system.

POWERS & ABILITIES

Leonid was granted vast superhuman strength, speed and endurance. Over time he developed other powers, including the ability to transform into a form of red solar radiation.

ALLIES

Red Star was a long-time member of the Teen Titans.

ENEMIES

Red Star has fought many foes of the Teen Titans.

RED TORNADO

The artificial being known as Red Tornado is actually a gestalt of a living cyclone entity that journeyed from the planet Rann to Earth, where it merged with an android created by the criminal T. O. Morrow. The merger wiped the entity's memory, and so it believed it was simply the creation of the mad scientist. T. O. Morrow used Red Tornado to infiltrate the Justice League of America and hoped to use the android to destroy the organization from within. Instead, Red Tornado turned against its "creator" and joined the JLA as a member.

Red Tornado struggles with his sentience during his time with the JLA. He adopts the human persona of John Smith and pursues a romance with Kathy Sutton. The two even adopt a daughter together, named Traya. Still, he never feels totally "human" until he once again faces T. O. Morrow. During his battle against his "creator," Red Tornado is damaged and his memories flood back to him, allowing Red Tornado to realize that he always had been a sentient being.

REAL NAME: JOHN SMITH
OCCUPATION: ADVENTURER
AFFILIATION: JUSTICE LEAGUE OF AMERICA, JUSTICE SOCIETY OF AMERICA
BASE: HAPPY HARBOR, RI

Red Tornado's android body has been destroyed several times and complications occasionally arise when Red Tornado is rebuilt, including the loss of emotions and madness. This causes great stress in his personal life; his wife leaves him and he abandons his John Smith persona. Red Tornado overcomes this challenge to reconnect with his wife and daughter.

RED TORNADO — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	–	4	3	3	2	4	0

POWERS

Android Body: Protection 13, Impervious 6 • *19 points*
Computer Brain: Immunity 10 (Mental effects) • *10 points*
Flight: 8 (500 MPH) • *16 points*
Self-Repairing: Regeneration 5 • *5 points*
Tornado Control: Array (32 points)
- **Tornado Creation:** Perception Ranged Burst Area Move Object 8 • *32 points*
- **Air Blast** Ranged Damage 12, Accurate 3 • *1 point*
- **Air Shield:** Deflect 11 • *1 point*
- **Bend Light:** Concealment (All Visual) • *1 point*

Unaging: Immortality 5 (24 hours) • *5 points*
Unliving: Immunity 30 (Fortitude effects) • *30 points*

ADVANTAGES

Eidetic Memory, Evasion, Favored Environment (Aerial), Fearless, Improved Initiative 2

SKILLS

Close Combat: Unarmed 7 (+10), Perception 4 (+8), Technology 10 (+12)

OFFENSE

Initiative +12

Tornado Blast +9	Ranged, Damage 12
Unarmed +10	Close, Damage 10

DEFENSE

Dodge	8	**Fortitude**	Immune
Parry	8	**Toughness**	13
Will	8		

POWER POINTS

Abilities	42	**Skills**	11
Powers	125	**Defenses**	13
Advantages	6	**Total**	197

COMPLICATIONS

Motivation—Acceptance: Fully aware that he is artificial, Red Tornado wants to be treated as and live the life of an ordinary human.

Weakness: Red Tornado has a kill switch on back of his neck and is susceptible to being reprogrammed.



PERSONALITY

Early in his career, Red Tornado struggled with his "humanity" and suffered low self-esteem. He has gotten past those issues, but certain circumstances (usually involving his destruction and repair) occasionally allow them to resurface. He is a true hero, often sacrificing himself to help others.

POWERS AND ABILITIES

Red Tornado can generate cyclones of air that allow him to fly, cause damage, and serve as a deflection shield for himself or others. His android body makes him difficult to permanently destroy.

ALLIES

Affiliated with the JLA, Red Tornado has especially strong bonds with Firestorm and Hawkgirl. He also advised the team Young Justice.

ENEMIES

Red Tornado's greatest enemy is his "creator," T. O. Morrow.

REVERSE-FLASH



REAL NAME: EOBARD THAWNE
OCCUPATION: CRIMINAL BASE: MOBILE

Eobard Thawne was born in the twenty-fifth century, a descendant of Malcolm Thawne, alias Cobalt Blue, Barry Allen's long-lost twin brother. Though the Thawnes held a long-standing grudge against the Allen family, Eobard was actually a fan of the Flash. He went so far as to undergo cosmetic surgery to look like Barry Allen, and duplicated the electrochemical accident that gave him his speed.

Traveling back in time to meet his idol, Thawne appeared *after* Barry Allen's death. Learning he was destined to become the Flash's greatest enemy utterly unhinged his mind. He believed he *was* Barry Allen, returned from the dead, and eventually became violently psychotic. Flashes Wally West and Jay Garrick returned Thawne to his future era, without any memory of his initial foray into the past but unfortunately possessed of a burning hatred for Barry Allen and all he represented.

The Reverse-Flash plagued the Flash, even apparently killing Barry's wife Iris and later threatening to kill his fiancée until the Flash was forced to kill him. A time-traveler, the Reverse-Flash has appeared again and again to menace his arch-foe, but each time the Flash has defeated him.

PERSONALITY

Reverse-Flash is a bitter, hate-filled man, who has based his entire life on destroying Barry Allen and all that he represents, primarily because he is jealous of the Flash. This makes the Reverse-Flash petty and vicious, willing to hurt or kill others just to get at his nemesis.

POWERS & ABILITIES

Reverse-Flash taps into a "negative Speed Force" that is the equal and opposite power of the Flash's, giving him similar super-speed powers. He can match the Flash's speed and most of his super-speed stunts and capabilities.

In addition, Reverse-Flash has occasionally demonstrated stunts the Flash and his contemporaries cannot duplicate (or choose not to). For example, Reverse-Flash has used his Super-Speed Stunts array for a deadly Penetrating Damage attack, vibrating his hands at super-speed. He has also traveled in time under his own power, without the use of the Flash's Cosmic Treadmill, as a power stunt of his Super-Speed array. Lastly, he has used his negative Speed Force to leech the power of other speedsters or to "taint" the Speed Force of the Flash, making it deadly to other speedsters. Reverse-Flash uses these powers only occasionally and not ca-

REVERSE-FLASH — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	4	3	4	3	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 24 (Dodge 12, Parry 12), Enhanced Advantages (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH) • *90 points*
Super-Speed Stunts: Array (20 points)

- **Air Control:** Close Range Cone Area Move Object 10 • *20 points*
- **Air Cushion:** Burst Area Movement 1 (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:** Close Range Burst Area Move Object 10 • *1 point*

ADVANTAGES

Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Instant Up, Move-by Action, Seize Initiative, Takedown

SKILLS

Acrobatics 4 (+8), Athletics 6 (+7), Close Combat: Unarmed 2 (+6), Deception 6 (+8), Expertise: History 8 (+11), Insight 6 (+9), Perception 4 (+7), Technology 10 (+13)

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	46	**Skills**	23
Powers	118	**Defenses**	13
Advantages	0	**Total**	200

COMPLICATIONS

Enemy: The Flash.

Obsession: Reverse-Flash obsessively hates the Flash and everyone associated with him.

ZOOM — PL12 • 196 POINTS

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

Powers: The same as Reverse-Flash, except for having Quickness 21 and lacking the Frictionless Aura and Vibration power. Zoom's powers have the temporal descriptor rather than being connected to the Speed Force.

Advantages: Assessment; otherwise the same as Reverse-Flash.

Skills: Athletics 6 (+7), Close Combat: Unarmed 2 (+6), Deception 4 (+5), Expertise: Criminology 8 (+12), Expertise: Psychology 6 (+10), Insight 8 (+10), Intimidation 4 (+5), Investigation 6 (+10), Perception 4 (+6)

Offense: Initiative +43, Attack +10 (Close, Damage 1)

Defense: Dodge 16, Parry 16, Fortitude 8, Toughness 7/2, Will 11

Totals: Abilities 38 + Powers 117+ Advantages 1 + Skills 24 + Defenses 16 = Total 196

Complications: Motivation—Misguided: Zoom believes he has to teach heroes to be a better by challenging him. **Obsession:** The Flash.

sually, making them power stunts (and therefore challenges for the heroes he has faced) rather than regular powers.

ALLIES

Though he has worked with his namesake Zoom (Hunter Zolomon) and other members of the Rogues and the Secret Society, Reverse-Flash has no real allies in his one-man vendetta against his arch-nemesis.

ENEMIES

Reverse-Flash's hatred is focused on the Flash, and all other speedsters who derive their power from the Speed Force created by Barry Allen's fateful accident and subsequent career.

ZOOM

Hunter Zolomon began his obsession with the criminal mind the day he was leaving home for college. His father, secretly a serial murderer, killed Hunter's mother when she gave him up to the police, then died in a confrontation with them. Hunter



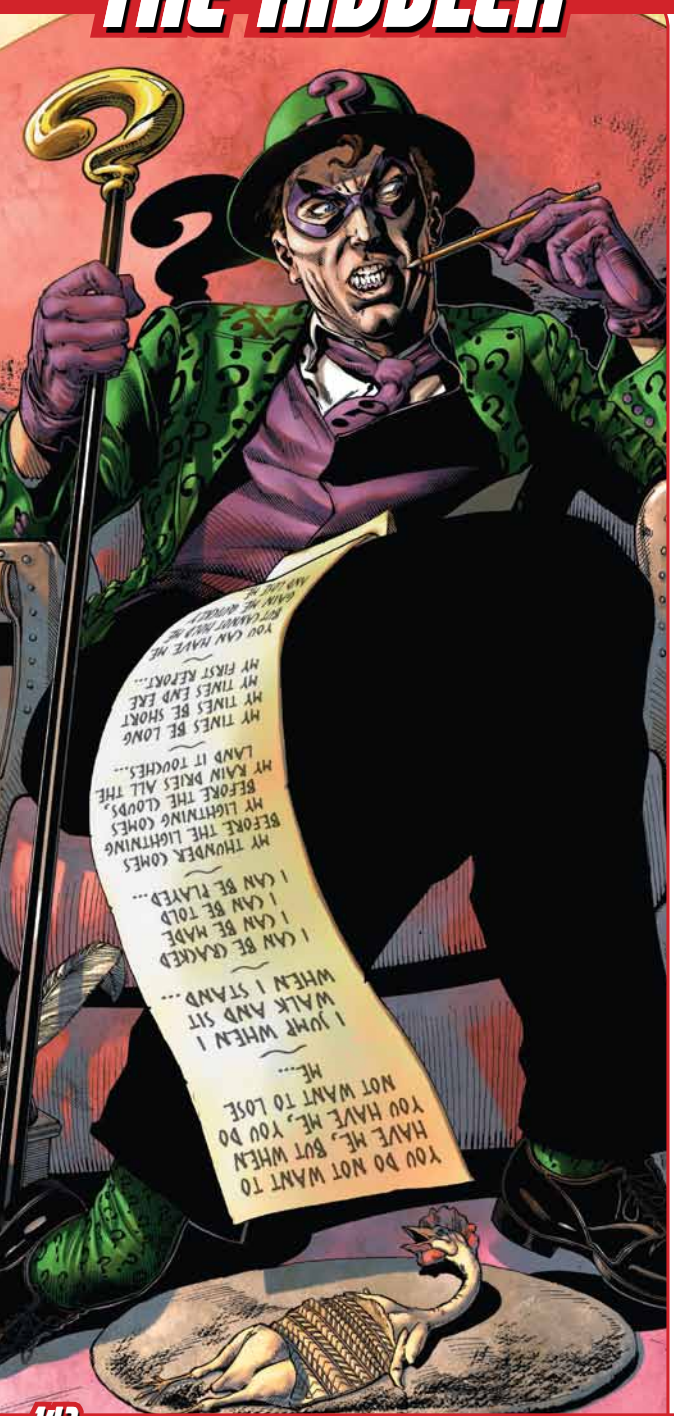
studied psychology and criminology, determined to stop people like his father. He became a criminal profiler, specializing in costumed criminals.

While working with the Keystone City Police Department, Zolomon became friends with Wally West (the Flash) and the two worked together on occasion. Gorilla Grodd later crippled Zolomon during a prison break from Iron Heights, leaving him paralyzed from the waist down. When the Flash refused to use his Cosmic Treadmill to alter history and prevent his friend's injury, Zolomon attempted to steal it. The resulting explosion "derailed" Zolomon from ordinary time, allowing him to seemingly move at super-speed.

In his unhinged mind, Zolomon believed Wally West needed to experience the personal tragedies of his predecessor to be a better and more compassionate hero. As Zoom, he has sought to "improve" heroes by bringing tragedy into their lives.

Zoom's powers come from his unique disconnection with time, allowing him to move faster relative to everything around him, giving him the appearance of moving at super-speed. Unlike the Flashes and some other speedsters, he does not draw upon the Speed Force. Among other things, this means he cannot duplicate certain of their stunts, such as vibrating his molecules at super-speed.

THE RIDDLER



The Riddler has gone to great lengths to keep his past shrouded in mystery. His real name appears to be Edward Nigma, but that's obviously one of his carefully constructed ruses. The psychiatrists at Arkham Asylum once determined that his name was actually Edward Nashton (aka Eddie Nash) and his obsession with riddles began when he cheated to win a puzzle contest as a young boy, but there's reason to believe that this story and the Nashton identity are also bogus.

What is indisputably certain about the Riddler is that he is the architect of some of the most ambitious crimes ever to plague Gotham City. Ironically, he's also solved a few of Gotham's thorniest whodunits. The Riddler's compulsion to prove his intellectual mastery applies to his fellow criminals and has caused him to "go straight" on occasion so he can match wits with his underworld rivals.

PERSONALITY

The Riddler may be a psychopath, but he's also a genius and he's compelled to prove it. His obsession with constructing elaborate puzzles and traps is all about demonstrating the superiority of his intellect. It's not enough for the Riddler to simply defeat an opponent, he also has to out-think and humiliate that opponent, leaving no doubt of his accomplishment.

POWER & ABILITIES

Though he has no super powers to speak of, the Riddler's intellect makes him a very dangerous opponent. He's repeatedly demonstrated an almost supernatural aptitude for designing extremely formidable traps, puzzles and weapons. The Riddler possesses deductive powers on a par with Batman and an excellent grasp of human psychology that allows him to "get into the heads" of his targets.

ALLIES

Nearly all of the most famous denizens of Gotham's underworld have collaborated with Riddler on occasion. Though money is not his primary motivation, he has been known to accept "contracts" if the target is sufficiently challenging.

REAL NAME: EDWARD NIGMA (OR EDWARD NASHTON)
OCCUPATION: PROFESSIONAL CRIMINAL
BASE: GOTHAM CITY

THE RIDDLER — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	4	4	7	7	7	3

EQUIPMENT

Light Pistol: Ranged Damage 3 • *6 points*
Sword Cane: Strength-based Damage 3, Improved Critical • *4 points*

ADVANTAGES

Close Attack 9, Defensive Roll 4, Eidetic Memory, Equipment 2, Evasion, Improved Initiative, Taunt, Well-informed

SKILLS

Acrobatics 4 (+8), Athletics 8 (+9), Deception 13 (+16), Expertise: Puzzles & Riddles 13 (+20), Insight 8 (+15), Investigation 10 (+17), Perception 6 (+13), Ranged Combat: Guns 12 (+16), Sleight of Hand 8 (+12), Stealth 5 (+9), Technology 3 (+10), Treatment 3 (+10), Vehicles 3 (+7)

ENEMIES

Because the Riddler is compelled to prove his intellectual superiority, it's only natural that he detests Batman, the one man who has consistently outwitted him.

OFFENSE

Initiative +8

Unarmed +16	Close, Damage 1
Sword-Cane +16	Close, Damage 4, Crit. 19-20

DEFENSE

Dodge	13	**Fortitude**	8
Parry	13	**Toughness**	6/2*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	70	**Skills**	48
Powers	0	**Defenses**	24
Advantages	20	**Total**	162

COMPLICATIONS

Intellectual Superiority: The Riddler commits crimes in order to show off is intelligence. His crimes are often non-violent, relying on wit to solve as opposed to brute force.

Obsession: The Riddler is obsessed with riddles, puzzles, puns, and word games. His crimes always include hidden clues that point to his next crime or location.

ROBIN

REAL NAME: TIMOTHY JACKSON WAYNE (FORMERLY DRAKE)
OCCUPATION: STUDENT; CRIME FIGHTER
BASE: GOTHAM CITY

Tim Drake and his parents met the Flying Graysons at the Haley Circus when Tim was a child. Dick Grayson was his childhood hero, and Tim never forgot the tragedy of the death of Dick's parents at the hands of criminals. Years later, while watching a news report on television, Tim deduced that Robin, the Boy Wonder, was actually Dick Grayson, based on seeing Robin perform an acrobatic maneuver that Grayson had performed at the circus. He reasoned that Batman must then be Grayson's guardian, Bruce Wayne. This realization about his heroes inspired Tim to study hard in school and undertake training in disciplines such as martial arts, acrobatics and criminology.

After the death of the second Robin, Jason Todd, Tim sought out Dick Grayson and revealed that he knew his secret identity in an effort to convince Grayson to become Robin again. He argued that Batman needed a partner to help rein in his darker tendencies. Grayson agreed to help, but refused to take on the mantle of Robin again. Using Robin's uniform himself, Tim saved Batman and Nightwing from Two-Face. Though initially reluctant to mentor a new Robin, Batman eventually agreed to take Tim on and train him as his new partner.

Already a capable young man, having proven himself to both Nightwing and Batman, Tim served admirably in the role of Robin. He was forced to take on more responsibility when Batman was incapacitated for a time, patrolling the streets of Gotham on his own and handling some cases solo. Becoming involved with Young Justice and a new incarnation of the Teen Titans honed Tim's leadership and tactical skills.

One of Robin's greatest difficulties was keeping his super hero identity a secret from his father, Jack Drake. Not long after Mr. Drake learned that Tim was Robin, he was murdered by Captain Boomerang at the behest of crime-broker the Calculator. Bruce Wayne legally adopted the orphaned Tim after his father's death.

PERSONALITY

Tim is a studious and intense young man who takes his responsibilities seriously. His strong moral compass led him to become Robin in the first place, because he has always felt Batman needed someone to temper his tendency toward extremes. This makes Tim inclined to be lighthearted where his mentor is concerned, and serious when it comes to his own leadership responsibilities. Robin is a loyal and dedicated friend who never gives up, because there always are people depending upon him.

POWERS & ABILITIES

Trained by Batman and some of the world's greatest experts in martial arts and criminology, Robin is an expert fighter, athlete, acrobat and investigator. He's especially talented with computers and technology, making excellent use of his hacking and organizational skills as a crime fighter.

Like Batman, Robin uses a wide array of crime-fighting devices and equipment. He often fights with a collapsible bo staff and throws batarangs (or R-shaped shuriken). He uses a custom motorcycle for transportation when not swinging across rooftops.

ROBIN — PL8

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

EQUIPMENT

Binoculars: Extended Vision 1 • *1 point*
Costume: Protection 1 • *1 point*
Grapnel Gun: Super-Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 • *1 point*
Utility Belt: Array (12 points)

- **Flash Bombs:** Ranged Burst Area Affliction 4 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware) • *12 points*
- **Batarangs:** Ranged Strength-based Damage 1 • *1 point*
- **Bo Staff:** Strength-based Damage 2, Reach 1 • *1 point*
- **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • *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 Visually Impaired, Stunned and Visually Disabled, Incapacitated), Extra Condition • *1 point*

VEHICLE: MOTORCYCLE • *11 POINTS*

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



ADVANTAGES

Beginner's Luck, Close Attack 4, Defensive Attack, Defensive Roll 3, Equipment 7, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Languages 3, Move-by Action, Power Attack, Precise Attack (Close, Concealment), Quick Draw, Redirect, Set-Up, Takedown, Teamwork, Tracking, Uncanny Dodge

SKILLS

Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Unarmed 1 (+9), Deception 8 (+11), Expertise: Criminology 8 (+13), Expertise: Streetwise 6 (+11), Insight 8 (+12), Intimidation 6 (+9), Investigation 10 (+15), Perception 8 (+12), Persuasion 6 (+9), Ranged Combat: Throwing 7 (+12), Sleight of Hand 6 (+11), Stealth 8 (+13), Technology 6 (+11), Treatment 4 (+9), Vehicles 6 (+11)

OFFENSE

Initiative +9

Bo Staff +12	Close, Damage 4
Batarang +12	Ranged, Damage 3
Unarmed +13	Close, Damage 2

DEFENSE

Dodge	11	**Fortitude**	7
Parry	11	**Toughness**	5/2*
Will	9	*Without Defensive Roll.	

POWER POINTS

Abilities	66	**Skills**	57
Powers	0	**Defenses**	20
Advantages	34	**Total**	177

COMPLICATIONS

Relationships: Robin has had some romantic entanglements, but none have lasted.

Responsibility: To Batman and Gotham City.

Secret Identity: Timothy Wayne, Bruce Wayne's adopted son.

ALLIES

In addition to Batman and his other associates, including Nightwing and Oracle, Robin has a leadership role with the Teen Titans, a group that currently includes many of the former members of Young Justice. He and Superboy are best friends, and Robin and Wonder Girl had a brief relationship when Superboy was believed dead. They ended the relationship even before Connor returned, and now try to put it behind them.

ENEMIES

Robin can count Batman's various enemies as his own, along with opponents from his time with Young Justice and the Teen Titans. He has been particularly effect against Rā's al Ghūl and the League of Assassins, earning the respect of "the Demon's Head."

OTHER ROBINS

There have been several Robins over the course of Batman's career. The game traits listed for Robin can serve for most of the others who have carried the name and worn the uniform, although Dick Grayson is a better acrobat, Jason Todd a better thief, and Damian Wayne a better martial artist (but less capable investigator).

DICK GRAYSON

The first Robin (see **Nightwing**). Batman took young circus aerialist Dick Grayson as his ward after his parents were murdered by mobsters. In an effort to channel Grayson's grief and anger at the death of his parents into positive action, he trained him as his crime-fighting partner. Though the two have had their differences over the years, since Dick left the role of Robin and adopted his own costumed identity, he and Batman have been able to work together nearly as equals.

JASON TODD

A street kid from the East End of Gotham, Jason Todd first met Batman while trying to steal the tires off the Batmobile. When Jason's father, Willis, ended up working for Two-Face, Batman took Jason in and saw the potential for channeling the boy's anger into something productive. The Joker later kidnapped Robin, beat him severely, and left him trapped with a time bomb, which killed him. The intervention of cosmic forces and Rā's al Ghūl's Lazarus Pit restored Jason to life, but twisted his sanity, leading him to adopt the identity of the Red Hood (see **Red Hood**).

DAMIAN WAYNE

The son of Bruce Wayne and Talia (Rā's al Ghūl's daughter), Damian was genetically designed, grown in an artificial womb and raised by the League of Assassins. Talia eventually revealed his existence to Batman and left Damian in his father's care as a distraction. Spoiled and vicious, Damian proved quite a handful, though he sincerely wished to earn his father's approval.

THE ROGUES

The Rogues are a collection of technologically armed villains who banded together for bigger criminal payoffs and mutual support against their common enemy, the Flash. Originally consisting of Captain Boomerang I, Captain Cold, Heat Wave, Mirror Master I, the Trickster I, the Weather Wizard, the Top, and the Pied Piper, their lineup has changed over the years 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 or visiting with their costume tailor of choice, Paul Gambi, as often as they plan new heists. They have evolved 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.

Despite countless defeats by the Flashes and their allies, being a Rogue eventually became a criminal badge of honor, and new Flash-foes like the Rainbow Raider petitioned for inclusion in the group. In time, a whole new generation of metahuman thieves aspired to be Rogues, and were eventually brought together in a rival namesake gang by the villainess Blacksmith, provoking the so-called Rogue War. Despite this violent exchange, the original, core group of Rogues begrudgingly came to respect the new breed, eventually inviting them to attend the funeral of Captain Boomerang I in a show of Flash-foe solidarity.

Captain Cold's distaste for inter-group conflict was underscored when the resurrected Top attempted to mind-control an army of Rogues, old and new, into attacking the Flash. Already angry at the revelation that the Top had tampered with the original



BASE: CENTRAL CITY, KANSAS AND KEYSTONE CITY, MISSOURI
CURRENT MEMBERS: CAPTAIN BOOMERANG I, CAPTAIN COLD, HEAT WAVE, MIRROR MASTER II, THE TRICKSTER II, THE WEATHER WIZARD
FORMER MEMBERS: BLACKSMITH, CAPTAIN BOOMERANG II, DOUBLE DOWN, GIRDER, MAGENTA, MIRROR MASTER I, MURMUR, THE PIED PIPER, PLUNDER, THE RAINBOW RAIDER, TAR PIT, THE TOP, THE TRICKSTER I

Rogues' minds in an attempt to eliminate their criminal tendencies, Cold put a stop to the Top's plans by freezing him to death.

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.

GIRDER

Tony Woodward's attempted rape of a coworker provoked his outraged fellow steelworkers into tossing him into a vat of molten metal. Unbeknownst to them, the vat contained strange materials taken from S.T.A.R. Labs, and they transformed Tony into the living-metal man known as Girder.

Despite his clueless boorishness and rusting form, Girder's indestructible nature makes him an in-demand mercenary villain. Most prominently, he was recruited to be a part of Blacksmith's Rogues, though it ultimately proved to be one of many defeats at the Flash's hands.

PLUNDER

Plunder was one of the deadliest killers-for-hire on a mirror Earth where no Flashes existed and law enforcement had become brutal. Hired by that world's Thinker, Plunder sought to eliminate Captain Cold, Mirror Master II and the Flash III, who had become trapped on his mirror Earth. Though Plunder failed to kill them, he did manage to follow the Flash and the villains back to their Earth, thereby escaping the destruction of his own mirror world.

Quickly finding a place in Blacksmith's Rogues, Plunder supported her plans for several months before his true identity as a mirror version of Keystone City Police detective Jared Morillo was revealed. Eventually, Morillo and the Flash defeated Plunder and the other assembled Rogues.

Plunder apparently met his end at the hands of an unimpressed Zoom. It is possible he returned to his own mirror world, if it too somehow managed to survive.

GIRDER — PL10 • 112 POINTS

Abilities: Str 11* **Sta** 11* **Agl** 1 **Dex** 1 **Fgt** 6 **Int** 0 **Awe** 1 **Pre** 1

Powers: Metal Body (Growth 4 (Permanent), Impervious Toughness 10, Immunity 10 (Life Support))

Advantages: All-out Attack, Diehard, Improved Grab, Weapon Break

Skills: Expertise: Steelworker 7 (+7), Intimidation 8 (+11), Stealth 0 (-3*)

Offense: Initiative +1, Unarmed +9 (Close, Damage 11)

Defense: Dodge 7, Parry 9, Fortitude 15, Toughness 11, Will 5 *Includes Growth modifiers.

Totals: Abilities 48 + Powers 28 + Advantages 7 + Skills 8 + Defenses 21 = 112

Complications: Mercenary: Girder is a villain for hire. **Weakness:** Unless he is simultaneously bathed in strong magnetic fields, exposure to air causes Girder to rust. His Agility and Dexterity decline by a point an hour under normal conditions until he is completely immobile. Rain and other corrosive agents exacerbate the decay, causing his statistics to decline even more rapidly. **Disability:** Girder's body is gradually corroding away, causing him tremendous agony. **Quirk:** Tony doesn't understand the concept of boundaries when it comes to women, and takes indecent liberties even with women like Magenta, who are quite capable of obliterating him.

TAR PIT

Joey Monteleone was the far less successful brother of one of Keystone City's major drug kingpins. What made Joey unique was his ability to project his mind into inanimate

PLUNDER — PL10 • 145 POINTS

Abilities: Str 4 **Sta** 5 **Agl** 3 **Dex** 5 **Fgt** 6 **Int** 2 **Awe** 3 **Pre** 2

Powers: Blaster Pistol (Ranged Burst Area Damage 5, Easily Removable (–6 points)), **Rifle** (Array (19 points), Easily Removable (–8 points): **Bullets** (Ranged Multiattack Damage 6, Extended Range), **AE: Laser** (Ranged Damage 7, Penetrating 5), Feature 1 (Hidden Tracer in Rifle))

Equipment: Boomerang (Ranged Strength-based Damage 1), **Camo Clothing** (Urban), **Fragmentation Grenades** (Ranged Burst Area Damage 5), **Commlink**, **Heavy Pistol** (Ranged Damage 4), **Survival Knife** (Strength-based Damage 1, Improved Critical); 1 point of additional equipment

Advantages: Accurate Attack, Close Attack 3, Defensive Roll, Equipment 6, Hide in Plain Sight, Precise Attack 2 (Ranged, Cover and Concealment), Quick Draw, Ranged Attack 8, Ultimate Effort (Aim)

Skills: Athletics 4 (+8), Expertise: Criminal 5 (+7), Perception 5 (+8), Stealth 6 (+9)

Offense: Initiative +3, Rifle (Bullets) +13 (Ranged, Multiattack Damage 6), Rifle (Laser) +13 (Ranged, Damage 7, Penetrating 5), Unarmed +9 (Close, Damage 4)

Defense: Dodge 14, Parry 12, Fortitude 11, Toughness 6/5*, Will 9 *Without Defensive Roll.

Totals: Abilities 60 + Powers 22 + Advantages 24 + Skills 10 + Defenses 29 = 145

Complications: Mercenary: Plunder is an assassin for hire. **Acceptance:** Because his own world has most likely been destroyed, Plunder wants to make a life for himself on New Earth.

TAR PIT — PL10 • 178 POINTS

Abilities: Str 8 **Sta** 10 **Agl** 0 **Dex** 2 **Fgt** 5 **Int** 0 **Awe** 1 **Pre** 1

Powers: Burning Touch (Reaction Damage 3, Permanent), **Growth 4** (Permanent), **Immunity 10** (Life Support), **Liquid Tar Form** (Insubstantial 1 (Permanent), Protection 2), **Noxious Fumes** (Cumulative Burst Area Reaction Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Permanent), **Suffocating Globs** (Ranged Progressive Affliction 6 (Resisted by Dodge/Fortitude; Dazed, Stunned, Incapacitated))

Advantages: Chokehold, Close Attack 6, Diehard, Fast Grab, Improved Grab, Improved Hold, Weapon Bind

Skills: Expertise: Criminal 4 (+4), Ranged Combat: Suffocation 10 (+12)

Offense: Initiative +0, Suffocation +12 (Ranged, Progressive Affliction 6), Unarmed +11 (Close, Damage 8)

Defense: Dodge 6, Parry 8, Fortitude 15, Toughness 12, Will 5

Totals: Abilities 38 + Powers 99 + Advantages 12 + Skills 7 + Defenses 22 = 178

Complications: Thrills: Joey gets such a charge out of using his powers that the prospect of being stuck forever in his Tar Pit form bothers him not at all. **Weakness:** Citric acid causes Tar Pit's form to dissolve, though he is capable of reforming himself.

objects, making his frequent imprisonments quite bearable. On one fateful day, his mind became trapped inside a huge mass of flaming hot tar, leaving his body comatose inside Iron Heights prison.

It was all a lark to Joey, and calling himself Tar Pit, he embarked on a career in super-villainy. Despite repeated defeats at the hands of the third Flash, Tar Pit continues a fast climb up the ranks of costumed crooks. In his relatively brief career, he's already been part of Blacksmith's Rogues and the Secret Society of Super-Villains.

THE TOP

While imprisoned, Roscoe Dillon resolved to use his childhood love of toy tops to become a better crook. Dillon eventually mastered the ability to spin in place at high speeds, and built an arsenal of gimmick namesake toys to use as the costumed criminal Top. He became a Rogue and plagued the second Flash for years, until an unexplained reaction to the Scarlet Speedster's powers caused Dillon's terminal illness.

Dillon then discovered his ability to transfer his consciousness into vacant minds, and his subsequent rampages provoked Flash II to ask Zatanna to brainwash Dillon into becoming a hero. Overcome by guilt at his evil behavior, Dillon used his hypnotic powers to similarly reform the other Rogues before losing his mind and apparently dying.

THE TOP — PL10 • 158 POINTS

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

Powers: Concealed Tops (Array (32 points), Removable (–8 points): **Streamer Top** (Ranged Affliction 8 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Cloud Area, Cumulative, Extra Condition, Limited Degree); **AE: Blacklight Top** (Concealment 4 (All Visual), Attack, Cone Area); **AE: Blinding Top** (Affliction 10 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Cumulative, Perception Area (Visual)); **AE: Bola Tops** (Ranged Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Cumulative, Extra Condition, Limited Degree); **AE: Electro-Top** (Ranged Damage 10, Resisted by Fortitude); **AE: Flamethrower Top** (Ranged Damage 10, Cloud Area); **AE: Gas Top** (Ranged Affliction 8 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) Cloud Area 2 (30 feet), Cumulative); **AE: Glue Top** (Ranged Affliction 6 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Burst Area, Cumulative, Extra Condition, Sustained Duration, Limited Degree); **AE: Grenade Top** (Ranged Damage 10, Burst Area); **AE: Soundwave Top** (Ranged Damage 10, Sustained Duration); **AE: Tornado Top** (Move Object 10, Cone Area, Sustained Duration, Limited Direction (repulsion)); **Immortality 6** (Recently dead or brain-dead body nearby); **Spinning** (Enhanced Advantage 11 (Defensive Roll 4, Fascinate (Deception), Improved Initiative 6), Enhanced Defenses 20 (Dodge 10, Parry 10), Enhanced Intellect 3, Senses 1 (Radius Vision), Limited: Must Remain Immobile While Spinning))

Advantages: Agile Feint, *Defensive Roll 4*, Evasion, *Fascinate (Deception)*, *Improved Initiative 6*, Improvised Tools, Inventor

Skills: Acrobatics 6 (+9), Athletics 4 (+6), Close Combat: Unarmed 4 (+8), Deception 4 (+6), Expertise: Criminal 4 (+6), Expertise: Science 6 (+8), Expertise: Tops 8 (+10), Intimidation 4 (+6), Persuasion 3 (+5), Ranged Combat: Tops 8 (+10), Sleight of Hand 4 (+6), Stealth 4 (+7), Technology 7 (+9)

Offense: Initiative +27, Concealed Tops +10 (Ranged Damage 10, various), Unarmed +8 (Close, Damage 2)

Defense: Dodge 14/4, Parry 14/4, Fortitude 9, Toughness 6/2*, Will 11 *Without Defensive Roll.

Totals: Abilities 40 + Powers 65 + Advantages 4 + Skills 33 + Defenses 16 = 158

Complications: Greed: Money made the Top go 'round. **Relationship:** Dillon's girlfriend was Lisa (the Golden Glider) Snart.

Recently, Dillon returned in possession of vice-presidential candidate Thomas O'Neill, but was exposed by the third Flash. Flash III later enlisted Zatanna to re-balance Dillon's mind, prompting the Top to restore the Rogues to their villainous selves. Before his plan came to full fruition, the Top was killed by a vengeful Captain Cold.

SPINNING IN HIS GRAVE

Since being resurrected and having his mind balanced, the Top has ceased using his Concealed Tops, and has the following additional Powers:

Vertigo (Burst Area Cumulative Affliction 8 (Resisted by Fortitude; Dazed and Impaired, Defenseless and Stunned)), Extra Condition, Limited Degree); **Mind Control** (Perception Range Cumulative Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled)).

He also developed the **Complication: Quirk** (Mentally unbalanced) after his mind-wipe.

ROULETTE



Roulette is the granddaughter of the 1940s villainess of the same name who ran a casino and battled the first Mr. Terrific. Inspired by her grandmother, Roulette built a casino of her own that she called the House—a casino for criminals and super-villains. At its heart is a series of arenas where Roulette pits captured heroes against one another in battles to the death for the entertainment of her patrons.

After the House she built beneath the Nevada desert was damaged by the Justice Society, Roulette turned the House into a mobile operation, moving from city to city but continuing to broadcast her battles to a waiting audience.

PERSONALITY

Roulette is extremely confident, certain even in the face of incredible odds that she will always come out on top.

POWERS & ABILITIES

Roulette has no metahuman powers, but she has looked into the Book of Destiny—a short glimpse that gave her insight into future events. Along with flying spheres that can teleport the targets of her choice directly to the House's holding cells, Roulette also uses equipment she's taken from those who have fallen in its arenas.

ROULETTE — PL9

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

POWERS

Memories of Destiny Senses 4 (Precognition), Distracting, Uncontrolled • *2 points*
Stolen Gear: Array (27 points), Easily Removable (–10 points)
- **Gorgon's Head:** Cumulative Perception Area Affliction 9 (Resisted by Fortitude; Dazed, Immobile; Transformed (Stone)) • *27 points*
- **Firebug's Gauntlets:** Cone Area Damage 9 (Fire) • *1 point*
- **Harpi's Claws:** Strength-based Damage 2, Penetrating 2 • *1 point*
- **Ram's Interface:** Comprehend Machines • *1 point*

EQUIPMENT

HQ: THE HOUSE • *23 POINTS*

Size: Large **Tou:** 14 **Features:** Combat Simulator, Communications, Computer, Concealed 3 (DC 30), Defense System, Feature 3 (Arena, Bar and Restaurant, Casino), Holding Cells 2, Infirmary, Living Space, Personnel, Power System, Security System 3 (DC 30); Alternate Headquarters 10

ADVANTAGES

Assessment, Attractive, Beginner's Luck, Benefit 2 (Cipher), Benefit 4 (Multi-millionaire), Close Attack 7, Connected, Daze (Deception), Defensive Roll 5, Equipment 5, Evasion, Inspire 3, Languages 2, Leadership, Luck 3, Minion 9, Redirect, Set-up, Well-informed

REAL NAME: UNKNOWN
OCCUPATION: GAMBLER
BASE: MOBILE

SKILLS

Deception 10 (+15), Expertise: Streetwise 9 (+13), Insight 8 (+13), Intimidation 5 (+10), Perception 7 (+12), Persuasion 11 (+16), Sleight of Hand 9 (+11), Stealth 11 (+13), Technology 10 (+14)

OFFENSE

	Initiative +2
Firebug's Gauntlets —	Close, Cone Area Damage 9
Gorgon's Head —	Ranged, Cumulative Perception Area Affliction 9 (Dodge DC 19)
Harpi's Claws +13	Close, Damage 3, Penetrating 2
Unarmed +13	Close, Damage 1

DEFENSE

Dodge	12	**Fortitude**	6
Parry	10	**Toughness**	6/1*
Will	12	*Without Defensive Roll.	

POWER POINTS

Abilities	52	**Skills**	40
Powers	22	**Defenses**	26
Advantages	50	**Total**	190

COMPLICATIONS

The House Always Wins: Roulette is driven by competition and determined to always end up on the winning side, usually by making sure she's the one setting up the battles before they happen.

Worldwide Audience: Nearly every battle arranged by Roulette is broadcast to a worldwide audience of villains and gamblers betting on the outcome, making Roulette's victories and her defeats known to everyone.

ALLIES

Roulette has made occasional alliances with other villains who can shape the odds, like Amos Fortune and the Key, though those alliances have often taken the form of competitions. Roulette runs the House with the assistance of many minions, some of whom have powers of their own, including the ability to dampen the metahuman powers of others.

ENEMIES

Roulette has a particular dislike of the Justice Society, and especially the current Mr. Terrific. She sees him as an unworthy successor to Terry Sloane, the first Mr. Terrific, whom Roulette claims is her father. She also has a rivalry with the Terror Titans, who run metahuman battles of their own at the Dark Side Club.

THE ROYAL FLUSH GANG

After suffering solo defeats by the JLA, Professor Amos "Pudge" Fortune reunited his juvenile criminal cohorts Kerry, Queenie, Jack and Tom Dillon as the original Royal Flush Gang, each deriving their card name from their initials. Seeking revenge against the JLA, Fortune equipped them with Stellaration Energy devices that tapped into the cosmic forces controlling playing cards. Unfortunately for them, Fortune's genius was still no match for the JLA.

Fortune and the rest of the Gang went their separate ways after a second loss to the JLA, and an unnamed replacement Ace assumed leadership. The Gang's lone caper under his direction failed when the Joker outwitted them. Sometime thereafter, the Gang disbanded and all but Jack gave up the costumed criminal life. Jack renamed himself Hi-Jack and served a short stint in the Secret Society of Super-Villains before running afoul of the Wizard, an encounter that prompted him to join his teammates in retirement.

Soon after, Hector Hammond (disguised as Wildcard) built an Ace android disguised as "Derek Reston" to organize a second Royal Flush Gang, made up of various down-on-their-luck sorts. Hammond's plan to acquire a new host body was exposed and thwarted by the JLA, leaving the team in limbo until Amos Fortune resumed his "Ace" role and assumed leadership of the second Gang.

At the same time, the other original Gang members reunited at Ten I's behest to challenge the Detroit-based JLA, but in the process all but Jack I were killed by Amos Fortune. Despite eliminating his former childhood chums and having the advantage of using Stellaration-powered tarot cards, Fortune and the second Gang were again defeated by the JLA. Parting ways with Fortune afterwards, the second Gang opted to remain together with the second King as leader. Working as mercenaries, the second Royal Flush Gang twice battled the JLI on behalf of Maxwell Lord, and the Teen Titans alongside the second Gambler.

Recently, Fortune (now known as Wild Card) was revealed as the head of a new, expanded, nationwide Royal Flush Gang armed with high-tech gadgetry. Each member of the newest Gang is assigned a card value and a suit, and may move up or down in value as their criminal worth waxes and wanes in Fortune's estimation. Those who displease Wild Card are "dealt out," permanently. In light of this development, the fate of the second Gang is unknown.

HQ: THE HOUSE OF CARDS • *10 POINTS*

Size: Medium **Tou:** 8 **Features:** Communications, Computer, Deathtraps, Hangar, Isolated, Living Space, Power System, Security System



BASE: MOBILE, FORMERLY THE HOUSE OF CARDS
CURRENT MEMBERS: THE ACE ANDROID II, JACK II, KING II, QUEEN II, TEN II
FORMER MEMBERS: PROFESSOR AMOS FORTUNE (ACE I), THE ACE ANDROID I, ACE II & III, JACK I, KING I, QUEEN I, TEN I, WILDCARD (HECTOR HAMMOND)
HEADQUARTERS: THE HOUSE OF CARDS (WHILE WORKING FOR HECTOR HAMMOND)
VEHICLES: FLYING CARDS

PROFESSOR AMOS FORTUNE (ACE I) PL10 • 148 POINTS

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

Powers: Stellaration Energy Device (Ranged Cumulative Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled), Easily Removable (–12 points)), **Stimoluck Device** (Luck Control 4, Burst Area, Selective, Enhanced Advantage 13 (Beginner's Luck, Inspire 5, Leadership, Luck 5, Seize Initiative), Enhanced Defenses 20 (Dodge & Parry 10); Easily Removable (–20 points), Quirk (Only Affects Humans))

Advantages: Benefit 2 (Independently Wealthy), *Beginner's Luck*, Defensive Roll 2, *Inspire 5*, Inventor, *Leadership*, *Luck 5*, Quick Draw, *Seize Initiative*, Teamwork

Skills: Close Combat: Unarmed 3 (+3), Deception 7 (+10), Expertise: Criminal 7 (+11), Expertise: Gambling 9 (+13), Expertise: Luck 6 (+10), Expertise: Science 7 (+11), Insight 7 (+11), Perception 9 (+10), Persuasion 7 (+10), Ranged Combat: Stellaration Energy Device 9 (+10), Technology 9 (+13)

Offense: Initiative +0, Stellaration Energy Device +10 (Ranged, Cumulative Affliction 10), Unarmed +3 (Close, Damage 1)

Defense: Dodge 17, Parry 17, Fortitude 6, Toughness 3/1*, Will 10 *Without Defensive Roll.

Totals: Abilities 28 + Powers 50 + Advantages 7 + Skills 38 + Defenses 25 = 148

Complications: Obsession: Fortune craves the power to determine luck, primarily for the control it grants over others. **Greed:** Like any gambler, Fortune always looks to take home a bigger pot.

ACE III PL10 • 95 POINTS

Abilities: Str 10 **Sta** 6 **Agl** 4 **Dex** 2 **Fgt** 6 **Int** 0 **Awe** 1 **Pre** 1

Powers: Exoskeleton (Enhanced Agility 1, Enhanced Stamina 5, Enhanced Strength 5, Enhanced Strength 3 (Limited to Lifting; lifting **Str** 13, 200 tons), Removable (–5 points)), **Flying Card** (Flight 6 (120 MPH), Platform)

Advantages: Teamwork

Skills: Close Combat: Unarmed 4 (+10), Perception 4 (+5), Sleight of Hand 5 (+7), Stealth 5 (+9)

Offense: Initiative +4, Unarmed +10 (Close, Damage 10)

Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 10, Will 8

Totals: Abilities 46 + Powers 26 + Advantages 1 + Skills 9 + Defenses 13 = 95

Complications: Greed: Befitting a man dressed as a playing card, Clay looks to get rich quick. **Secret:** Clay hopes his term with the Gang remains largely unrecognized.

PROFESSOR AMOS FORTUNE

The chance-obsessed Fortune originally battled the JLA after discovering the human glands that influence a person's luck and constructing the Stimoluck to manipulate them. Since his initial defeats, Fortune has usually relied on new versions of the Royal Flush Gang to fulfill his criminal schemes.

MISTER MEMORY

Fortune briefly abandoned his luck devices and challenged the JLA as "Mister Memory," employing a gang armed with De-Memorizor ray guns (Ranged Transform 10 (people into amnesiacs), Continuous, Reversible, Easily Removable (–16 points)).

ACE III

Crook Ernie Clay briefly filled the "Ace" role in the second Gang while in the employ of the Gambler II, but was soon after replaced by the second Ace Android.

FIVE ACES

The provided statistics (minus the Powers & Equipment) can also be used for the second human Ace.

THE ACE ANDROID II

The second Gang normally uses an android Ace designed to prey on the JLA's weaknesses.

FIVE ACES

The provided statistics with Protection and the Flying Card (and no other Powers) can be used for the "Derek Reston" Ace Android.

JACK II

Former gigolo Robert Danforth joined the second Gang after a botched theft led to a client's accidental death. He opted to

THE ACE ANDROID II PL13 • 186 POINTS

Abilities: Str 14 **Sta** — **Agl** 4 **Dex** 4 **Fgt** 8 **Int** — **Awe** 0 **Pre** —

Powers: Android Body (Enhanced Strength 4 (Limited to Lifting; lifting **Str** 18, 6,000 tons), Feature 1 (Turn Self Yellow), Immunity 30 (Fortitude effects), Protection 14), **Flame Aura** (Damage 8, Reaction), **Flame Blasts** (Ranged Damage 13, Accurate 2), **Nullify** 11 (Gravity effects, Concentration)), **Flying Card** (Flight 6 (120 MPH), Platform)

Advantages: Close Attack 4, Ranged Attack 5, Teamwork

Skills: Perception 4 (+4)

Offense: Initiative +4, Flame Blasts +13 (Ranged, Damage 13), Unarmed +12 (Close, Damage 14)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 14, Will Immune

Totals: Abilities 30 + Powers 137 + Advantages 10 + Skills 1 + Defenses 8 = 186

JACK II — PL10 • 138 POINTS

Abilities: Str 4 **Sta** 4 **Agl** 2 **Dex** 2 **Fgt** 5 **Int** 2 **Awe** 2 **Pre** 2

Powers: Eye Laser (Ranged Damage 7); **Flying Card** (Flight 6 (120 MPH), Platform)

Advantages: Accurate Attack, Agile Feint, Close Attack 5, Defensive Attack, Defensive Roll, Evasion, Improved Critical (Eye Laser), Improved Disarm, Improved Initiative, Power Attack, Ranged Attack 5, Teamwork

Skills: Acrobatics 3 (+5), Athletics 3 (+7), Deception 6 (+8), Expertise: Gigolo 6 (+8), Insight 6 (+8), Intimidation 6 (+8), Perception 4 (+6), Persuasion 6 (+8), Ranged Combat: Eye Laser 6 (+8)

Offense: Initiative +6, Eye Laser +13 (Ranged, Damage 7, Crit. 19-20), Unarmed +10 (Close, Damage 4)

Defense: Dodge 13, Parry 13, Fortitude 8, Toughness 5/4*, Will 8 *Without Defensive Roll.

Totals: Abilities 46 + Powers 20 + Advantages 20 + Skills 23 + Defenses 29 = 138

Complications: Greed: Befitting a man dressed as a playing card, Danforth looks to get rich quick. **Temper:** Once provoked, Danforth may fly into nearly homicidal rages. **Quirk:** Prior to losing his natural eye, Danforth was quite the cad. **Obsession:** Danforth's desire to regain his lost eye and sex appeal has made him mentally unstable.

become a "one-eyed Jack" at the urging of the second Gambler, but the scarring implantation of a laser-emitting eye wrecked his self-image and sanity.

RE-SHUFFLED

While working for Hector Hammond, Jack II wielded an Energized Sword (Strength-Based Damage 6, Easily Removable (–2 points)), and had the Attractive Advantage. Both were lost after he gained his Laser Eye. The above statistics (without the Powers & Equipment) can also be used for the original Jack. As "Hi-Jack," Jack I was armed with sharpened playing cards equivalent to Queen II's Razor-Spade Launcher. While working for Prof. Amos Fortune, both Jacks carried Stellaration Energy devices.

KING II

Terminal cancer had nearly ended the reign of "King of the Hoboes" Joe Carny when he was recruited into the Gang and became its sovereign after Ace Derek Reston was exposed as an android. Later, during the massive invasion of Earth by aliens determined to eliminate the threat of the human metagene, Carny's own metagene made the phrase "Long live the king" a reality, granting him immortality.

RE-SHUFFLED

While working for Hector Hammond, King II wore a Charisma-Enhancing Costume (Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative, Removable (–4 points)) in lieu of wielding a Blaster Pistol. The above statistics (without the Powers, Equipment, and charisma) can also be used for the original King. While working for Prof. Amos Fortune, both Kings carried Stellaration Energy devices.

KING II — PL10 • 151 POINTS

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

Powers: Blaster Pistol (Ranged Damage 9, Easily Removable (-8 points)); **Immortality** (Enhanced Advantage 1 (Diehard), Immunity 1 (Aging), Regeneration 5 (Persistent)); **Flying Card** (Flight 6 (120 MPH), Platform)

Advantages: Agile Feint, All-out Attack, Defensive Attack, Defensive Roll, *Diehard*, Evasion, Fascinate (Persuasion), Improved Critical (Unarmed), Inspire 2, Leadership, Power Attack, Takedown, Teamwork

Skills: Acrobatics 3 (+5), Athletics 3 (+7), Close Combat: Unarmed 8 (+10), Deception 7 (+11), Expertise: Criminal 6 (+8), Insight 7 (+9), Intimidation 7 (+11), Perception 4 (+6), Persuasion 7 (+11), Ranged Combat: Blaster Pistol 8 (+10)

Offense: Initiative +2, Blaster Pistol +10 (Ranged, Damage 9), Unarmed +10 (Close, Damage 4, Crit. 19-20)

Defense: Dodge 13, Parry 13, Fortitude 9, Toughness 5/4*, Will 11 *Without Defensive Roll.

Totals: Abilities 44 + Powers 28 + Advantages 13 + Skills 30 + Defenses 36 = 151

Complications: Greed: Befitting a man dressed as a playing card, Carny looks to get rich quick. **Temper:** Carny has as short a fuse as his teammates. **Disability:** Prior to gaining Immortality, Carny was terminally ill with lung cancer.

QUEEN II — PL10 • 138 POINTS

Abilities: Str 3 **Sta** 4 **Agl** 3 **Dex** 3 **Fgt** 3 **Int** 1 **Awe** 1 **Pre** 3

Powers: Blaster Pistol (Ranged Damage 9, Easily Removable (-8 points)); **Razor-Spade Launcher** (Ranged Multiattack Damage 5, Removable (–3 points)); **Flying Card** (Flight 6 (120 MPH), Platform)

Advantages: Accurate Attack, Agile Feint, Defensive Attack, Defensive Roll 2, Evasion, Fascinate (Deception), Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Ranged Attack 7, Teamwork

Skills: Acrobatics 3 (+6), Athletics 3 (+6), Close Combat: Unarmed 8 (+11), Deception 7 (+10), Expertise: Acting 9 (+10), Ranged Combat: Razor-Spade Launcher 5 (+8)

Offense: Initiative +3, Blaster Pistol +10 (Ranged, Damage 9), Razor-Spade Launcher +15 (Ranged, Multiattack Damage 5), Unarmed +11 (Close, Damage 3)

Defense: Dodge 13, Parry 13, Fortitude 8, Toughness 6/4*, Will 8 *Without Defensive Roll.

Totals: Abilities 42 + Powers 28 + Advantages 19 + Skills 18 + Defenses 31 = 138

Complications: Greed: Befitting a woman dressed as a playing card, Taylor looks to get rich quick. **Addiction:** Taylor is an alcoholic. **Fame:** Taylor is well-known from her former stage stardom and subsequent fall.

QUEEN II

"Queen of Broadway" Mona Taylor had abdicated her throne in favor of booze, and joined the Royal Flush Gang out of a desperate lack of alternatives.

RE-SHUFFLED

While working for Hector Hammond, Queen II wielded an Illusion Scepter (Morph 2 (similarly-sized women), Easily Removable (–4 points)) instead of the Razor-Spade Launcher and Blaster Pistol. The provided statistics (without the Powers, Equipment, and acting skills) can also be used for the original Queen. While working for Prof. Amos Fortune, both Queens carried Stellaration Energy devices.

TEN II

Former test pilot Wanda Wayland had lost her job as a result of rebuffing her boss' advances, when the Gang came calling. Eager to prove herself in a more equitable (though illicit) situation, she eagerly became their "Ten."

RE-SHUFFLED

While working for Hector Hammond, Ten II wore a special Costume (Energy Blasts (Ranged Damage 10), Immunity 11 (electrical damage, suffocation, all environmental conditions), Removable (–6 points)). The above statistics (without the Powers, Equipment, and piloting skills) can also be used for the original Ten. While working for Prof. Amos Fortune, both Tens carried Stellaration Energy devices. The original Ten also had Technology 7 skill.

TEN II — PL10 • 148 POINTS

Abilities: Str 4 **Sta** 5 **Agl** 4 **Dex** 4 **Fgt** 4 **Int** 1 **Awe** 2 **Pre** 1

Powers: Blaster Pistol (Ranged Damage 9, Easily Removable (–8 points)); **Exploding Playing Cards** (Ranged Burst Area Damage 7, Removable (–4 points)); **Flying Card** (Flight 6 (120 MPH), Platform)

Advantages: Agile Feint, Defensive Attack, Evasion, Improved Critical (Unarmed), Improved Initiative, Improved Smash, Improved Trip, Instant Up, Power Attack, Teamwork

Skills: Acrobatics 6 (+10), Athletics 6 (+10), Close Combat: Unarmed 9 (+13), Perception 4 (+6), Ranged Combat: Blaster Pistol 7 (+11), Sleight of Hand 7 (+11), Stealth 7 (+11), Vehicles 6 (+10)

Offense: Initiative +8, Blaster Pistol +11 (Ranged, Damage 9), Unarmed +13 (Close, Damage 4, Crit. 19-20)

Defense: Dodge 13, Parry 13, Fortitude 9, Toughness 5, Will 9

Totals: Abilities 50 + Powers 33 + Advantages 10 + Skills 26 + Defenses 29 = 148

Complications: Greed: Befitting a woman dressed as a playing card, Wayland looks to get rich quick. **Temper:** Wayland is as ill-humored as her teammates.

S.H.A.D.E.

The Super Human Advanced Defense Executive, or S.H.A.D.E., is a United States government agency responsible for assessing, investigating, and containing paranormal activity. Lyndon Johnson founded S.H.A.D.E. with a massive budget during the Cold War. The S.H.A.D.E. budget has been slashed with each new administration.

No one knows how long Father Time, the current head of S.H.A.D.E., has controlled the organization. Under Father Time's command S.H.A.D.E. has recruited or created many superhuman operatives. Two notable recruits are Frankenstein's monster and his Bride. The Bride is a long-time operative of S.H.A.D.E. and was recruited during a time when she thought Frankenstein dead. In truth, Frankenstein was inactive for more than a century under a sleepy northwestern town.

During the events of Infinite Crisis, S.H.A.D.E. operatives discovered the invasion of the Sheeda, a far-future genetically altered offshoot of humanity. The Sheeda traveled through time to "harvest" the citizens of New York. As most of the world's super heroes were occupied with the larger crisis, the U.S. government put S.H.A.D.E. in charge of repelling the invasion.

After the invasion was averted, S.H.A.D.E. was put in charge of cleaning up the environmental contamination in Blüdhaven caused by Chemo and Captain Atom. During their long history S.H.A.D.E. conducted experiments on humans and metahumans, and the catastrophe in Blüdhaven provided Father Time with more test subjects. Father Time began using brutal tactics to contain the mutated population of Blüdhaven, and was eventually stopped by the Teen Titans.

The research performed by S.H.A.D.E. allowed them to create a modern incarnation of the World War II-era superhuman team known as the Freedom Fighters. The new group was loyal to Father Time, who used them protect the interests of S.H.A.D.E. and the U.S. government—until the rebirth of Uncle Sam.

Uncle Sam is the physical incarnation of the national spirit of the United States. During World War II the original Freedom Fighters were led by Uncle Sam and his uncompromising sense of justice. Appalled by the new Freedom Fighters' use of brutality to accomplish their goals, Uncle Sam set out to win over the hearts and minds of the modern team.

Over the course of his struggle to gain the loyalty of the Freedom Fighters, Uncle Sam unmasked a pawn of Father Time who had replaced Senator Henry Knight. In the guise of Senator Knight, Gonzo the Mechanical Bastard won the presidency of the United States. Uncle Sam and the Freedom Fighters exposed Gonzo the Mechanical Bastard and wrested control of S.H.A.D.E. from Father Time. The new president appointed the Freedom Fighters as the directors of S.H.A.D.E. and returned the organization to prominence.

SABBAC

SABBAC							PL14
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
18	16	0	0	6	0	1	1

POWERS

"Sabbac!": Activation (Move Action, –1 point) • *75 points*
- **Demonic Flight:** Flight 8 (500 MPH) • *16 points*
- **Hellfire:** Ranged Damage 14, Accurate 5 • *33 points*
- **Infernal Invulnerability:** Immunity 10 (Life Support), Impervious Toughness 14, Protection 3 • *29 points*

ADVANTAGES

Diehard, Great Endurance

SKILLS

Close Combat: Unarmed 4 (+10), Expertise: Magic 2 (+2), Intimidation 4 (+5), Perception 4 (+5)

OFFENSE

Initiative +0

Hellfire +10	Ranged, Damage 14
Unarmed +10	Close, Damage 18

DEFENSE

Dodge	9	**Fortitude**	16
Parry	9	**Toughness**	19
Will	12		

POWER POINTS

Abilities	84	**Skills**	7
Powers	75	**Defenses**	23
Advantages	2	**Total**	191

COMPLICATIONS

Demonic Pact: Sabbac owes his powers to six demons, who can choose to withdraw those powers.

Transformation: Returns to his mortal identity upon saying his name. Karnes is **Str**, **Sta**, and Ftg 1.

ISHMAEL GREGOR

Tim Karnes is not the only one to wield the powers of Sabbac; New York-based Russian mob boss Ishmael Gregor stole Sabbac's demonic powers and identity for himself, confronting the Outsiders and Captain Marvel, Jr. as well as absorbing the power of the Seven Deadly Enemies of Man to become even stronger. Gregor's traits are similar to those given for Karnes, though he later acquires Growth, allowing him to assume a gigantic demon form as well. Gregor also has Expertise: Criminal 8 and Expertise: Magic 6.

REAL NAME: TIMOTHY KARNES
OCCUPATION: DEMONIC HOST
BASE: MOBILE



Tim Karnes was taken in as a foster child by David and Rebecca Freeman, becoming an older foster brother to their son, Freddy. When the Freemans were killed in a car accident, Tim was shuffled off to one abusive failed foster family after another, while Freddy went to live with his grandfather. Tim grew to resent his foster brother's relatively normal life.

The Temple of Bagdan abducted Tim, revealing to him that he was the inheritor of a bloodline possessing demonic power. An infernal ritual unlocked the powers of six demons: Satan, Aym, Belial, Beelzebub, Asmodeus and Creteis, transforming Tim into the demonic Sabbac!

PERSONALITY

Tim Karnes is a bitter young man, rejected by the world and corrupted by the power he possesses. As Sabbac, he is an even more cruel and vicious bully, willing to do the work of infernal forces.

POWERS & ABILITIES

Empowered by six demons, Sabbac has tremendous strength, stamina, toughness, and the ability to fly and cast hellfire from his mouth and hands.

ALLIES

Sabbac was originally empowered by the Temple of Bagdan, and has worked with Dr. Sivana, the Fearsome Five and the Secret Society, though he has no true allies.

ENEMIES

Sabbac's primary foes are the members of the Marvel Family, particularly his foster brother Captain Marvel, Jr. He has also clashed with the Outsiders, Superman and Donna Troy.

SAINT WALKER



Bro'Dee Walker was a priest from the planet Pacredo who earned the title "Saint" for his ability to instill hope in others during their darkest times. When Ganthet and Sayd broke away from their fellow Guardians to form the Blue Lantern Corps, which would be the representatives of hope in the universe, they selected Bro'Dee Walker.

Ganthet and Sayd took Walker to their new home world of Odym to begin the process of initiating him into the Blue Lantern Corps. After three days of learning about the importance of the Blue Lanterns and their ultimate destiny in the War of Light, Walker accepted their invitation and became the first Blue Lantern.

Saint Walker's first mission was to find the next Blue Lantern recruit. Walker traveled to Sector 002 and found a being called Warth who would become the second Blue Lantern. While Ganthet and Sayd were examining Warth, Walker sought out Hal Jordan and brought him to Odym.

REAL NAME: BRO'DEE WALKER
OCCUPATION: BLUE LANTERN, SAINT OF PACREDO
BASE: THE PLANET ODYM

SAINT WALKER — PL14

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

POWERS

Power Ring: 139 points, Removable (-28 points) • *111 points*
AI and Database: Features 2 • *2 points*
The Power of Hope: Feature 1 (see sidebar) • *1 points*
Communication: Senses 1 (Communication Link to Central Power Battery) • *1 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*
Force Manipulation: Array (40 points)
- **Revitalize:** Healing 20 • *40 points*
- **Hope Burns Bright:** Nullify 20 (Orange, Red, or Yellow power ring effects), Dynamic • *2 points*
- **Force Blast:** Ranged Damage 18, Dynamic • *2 points*
- **Force Constructs:** Create 18, Dynamic • *2 points*
- **Lifting:** Move Object 18, Dynamic • *2 points*
- **Force Bubble:** Immunity 10 (Life Support), Affects Others, Burst Area, Ranged • *2 point*
- **Mobile Constructs:** Create 12, Movable, Dynamic • *2 point*

Scanning Beam: Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*
Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

Defensive Attack, Diehard, Fearless, Inspire 3, Interpose, Leadership, Move-by Action

SKILLS

Athletics 4 (+5), Expertise: Theology 8 (+9), Insight 4 (+10), Perception 4 (+10), Persuasion 4 (+10), Ranged Combat: Power Ring 8 (+10), Technology 4 (+5), Treatment 4 (+5)

OFFENSE

Initiative +1	
Force Blast +10	Ranged, Damage 18
Unarmed +3	Close, Damage 1

DEFENSE

Dodge	6	**Fortitude**	6
Parry	6	**Toughness**	14
Will	14		

POWER POINTS

Abilities	44	**Skills**	20
Powers	111	**Defenses**	20
Advantages	9	**Total**	204

COMPLICATIONS

Power Loss: The Blue Lantern rings are fueled by hope. If the wearer of the ring and others near the wearer of a Blue Lantern power ring lose hope, the ring ceases to function.

Weakness: The Force Manipulation array of the Blue Lantern Power Ring only functions while within perception range of a Green Lantern, also Flight and Force Field ranks are halved when out of this range.

Saint Walker and Brother Warth were tasked with bringing Hal Jordon into the Blue Lanterns, but ultimately failed. They fought beside Jordon and the various other Lantern Corps' during Blackest Night, finally defeating Nekron and the Black Lanterns.

PERSONALITY

Bro'Dee Walker was given the title of Saint on his home world of Pacredo. He is a peaceful being who is willing to sacrifice himself for the greater good of all beings in the universe.

POWERS & ABILITIES

Saint Bro'Dee Walker wields the Blue Lantern power ring, one of the most powerful weapons in the universe.

ALLIES

Saint Walker was the first member of the Blue Lantern Corps. He fought alongside Hal Jordan and many other Lanterns during the Blackest Night and would like to call most of them friends.

ENEMIES

Nekron and the Black Lanterns.

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.

SANDMAN

SANDMAN (SANDERSON HAWKINS)

REAL NAME: SANDERSON HAWKINS
OCCUPATION: ADVENTURER AND AVENGER
BASE: VARIES (HE INHERITED MANY PROPERTIES FROM HIS MENTOR)

Sanderson "Sandy" Hawkins was the nephew of Dian Belmont, the woman who was Wesley Dodds' paramour and sometime assistant in his work as the Sandman. Sandy discovered that Dodds was the Sandman, then accidentally became involved in a case and helped Dodds solve it. He soon after joined the Sandman as a fighting sidekick known as Sandy the Golden Boy. The partnership inspired Dodds to change (temporarily, it turned out) from fedora, business suit and gas mask to a brighter costume that made his profession as crime-fighter more obvious. Sandy and his mentor fought the good fight together for a number of years, but an experiment of Dodds tragically resulted in Hawkins transforming into a rampaging silicoid monster. Dodds was forced to incapacitate the young man, placing him in suspended animation while he spent decades searching for a cure to Sandy's condition.

Eventually freed as the result of another accident, Sandy was manipulated by a villain named the Shatterer before being cured in the final battle between them, Dodds, and Dodds' allies. Human again, Hawkins renewed his partnership with Dodds just in time for both of them to be trapped in Limbo, forestalling Ragnarok alongside most of the rest of the JSA. When the JSA was released from that place, Dodds went into semi-retirement and Sandy went on to finish his education (a few decades late). After Dodds' died while fighting Mordru, Hawkins inherited the Dodds' fortune, which he put to good use helping the reformed JSA (of which he became a member), even donating a mansion for the team to make into a headquarters. Over time, the nightmares he inherited from his mentor and the strains of his combined gifts and experiences have weighed terribly on Hawkins, slowly pushing him further and further away from his friends and into dark moods and bouts of self-isolation. Reluctant to immerse himself too deeply in the heroic fray anymore because of how such activity triggers his talents (and pulls him away from the ordinary people his visions provoke him into aiding), Sanderson helps his teammates now only when he knows they need him specifically, and even then with obvious reluctance.

PERSONALITY

Hawkins' boyish exuberance is today tempered with the weight of his many traumatic experiences. He is serious, sober and reserved. The violence of his past and the things he sees in his dreams have also cost him on an emotional level, so much so that he now distances himself from his allies, only coming to their aid when absolutely needed.

POWERS & ABILITIES

Sanderson Hawkins is a geokinetic and limited geomorph with control over earth and derived materials, with a partially silicate metabolism and the ability to shift to a particulate form and back again. He has precognitive visions in his sleep and is mentally tied to the Earth's well-being. Even without powers, Sandy is physically formidable and highly skilled, with experience in

SANDMAN (SANDERSON HAWKINS) PL10

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

POWERS

Geokinesis: Array (36 points),
- **Earthwalker:** Teleport 15 (120 miles), Extended (32,000 miles), Medium (Contiguous earth) • *30 points*
- **Earth Control:** Damaging Perception Range Move Object 9, Limited to earth, sand, and rock • *1 point*
- **Earthquake:** Burst Area Damage 10, Limited: Both Hawkins and targets must be in contact with the ground, Linked to Burst Area Affliction 10 (Resisted by Fortitude; Vulnerable, Defenseless), Instant Recovery, Limited Degree, Limited: Both Hawkins and targets must be in contact with the ground • *1 point*
- **Earth Shaping:** Continuous Movable Create 7 • *1 point*

Legacy Equipment: Array (44 points), Easily Removable (-22 points)
- **Sleep-Gas Gun:** Cloud Area Affliction 8 (Resisted by Fortitude; Dazed and Fatigued, Compelled and Exhausted, Asleep), Extra Condition, Reach 4 (20 feet), Linked to Cloud Area Concealment 6 Attack (Olfactory and All Visual), Partial, Reach 4 (20 feet) • *41 points*
- **Wirepoon:** Ranged Damage 5; Movement 1 (Swinging) • *1 point*

Reluctant Seer: Senses 4 (Precognition) Uncontrolled • *2 points*

Self-Shaping: Array (14 points)
- **Hard as Rock:** Enhanced Strength 4, Feature 2 (Increased Mass Rank 2 (800 lbs)), Impervious Protection 2 • *14 points*
- **Living Sand:** Insubstantial 2 (Sand), Immunity 2 (Suffocation) • *1 points*

EQUIPMENT

Accoutrements: Gas Mask, Body Armor (Protection 2, doesn't stack with Hard as Rock) • *3 points*

ADVANTAGES

Accurate Attack, Benefit 2 (Independently Wealthy), Close Attack 4, Connected, Contacts, Defensive Attack, Evasion, Equipment, Improved Defense, Improved Initiative, Improved Trip, Well-informed

SKILLS

Acrobatics 6 (+8), Athletics 6 (+8), Deception 6 (+9), Expertise: Criminology 8 (+11), Insight 8 (+11), Intimidation 6 (+9), Investigation 8 (+11), Perception 8 (+11), Persuasion 6 (+9), Ranged Combat: Guns 8 (+10), Sleight of Hand 6 (+8), Stealth 8 (+10)

the costumed-hero game dating back to his adolescence. He also goes into action wearing body armor and carrying Wesley's old tools, though he has been known to carry heavier armaments when he felt it necessary (i.e., uses his unspent Equipment points and trades out the rest for an adventure).

ALLIES

The JSA are his primary allies, though he's on good terms with many of the JLA as well.

ENEMIES

His enemies consist mostly of the team enemies earned fighting alongside the JSA, though Johnny Sorrow is a notable personal nemesis.

OFFENSE

Initiative +6	
Earth Control —	Perception, Damage 9
Earthquake —	Close, Burst Area Damage 10 Linked to Affliction 10 (DC 20)
Unarmed+12	Close, Damage 6/2*

DEFENSE

Dodge	10	**Fortitude**	10
Parry	10	**Toughness**	10/8*
Will	10	*Without Hard as Rock	

POWER POINTS

Abilities	58	**Skills**	42
Powers	81	**Defenses**	21
Advantages	16	**Total**	218

COMPLICATIONS

Attuned to the Earth: Hawkins is mentally attuned to the Earth, able to sense global-scale problems and disturbances, including major or unnatural seismic activity. At close ranges this attunement is painful, and at any range it is difficult to ignore and very distracting.

Haunted: Sandy inherited Dodds' prophetic talents and is "cursed" with nightmarish visions of future dangers and calamities that fill his dreams until he deals with them.

SANDY PL6 • 73 POINTS

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

Equipment: Wirepoon (Ranged Damage 5 and Move 1 (Swinging) • *11 points*

Advantages: Close Attack 3, Defensive Attack, Defensive Roll 2, Evasion, Equipment 3, Improved Defense, Improved Initiative, Improved Trip

Skills: Acrobatics 4 (+7), Athletics 4 (+5), Deception 2 (+3), Insight 2 (+4), Investigation 2 (+4), Perception 4 (+6), Persuasion 2 (+3), Sleight of Hand 2 (+4), Stealth 4 (+6)

Offense: Initiative +7, Unarmed +7 (Close, Damage 1), Wirepoon +2 (Ranged, Damage 5)

Defense: Dodge 8, Parry 8, Fortitude 4, Toughness 4/2*, Will 4 *Without Defensive Roll.

Totals: Abilities 34 + Powers 0 + Advantages 13 + Skills 13+ Defenses 13 = 73

SANDY

Note that the Wirepoon is included in the combat stats for completeness—Sandy began as a much more innocent fellow than he grew up to be, and wouldn't have used the Wirepoon for an attack unless he absolutely had to. Younger and more spry, Sandy loses some of his agility as he grows older, though he makes up for it in many other areas.

THE SANDMAN (WESLEY DODDS)

Haunted by nightmares of unspeakable wrongs, Wesley Dodds first donned the Sandman's garb in 1938 and fought for justice in the twilight hours of each day for decades. Aided by his dearest love Dian Belmont, the Sandman was one of the very first "mystery men," and as such became a founding member of the JSA in 1940. In mid-1942, at the urging of his new crime-fighting partner Sandy the Golden Boy, Wesley changed his costume and arsenal, making the Sandman less terrifying. Instead, his costume was designed to build morale during wartime. He retained his more cheerful garb until one of his experimental weapons accidentally changed Sandy into a creature composed of silicate. Guilt-ridden, Wesley retired his Sandman identity in 1945.

Wesley eventually returned to action in modern times along with the JSA, and was imprisoned along with the rest of the team in a world-saving Ragnarok. Upon his return to Earth, both Wesley and Dian's health began to decline, and they spent most of their remaining years traveling the world. After Dian's passing, Wesley joined her in death by heroically sacrificing himself rather than jeopardize the new Dr. Fate in his battle with the evil Mordru.



THE SANDMAN (WESLEY DODDS) PL8

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

POWERS

Prophetic Dreams: Senses 4 (Precognition), Uncontrolled • *2 points*

Sleep-Gas Gun: Cloud Area Affliction 8 (Resisted by Fortitude; Dazed and Fatigued, Compelled and Exhausted, Asleep), Extra Condition, Reach 4 (20 feet), Linked to Cloud Area Concealment 6 Attack (Olfactory and All Visual), Partial, Reach 4 (20 feet), Easily Removable (–18 points) • *26 points*

EQUIPMENT

Gas Mask: Enhanced Skill 1 (Intimidation +2), Immunity 1 (Breathe normally in airborne toxins and irritants) • *2 points*

Duster: Protection 1 • *1 point*

VEHICLE: 1938 PLYMOUTH COUPE • *10 POINTS*

Size: Large **Str:** 5 **Speed:** 6 **Def:** 8 **Tou:** 8 **Features:** Caltrops

ADVANTAGES

Agile Feint, All-out Attack, Benefit 3 (Millionaire), Contacts, Defensive Roll 3, Equipment 3, Evasion, Great Endurance, Hide in Plain Sight, Improved Critical (Unarmed), Improved Disarm, Improved Initiative, Instant Up, Inventor, Languages 2 (Mandarin, Japanese), Power Attack, Quick Draw, Startle, Well-informed

SKILLS

Acrobatics 7 (+9), Athletics 7 (+9), Close Combat: Unarmed 8 (+12), Expertise: Chemistry 4 (+8), Expertise: Origami & Poetry 5 (+9), Insight 7 (+11), Intimidation 7 (+11/+9*), Investigation 7 (+11), Perception 9 (+13), Ranged Combat: Guns 4 (+8), Sleight of Hand 7 (+11), Stealth 9 (+11), Technology 4 (+8), Vehicles 7 (+11) *Without Gas Mask.

OFFENSE

Initiative +6

Sleep-Gas Gun +8	Close, Cloud Area Affliction 8, Resisted by Fortitude (DC 18), Reach 4
Unarmed +12	Close, Damage 2, Crit. 19-20

DEFENSE

Dodge	9	**Fortitude**	7
Parry	9	**Toughness**	7/3**
Will	9	**Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	46
Powers	28	**Defenses**	21
Advantages	26	**Total**	171

COMPLICATIONS

Justice: Wesley's nightmares compel him to punish evildoers.

Relationship: Wesley loves Dian Belmont deeply, and holds Sandy and Humphries in great esteem.

Reputation: Prior to joining the JSA, the Sandman was mistrusted by the public and wanted by the police.

Secret: The Sandman keeps his true identity hidden.

Quirk: The Sandman leaves an origami sculpture containing a poem as his "calling card."

REAL NAME: WESLEY BERNARD DODDS
OCCUPATION: WEALTHY SOCIALITE
BASE: NEW YORK CITY, NEW YORK

THE GRAINY GLADIATOR

On June 28, 1941, Wesley gained Immunity 1 (Aging) as a result of absorbing mystical energies, retaining it until his escape from Ragnarok. Later that year, he swapped his Sleep-Gas Gun and gas mask for his Wirepoon Gun: Array (10 points), Easily Removable (–4 points): Barbed Grapple (Ranged Damage 5), *AE:* Swingline (Movement 1 (Swinging)). His Ranged Combat skill increased to 7, and he gained Sandy as a Sidekick.

PERSONALITY

Normally quiet and philosophical, as the Sandman Wesley uses his dehumanizing mask and altered voice to terrify criminals.

POWERS & ABILITIES

Wesley's prophetic dreams provide symbolic clues to horrific crimes in his vicinity. He is an ace detective, inventor and a skilled martial artist.

ALLIES

The JSA, Dian, his butler Leslie Humphries, and (later) Sandy the Golden Boy.

ENEMIES

The Face bedeviled Wesley through the decades.

There is no land beyond the law
Where tyrants rule with unshakable power!
'Tis but a dream from which the evil wake to face their fate ...
Their terrifying hour!
—The Sandman

SATURN GIRL

Imra Ardeen was born on Saturn's moon, Titan, a talented telepath from a race of mind readers. She left home as a teenager to attend the Science Police Academy, traveling to Earth on board a star-liner alongside wealthy industrialist R.J. Brande, Garth Ranzz and Rokk Krinn.

Imra's telepathic abilities alerted her to a plot to assassinate Brande, and her warning enabled Ranzz and Krinn to use their powers of lightning and magnetism to help save the industrialist's life and capture his assailants. Inspired by stories of heroes from a thousand years previously, R.J. Brande encouraged his three young rescuers to form the Legion of Super-Heroes, and Imra adopted the codename Saturn Girl.

Saturn Girl served as a Legionnaire and as team leader. She eventually became romantically involved with teammate and fellow Legion founder Lightning Lad (Garth Ranzz) and, after years of dating, they married. Initially, Legion rules forced them to resign from the team, but only a few months later, circumstances forced the Legion to call upon all of its reserves and the rule was changed, allowing the couple to return to full membership.

Imra and Garth left the team again after the birth of their son, Graym. What they did not know was Graym was a twin (common on Lightning Lad's home world of Winath). His brother was abducted at birth by Darkseid, sent back in time and transformed into the monster Validus (see **The Fatal Five** in **Vol. 1**). He fought the Legion (including his future parents) for many years before Saturn Girl learned the truth through her mental powers and demanded Darkseid restore her son. Saturn Girl has remained more active in the Legion than her husband, who is content to care for their children.

REAL NAME: IMRA ARDEEN-RANZZ
OCCUPATION: LEGIONNAIRE
BASE: EARTH

PERSONALITY

Saturn Girl is the heart of the Legion. From the earliest days of the team, she served as a kind of mother figure, and has always believed in her teammates more than anyone else, including themselves. She also believes in the Legion and its cause more than anyone. With her power to see past the way people behave on the surface, Saturn Girl knows that in a cosmos plagued by political and social conflict, people are people and things *can* change. She's smart, determined and has an almost unbreakable will.

POWERS & ABILITIES

Saturn Girl is a powerful and skilled telepath, able to read minds, probe for deeper thoughts and memories, and stun or shut down an opponent's mind with a blast of telepathic force. She also has limited telekinetic abilities. In addition to her mental powers, Saturn Girl is a skilled hand-to-hand fighter and criminal investigator.

She is one of the most intelligent and perceptive members of the Legion and, because of her mental powers, the most often entrusted with keeping her teammate's secrets. Her strength of will has enabled her to resist minds as powerful as Universo and to stand up to Darkseid himself.

SATURN GIRL — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	3	2	3	5	5	5

POWERS

Mental Defenses: Impervious Will 10 • *10 points*
Mental Senses: Senses 7 (Detect Minds, Ranged, Acute, Extended 3; Mental Awareness) • *7 points*
Telekinesis: Perception Ranged Move Object 1, Subtle • *4 points*
Telepathy: Array (38 points)
- **Mind Reading:** Mental Communication 4, Mind Reading 11 • *38 points*
- **Mind Blast:** Perception Ranged Affliction 11 (Resisted by Will; Dazed, Stunned, Incapacitated), Subtle • *1 point*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3); Flight 7 (250 MPH) • *19 points*
Telepathic Plug: Comprehend 3 (Languages; Speak, Understand, Understood), Mental Communication 1 (100 feet) • *10 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst) • *9 points*

ADVANTAGES

Benefit 1 (Legion membership), Defensive Roll 4, Equipment 8, Teamwork, Trance, Ultimate Effort (Will checks)

SKILLS

Acrobatics 6 (+9), Athletics 4 (+4), Close Combat: Unarmed 6 (+9), Insight 12 (+17), Intimidation 4 (+9), Investigation 4 (+9), Perception 8 (+13), Persuasion 4 (+9), Vehicles 2 (+4)

OFFENSE

Initiative +3	
Mind Blast —	Perception, Affliction 11, Resisted by Will (DC 21)
Unarmed +9	Close, Damage 0

DEFENSE

Dodge	11	**Fortitude**	7
Parry	11	**Toughness**	5/1*
Will	15	*Without Defensive Roll.	

POWER POINTS

Abilities	48	**Skills**	25
Powers	60	**Defenses**	32
Advantages	16	**Total**	181

COMPLICATIONS

Relationships: Her husband, Garth (Lightning Lad) and her sons, Graym and Val.

Self-Sacrifice: Saturn Girl is willing to sacrifice herself and her own well-being for those she cares about.



ALLIES

A founding member of the Legion of Super-Heroes, Saturn Girl can call upon any of its members (past or present) for aid. Her mental powers actually make her one of the most trusted Legionnaires, as she is used to keeping secrets and respecting others' privacy. This led members like Element Lad and Sensor Girl to trust Saturn Girl with their lives.

ENEMIES

Though she has clashed with virtually all of the Legion's foes, many of Saturn Girl's most personal enemies are mentalists like her. They include the criminals Saturn Queen and Esper Lass and the hypnotist Universo. Saturn Girl reserves her greatest enmity for Darkseid, for having kidnapped her son.

SCARECROW



SCARECROW							PL10
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	4	1	6	4	3	4

POWERS

Emotionless: Immunity 5 (Emotion effects) • *5 points*
Fear Gas: Cumulative Progressive Cloud Area Affliction 10 (Resisted by Will; Dazed and Vulnerable, Stunned and Defenseless, Paralyzed and Unaware), Extra Condition, Easily Removable (-24 points) • *36 points*

EQUIPMENT

Scythe: Strength-based Damage 3, Improved Critical, Reach • *5 points*

ADVANTAGES

All-out Attack, Defensive Roll 4, Equipment, Fascinate (Intimidation), Skill Mastery (Expertise: Psychology), Startle

SKILLS

Close Combat: Scythe 4 (+10), Expertise: Chemistry 12 (+16), Expertise: Psychology 12 (+16), Insight 12 (+15), Intimidation 10 (+14), Technology 4 (+8)

OFFENSE

Initiative +4	
Fear Gas	Close, Cloud Area, Affliction 10, Resisted by Will
Scythe +10	Close, Damage 4, Crit.19-20, Reach

DEFENSE

Dodge	8	**Fortitude**	6
Parry	12	**Toughness**	6/2*
Will	12	*Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	27
Powers	41	**Defenses**	23
Advantages	9	**Total**	150

COMPLICATIONS

Fear of the Bat: Batman is the only person the Scarecrow fears.

Dr. Jonathan Crane has always been obsessed with fear. He spent his childhood as outcast because of his love of book learning and his gangly figure. He maimed a high-school bully and killed the bully's girlfriend by dressing as a scarecrow and frightening them while they were driving, making them lose control of their car. Rather than feel remorse for his actions, Crane was delighted with the idea that he could frighten people so much that he could control them, a realization that gave birth to his obsession.

Crane went to school and eventually became a psychiatrist of some renown, working as a therapist at Arkham Asylum. He continued studying fear and eventually refined his fear toxin, which he planned to release into Gotham City, but Batman and Catwoman put an end to Crane's schemes. Ever since, Crane has taken the persona of the Scarecrow. He has spent several stretches in Arkham Asylum, often in an isolation ward so he cannot verbally manipulate his captors.

Scarecrow escaped from Arkham when Bane destroyed part of the facility, and went on a crime spree with the Joker, terrorizing the mayor before Batman put a stop to their plans. Joker realized Scarecrow had tried to use the fear toxin on him and in retribution Joker nearly killed Scarecrow, sending Crane back to Arkham. He eventually escaped again when he was mutated into a monster called Scarebeast. Crane cannot control when he turns into Scarebeast; it happens only when he's under stress or feels the need to defend himself.

He worked with Black Mask to try to control Gotham after Batman's disappearance, and recently was given a yellow power

REAL NAME: DR. JONATHAN CRANE
OCCUPATION: PSYCHIATRIST, CRIMINAL
BASE: GOTHAM CITY

ring by the Sinestro Corps because of his unique ability to cause fear. His career as a Corp member ended when Lex Luthor stole the yellow ring. He has since returned to Gotham City and is once more using his fear toxin on innocent people to torture them and experience their fears. Luckily, Batman and Batgirl are there to foil Crane's schemes.

PERSONALITY

Dr. Jonathan Crane is obsessed with fear. He is not interested in financial gain or worldly power, only in causing people to feel fear. He has spent the entirety of his life studying fear and refining his techniques, and views people as mice to be used in his next experiment, or throwaway objects to be frightened to death for Crane's own amusement. As such, Crane is one of the most deranged and dangerous murderers Batman has ever faced, especially given Crane's recent ability to frighten or manipulate people to death simply by playing on their fears.

POWERS & ABILITIES

Scarecrow uses a poison gas to cause his victims to enter a state of extreme anxiety and fear, oftentimes leading them to hurt or even kill themselves, or literally be frightened to death. He can also mix other drugs, Thrill being a recent recreational innovation he concocted for the mob. Scarecrow's extensive study of psychology and natural ability to read and understand people give him the ability to manipulate the mentally weak with words alone. Through the power of verbal suggestion he can make people hurt or kill each other, or themselves.

If needed, Scarecrow can defend himself in physical combat. Recently he acquired the ability to transform into a massive monster called Scarebeast, but can only do so if under duress.

ALLIES

Scarecrow's tendency to view people as subjects to scare to death has left him with few friends. He works with various Gotham criminals including the Penguin, the Joker, Two-Face, Killer Croc and Poison Ivy. He joined the Secret Society of Super-Villains. He recently worked with Black Mask and was made part of the Sinestro Corps because of his fascination with fear.

ENEMIES

Batman, Robin and Oracle all have put an end to Scarecrow's various schemes. Catwoman holds a personal grudge against Crane as well, having teamed up with Batman to stop Scarecrow in the past. At one point the Joker tried to kill Scarecrow after Crane attempted to poison him.

SECRET SIX

During the formation of the current Secret Society of Super-Villains, not everyone was eager to join. Most of those who refused to join were killed, though there were six exceptions. Gathered together by a villain calling himself Mockingbird, this "Secret Six" consisted of Cheshire, Deadshot, Fiddler, Scandal Savage, Parademon and Rag Doll II. When Fiddler was killed for fouling up a mission, the group recruited Catman. The group fought the Society several times, maiming or killing several members. Eventually the group was betrayed by Cheshire and nearly tortured to death. The remaining Six members escaped with the help of a Society mole, Knockout, and the self-sacrifice of one of their own, Parademon. It was then revealed that Mockingbird was actually the original Lex Luthor who was using the group to fight against his alternate-reality duplicate who had posed as Earth-0's Luthor to set up the Society. Deciding they were done being puppets, the Secret Six went independent. Neither traditional super-villains nor heroes, the Six Secret are a collection of outcasts, anti-heroes, mercenaries and lunatics. Many of their members are at least a few of these things simultaneously. They occupy a gray area in the DC Universe, running afoul of heroes and villains alike.

Since their founding the group has changed rapidly. Knockout died, leaving her lover Scandal devastated. The Mad Hatter joined, only to be pushed off a bridge by Rag Doll II who decided there was "only room for one dandy freak in this team." Harley Quinn joined and then quickly quit. Bane and Jeannette proved lasting additions to the team and the kidnapping of Catman's son led these two to form a replacement Six of more unstable and evil members. Through this all, the original surviving Six remain a close-knit if extremely dysfunctional and dangerous group. They resemble a family more than a combat unit or super-villain team, complete with the occasional desire to kill each other.



DWARFSTAR — PL10 • 150 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 2 **Dex** 2 **Fgt** 5 **Int** 1 **Awe** 2 **Pre** 2

Powers: Size and Mass Control (Shrinking 20, Atomic, Continuous, Normal Strength; Enhanced Advantage (Hide in Plain Sight, Limited to when Shrunk), Removable (-16 points)); **White Dwarf Costume** (Feature 1 (Can change into his costume as a free action); **White Dwarf Strike** (Strength-based Damage 8, Activation (Move Action), Limited: Must start the turn shrunk and end it full size)

Equipment: Knives (Strength-based Damage 1, Improved Critical), throwing knives (Strength-based Ranged Damage 1, Improved Critical)

Advantages: Close Attack 2, Equipment, Favored Environment (Ambush), *Hide in Plain Sight,* Improved Critical (Knife), Seize Initiative, Takedown

Skills: Acrobatics 4 (+6), Athletics 3 (+5), Close Combat: Knife 4 (+9), Deception 6 (+8), Intimidation 6 (+8), Perception 3 (+5), Ranged Combat: Throwing 8 (+10), Sleight of Hand 6 (+8), Stealth 4 (+6/+20*)

Offense: Initiative +2, Knife +11 (Close, Damage 3, Crit. 18-20), Throwing Knife +10 (Ranged, Damage 3, Crit. 19-20), Unarmed +7 (Close, Damage 2)

Defense: Dodge 13*, Parry 13*, Fortitude 6, Toughness 5/2**, Will 5 *With 14 ranks of Shrinking. **Without Defensive Roll.

Totals: Abilities 36 + Powers 70 + Advantages 10 + Skills 22 + Defenses 12 = 150

Complications: Motivation—Thirlls: Dwarfstar is a sociopathic killer. **Quirk—Signature:** When Dwarfstar kills someone (and possibly when he performs any crime), he leaves a poem behind.

JEANETTE — PL10 • 193 POINTS

Abilities: Str 9 **Sta** 9 **Agl** 4 **Dex** 2 **Fgt** 5 **Int** 2 **Awe** 2 **Pre** 4

Powers: Banshee (Immunity 11 (Life Support, Aging), Immortality 2, Regeneration 5); **Death Cry** (Cumulative Concentration Burst Area Affliction 10 (Resisted by Fortitude; Dazed and Vulnerable, Stunned and Defenseless, Incapacitated), Extra Condition, Tiring); **Death Sense** (Senses 4 (Precognition, Limited to foresee death)); **Supernaturally Swift** (Speed 2 (8 MPH), Enhanced Advantage 1 (Improved Initiative))

Advantages: All-out Attack, Attractive, Benefit 2 (Independently Wealthy), Fascinate (Persuasion), *Improved Initiative*, Languages 4 (Hungarian, Russian, Chinese, English, and four others), Taunt

Skills: Close Combat: Unarmed 6 (+11), Deception 7 (+11), Expertise: Criminal 4 (+6), Expertise: History 5 (+7), Expertise: Politics 3 (+5), Insight 4 (+6), Intimidation 4 (+8), Perception 3 (+5), Persuasion 5 (+9), Ranged Combat: Throwing 4 (+6), Stealth 3 (+7)

Offense: Initiative +8, Death Cry — (Close, Cumulative Concentration Burst Area Affliction 10), Unarmed +11 (Close, Damage 9)

Defense: Dodge 10, Parry 11, Fortitude 11, Toughness 9, Will 8

Totals: Abilities 74 + Powers 65 + Advantages 10 + Skills 24 + Defenses 20 = 193

Complications: The Last Victim: Jeannette is sometimes plagued by flashbacks of previous moments in her life, traumatic and otherwise. She is also very world-weary and fatalistic. **Romance:** Jeannette is romantically involved with Deadshot, both for his deadly skills and resemblance to an old lover.

BASE: HOUSE OF SECRETS, MOBILE
CURRENT MEMBERS: BANE (SEE VOL. 1), CATMAN (SEE VOL. 1), JEANNETTE, DEADSHOT (SEE VOL. 1), RAG DOLL II, SCANDAL SAVAGE
FORMER MEMBERS: BLACK ALICE, CHESHIRE (SEE VOL. 1), DWARFSTAR, THE FIDDLER, GIGANTA (SEE VOL. 1), HARLEY QUINN (SEE VOL. 1), LADY VIC (SEE VOL. 1), KING SHARK, KNOCKOUT, JERVIS TETCH, PARADEMON
HEADQUARTERS: HOUSE OF SECRETS

HQ: HOUSE OF SECRETS • *22 POINTS*

Size: Large **Tou:** 10 **Features:** Communications, Computers, Concealed 5 (DC to detect +30), Dual Size (Huge on Inside), Feature (constant dark, windy weather in area), Gym, Isolated, Library, Living Space, Secret 5 (DC +30 to discover), Self-Repairing

The House of Secrets is a mysterious mansion where no electronic or mystical surveillance works properly. It is extremely difficult to locate the House of Secrets if one does not already know its location. The House was often home to the eternal murder victim and storyteller Abel. His whereabouts while the Six use the house is unknown.

DWARFSTAR

Dwarfstar was given his shrinking belt by a woman who later became a villainess known as Lady Chronos. She told him the belt was from Ray Palmer (see the Atom (Ray Palmer)). Instead of becoming a hero like Ryan Choi (see the Atom (Ryan Choi)), Dwarfstar used his powers as an assassin. He encountered the Atom (Ryan Choi) and afterward spent a lot of his time trying to kill him. He eventually managed to do just that by hiring Deathstroke and his mercenary Titans to carry out the attack.

Dwarfstar eventually joined the Secret Six where he served for a very short time before Amanda Waller, who disliked his past crimes and attitude, let Giganta know it was Dwarfstar who was responsible for her boyfriend, Ryan Choi's, death. Dwarfstar survived the beating, but not before telling Giganta it was Deathstroke who actually killed Choi.

JEANETTE

Jeanette, also known as "the Last Victim" was a survivor of the murderous reign of Countess Elizabeth Bathory. A Hungarian noblewoman, Jeannette eventually escaped and married. Unfortunately, her husband betrayed her and she fell victim to a botched execution. As she was suffering under each clumsy swing of the headsman's axe, the vengeful spirit of a banshee entered Jeanette. This saved her life and rendered her functionally immortal, but changed her forever. For centuries Jeannette wandered. She lived a life of luxury punctuated by terror and suffering. As such, she is familiar with both the finer things of life and the world's worst prisons and torture chambers.

Jeannette joined the Secret Six because of her longtime friendship with Scandal Savage and her attraction to Dead-

KING SHARK — PL11 • 136 POINTS

Abilities: Str 10 **Sta** 10 **Agl** 4 **Dex** 0 **Fgt** 8 **Int** 0 **Awe** 2 **Pre** 4

Powers: Aquatic (Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation (Aquatic), Senses 2 (Low-light Vision, Tracking (Olfactory)); **Claws and Teeth** (Strength-based Damage 4, Penetrating 6, Improved Critical); **Regeneration** (Regeneration 2); **Sharkskin** (Protection 4); **Swimming** (Swimming 7 (60 MPH))

Advantages: All-out Attack, Benefit 2 (Cipher 2), Diehard, Fearless, Great Endurance, Takedown 2

Skills: Athletics 4 (+14), Intimidation 6 (+10), Perception 4 (+6)

Offense: Initiative +4, Claws and Teeth +8 (Close, Damage 14, Penetrating 6, Crit. 19-20)

Defense: Dodge 8, Parry 8, Fortitude 14, Toughness 14, Will 6

Totals: Abilities 76 + Powers 33 + Advantages 8 + Skills 7 + Defenses 12 = 136

Complications: Apex Predator: King Shark is a powerful and vicious mercenary not for money or fame, but because it's in his nature to hunt and kill. **Bloodlust:** King Shark often loses control of himself in combat and attacks blindly, without regard for his own safety or thinking about tactics. **Father's Son:** King Shark is the son of the Shark God known as the King of All Sharks and is sometimes used as a pawn by his father. King Shark does as his father commands, but it's unknown if it's by choice or due to the Shark God's influence.

RAG DOLL (PETER MERKEL, JR.) — PL9 • 141 POINTS

Abilities: Str 2 **Sta** 4 **Agl** 8 **Dex** 8 **Fgt** 6 **Int** 0 **Awe** 1 **Pre** 0

Powers: Triple-Jointed (Enhanced Advantages 3 (Second Chance (Escape Checks), Skill Mastery (Sleight of Hand), Ultimate Effort (Contortion checks), Ultimate Effort (Escape Checks)); Enhanced Strength 4, Limited: Attacks against Grabbed Foes Only; Enhanced Skill 4 (Sleight of Hand +8, Limited to Contorting and Escaping Checks); Immunity 20 (Blunt Force Trauma), Limited to Half Effect)

Advantages: Agile Feint, All-out Attack, Benefit (Ambidexterity), Chokehold, Close Attack 3, Defensive Attack, Defensive Roll 2, Evasion, Fast Grab, Grabbing Finesse, Improved Defense, Improved Hold, Improvised Weapon, *Second Chance (Escape Checks)*, Set-up, *Skill Mastery (Sleight of Hand)*, Teamwork, Uncanny Dodge, *Ultimate Effort (Contortion checks)*, *Ultimate Effort (Escape checks)*

Skills: Acrobatics 10 (+18), Athletics 10 (+12), Close Combat: Grab (**Dex**) 1 (+9), Deception 4 (+4), Expertise: Criminal 4 (+4), Intimidation 4 (+4), Perception 6 (+7), Sleight of Hand 2 (+10), Stealth 5 (+13), Technology 2 (+2), Treatment 2 (+2)

Offense: Initiative +8, Unarmed +9 (Close, Damage 2), Grab +12 (Close, Damage 6)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 6/4*, Will 6 *Without Defensive Roll.

Totals: Abilities 58 + Powers 20 + Advantages 19 + Skills 25 + Defenses 19= 141

Complications: Power Loss: Rag Doll must keep his skin lubricated with special chemicals to avoid it drying out and developing painful cracks, which make it impossible for him to use his powers without causing himself injury. **Freak:** Rag Doll is deeply disturbed and profoundly insane. He is covered in scars and physically twisted from numerous surgeries.

shot. She often plays the vamp or spoiled dilettante, but underneath that façade lurks great suffering and deadly power. Her banshee abilities give her great strength, the ability to sense death, some measure of immortality and the power to let loose a terrible wail that causes others to relive the horrors and torments of her life. Note her banshee form looks very similar to the villainess Silver Banshee and they share several powers, with key differences.

KING SHARK

King Shark is the son of the Shark God and a human mother. First encountered in Hawaii by Superboy, King Shark has gone on to be a powerful member of the super-criminal population. He's mainly acted as a mercenary villain but has been most successful when working with groups such as the Suicide Squad, the Legion of Villains, and the Secret Six.

At points in his past, King Shark has been commanded by his father to work with Aquaman, but only because the Shark God needed him to watch over and spy on him as a young man. King Shark's natural desire is to hunt and kill those he considers food... which is just about everyone since he has all the powers proclivities one would expect from a nominally intelligent humanoid shark.

RAG DOLL (PETER MERKEL, JR.)

Peter Merkel, Jr. was born to the metahuman criminal Rag Doll. Disappointed that his son had not inherited his superhuman "triple-jointed" abilities, Peter's father neglected and abused the boy throughout his childhood. Something broke in the youth. Peter underwent several painful surgeries to alter his body so that he could mimic his father's powers. He





also voluntarily had his "bothersome" genitals removed despite showing an interest in sex, further demonstrating how deeply his mind was troubled.

After being recruited for the Secret Six, Rag Doll has managed to form strange bonds with his teammates. He is still deranged and often violent, but he also shows a softer, more childlike side. Most members of the team treat him with a mixture of affection and annoyance, like you would a kid brother. Note that death is no obstacle to Rag Doll's curious definition of family—he keeps his "best friend" Parademon's stuffed head and torso in his room and often talks to it. He also collects monkeys and likes to dress them up in little costumes modeled after his teammates. He's really not a well person.

SCANDAL SAVAGE

Scandal Savage is a child of the immortal Vandal Savage and his chosen heir. She was recruited by Mockingbird to help put the Secret Six together but ultimately chose against him. She has stayed with her teammates through numerous missions and tragedies, including the death of her lover and fellow teammate Knockout. The loss of her soul mate pushed Scandal into a spiral of depression and alcohol abuse from which she is slowly recovering. She has recently begun dating a woman who looks nearly identical to Knockout. How lasting and healthy this relationship is remains to be seen.

Scandal possesses numerous skills, combat and otherwise, as a result of her father's brutal training from a young age. No one knows how old she is, but it she seems to have inherited most of her father's longevity and resistance to mortal injury. In battle she uses a pair of wrist-mounted weapons know as Laminas Pesar (Lamentation Blades) which she wields with deadly skill. She is fond of her teammates and often tries to protect them, though she is capable of deceiving and using them if she feels there is sufficient need. She is openly gay, a fact that frustrates her father's desire for her to continue his line.

SCANDAL SAVAGE — PL10 • 169 POINTS

Abilities: Str 3 **Sta** 5 **Agl** 5 **Dex** 5 **Fgt** 9 **Int** 4 **Awe** 2 **Pre** 4

Powers: Savage Heir (Immortality 5, Immunity 1 (Aging), Regeneration 2)

Equipment: *Laminas Pesar* (Strength-based Damage 3, Improved Critical)

Advantages: Attractive, Benefit 3 (Millionaire), Close Attack, Connected, Defensive Roll 3, Equipment, Improved Critical (*Laminas Pesar*), Languages 4, Leadership, Move-by Action, Precise Attack (Close; Concealment), Takedown, Weapon Bind, Weapon Break, Well-informed

Skills: Acrobatics 5 (+10), Athletics 5 (+8), Close Combat: Laminas Pesar 4 (+13), Deception 6 (+10), Expertise: Business 8 (+12), Expertise: Criminal 4 (+8), Expertise: History 4 (+8), Expertise: Tactics 6 (+10), Insight 5 (+7), Intimidation 3 (+7), Investigation 3 (+7), Perception 6 (+8), Persuasion 4 (+8), Stealth 6 (+11), Technology 2 (+6), Vehicles 5 (+10)

Offense: Initiative +5, *Laminas Pesar* +14 (Close, Damage 6, Crit. 18-20), Unarmed +10 (Close, Damage 3)

Defense: Dodge 12, Parry 12, Fortitude 10, Toughness 8/5*, Will 9 *Without Defensive Roll

Totals: Abilities 74 + Powers 13 + Advantages 22 + Skills 38 + Defenses 22 = 169

Complications: Daddy Issues: Scandal's father, Vandal Savage is determined to make her do as he wishes. **Depression:** Since Knockout's death, Scandal has been prone to bouts of drinking and depression.

KNOCKOUT — PL12 • 148 POINTS

Abilities: Str 15 **Sta** 15 **Agl** 3 **Dex** 3 **Fgt** 9 **Int** 0 **Awe** 1 **Pre** 2

Powers: Fast Healer (Regeneration 3); **Strong** (Enhanced Strength 4, Limited to Lifting (lifting **Str** 19; 12,000 tons)); **Tough** (Immunity 2 (Aging, Disease), Impervious Toughness 8)

Advantages: All-out Attack, Attractive, Fast Grab, Improved Initiative, Power Attack, Takedown

Skills: Acrobatics 4 (+7), Expertise (**Pre**): Dancer 6 (+8), Insight 4 (+5), Intimidation 6 (+8), Perception 4 (+5), Ranged Combat: Throwing 6 (+9)

Offense: Initiative +7, Unarmed +9 (Close, Damage 15), Throwing +9 (Ranged, Damage 15)

Defense: Dodge 9, Parry 9, Fortitude 15, Toughness 15, Will 9

Totals: Abilities 96 + Powers 17 + Advantages 6 + Skills 15 + Defenses 14 = 148

Complications: Competitive: Knockout likes to *win*. She lives for the fierce competition of battle. **Flirtatious:** Knockout is a notorious flirt, often mixing it with her fighting. **Power Loss:** At least some of Knockout's tremendous Strength seems to come from her confidence. Occasions when she has been dispirited have weakened her considerably.

PARADEMON — PL9 • 135 POINTS

Abilities: Str 8 **Sta** 6 **Agl** 2 **Dex** 2 **Fgt** 6 **Int** -1 **Awe** 1 **Pre** 1

Powers: Armor (Flight 5 (60 MPH), Immunity 4 (Pressure, Suffocation, Vacuum), Impervious Protection 4, Senses 3 (Communication Link, Darkvision), Removable (-5 points)); **Mother Box** (Intelligence (Feature 2), Healing 8, Removable (–4 points); **Power-Staff** (Ranged Damage 8, Easily Removable (-6 points))

Advantages: All-out Attack, Chokehold, Close Attack 4, Fearless, Great Endurance, Improved Grab, Interpose, Ultimate Effort (Toughness check)

Skills: Athletics 4 (+12), Intimidation 8 (+9), Perception 4 (+5), Ranged Combat: Power-Staff 6 (+8)

Offense: Initiative +2, Unarmed +10 (Close, Damage 8), Power-Staff +8 (Ranged, Damage 8)

Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 10, Will 8

Totals: Abilities 50 + Powers 44 + Advantages 11 + Skills 11 + Defenses 19 = 135

Complications: Born to Die: Parademon was born and bred to die in the name of Darkseid. He has little to no sense of self-preservation. **Otherworldly:** Parademon is an inhuman-looking alien being with no social skills. **Relationship:** Parademon enjoys Ragdoll's antics and defends the twisted villain above all other members of the Secret Six.

BLACK ALICE — PL12 • 193 POINTS

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

Powers: Mystic Siphon (Feature (Quick Change—to clothing of Power Drained subject); Variable 12 (60 points for duplicating subject's magical traits), Continuous, Move Action, Uncontrolled (Limited to Power Drained subjects or acquired traits become random), Limited—Traits reset to normal when subject recovers from Power Drain); **Power Drain** (Perception Ranged Cumulative Affliction 12 (Resisted by Will; Powers Impaired, Powers Disabled, Transformed—Half Power), Reversible)

Advantages: Attractive

Skills: Deception 1 (+2), Expertise: Magic 3 (+4), Expertise: Streetwise 2 (+3), Insight 1 (+4), Perception 3 (+6)

Offense: Initiative +2, Mimicked Power +Varies (Close or Ranged, Effect Varies), Unarmed +2 (Close, Damage 0)

Defense: Dodge 6, Parry 6, Fortitude 5, Toughness 1, Will 8

Totals: Abilities 24 + Powers 140 + Advantages 1 + Skills 11 + Defenses 17 = 193

Complications: Long Lost: She has recently discovered the super hero Misfit is her half-sister. **Troubled Teen:** Black Alice is temperamental, angry and doesn't listen. While this might be typical teenage behavior, it is made worse by personal tragedy and her mystical powers. **Vulnerability:** When mimicking a mystical character's power Black Alice can fall victim to her target's own Complications. She also has trouble controlling her powers when upset.

GONE BUT NOT FORGOTTEN

The Secret Six has gone through several configurations, but the remaining teammates truly miss two of the original members.

KNOCKOUT

A former Female Fury from Apokolips, Knockout ("Kay" to her friends) rebelled against Granny Goodness and escaped to Earth. She became a dancer in a Hawaiian club called the Boom-Boom Room before the challenge of Earth foes like Superboy drew her attention. Unable to resist a challenge (or a pretty face), Knockout has committed crimes largely for the challenge and the opportunity to fight worthy opponents. In spite of her flirtatious, devil-may-care attitude and her escape from the fire-pits of Apokolips, Knockout is a stone-cold killer. The only person she drops her guard around is her lover, Scandal Savage.

PARADEMON

Parademon was also from Apokolips, a renegade soldier of Darkseid. He was Rag Doll's best friend, fondly calling the contorting madman "Clown" for his bizarre sense of humor and colorful costume. Parademon sacrificed himself to save the team.

BLACK ALICE

Lori Zechlin is greatly troubled. Her mother committed suicide, her father is a depressed shut-in, and her Wiccan circle expelled her claiming she was a negative mystical influence. This last development proved prophetic when Lori gained the superhuman ability to borrow mystical powers from other beings. Calling herself Black Alice, Lori fell in with a rapid succession of super-groups including Shadowpact, the Society, the Birds of Prey, and recently the Secret Six. Despite her power, she is a fragile, emotional girl. She could be a great force for evil or good—only time will tell which way she turns.

Black Alice's powers vary significantly from appearance to appearance. While working with supernatural beings of limited power use the game stats presented here. In times of extreme need or when in the presence of more powerful beings, she's easily a PLX character and is able to bring powerful abilities to bear on her opponents.



SECRET SOCIETY OF SUPER-VILLAINS



To distract the heroes of Earth and further his plans for conquering the planet, Darkseid funded the formation of a group of villains he named the Secret Society of Super-Villains. Headquartered in a skyscraper in downtown San Francisco that they called the Citadel Sinister, the villains bickered among themselves but enjoyed the frequent successes earned when working together after years of being defeated on their own. Infiltrated by Captain Comet and a clone of Paul Kirk, Manhunter, the Society was only a secret for a short time. The Manhunter clone sacrificed himself to thwart Darkseid's plans.

The Society continued, however, under a variety of leaders—Funky Flashman, Lex Luthor, Gorilla Grodd, and finally the Wizard, who merged the Secret Society with his old teammates in the Injustice Society to attack the Justice Society. Later, they ambushed the Justice League and the villains swapped minds with the heroes—allowing the villains to discover the secret identities of the heroes, and prompting the heroes to erase the memories of the villains when they regained their own bodies.

Later, the Ultra-Humanite reformed the Secret Society in a new Citadel Sinister deep in the Himalyas in order to attack the Justice League and the Justice Society simultaneously. The Ultra-Humanite and his Society nearly succeeded in banishing the heroes to Limbo—until the heroes turned the tables and banished the Society to Limbo instead. There they were trapped until the Ultra-Humanite managed to communicate with himself in the 1940s. This version of the Ultra-Humanite retrieved the Society from Limbo in exchange for the group attacking his enemies in the All-Star Squadron. The villains of the Society were defeated and returned to their home time period, and the group disbanded.

Yet the Society survived as a multitude of splinter groups scattered around the world. When the Justice League of America

BASE: MOBILE

DARKSEID'S SOCIETY: BLOCKBUSTER I, CAPTAIN BOOMERANG I, CAPTAIN COLD, CAPTAIN COMET, CAPTAIN STINGAREE, CATWOMAN, CAVALIER, CHRONOS I, COPPERHEAD, FLORONIC MAN, FUNKY FLASHMAN, GORILLA GRODD, KILLER MOTH, LEX LUTHOR, MATTER MASTER, MIRROR MASTER I, POISON IVY, QUAKEMASTER, REVERSE-FLASH, SHADOW THIEF, SINESTRO, TRICKSTER I, WIZARD

THE ULTRA-HUMANITE'S SOCIETY: ULTRA-HUMANITE (LEADER), BRAINWAVE II, CHEETAH II, FLORONIC MAN, KILLER FROST, MIST I, MONOCLE, PSYCHO-PIRATE, RAGDOLL I, SIGNALMAN

THE SOCIETY: ALEXANDER LUTHOR, BLACK ADAM, CALCULATOR, DEATHSTROKE, DOCTOR PSYCHO, TALIA AL GHŪL (LEADERS); OTHER MEMBERS INCLUDED MOST VILLAINS ON EARTH, WITH THE EXCEPTION OF THOSE WHO FORMED THE SECRET SIX.

HEADQUARTERS: THE CITADEL SINISTER

reformed, the Martian Manhunter posed as Brain Wave I to bring together as many of the scattered villains as possible, and then called upon the Justice League to round them up.

It would be several years before the Society reformed. When villains discovered that the Justice League had tampered with the memories of Society members years before, they answered Lex Luthor's call to band together as a new Society, unaware that their leader was actually the Alexander Luthor of a lost Earth posing as Lex Luthor. Under the leadership of the Society's ruling council, most villains on Earth were recruited (some forcibly) into the ranks of the Society, with the exception of those who were too dangerously crazy (primarily the Joker) and the few who ignored the Society's threats of lethal reprisals and joined together to form the Secret Six. Together, the Society staged a worldwide series of prison breaks that swelled their numbers with even more villains, then moved to Metropolis where they staged a final, massive battle against the heroes they hated. Though the villains were defeated and their ruling council either captured or scattered, the Society itself survived, with the actual Lex Luthor as its leader.

Luthor's leadership of the Society was short-lived but eventful, as Checkmate undertook a massive campaign to capture the villains and exile them to a far-off planet. After the villains managed to find a way back to Earth, their desire for revenge drove them to depose Luthor as their leader and replace him with the mysterious and powerful Libra.

Under Libra's guidance, the villains of the Society became more violent, striking out not just at heroes but also their families. When the forces of Darkseid invaded Earth, Libra revealed that his true allegiance was to the Lord of Apokolips, and at long last Darkseid made use of the group he had founded, employing the villains of the Society as his soldiers in the battle against Earth's heroes. During the crisis, Luthor pretended to help Darkseid's cause while working with Dr. Sivana and the Calculator to free the Society.

In the aftermath of Darkseid's defeat, the Society still exists. But it is once again fragmented, with no central leadership, a name used by villains gathering allies to their cause but rarely for groups that will stay together once its goals are accomplished—or the villains are sent to prison.

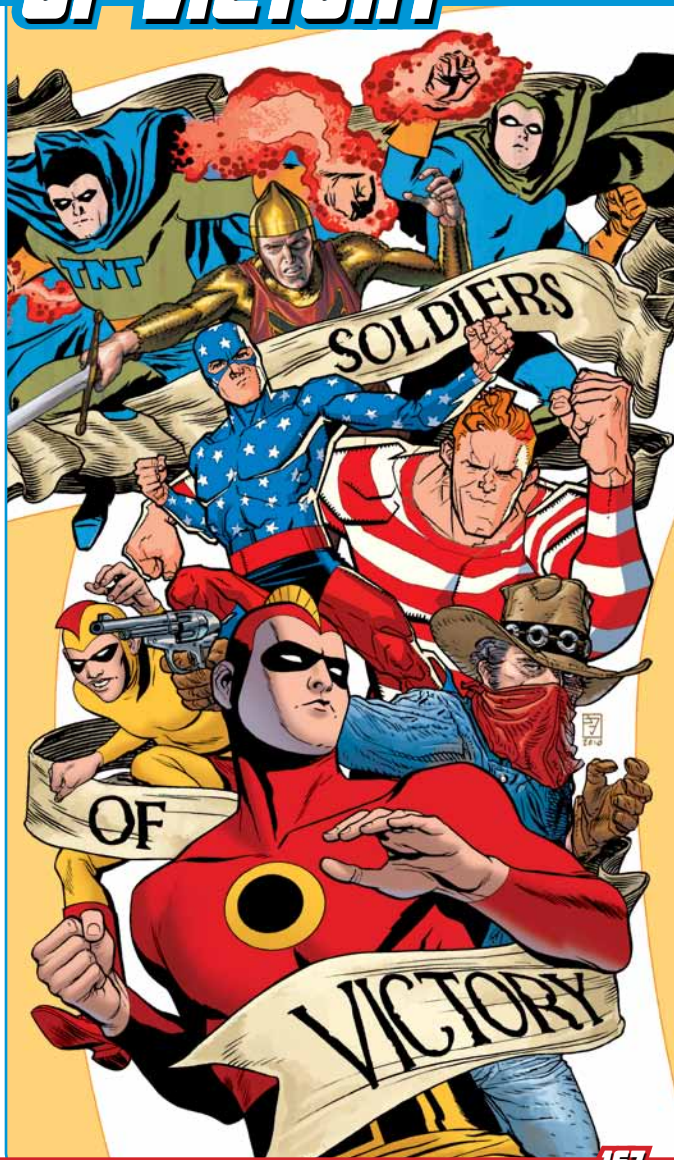
SEVEN SOLDIERS OF VICTORY

In every age, seven heroes gather together to battle a terrible evil. In the golden age, these heroes gathered to battle the master criminal called the Hand, the Tyrants of Time, the nefarious Sense Master, the strange Wizards of Wisstark, the diabolical Dummy, and more. In the silver age, the seven heroes gathered only one time, to defeat the greatest villains of the time as they worked together to build the ultimate weapon.

Finally, in the modern age, a new band of heroes was needed to defeat an invasion by the Sheeda, a monstrous race coming to attack humanity from outside time and space. Vigilante, one of the original Seven Soldiers of Victory, thought he could defeat the Sheeda by assembling a new group of seven heroes—only to form a team one hero short that he led into a trap and tragedy.

A prophecy in their own culture predicted that they would be defeated by seven soldiers, and so the Sheeda targeted any gathering of seven—including the Justice League and the Ultramarines, as well as Vigilante's team—and nullified them before they even knew of the Sheeda's existence.

So it came to be that the Seven Soldiers of Victory for the modern age who defeated the Sheeda and saved humanity were seven heroes whose destiny drew them to the critical moment when they saved the day and then went their separate ways—a team that never met.



SHINING KNIGHT (YSTINA)

When the Sheeda invaded Earth during the Age of Camelot, a young squire named Ystin was dubbed Sir Justin the Shining Knight by Sir Galahad himself and asked to join the Knights of the Table Round during their last, desperate stand. As the Sheeda conquered Camelot below them, Sir Justin attacked the queen of the Sheeda in her floating stronghold, Castle Revolving. Stealing the queen's magical cauldron, Sir Justin and his



winged steed Vanguard broke free of Castle Revolving and tumbled through time, arriving in twenty-first century Los Angeles.

As Sir Justin tracked the cauldron across Los Angeles, the Sheeda queen tracked Justin through time, to a final confrontation in which Sir Justin was forced to battle Sir Galahad twisted into a monster by the Sheeda. In their combat, Sir Justin proved he had valor and strength that made him worthy of carrying on the legacy of Camelot … and that Ystin was secretly Ystina, a girl who once loved Galahad, the knight she was forced to kill.

Following the queen back to Castle Revolving, Sir Justina and Vanguard struck one final blow against the queen, wounding and weakening her in the first step to the Sheeda's defeat at the hands of the Seven Soldiers of Victory. In the aftermath, Sir Justina remains stranded in the modern day, honing her skills in battle and preparing for the day she might fulfill a mysterious prophecy that says the Camelot of the past was rebuilt by a queen known as Ystina the Good… .

BULLETEER

When Dr. Lance Harrower developed an experimental metal alloy that could make skin nearly indestructible, he used himself as the first human test subject … and died. His wife Alix tried to help him and also was affected by the alloy; she was the only one the doctors were able to save. Her experience left her with metallic skin and the ability to fly. Crushed by her husband's death, Alix Harrower was prepared to kill herself—until she came across a derailed train and became a hero when she saved the passengers.

BASE: MOBILE
GOLDEN AGE: CRIMSON AVENGER I, DAN THE DYNA-MITE, SHINING KNIGHT I, STAR-SPANGLED KID, STRIPESY, TNT, VIGILANTE I
SILVER AGE: ADAM STRANGE, BATGIRL, BLACKHAWK, DEADMAN, METAMORPHO, MENTO, SHINING KNIGHT II
MODERN AGE: BULLETEER, FRANKENSTEIN, KLARION THE WITCH BOY, THE MANHATTAN GUARDIAN, MISTER MIRACLE II, SHINING KNIGHT III, ZATANNA

SHINING KNIGHT (YSTINA) PL10 • 150 POINTS

Abilities: Str 5 **Sta** 5 **Agl** 4 **Dex** 3 **Fgt** 10 **Int** 2 **Awe** 3 **Pre** 2

Powers: Caliburn (Senses 1 (Mystical Awareness); Strength-based Damage 3, Penetrating 8; Easily Removable (-4 points)); **Hardiness** (Immunity 2 (Aging, Disease), Limited to Half Effect)

Equipment: Chainmail (Protection 3), Medium Shield (+2 active defenses)

Advantages: All-out Attack, Equipment 2, Improved Initiative, Improved Smash, Interpose, Luck 2, Power Attack, Sidekick 19, Takedown, Weapon Break

Skills: Athletics 7 (+12), Close Combat: Sword 2 (+12), Expertise: History 8 (+10), Expertise (Agl): Riding 10 (+14), Insight 6 (+9), Intimidation 10 (+12), Perception 6 (+9)

Offense: Initiative +9, Caliburn +12 (Close, Damage 8, Penetrating 8), Unarmed +10 (Close, Damage 5)

Defense: Dodge 12/10*, Parry 12/10*, Fortitude 10, Toughness 8, Will 10 *Without Medium Shield.

Totals: Abilities 68 + Powers 9 + Advantages 30 + Skills 25 + Defenses 18 = 150

Complications: Defender of the Realm: Ystina aspires to be as good a knight as Sir Galahad and strives to uphold the ideals of Camelot. **Timelost:** The Shining Knight is lost in time and may never be able to return home.

VANGUARD PL7 • 95 POINTS

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

Powers: Eye Beams (Ranged Damage 8, Accurate 3); **Flying Horse** (Flight 13 (16,000 MPH), Wings; Growth 4, Innate, Permanent; Speed 4 (30 MPH); Senses 5 (Acute and Tracking Olfactory, Darkvision, Extended Auditory))

Advantages: Favored Environment (Aeriel), Interpose

Skills: Perception 4 (+6)

Offense: Initiative +2, Eye Beams +6 (Ranged, Damage 8), Unarmed +6 (Close, Damage 6)

Defense: Dodge 8, Parry 8, Fortitude 8, Toughness 6, Will 5

Totals: Abilities 24 + Powers 50 + Advantages 2 + Skills 2 + Defenses 17 = 95

Complications: Horse: Vanguard is a flying, talking horse, but still has all physical and social limitations of a normal horse. **Devoted:** Vanguard is devoted to Ystina and will do everything possible to defend and protect her.

Taking the name Bulleteer, Harrower was prepared to answer Vigilante's call to reform the Seven Soldiers—only to back out at the last second, leaving Vigilante with only six heroes and dooming their battle with the Sheeda. Determined to become a true hero after hearing about the death of Vigilante, Bulleteer worked with the F.B.I., became a bodyguard-for-hire, and finally confronted the ageless villainess Sally Sonic whose temptations led Bulleteer's husband to test his process too soon.

Defeating Sonic, Bulleteer was about to call an end to her days as a hero when she met the spirit of Vigilante, who revealed that she was a direct descendant of Aurakles, Earth's first super hero, and that her destiny was to save the world. Denying destiny, Bulleteer set out to drive the defeated Sally Sonic to the hospital … only to crash into the wounded Sheeda queen and kill her, fulfilling her part in defeating the Sheeda invasion.

BULLETEER PL9 • 135 POINTS

Abilities: Str 10 **Sta** 10 **Agl** 4 **Dex** 0 **Fgt** 4 **Int** 2 **Awe** 2 **Pre** 4

Powers: Flight (Flight 8 (500 MPH)); **Smartskin** (Immunity 7 (Cold, Heat, Self-inflicted Slam damage); Protection 2; Impervious Toughness 12)

Advantages: All-out Attack, Attractive, Interpose, Ultimate Effort (Toughness checks)

Skills: Close Combat: Unarmed 4 (+8), Expertise: Psychology 6 (+8), Perception 4 (+6), Persuasion 8 (+12), Treatment 4 (+6)

Offense: Initiative +4, Unarmed +8 (Close, Damage 10)

Defense: Dodge 6, Parry 6, Fortitude 10, Toughness 12, Will 7

Totals: Abilities 72 + Powers 37 + Advantages 4 + Skills 13 + Defenses 9 = 135

Complications: Motivation—Responsibility: Bulleteer initially viewed her powers as a curse, but when she saved some people from a burning building she was inspired by them to continue using her powers to help others.

FRANKENSTEIN PL12 • 191 POINTS

Abilities: Str 10 **Sta** 12 **Agl** 2 **Dex** 2 **Fgt** 8 **Int** 3 **Awe** 4 **Pre** 2

Powers: Invulnerability (Immunity 5 (Electrical damage), Impervious Toughness 10, Protection 4, Regeneration 5); **Sword of Michael** (Strength-based Damage 4, Improved Critical, Indestructible, Easily Removable (-2 points)); **Unliving** (Immunity 30 (Fortitude effects))

Equipment: Steam-Gun (Ranged Damage 5)

Advantages: Close Attack 2, Daze (Intimidation), Equipment 2, Fearless, Quick Draw, Startle

Skills: Expertise: Arcane Lore 8 (+11), Expertise: Handle Animal 6 (+9), Expertise: Literature 6 (+9), Intimidation 12 (+14), Investigation 8 (+11), Ranged Combat: Guns 10 (+12), Vehicles 8 (+10)

Offense: Initiative +2, Steam-Gun +12 (Ranged, Damage 5), Sword +10 (Close, Damage 14, Crit. 19-20), Unarmed +10 (Close, Damage 10)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 16, Will 8

Totals: Abilities 86 + Powers 58 + Advantages 8 + Skills 29 + Defenses 10 = 191

Complications: Agent of S.H.A.D.E.: Frankenstein works for the organization known as S.H.A.D.E. and is typically subject to their orders. **Repulsive:** Frankenstein is ugly and off-putting and his appearance always inspires fear and revulsion in others. **Vulnerability:** Magic like that of Klarion the Witch Boy's witch-brand benefits from an additional level of success against Frankenstein.

Now uncertain if her time as a hero is over or just beginning, Bulleteer joined the Justice League for a time and battled to protect Washington D.C. alongside Wonder Woman. She continues to seek her destiny.

FRANKENSTEIN

In the nineteenth century, the mad Victor Frankenstein combined parts of corpses using his own science and blood from the king of the Sheeda to create a monstrous hero that

KLARION — PL10 • 168 POINTS

Abilities: Str 0 **Sta** 0 **Agl** 2 **Dex** 2 **Fgt** 2 **Int** 5 **Awe** 5 **Pre** 4

Powers: Cruciform (Perception Range Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative, Limited to Undead, Easily Removable (-12 points)); **Magic** (Array (24 points), **Horigal Transformation** (Enhanced Strength 6; Enhanced Fighting 4; Protection 8); **AE: Steal Magic** (Ranged Weaken 12 Magic Effects), Broad; **AE: Tentacles** (Cumulative Affliction 12 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree, Reach 6 (30 feet)); **Psychic Bond** (Remote Sensing 8 (Visual), Medium: Only through Teekl's eyes)

Advantages: Daze (Deception), Defensive Roll 4, Ritualist, Sidekick 19, Taunt

Skills: Acrobatics 6 (+8), Close Combat: Magic 6 (+8), Deception 10 (+14), Expertise: Magic 10 (+15), Stealth 8 (+10)

Offense: Initiative +2, Magic +8 (Varies), Unarmed +2 (Damage 0)

Defense: Dodge 6, Parry 6, Fortitude 4, Toughness 4/0*, Will 10 *Without Defensive Roll.

Totals: Abilities 40 + Powers 65 + Advantages 26 + Skills 20 + Defenses 17 = 168

Complications: Born in Limbo Town: Klarion was born and raised in an underground faux-Puritanical settlement that practiced necromancy and had no contact with the surface world. As such, he is very out of place in normal social situations and misses many social cues. **Unusual Looks:** Klarion has large, dark eyes, pointy ears, black lips and fingernails, and bluish-white skin, in addition, he dresses in Puritan-style garb, all of which makes him look very unusual. Klarion looks even more unusual when he assumes his Horigal form, which is horrible and horrific.

TEEKL — PL8 • 95 POINTS

Abilities: Str 5/-2* **Sta** 5/0* **Agl** 6 **Dex** 4 **Fgt** 6 **Int** 0 **Awe** 1 **Pre** 1

Powers: Cat-like Senses (Senses 5 (Acute and Tracking Olfactory, Darkvision, Extended Hearing)); **Transformation** (Array (24 points) Quirk—One form must always be active (-0 points), **Humanoid Form** (Strength-based Damage 3, Enhanced Stamina 5, Enhanced Strength 5, Enhanced Trait (Improved Critical (Strength-based Damage)), **AE: Catlike Form** (Enhanced Defense 6 (Dodge 1, Parry 1, Fortitude 4), Shrinking 8, Continuous)

Advantages: Close Attack 2, Defensive Roll 4, Improved Initiative, Startle

Skills: Acrobatics 2 (+8), Intimidation 7 (+8/+4*), Perception 3 (+4), Stealth 2 (+8/+16*)

Offense: Initiative +10, Unarmed +8 (Close, Damage 8, Crit. 19-20/Damage -2)

Defense: Dodge 7/12*, Parry 7/12*, Fortitude 7/6*, Toughness 9/4*, Will 5 *Numbers before the slash are in Humanoid Form, those after the slash are in Catlike Form.

Totals: Abilities 36 + Powers 36 + Advantages 8 + Skills 7 + Defenses 8 = 95

Complications: Cat: Teekl is an exceptional cat-like creature, but still basically a cat with the same physical limitations. **Familiar:** Teekl is loyal to Klarion the Witch Boy.

took his creator's name. Though Dr. Frankenstein believed him lost to the frozen sea, the hero Frankenstein swam to America and followed his moral compass in a battle against the king of Sheeda that lasted decades, until he was buried in a train wreck in 1870.

In the twenty-first century, Frankenstein awakened and resumed his search for the king of the Sheeda, tracking him to the planet Mars before he finally had vengeance upon the man who had brought him to unlife. Returning to Earth, Frankenstein allied himself with S.H.A.D.E.—the Super Human Advanced Defense Executive—and joined their battles against strange threats around the world, fighting alongside the Bride who had once been created to be his companion.

When S.H.A.D.E. uncovered rumors of the approaching Sheeda invasion, Frankenstein led the attack that killed Nebula Man and captured a Sheeda time-ship. Piloting the time-ship to the Sheeda staging ground one billion years in the future, Frankenstein laid waste to their fleet and seized control of their queen's flying stronghold, Castle Revolving. Taking queen and castle back to the twenty-first century, Frankenstein brought both into position for a final strike not by S.H.A.D.E., but by the Seven Soldiers of Victory.

Though betrayed by Klarion the Witch Boy and forced to pilot Castle Revolving back to the future, Frankenstein managed to make his way back to the present and rejoin S.H.A.D.E., where he remains an agent of the undercover organization, battling villains and horrors around the world.

KLARION

Deep underground in Limbo Town, a boy named Klarion learned the ways of the Book of Shadows, chafing under the instruction of the Submissionaries who governed the town. Leaving Limbo Town with his feline familiar Teekl, Klarion found himself in the world above—New York City. There he met the disguised king of the Sheeda, who fooled Klarion into helping him acquire the drilling machine he needed to attack Limbo Town.

Though Klarion returned below to warn his people, the Submissionaries were the first to fall in defending the town. With his final breath, the last Submissionary passed his title on to Klarion, and with it the ability to transform into the monstrous Horigal. As the Horigal, Klarion saved Limbo Town and grievously wounded the Sheeda king.

In pursuit of the king, Klarion journeyed once again to the world above just as it too was invaded by the Sheeda. In the moment when destiny called Klarion to join the Seven Soldiers in their final strike against the Sheeda, Klarion instead used powerful artifacts to betray them in an attempt to steal the Sheeda's power for himself.

Denying his destiny both as a Soldier and a Submissionary, Klarion continues to adventure on the surface world, offering up his knowledge of strange magic to heroes like Robin, the Teen Titans, and Mary Marvel, though when he discovers a source of magical power such as Green Lantern Alan Scott's Starheart, the Witch Boy will often attempt to steal it for his own.

SHADE



Richard Swift was an English gentleman in the early Victorian period who in 1838 was involved in a mystical event of an unknown nature that resulted in his transformation into something not quite human. The experience cost him his memories, and while he was wandering around bewildered, he was found by the patriarch of the Ludlow family. The Ludlows were swindlers and murderers who killed off their business partners and used vagrants as scapegoats, the fate they planned for Swift. His powers manifested against the Ludlows and killed many of them, beginning a feud with the family that would last for over a century.

Following a later encounter with the Ludlow family interrupting his attempts to regain a normal life, the Shade began a period of world travel and adventure (as well as occasionally hiring out as a killer). During this time he met a number of interesting people and began acquiring his great fortune. He also met Simon Culp, another survivor of the same mystic event that transformed him. Culp had the same powers and they became terrible adversaries. Decades later, while helping protect England from bombing raids, the Shade met Culp again and they fought. A bomb blast caught them both and their powers protected them and somehow merged them into one physical form.

Around this time, supposedly from boredom, the Shade turned to crime as a diversion. He sparred repeatedly with The Flash (Jay Garrick) and later with Garrick's successor, Barry Allen. This was a game to Swift, who was debonair and restrained as himself, but cruel and calculating when influenced by Culp. He would play the villain, then retire to Opal City (which he had adopted as his home and where he never committed crimes) when he needed a break.

After being dragged into the Mist's schemes of revenge against the Knight family, Shade found himself working with Jack Knight more and more frequently, forced to take a more active role in protecting his precious Opal City. This activity was really part of a long-term scheme of Culp's to free himself from their merged state, gain his revenge against Swift and destroy the city Swift loved. Culp ultimately lost his gambit and was destroyed, after which Swift was free to make his own choices without influence from Culp; he appears to be using this newfound freedom to establish himself as a non-traditional hero and, much to the chagrin of her family, has entered into a relationship with the police detective Hope O'Dare.

PERSONALITY

Swift is jaded in his immortality. He is sophisticated, cosmopolitan, erudite, and occasionally a bit of a snob, as might be expected from a Victorian living in this "less-civilized" age. He is not so much immoral as somewhat amoral, though he retains an unyielding sense of personal honor.

REAL NAME: RICHARD "DICKIE" SWIFT
OCCUPATION: BON VIVANT, ANTI-HERO, AND OCCASIONAL PROTECTOR OF HIS PRECIOUS OPAL CITY; FORMERLY AN ASSASSIN OF SOME NOTE AND AFTER THAT A SUPER-VILLAIN (OCCASIONALLY FOR-HIRE).
BASE: OPAL CITY

POWERS & ABILITIES

The Shade is immortal and quite possibly one of the few beings in the DC Universe that actually *can't* die. He possesses a mystical connection to the dimension of the Shadowlands and can tap into it to manipulate shadow stuff for a variety of effects, including creating large zones of darkness and a phantasmagorical arsenal of attacking shapes. He is quite accomplished in the use of his powers and his variety of stunts showcases his abilities, with many exotic uses that include highly precise energy absorption and time travel. Aside from his powers, the Shade is intelligent, highly educated and an experienced world-traveler.

ALLIES

Other defenders of Opal City mostly, including Jack Knight, The O'Dare clan, and Bobo Benetti. Very slowly and with con-

SHADE — PL11

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

POWERS

Shadowland Connection: Enhanced Stamina 5, Immortality 19, Immunity 12 (Age, Critical Hits, Life Support), Senses 2 (Darkvision) • *64 points*

Shadow Control: Array (66 points)

- **Shadow Gate:** Teleport 15 (120 miles), Extended (32,000 miles), Portal, , Medium—Shadows or Darkness and Linked Movement 2 (Dimensional Travel 2 (Shadowlands and related dimensions)), Portal, Medium—Shadows or Darkness • *66 points*
- **Shadow Attacks:** Ranged Multiattack Damage 12, Indirect, Precise, Variable Descriptor (Blades, Spears, Claws, etc.), Dynamic • *2 points*
- **Shadow Constructs:** Continuous Create 12, Dynamic • *2 points*
- **Shadow Imps:** Summon 3 (use 'Wolf' stats from *Hero's Handbook*, page 218, but **Int** 0 and Claws (Strength-based Damage 1)), Horde, Multiple Minions 6 (32 minions), Dynamic • *2 points*
- **Shadow Mantle:** Concealment 4 (All Visual), Precise, Shapeable Area 10 (2 cubic miles), Dynamic • *2 points*
- **Shadow Shields:** Deflect 14, Dynamic • *2 points*
- **Shadow Snare:** Ranged Cumulative Affliction 12 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Resisted by Dodge, Limited Degree, Reversible, Dynamic • *2 points*

siderable effort, he is earning a degree of trust from many of his once-enemies in the JSA.

ENEMIES

The Ludlow clan for most of his life, and numerous costumed heroes throughout the second half of the twentieth century. Today, anyone who threatens his adopted home or the people to whom he's grown close, such as the Knight and O'Dare families.

ADVANTAGES

Accurate Attack, Benefit 3 (Millionaire), Defensive Attack, Diehard, Fearless, Great Endurance, Improved Disarm, Languages 3 (French, German, Italian, Latin)

SKILLS

Close Attack: Fencing 4 (+8), Deception 6 (+10), Expertise: Art 6 (+10), Expertise: Literature 6 (+10), Insight 7 (+11), Intimidation 6 (+10), Perception 6 (+10), Persuasion 6 (+10), Ranged Combat: Shadow Control 7 (+10), Stealth 6 (+9)

OFFENSE

Initiative +3	
Shadow Attacks+10	Ranged, Multiattack Damage 12, Indirect
Unarmed+4	Close, Damage 2

DEFENSE

Dodge	11	**Fortitude**	10
Parry	10	**Toughness**	8
Will	12		

POWER POINTS

Abilities	54	**Skills**	30
Powers	141	**Defenses**	24
Advantages	12	**Total**	261

COMPLICATIONS

Emotional Attachment: Swift is very attached to Opal City and goes to great lengths to keep it safe.

Mental Control: From WWII until recently, the Shade was mystically merged with a second person, Simon Culp, who would exert great mental influence when the Shade tired or otherwise dropped his guard. He was not aware of Culp's presence or his actions.

Reputation: The Shade fought on the wrong side of the law for a long time. Most heroes and law enforcement agents, particularly older ones, have a difficult time trusting him.

SHADOWPACT

The current Shadowpact team is the most recent in a long line of teams to use the name, though the name traditionally had a negative connotation related to lost causes. The modern lineup came together originally as a desperate ploy by Detective Chimp, who was hiding out in the Oblivion Bar, to recruit enough of the right people to make a stand against a rampaging Spectre, who was at that time targeting various magically powered entities and places for destruction. After contributing to the Spectre's defeat, a core group decided to stay together and operate as a team.

The team's first major action as a group was to investigate an impenetrable dome of solid blood imprisoning the town of Riverrock, Wyoming. With the help of the Phantom Stranger, the team made it through the dome and discovered that a group of arcane villains called The Pentacle was systematically sacrificing the residents of the town in a ritual to summon an entity called the Lord of Light. They defeated The Pentacle, but the ritual to destroy the dome cost each of them a year of life, and they emerged from Riverrock to find that the year in question had passed from everyone's perspective but their own. They were declared dead, memorialized, and a new owner moved into the Oblivion Bar.

Over time, the team established themselves as bona fide heroes to the world at large, including issuing their "three laws of superheroics" to the public at a press conference. They were also deputized by Checkmate to aid that organization in matters magical, a relationship Checkmate continues to exploit, to The Shadowpact's annoyance. Eventually, the team discovered that the enemy they had been facing through multiple proxies was one Dr. Gotham, a several-millennia-old sorcerer working to bring a godlike entity called the Sun King into this dimension. Combining forces

BASE: POCKET DIMENSION ACCESSIBLE TO EARTH
CURRENT MEMBERS: ACHERON, BLUE DEVIL, DETECTIVE CHIMP, ENCHANTRESS, MIDNIGHT RIDER, NIGHTSHADE, RAGMAN, WARLOCK'S DAUGHTER, ZAURIEL
FORMER MEMBERS: NIGHTMASTER HEADQUARTERS: OBLIVION BAR

with various other Shadowpact teams throughout history, the heroes were able to defeat their enemy. This success changed history and the reputation of the team and its legacy: the Shadowpact name no longer is associated with lost causes doomed to failure.

HQ: THE OBLIVION BAR • *9 POINTS*

Size: Medium **Tou:** 12 **Features:** Concealed, Dimensional Portal, Isolated, Living Space, Power System

The Oblivion Bar is a specialized hangout known to and frequented by the arcane community. It can only be accessed by knowing which doors in the physical world are going to align with the bar's door and at what time. Going through one of the doors at the correct time sends a person into the bar. The telephones connect to multiple worlds (given the right area codes), and there appears to be plenty of living space in the many rooms connected to the bar.

DETECTIVE CHIMP

Detective Chimp, aka Bobo T. Chimpanzee, aka "Magnificent Finder of Tasty Grubs" (translation) was captured in equatorial Africa by Fred Thorpe, an animal trainer working for a carnival. He trained the chimp to perform a staged "detective" act. While with the carnival, Bobo met Rex the Wonder Dog and was exposed to the waters of the Fountain of Youth while touring in Florida. The waters gave him eternal youth and the ability to understand the languages of all humans and animals. He later worked with Rex in the Bureau of Amplified Animals and then on his own, but after Thorpe's death his lack of legal standing (as an animal, he had no civil rights and no ability to enforce payment of debts) put an end to his own detective agency. He attempted to drown his sorrows in the Oblivion Bar, where he remained through the tenure of three owners before he helped found the current Shadowpact. Detective Chimp is also a member of The Croatoan Society, a small "club" of renowned detectives including Ralph Dibny and Traci Thirteen.



DETECTIVE CHIMP — PL9 • 135 POINTS

Abilities: Str 4* **Sta** 3 **Agl** 4 **Dex** 2 **Fgt** 5 **Int** 5 **Awe** 3 **Pre** 1

Powers: Drank From the Fountain (Comprehend 6 (Animals 2 (Speak To, Understand), Languages 5 (Read, Speak To, Understand, Understood)); Immunity 2 (Age, Disease)); **Chimpanzee** (Extra Limbs 1 (prehensile feet; Innate), Shrinking 4 (Innate, Permanent))

Equipment: Durable whiskey flask, smartphone, deerstalker hat

Advantages: Defensive Roll 2, Equipment, Jack-of-all-trades, Skill Mastery 3 (Insight, Investigation, Perception), Well-informed

Skills: Acrobatics 6 (+10), Athletics 6 (+10), Deception 10 (+11), Expertise: Magic 3 (+8), Expertise: Current Events 6 (+11), Insight 10 (+13), Intimidation 0 (-1*), Investigation 10 (+15), Perception 9 (+12), Persuasion 4 (+5), Stealth 0 (+8*)

Offense: Initiative +4, Unarmed +5 (Close, Damage 4)

Defense: Dodge 8*, Parry 8*, Fortitude 6, Toughness 5/3**, Will 11 *Includes Shrinking modifiers. **Without Defensive Roll.

Totals: Abilities 56+ Powers 25 + Advantages 8 + Skills 32 + Defenses 14 = 135

Complications: **Physical Limitation:** Detective Chimp, like all chimpanzees, can't swim. **Bad Habits:** Bobo smokes and drinks, both to excess, and gets cranky when he goes too long without nicotine or alcohol.

NIGHTMASTER — PL9 • 135 POINTS

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

Powers: Sword of Night (Enhanced Advantages 8 (Accurate Attack, Defensive Attack, Improved Disarm, Improved Initiative, Power Attack, Quick Draw, Takedown, Weapon Bind); Enhanced Defenses 4 (Parry 4); Enhanced Skill 3 (Close Combat: Sword of Night +6); Feature 1 (Can talk to spirit of last wielder); Immunity 2 (Age, Own attacks); Perception Ranged Affliction 9 (Resisted by Will; Dazed, Compelled, Controlled; Limited to Forcing a Target to Tell the Truth); Strength-Based Damage 3, Penetrating 6; Senses 1 (Danger Sense); Removable, -9 pts)

Equipment: Chainmail armor (Protection 3)

HEADQUARTERS: OBLIVION BAR • 12 *POINTS*

Size: Medium **Tou:** 12 **Features:** Dimensional Portal, Library, Living Space, Personnel, Power System, Sealed, Secret, Self-repairing

Advantages: *Accurate Attack, Defensive Attack*, Equipment 3 (Oblivion Bar and chainmail), *Improved Disarm, Improved Initiative,* Interpose, Leadership, *Power Attack, Quick Draw, Takedown, Weapon Bind*

Skills: Acrobatics 5 (+8), Athletics 5 (+8), *Close Combat: Sword of Night 6 (+11)*, Deception 6 (+8), Expertise: Musician 8 (+10), Insight 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Persuasion 6 (+8), Stealth 4 (+7)

Offense: Initiative +7, Sword of Night +11 (Close, Damage 6, Penetrating 6), Unarmed +5 (Close, Damage 3)

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

Totals: Abilities 44 + Powers 37 + Advantages 5 + Skills 26 + Defenses 23 = 135

Complications: Motivation—Doing Good: Nightmaster is a good, decent man and fights to make the world (any world) a better place. **Relationship:** Nightmaster still has strong ties to the land of Myrra and is sometimes called away to help defend it.

NIGHTMASTER

When Jim Rook, lead singer of the band The Electrics, entered a run-down shop named Oblivion, Inc. he found himself transported to the dimension of Myrra, where he discovered he was the descendant of the mighty warrior Nacht and heir to the Sword of Night. He fought many battles in that world, and when he returned to Earth he opened a bookshop in the Oblivion, Inc. space. When he looked through a mysterious door in his shop he discovered that his shop was only a back room to the Oblivion Bar; after playing bartender for a while, he became its owner.

Rook joined the team formed in his bar and proved invaluable as a leader. In his time with the team he increased his knowledge of the Sword of Night's abilities and history, including that his vanished father previously wielded the sword and his spirit inhabits the blade. Recently, he found that the terrible Land of Nightshades has some connection to Myrra, and he has left the team and returned to Myrra to determine if the land needs its defender again.

WARLOCK'S DAUGHTER

Darla Aquista was the disapproving daughter of Gotham City mafia boss Henry Aquista and classmate of Tim Drake (Robin III). When she was killed in a gang war, her father scoured the world trying to find a means to resurrect her. He found Johnny Warlock, a sorcerer who traded Henry's life for hers and resurrected her as The Warlock's Daughter, his apprentice. Under the alias Laura Fell, she returned to Gotham to do Johnny Warlock's bidding until freed from her dark path by Robin's intervention. Also thanks to Robin, she was able to join the Shadowpact after serving a brief term in a special prison for magical criminals called The Dark Tower, run by Joshua Coldrake, Master of Anti-Magic. Since her release, she has been training with The Enchantress as her new apprentice.

WARLOCK'S DAUGHTER — PL8 • 120 POINTS

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

Powers: Astral Projection (Remote Sensing 11 (8 miles; Visual, Auditory, Mental), Body is defenseless, Subtle 2, **AE: Levitation** (Flight 4 (30 MPH)) **and Mystic Shield** (Protection 8, Impervious, Sustained) ; **Mystic Abilities** (Array (18 points), **Mystic Blast** (Ranged Damage 9), **AE: Mage Hand** (Move Object 8, Precise)); **Mystic Senses** (Senses 2 (Magical Awareness, Radius))

Advantages: Ritualist

Skills: Deception 5 (+7), Expertise: Magic 6 (+8), Insight 4 (+8), Perception 4 (+8), Persuasion 4 (+6), Ranged Combat: Mystic Abilities 5 (+7)

Offense: Initiative +2, Mystic Blast +7 (Ranged, Damage 9), Unarmed +4 (Close, Damage 0)

Defense: Dodge 6, Parry 4, Fortitude 6, Toughness 10/2*, Will 8 *Without Mystic Shield.

Totals: Abilities 36 + Powers 57 + Advantages 1 + Skills 14+ Defenses 12 = 120

Complications: Apprentice: Warlock's Daughter has been apprentice to a couple of powerful mystics, both of whom hold significant power over her path to the future. Where she ends up is still a mystery. **Supernatural Being:** Murdered then resurrected at the cost of her father's life, Warlock's Daughter is still coping with what she's become.

SHADOW THIEF



Carl Sands was an American growing up in Japan when he developed an interest in ninjutsu techniques. He applied himself to learning various skills and martial arts over the years, and when he had achieved a sufficient mastery he embarked on an unremarkable career as a burglar and industrial spy. This mediocrity ended when Thanagarian criminal Byth hired Sands for a job and gave him the alien Dimensiometer to aid Sands in its commission. As the Shadow Thief, Sands became a world–class criminal and saboteur, and never looked back.

PERSONALITY

A thief with no concern for the welfare of anyone he doesn't see in the mirror in the morning, Sands is reserved, generally antisocial, and intensely private.

POWERS & ABILITIES

Shadow Thief uses a Dimensiometer, a piece of Thanagarian technology that enables its wearer to become a living shadow. When in this form, Sands is very difficult to harm, can pass through most physical barriers and completely disappear into shadows and darkness. He has also mastered the art of interacting with the physical world while remaining mostly insubstantial. He has on occasion benefited from temporary power boosts from patrons like Neron and Starbreaker.

REAL NAME: CARL SANDS
OCCUPATION: THIEF AND SABOTEUR
BASE: MOBILE

SHADOW THIEF — PL11

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

POWERS

Shadow Form: Affects Corporeal on Strength 2; Concealment 4 (All Visual, Limited to Darkness and Shadows); Strength-based Damage 3, Affects Corporeal; Enhanced Defenses 8 (Dodge 4, Parry 4); Enhanced Advantages 3 (Hide in Plain Sight, Instant Up, Move-by Action, Skill Mastery 2 (Sleight of Hand, Stealth)); Immunity 10 (Life Support); Insubstantial 4 (Shadow Form); Movement 3 (Slithering, Wall-crawling 2); Removable, -12 pts • *49 points*

ADVANTAGES

Accurate Attack, Agile Feint, Chokehold, Close Attack 6, Defensive Roll 3, Evasion, Grabbing Finesse, *Hide in Plain Sight,* Improved Hold, Improved Initiative, Improved Trip, *Instant Up, Move-by Action, Skill Mastery 2 (Sleight of Hand, Stealth)*

SKILLS

Acrobatics 8 (+13), Athletics 8 (+10), Deception 8 (+9), Expertise: Thief 10 (+12), Insight 6 (+8), Perception 6 (+8), Sleight of Hand 10 (+15), Stealth 10 (+15), Technology 4 (+6)

OFFENSE

Initiative +9

Unarmed+11	Close, Damage 5

DEFENSE

Dodge	11	**Fortitude**	7
Parry	11	**Toughness**	6/3*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	35
Powers	49	**Defenses**	13
Advantages	18	**Total**	165

COMPLICATIONS

Delusional: Sands' long-term exposure to the energies of the Dimensiometer has affected his mind and weakened his grasp on reality, to the extent that he sometimes engages in long conversations with the inanimate Dimensiometer itself.

ALLIES

Sands really doesn't play well with others and only has allies, such as the Injustice League, when absolutely necessary for his plans or bank account. Powerful patrons like Starbreaker, whose offers appeal to his greed or ambition, are another matter entirely.

ENEMIES

Hawkman and Hawkwoman are the most prominent, but his involvement in the death of Firestorm and humiliation at Manhunter's (Kate Spencer) hands has probably added her and the resurrected Firestorm to the list.

SHARK



The villain known as Shark began his existence as an ordinary tiger shark. He was accidentally exposed to nuclear radiation and mutated into a highly intelligent and super-powered bipedal shark. Shark received amazing powers but also retained his natural instincts and began hunting prey.

When he encountered Green Lantern, Shark discovered a man who had no fear and also the Green Lantern weakness to yellow. Shark tried to leverage this knowledge, but was reverted back to his original form. Shark returned several times and fought Green Lantern and other heroes, each time with a different temperament and powers.

PERSONALITY

Shark's mind is just as unstable as his genetics. At times he is a master planner able to dethrone Aquaman, other times he is barely able to speak, his mind subsumed by pure instinct.

POWERS & ABILITIES

Shark is a highly evolved tiger shark. He can swim at incredible speeds, breathe underwater and has superhuman strength. His exposure to radioactive waste makes his genetic structure unstable; at times he has displayed vast mental powers and the ability to instill fear in others and devour their minds.

REAL NAME: KARSHON
OCCUPATION: SUPER VILLAIN
BASE: MOBILE

ALLIES

Shark was a member of the Weaponers of Qward and the Secret Society of Super-Villains.

ENEMIES

The Shark has fought many heroes including Superman, Black Condor and Aquaman. Shark has clashed with Hal Jordon more often than any other hero.

SHARK — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	6	5	4	7	6	6	1

POWERS

Aquatic: Immunity 3 (Cold, High Pressure, Drowning); Movement 1 (Environmental Adaptation: Aquatic); Protection 8; Senses 2 (Low-Light Vision, Acute Olfactory); Swimming 10 (500 MPH) • *25 points*
Claws and Teeth: Strength-based Damage 2 • 2 *points*
Devour Minds: Perception Range Weaken Awareness 12 (Resisted by Will) • *36 points*
Instill Fear: Perception Range Affliction 12 (Resisted by Will; Dazed, Compelled, Controlled), Limited to Fear • *24 points*

ADVANTAGES

All-out Attack, Close Attack 5, Evasion, Favored Environment (Aquatic), Improved Critical 2 (Claws and Teeth), Move-by Action, Power Attack

SKILLS

Athletics 6 (+16), Intimidation 12 (+13), Perception 4 (+10)

OFFENSE

	Initiative +5
Claws and Teeth +12	Close, Damage 12, Crit. 18-20
Devour Minds —	Perception Range, Weaken Awareness 12, Resisted by Will (DC 22)
Instill Fear —	Perception Range, Affliction 12, Resisted by Will (DC 22)

DEFENSE

Dodge	8	**Fortitude**	12
Parry	10	**Toughness**	14
Will	12		

POWER POINTS

Abilities	90	**Skills**	11
Powers	87	**Defenses**	18
Advantages	12	**Total**	218

COMPLICATIONS

Unstable: Shark is an unstable genetic mutation. He is often transformed back to an ordinary tiger shark, and each time he is re-mutated his mind and powers change.

SHINING KNIGHT

REAL NAME: SIR JUSTIN
OCCUPATION: HISTORIAN
BASE: NEW YORK CITY, NEW YORK

SHINING KNIGHT (SIR JUSTIN) PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	5	4	7	2	3	3

POWERS

Enchanted Armor: Immunity 2 (Cold, Heat); Impervious Protection 5, Removable (-2 points) • *10 points total*
Enchanted Sword: Strength-based Damage 3, Penetrating 3, Easily Removable (-2 points) • *4 points*

ADVANTAGES

All-out Attack, Equipment, Improved Critical (Sword), Improved Smash, Interpose, Power Attack, Sidekick 12, Takedown, Weapon Break

SKILLS

Athletics 6 (+10), Close Combat: Swords 2 (+9), Expertise: Arthurian Myth and Magic 8 (+10), Expertise: Medieval History 8 (+10), Expertise (AGL): Riding 9 (+14), Insight 6 (+9), Intimidation 6 (+9), Perception 5 (+8), Persuasion 8 (+11)

OFFENSE

Initiative +5

Enchanted Sword +13	Close, Damage 7, Penetrating 3
Unarmed +11	Close, Damage 4

DEFENSE

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

POWER POINTS

Abilities	64	**Skills**	29
Powers	14	**Defenses**	21
Advantages	22	**Total**	150

COMPLICATIONS

Honor: Shining Knight abides by an archaic code of chivalry.

Man Out of Time: Shining Knight has difficulty adjusting to the modern world.

WINGED VICTORY PL6 • 53 POINTS

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

Powers: Winged Horse (Flight 7 (250 MPH), Wings; Growth 4, Permanent, Innate; Protection 2; Speed 4 (30 MPH))

Advantages: Interpose

Skills: Perception 4 (+6)

Offense: Initiative +2, Unarmed +6 (Close, Damage 6)

Defense: Dodge 4, Parry 4, Fortitude 8, Toughness 8, Will 4

Totals: Abilities 20 + Powers 22 + Advantages 1 + Skills 2 + Defenses 8 = 53



Sir Justin was a Knight of the Round Table in the sixth century whose sword, armor and warhorse were enchanted by Merlin after he released the wizard from imprisonment. Pursuing an ogre into the Northland, Justin and Victory were buried in an avalanche of ice and remained alive in a state of suspended animation until the 1940s. Justin continued to use his knightly skills to fight crime in the twentieth century as the Shining Knight. Merlin often called Justin back to the sixth century to defend the realm of Camelot.

PERSONALITY

The Shining Knight demonstrates anachronistic sixth-century sensibilities that curiously mirrors the values of modern super heroes; he is honorable, devoted to meting out justice, and utterly chivalrous to women.

POWERS & ABILITIES

Shining Knight carries an enchanted sword that can cut through anything except his suit of magical armor. He is well-trained in the use of knightly weapons and in excellent physical condition.

ALLIES

Sir Justin has many allies across the centuries: the Seven Soldiers and the All-Star Squadron in the twentieth century, the Justice Society in the twenty-first century, and the Knights of the Round Table in the sixth century.

ENEMIES

The Shining Knight's most prominent enemies include Morgaine le Fey, the sorceress who plagued Camelot, and the Dragon King, who killed Firebrand, his lady love.

WINGED VICTORY

Merlin's enchantment gave wings to Justin's faithful steed, Victory.

SHRAPNEL



The process by which Mark Scheffer became Shrapnel is unknown, and the up-and-coming hitman is not talking (if he even remembers). He first surfaced while pursuing his first contract to murder a businessman in Kansas City. His attempts to walk past bystanders unnoticed went horribly awry and he decided to kill anyone who saw him … creating a trail of torn corpses that quickly focused attention on him.

Shrapnel went underground and occasionally resurfaced. He was among many exiled villains during Operation: Salvation Run and joined the Cyborg Revenge Squad upon his return. He remains at large and available for work.

PERSONALITY

Psychotic and insanely focused, Shrapnel seems to care only about making it big in the assassination market. His speech is broken and disjointed, probably a result of his structure as a composite being.

POWERS & ABILITIES

Shrapnel's body is composed of thousands of shards of organic metal that he can control individually. He can grow spikes along his body to increase his damage and hurt anyone who gets too close, and fire them from his body in a lethal torrent. His own shape is fluid, capable of becoming a mass of slithering shards, or exploding in all directions. All shards immediately re-form on Shrapnel, and pieces that end up too far away or are kept from rejoining the main body of shards will eventually die.

ALLIES

While Shrapnel prefers to keep all the glory to himself, he has worked with the Suicide Squad and the Secret Society of Super-Villains.

ENEMIES

Shrapnel first faced the Doom Patrol, but he will fight anyone as long as there's money or fame involved.

SHRAPNEL — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	7	5	5	4	0	1	0

POWERS

Body Spikes: Reaction Damage 6, Penetrating 5 (slashing, when attacked in melee) • *29 points*

Composite Organism: Immunity 13 (Critical Hits, Life Support, Sleep); Impervious Protection 6; Enhanced Strength 3, Limited to Lifting (lifting **Str** 10; 25 tons) • *28 points*

Fragmentation: Array (43 points)

- **Fragmentation Blast:** Ranged Multiattack Damage 11 (slashing), Homing, Improved Critical 2, Penetrating 5 • *43 points*
- **Body Explosion:** Area Burst 2 (60 feet) Damage 11 (slashing), Penetrating 7 • *1 point*
- **Disperse Form:** Insubstantial 1 (Metal Fragments) • *1 point*

Jagged Edge: Strength-based Damage 5, Penetrating 5 • *10 points*

ADVANTAGES

Daze (Intimidation), Diehard, Evasion, Great Endurance, Improved Critical 2 (Jagged Edge), Improved Smash

SKILLS

Athletics 3 (+10), Close Combat: Jagged Edge 4 (+8), Deception 8 (+8), Expertise: Hitman 5 (+5), Intimidation 8 (+8), Perception 5 (+6), Ranged Combat: Fragmentation Blast 4 (+11)

OFFENSE

Initiative +5

Body Explosion —	Close, Burst Area 2 (60 feet) Damage 11, Penetrating 7
Fragmentation Blast +11	Ranged, Multiattack Damage 11, Homing, Penetrating 5, Crit. 18-20
Jagged Edge +8	Close, Damage 12, Penetrating 4, Crit. 18-20

DEFENSE

Dodge	7	**Fortitude**	11
Parry	9	**Toughness**	13
Will	5		

POWER POINTS

Abilities	58	**Skills**	20
Powers	112	**Defenses**	15
Advantages	6	**Total**	211

COMPLICATIONS

Living Metal: Shrapnel's components feed on blood; he must regularly kill others in order to feed himself.

Obsession: Shrapnel is fully intent on making a name for himself and will do anything to increase his reputation.

REAL NAME: MARK SCHEFFER
OCCUPATION: HITMAN
BASE: MOBILE

SILVER BANSHEE

SILVER BANSHEE							PL11
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	10	4	2	4	2	3	3

POWERS

Supernatural Sonic Powers: Array (87 points)
- **Banshee Cry:** Burst Area Damage 11 (Penetrating 10) Linked to Burst Area Affliction 11 (Resisted by Fortitude; Auditory Impaired, Auditory Disabled, Auditory Unaware; Limited to a single sense) Linked to Burst Area Weaken Stamina 11 (Limited: Only if true target's identity known) • *87 points*
- **Banshee Shriek:** Cone Area Damage 11 (Penetrating 10) Linked to Cone Area Affliction 11 (Resisted by Fortitude; Auditory Impaired, Auditory Disabled, Auditory Unaware; Limited to a single sense) Linked to Cone Area Weaken Stamina 11 (Limited: Only if target's true identity known) • *1 point*
- **Banshee Wail:** Ranged Damage 11 (Penetrating 10) Linked to Ranged Affliction 11 (Resisted by Fortitude; Auditory Impaired, Auditory Disabled, Auditory Unaware; Limited to a single sense) Linked to Ranged Weaken Stamina 11 (Limited: Only if target's true identity known) • *1 point*

Superhuman Speed: Speed 5 (60 MPH); Enhanced Advantages 2 (Improved Initiative, Seize Initiative) • *7 points*
Teleportation: Teleport 18 (1000 miles), Accurate • *54 points*
Vengeful Wraith: Immunity 30 (Fortitude); Immortality 2; Impervious Toughness 10; Regeneration 2 • *46 points*

ADVANTAGES

Chokehold, Daze (Intimidate), Improved Critical (Unarmed), Improved Grab, Language (Gaelic)

SKILLS

Close Combat: Unarmed 5 (+9), Deception 4 (+7), Expertise: Magic 2 (+4), Insight 4 (+7), Intimidation 6 (+9), Ranged Combat: Supernatural Sonic Powers 9 (+11)

OFFENSE

Initiative +8	
Banshee Wail +11	Ranged, Damage 11, Affliction 11 (Fortitude DC 21), possibly Weaken Stamina 11
Unarmed +10	Close, Damage 6, Crit. 19-20

DEFENSE

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

POWER POINTS

Abilities	68	**Skills**	15
Powers	196	**Defenses**	21
Advantages	5	**Total**	305

COMPLICATIONS

Cursed: The Silver Banshee has returned to "life" a number of times, each time in service to a greater power or to whom she's beholden. Her life is not her own.

Deadly: Silver Banshee freely uses her deadly abilities on anyone in her way.



Centuries ago Siobhan McDougal was a child of Clan McDougal, the lords of Castle Broen for countless generations. Following her father's death, her younger brother Bevan was selected to replace him in the clan. Angry at being passed over and in defiance of her family's wishes, Siobhan attempted to perform the ancient rituals of succession. The souls of her clansmen found her unworthy and cursed her, sending her soul to the Netherworld.

While trapped in the Netherworld, Siobhan met a mysterious being called the Crone who helped Siobhan return to Earth to take vengeance on her clan. Siobhan arrived in the modern day, now cursed to live as the inhuman Silver Banshee. Since then she has sought to slay her clan descendants, fulfill her obligations to the Crone, increase her powers and free herself of her curse by gathering a series of mystical artifacts—though not always in that order. While pursuing her plans the Silver Banshee often finds herself opposing various heroes, including Superman and Supergirl.

PERSONALITY

Silver Banshee is driven, spiteful, ambitious and inconstant in her desires. She craves vengeance whenever wronged and will kill those who get in her way. However, she will also seek to repay any debts of honor she incurs and at times seems more interested in freeing herself from her curse than seeking power and retribution.

POWERS & ABILITIES

Silver Banshee is superhumanly fast, durable, can teleport and has the strength of ten men. Her wail can kill any person within sight whose true identity she knows and can cause pain in others. Her powers are magical in nature.

The Weaken Stamina effect in each of her sonic powers doesn't work if she doesn't know her target's real identity, but the other effects in those powers work normally.

ALLIES

Silver Banshee has no regular allies.

ENEMIES

Silver Banshee has fought Superman on many occasions. She also has faced Batman and repeatedly has run afoul of Supergirl.

REAL NAME: SIOBHAN MCDOUGAL
OCCUPATION: VENGEFUL SPIRIT BASE: MOBILE

SILVER SWAN



Vanessa's father died during an archaeological expedition in Egypt when she was five years old. Vanessa's mother was also an archaeologist and decided to move the family to the United States after her husband's death. Vanessa grew up in Boston feeling like an outsider both at school and in the community.

Through her connections at Harvard, Vanessa's mother chose to take in a strange boarder: Wonder Woman. Vanessa was enamored with Wonder Woman, but soon grew jealous of her beauty. After Diana saved Vanessa's life, the young girl began imagining she'd fight beside Wonder Woman someday.

The trauma of losing her father so young in life took its toll on Vanessa. She was unbalanced by her loss and the addition of Wonder Woman to her family life pushed the girl toward the edge. With the aid of Dr. Psycho, Circe was able to corrupt the girl's feelings and transform her into the Silver Swan.

Circe used Vanessa to attack and harass both Wonder Woman and Wonder Girl. After their battle, Diana took the injured Vanessa to Themyscira to recover.

PERSONALITY

Vanessa is a fragile girl who has endured much in her short life. She is a survivor and extremely loyal to her friends and family.

POWERS & ABILITIES

As Silver Swan, Vanessa can fly using her large, silvery wings, emit a devastating "swan song," and telepathically communicate with and control birds.

ALLIES

Vanessa is a long-time friend of Wonder Woman.

ENEMIES

While under the control of Circe, Silver Swan fought Wonder Woman and Wonder Girl.

REAL NAME: VANESSA KAPATELIS
OCCUPATION: REFORMED VILLAIN BASE: BOSTON, MA

SILVER SWAN — PL11

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

POWERS

Avian Telepathy: Array (49 points)
- **Helping Song**: Summon Avian Life 4 (60 points), Horde, Mental Link, Multiple Minions 4 (16 minions), Variable General Type (Avian Life) • *49 points*
- **Bird Song**: Communication 4 (Mental), Limited to Avian Life; Comprehend Animals 2 • *1 point*

Humming Bird: Sustained Impervious Protection 10 • *20 points*
Swan Song: Array (28 points)
- **Sonic Blast:** Ranged, Damage 14 • *28 points*
- **Sound Wave:** Cone Area Damage 11 • *1 point*
- **Swan Screech:** Burst Area Cumulative Affliction 11 (Resisted by Fortitude; Auditory Impaired, Auditory Disabled, Auditory Unaware), Limited to a single sense • *1 point*

Winged Flight: Flight 8 (500 MPH), Wings • *8 points*

ADVANTAGES

Evasion, Favored Environment (Aerial), Instant Up, Move-by Action

SKILLS

Acrobatics 4 (+8), Athletics 4 (+6), Insight 4 (+6), Perception 6 (+8), Persuasion 6 (+9), Ranged Combat: Swan Song 4 (+8)

OFFENSE

Initiative +4

Sonic Blast +8/+10*	Ranged, Damage 14
Sound Wave —	Close, Cone Area Damage 11
Swan's Screech —	Close, Burst Area Affliction 11, Resisted by Fortitude (DC 21)

*With Favored Environment (Aerial).

DEFENSE

Dodge	8	**Fortitude**	8
Parry	8	**Toughness**	14
Will	6		

POWER POINTS

Abilities	46	**Skills**	14
Powers	108	**Defenses**	19
Advantages	4	**Total**	191

COMPLICATIONS

Self Hatred: Vanessa blames herself for everything bad that has happened to her friends and family.

SWANSONG

Vanessa is the third woman to use the name Silver Swan. The first was Helen Alexandros, the second was Valerie Beaudry. Each incarnation was closely tied to Wonder Woman. Helen had Strength 10 and no Avian Telepathy. Valerie lacked the Avian Telepathy power.

SINESTRO

REAL NAME: SINESTRO
OCCUPATION: CRIMINAL AND WOULD-BE CONQUEROR
BASE: INTERSTELLAR SPACE

An anthropologist on the planet Korugar in space sector 1417, Sinestro encountered the dying Green Lantern Prohl Gosgotha while unearthing the ruins of a long-dead civilization. Gosgotha gave his power ring on to Sinestro, who used it to fight the Green Lantern's pursuer, one of the Weaponers of Qward. After he defeated the Weaponer, Sinestro learned Gosgotha was still alive. Rather than return his power ring, which would allow Gosgotha to survive long enough for help to arrive, Sinestro chose to keep it and allow Gosgotha to die, taking his place in the Green Lantern Corps.

Initially, Sinestro performed extremely well as a Green Lantern. His desire to forge order out of chaos and his dedication to the Corps earned him a reputation as one of the greatest Green Lanterns. Over time, however, he became more and more obsessed with imposing order, to the point where he decided the best way to do so was to conquer Korugar, setting himself up as absolute dictator.



Sinestro was assigned to train novice Green Lantern Hal Jordan from space sector 2814, who bristled at his instructor's authoritarian and rigid attitudes. In the process of helping Sinestro defend Korugar from invasion by the Khunds, Jordan summoned other Green Lanterns for support, exposing Sinestro's conquest of his home world. The Guardians of the Universe stripped Sinestro of his power ring and exiled him to the world of Qward in the anti-matter universe, believing it would teach him humility.

Instead, Sinestro forged an alliance with the Weaponers of Qward and acquired a yellow power ring, returning to the positive-matter universe to destroy Hal Jordan and the Green Lantern Corps. After numerous clashes with his archenemy, Sinestro was eventually captured and sentenced to death for his crimes. He managed to survive by sending his essence into the Central Power Battery on Oa, where he learned the nature of the emotional spectrum and the source of the "yellow impurity" in the Green Lanterns' power rings: the fear Entity Parallax.

Sinestro engineered Parallax's possession of Hal Jordan, corrupting and bringing down the "greatest Green Lantern" as part of his revenge. He eventually freed himself from the Central Battery on Oa and returned to the anti-matter universe, where he founded the Sinestro Corps, offering yellow power rings to the most fearsome and vicious criminals in the universe. He led his Corps in a war against the Green Lanterns and ultimately was defeated by Kyle Rayner and his old foe, Hal Jordan. Still, Sinestro claimed the measures undertaken by the Guardians of the Universe to fight his Corps—namely, permitting Green Lanterns to employ lethal force—made the Green Lantern Corps more like his own, enforcing order through fear throughout the cosmos.

Sentenced to death once again, Sinestro escaped with the intervention of his own Corps and the Red Lanterns, who sought to capture him for Atrocitus, their leader. Blue Lantern Saint Walker claimed Sinestro's survival was vital for stopping the coming of the Blackest Night, and the master of the yellow light of fear proved instrumental as part of the alliance against the Black Lanterns and their master Nekron.

SINESTRO — PL14

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

POWERS

Power Ring: 130 points, Removable (–26 points) • *104 points*
AI and Database: Feature 2 • 2 points
Communication: Senses 1 (Communication Link to Sinestro Corps) • *1 point*
Flight: Flight 14 (32,000 MPH); Movement 4 (Space Travel 3, Environmental Adaptation—Zero-G) • *36 points*
Force Field: Impervious Protection 12; Immunity 10 (Life Support) • *34 points*
Force Manipulation: Array (34 points)
- • **Force Blast:** Ranged Damage 17, Dynamic • *35 points*
- **Force Bubble:** Ranged Burst Area Affects Others Immunity 10 (Life Support), Dynamic • *2 points*
- **Force Constructs:** Create 17, Dynamic• *2 points*
- **Lifting:** Move Object 17, Dynamic • *2 points*
- **Mobile Constructs:** Create 11, Moveable, Dynamic • *2 points*

Scanning Beam: Senses 6 (Analytical All Auditory, All Chemical, and All Visual) • *6 points*
Universal Translator: Comprehend Languages 4 (Read, Speak, Understand, Understood) • *8 points*

ADVANTAGES

All-out Attack, Inspire 3

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 3 (+8), Deception 7 (+10), Expertise: Law Enforcement 8 (+9), Insight 8 (+11), Intimidation 8 (+11), Investigation 4 (+5), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Power Ring 8 (+11)

OFFENSE

Initiative +2	
Power Ring +11	Ranged, Damage 17
Unarmed +8	Close, Damage 2

DEFENSE

Dodge	12	**Fortitude**	10
Parry	10	**Toughness**	14/2*
Will	17	*Without Power Ring Protection	

POWER POINTS

Abilities	42	**Skills**	29
Powers	104	**Defenses**	37
Advantages	4	**Total**	216

COMPLICATIONS

Enemy: Green Lantern Corps.

Obsession: Sinestro is obsessed with enforcing his particular idea of order in the cosmos.

Power Loss: The power ring needs periodic recharging and issues a warning when its power runs low.

PERSONALITY

Sinestro is pathologically devoted to the idea of order in the universe—his order. He believes in the enforcement of peace through fear and intimidation. Since getting kicked out of the Green Lantern Corps, Sinestro has not only founded his own rival corps, but worked to mold the Green Lanterns to his vision. The more ruthless his enemies become in fighting him, the more they adopt his methods of control through fear, the closer Sinestro comes to achieving his goals.

POWERS & ABILITIES

Sinestro was one of the most capable Green Lanterns, and that skill extends to his power with the yellow light of fear. His power ring generates a protective aura around him and allows him to project the yellow light, shaping it according to his will. Sinestro commonly likes to grab and hold opponents in the grip of his power ring, allowing him the opportunity to gloat or lecture them about their inevitable demise before finishing them off.

ALLIES

Sinestro is the leader of the corps bearing his name. He can call upon its members to carry out his orders, since they all know what will happen to them if they do not obey. Sinestro has been an uneasy ally to the other wielders of the lights of the emotional spectrum, during the War of Light and the Blackest Night.

As with many other masterminds and villainous leaders, Sinestro's leadership of his Corps is not reflected in his game traits: he commands the loyalty of thousands of followers, each with a yellow power ring as potentially powerful as his own, along with their Manhunter "power batteries." See the individual entries for the **Sinestro Corps** and the **Manhunters** in this volume for additional details. The Gamemaster should feel free to provide Sinestro with the backing of his Corps and allies if the scenario requires, although he is not the type of leader to hide behind his troops. Sinestro has been known to strike out on his own, his arrogance making him incapable of admitting an inability to handle any challenge.

ENEMIES

Sinestro hates Green Lantern Hal Jordan, whom he blames for his own downfall. He trained and taught Jordan, who betrayed him. Sinestro similarly hates the Guardians of the Universe and all Green Lanterns for their inability to see the greatness of his vision for the universe.

The master of the Sinestro Corps has, in turn, earned more than his share of enemies. He fought and defeated Mongul for mastery of the Corps, and Atrocitus has sworn to kill Sinestro for tracking and capturing him on Earth, though not before he gives Sinestro a taste of his own medicine by destroying everything he cares about. Sinestro has enslaved his former allies on Qward, giving them cause to seek to overthrow him.

THE SINESTRO CORPS



After the return of Hal Jordan led to the revival of the Green Lantern Corps, Sinestro, freed from the Central Power Battery on Oa, set about creating his own corps. Sinestro and his recruits enslaved the Weaponers of Qward and forced them to create additional yellow power rings and a massive central power battery. The rings pierced the dimensional barrier between the anti-matter and positive matter universes to seek out recruits capable of instilling great fear.

Recruits chosen by a yellow ring are forcibly taken to Qward for "reconditioning" to join the ranks of the Sinestro Corps. As Amor Sur learned, this happens whether the new ring-wielder wishes it or not. Absolute and unquestioning loyalty to Sinestro is a key part of the Corps' training, imposed by their brutal drill-sergeant and enforcer Arkillo.

Though the Sinestro Corps wields the yellow light of fear, their job is to spread order throughout the universe, a task Sinestro feels the Guardians of the Universe and their Green Lantern Corps has failed to accomplish. Sinestro has confided in Hal Jordan that he considers his Corps nothing more than a tool to further the cause of order, as evidence pointing out the additional authoritarian measures adopted by the Green Lanterns—such as the use of lethal force—in response to the Sinestro Corp's existence. As he sees it, either the Sinestro Corps will conquer the universe through fear, or else they will make others so fearful that they will do the Corps' work for them.

NOTABLE SINESTRO CORPS MEMBERS

The Sinestro Corps is composed of thousands of members across the cosmos. The following are just a few of its known members:

- **Ampa Nnn** (Sector 3517): Serial killer from the planet Lythyll, known for removing and meticulously cleaning the organs of his victims.
- **Arkillo** (Sector 674): Sinestro Corps' drill sergeant and enforcer, a powerful, savage red-skinned carnivore with large teeth.
- **Bedovian** (Sector 3): Crablike cannibalistic sniper.
- **Borialosaurus** (Sector 3001): From a race of carnivorous sea animals that were hunted down after they killed members of Guardians of the Universe.
- **Despotellis** (Sector 119): Sentient virus responsible for the destruction of eighty-five percent of Space Sector 119.

BASE: QWARD

CURRENT MEMBERS: SINESTRO, AMPA NNN, ARKILLO, BEDOVIAN, BORIALOSARUS, DESPOTELLIS, DEVILDOG, FEENA SIK, HAASP THE HUNTER, KRU-SIL, KIRIAZIS, LOW, MALLOW, MURR THE MELTING MAN, RANX THE SENTIENT CITY, ROMAT-RU, SCIVOR, SLUSHH, TEKIK, AND MANY OTHERS.

PARALLAX

The Entity of the Sinestro Corps is perhaps the most infamous of the emotional spectrum: Parallax, the fear Entity. Created when one of the first creatures in the universe felt fear, Parallax became a parasite, feeding on the fear of entire civilizations and driving them to destroy themselves and others out of sheer paranoia. The Guardians of the Universe eventually captured Parallax and contained it, initially in various vessels, before imprisoning it within the Central Power Battery on Oa, using the green light of willpower to bind it.

Parallax's presence within the green power battery became referred to as "the yellow impurity" and its influence rendered Green Lantern power rings useless against its portion of the spectrum, anything colored yellow. When Sinestro was later imprisoned in the Central Power Battery, he discovered the existence of Parallax and was able to influence the Entity. Through its connection to the Battery and its power rings, Parallax was able to corrupt, and eventually possess, Hal Jordan.

The Parallax Entity attempted to destroy and remake the universe before Jordan was able to exert enough of his own will and personality to force Parallax to sacrifice his life to save the Earth. Parallax eventually separated from Jordan and possessed other hosts (including Kyle Rayner), working with Sinestro and his Corps to further its goal of spreading fear throughout the cosmos.

Parallax has a tremendous power to inflict fear on others (Affliction 20 with dazed, compelled, and controlled effects, resisted by Will) and the power to control those who succumb to fear (the third-degree control effect). It also has all of the powers of Sinestro's power ring without the need for the ring itself.

- **Devildog** (Sector 1567): Convicted murderer on at least seventeen worlds.
- **Feena Sik** (Sector 2897): Artist whose creations come to life and kill.
- **Haasp the Hunter** (Sector 3492): Murderous brother of Green Lantern Harvid.
- **Karu-Sil** (Sector 2815): Savage raised by animals.
- **Kiriazis** (Sector 1771): Spider-like Corps member who "blinds and tortures, splintering the Ring's beams with her prisms."
- **Low** (Sector 3308): A parasite capable of draining all the blood from a victim, then laying eggs in the body of its kills.
- **Mallow** (Sector 614): Head of a bloodthirsty gang of marauders.
- **Murr the Melting Man** (Sector 3490): A scientist named Austin Snow transformed into a near-mindless being able to melt other life-forms by touch.
- **Ranx the Sentient City** (Sector 3272): A massive, artificially intelligent robotic city.
- **Romat-Ru** (Sector 2813): Vile Xudarian criminal.
- **Scivor** (Sector 3106): Possessed of tremendous powers of persuasion, Scivor once posed as a torture god, influencing thousands to murder in his name.
- **Slushh** (Sector 3376): Amorphous alien that consumes prey by engulfing and dissolving it with its internal acids.
- **Tekik** (Sector 3281): Robot from the planet Potter-59-3 that rebelled, creating a "fear program" to infect other artificial intelligences.

SINESTRO CORPSMAN

These traits describe a typical member of the Sinestro Corps (to the extent that there is such a thing). Some members have specific alien traits as well, typically a single unusually high ability (like Arkillo's Strength) or a power (like Slushh's Insubstantiality and digestive acid Damage).

SINESTRO CORPSMAN	PL12 • 168 POINTS
Abilities: Str 1 **Sta** 2 **Agl** 0 **Dex** 2 **Fgt** 3 **Int** 0 **Awe** 1 **Pre** 2	
Powers: Yellow Power Ring (as given in the **Sinestro** entry, but with a 30-point Force Manipulation Array)	
Skills: Athletics 4 (+5), Close Combat: Unarmed 3 (+7), Deception 4 (+6), Insight 8 (+9), Intimidation 6 (+8), Perception 4 (+6), Ranged Combat: Power Ring 7 (+9)	
Offense: Initiative +0, Ring Blast +9 (Ranged, Damage 15)	
Defense: Dodge 10, Parry 10, Fortitude 9, Toughness 14/2, Will 15	
Totals: Abilities 11 + Powers 101 + Advantages 0 + Skills 18 + Defenses 38 = Total 168	

IN BLACKEST DAY, IN BRIGHTEST NIGHT,
BEWARE YOUR FEARS MADE INTO LIGHT,
LET THOSE WHO TRY TO STOP WHAT'S RIGHT,
BURN LIKE HIS POWER ... SINESTRO'S MIGHT!

SIREN

REAL NAME: HILA
OCCUPATION: SOLDIER
BASE: THE DIMENSION OF XEBEL, THE BERMUDA TRIANGLE, EARTH'S OCEANS

SIREN — PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	8	4	4	10	0	3	3

POWERS

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

Atlantean Telepathy: Mental Communication 2 (1 mile), Area, Selective, Quirk: Atlanteans only • *11 points*

Hard Water Powers: Array (24 points)

- **Control Water:** Damaging Move Object 8 (6 tons) • *24 points*
- **Hard-Water Weapons:** Strength-based Damage 2, Penetrating 5, Reach 4 • *1 point*
- **Hard-Water Projectiles:** Ranged Multiattack Damage 8 • *1 point*
- **Shape Water:** Create 8, Movable • *1 point*

Swimming: Swimming 9 (250 MPH) • *9 points*

ADVANTAGES

All-out Attack, Animal Empathy, Daze (Intimidation), Favored Environment (Aquatic), Improved Initiative, Languages (Atlantean), Power Attack, Startle

SKILLS

Acrobatics 4 (+8), Athletics 3 (+12), Expertise: Soldier 8 (+8), Insight 5 (+8), Intimidation 7 (+10), Perception 5 (+8), Ranged Combat: Hard Water Powers 8 (+12), Stealth 2 (+6)

OFFENSE

Initiative +8

Control Water +12	Ranged, Damage 8
Hard-Water Weapons +10	Close, Damage 10, Penetrating 5, Reach 4 (20 feet)
Hard-Water Projectiles +12	Ranged, Multiattack Damage 8
Unarmed +10	Close, Damage 8

DEFENSE

Dodge	12	**Fortitude**	11
Parry	12	**Toughness**	8
Will	9		

POWER POINTS

Abilities	80	**Skills**	21
Powers	53	**Defenses**	19
Advantages	8	**Total**	181

COMPLICATIONS

Enemy: Siren is dedicated to destroying Aquaman.

Relationship: Siren has also sworn revenge against her sister, Mera.

Twin sister to Mera of Xebel, Hila took up her mission after Mera proved unable to kill Aquaman and betrayed the Atlantean exiles of Xebel. She took the name "Siren" and allied with Aquaman's foe Black Manta in an effort to kill the Sea King and use Manta's son Jackson (Aqualad) to free the exiles of Xebel from the Bermuda Triangle.

PERSONALITY

Contrary to her name, Siren is not a seductive charmer of the sea, but a cold-blooded, vicious killer. She is imperious and commanding, and willing to sacrifice anyone, including her own family, to achieve her goals.

POWERS & ABILITIES

Siren has Atlantean aquatic adaptations, allowing her to breathe water and making her far stronger, faster, and tougher than a surface dweller, able to resist the crushing pressures and freezing cold of the ocean depths.

She also shares her sister's power to increase the density of water, creating "hard water" constructs. Siren's perferred use of her power is creating various close combat weapons,



particularly blades, out of available water to wield against her foes. One of her hard water weapons typically does Strength-based Damage 3 (added to Siren's already considerable Strength).

ALLIES

Siren works with a squad of Xebelian soldiers under her command; lower all of her abilities by 2 ranks, keeping the same powers and skill ranks, save for Siren's Hard Water power, to get the traits of her soldiers. They are armed with close combat weapons for +3 damage added to their Strength ranks and should be considered minions (*DC Adventures Hero's Handbook,* page 174). She has worked with Aquaman's foe Black Manta as well.

ENEMIES

Siren has sworn to kill both Aquaman and her traitorous sister, his wife Mera. She has also threatened to kill Aqualad (Jackson Hyde) as a means of freeing her people from their dimensional exile. Alongside Black Manta, Siren led a force of warriors from Xebel against the surface world.

SOLOMON GRUNDY



Many years ago, vain and wealthy merchant Cyrus Gold was murdered, his body dumped into Slaughter Swamp near Gotham City. Mystical forces in the swamp attempted to transform Gold into a new incarnation of Earth's plant elemental, but because Gold did not die by fire, the process was only partially successful.

Decades later, a massive, shambling figure rose from the swamp, killing a pair of escaped convicts and stealing their

SOLOMON GRUNDY — PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
18	20	0	0	6	-2	0	0

POWERS

Impenetrable Hide: Impervious Toughness 8 • *8 points*
Soulless: Immunity 5 (Control effects) • *5 points*
Unliving: Immunity 30 (Fortitude) • *30 points*

ADVANTAGES

All-out Attack, Close Attack 4, Fearless, Improved Hold, Power Attack

SKILLS

Intimidation 8 (+8)

OFFENSE

Initiative +0

Unarmed +10	Close, Damage 18

DEFENSE

Dodge	8	**Fortitude**	Immune
Parry	8	**Toughness**	20
Will	9		

POWER POINTS

Abilities	84	**Skills**	4
Powers	43	**Defenses**	19
Advantages	8	**Total**	158

COMPLICATIONS

Fury: Grundy is given to uncontrollable bouts of temper and rage.

Gullible: Grundy is often fooled into helping out a new "friend."

REAL NAME: NONE
OCCUPATION: NONE BASE: MOBILE

clothes. He adopted the name Solomon Grundy from the children's rhyme ("Solomon Grundy, born on a Monday … ") and embarked on a series of crimes in Gotham. The first Green Lantern (Alan Scott) confronted Grundy who was, being a creature of plant matter, resistant to his power ring. The creature was defeated and apparently destroyed when hurled beneath a train.

Solomon Grundy has been destroyed numerous times over the past several decades, each time eventually reappearing, sometimes slightly different in personality, attitude and appearance. Typically, Grundy is a nearly mindless creature, driven by base instincts like greed and anger. He hides out in swamps, wilderness, or sewer tunnels, stealing more out of habit than any real need, sometimes working at the behest of some new "friend" or ally. Other incarnations have shown the potential for empathy (particularly toward a pretty female face) and even kindness. Some even have a greater degree of intellect and sophistication, though these incarnations are also often the most cruel and evil. Solomon Grundy's power level has varied somewhat in his different incarnations, allowing a *DC Adventures* Gamemaster to make the villain higher or lower power level than given here (which is fairly typical for his appearances).

PERSONALITY

Solomon Grundy's personality is much like that of a child: he desires positive attention, but is easily angered. When the brute's temper flares, he flies into a destructive rage, smashing and attacking everything in sight. Sometimes he can be calmed, but more often he simply fights until a stronger force overcomes him. Some versions of Grundy demonstrate more intellect and sophistication (or at least self-control) but he is usually defined by his rages.

POWERS & ABILITIES

Grundy is among the strongest and toughest beings known, his inhuman form possessed of supernatural power and durability. He is beyond most mortal concern and his mind is typically too dim and inhuman for outside influences to penetrate, though he can be and often is deceived or persuaded.

Solomon Grundy's ability to return from the dead is more of a plot device than a real power, since it seems to take considerable time before the creature rises again from the swamp where he was "born," longer than specified for the Immortality power and essentially only between stories. So far, no damage or circumstances have been able to prevent Grundy's eventual resurrection. If the Gamemaster chooses, he may assign Solomon Grundy at least 1 rank in Immortality to reflect this capability.

ALLIES

Solomon Grundy is typically a pawn or hireling for other villains. He has worked with incarnations of the Injustice Society on occasion, but the lone creature has few, if any, true allies.

ENEMIES

Grundy's primary foe over the years has been the original Green Lantern (Alan Scott) and his teammates in the Justice Society. Years later, he fought Gotham City's new protector Batman and his Justice League teammates.

JOHNNY SORROW

Johnny Sorrow (his stage name; his true name is unrevealed) was a silent film actor who lost his job when "talkies" replaced silent films. He steals a device that grants him intangibility and the ability to teleport and uses these powers to commit crimes. He runs afoul of the JSA and, during one encounter, Sandy the Golden Boy (later Sandman) damages his device. Rejecting an opportunity to surrender, Johnny Sorrow attempts to escape with the broken device, but the malfunctioning machine throws him into a different dimension known as the Subtle Realms.

While trapped there, Johnny Sorrow becomes a servant of the King of Tears, a powerful demon that wants to manifest on Earth. The King of Tears cannot manifest on Earth himself, but is able to send Johnny back to Earth. Johnny finds his wife and takes his mask off, revealing the change that the King of Tears inflicted upon him. His wife drops dead at the sight of his face.

Later, Johnny Sorrow kills six of the Seven Shadows merely by exposing his face. The last Shadow alerts the JSA to the threat. Johnny Sorrow opens a portal for the King of Tears, but Spectre transforms the demon into actual tears that the Flash (Jay Garrick) places in a laboratory.

REAL NAME: UNKNOWN
OCCUPATION: CRIMINAL, FORMER SILENT FILM ACTOR
AFFILIATION: INJUSTICE SOCIETY
BASE: MOBILE

Johnny Sorrow returns to Earth several decades later and reforms the Injustice Society. This sets the stage for a number of conflicts with the JSA, most notably when Johnny Sorrow kidnaps Stargirl and tricks her into kissing him so that he can become human again. This transformation would have resulted in the death of Stargirl and her lover Atom-Smasher, but the JSA thwarted Johnny Sorrow's plan.

PERSONALITY

Horrified by his own face, Johnny Sorrow is a dedicated servant of the King of Tears, if only to use the demon for his own ends—becoming human again. He harbors a particular hatred for the current Sandman, whom he blames for his disfigurement.



JOHNNY SORROW — PL14

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

POWERS

Bend Energy: Immunity 20 (Energy effects) • *20 points*
Golden Mask: Array (56 points)
- **Sorrow's Face:** Cone Area Sustained Damage 14, Alternate Resistance (Will), Sense-dependent (Sight), Limited—Only against living beings who can perceive Sorrow's face • *56 points*
- **Ghostly Form:** Insubstantial 4, Continuous; Teleportation 10 (4 miles) • *1 point*

Levitation: Flight 4 (30 MPH), Levitation • *4 points*
Summon Mask: Feature • *1 point*
Undying: Immortality 10 • *20 points*

ADVANTAGES

Defensive Roll 5, Diehard, Evasion, Fascinate (Deception), Fearless, Improved Initiative, Leadership, Ranged Attack 5, Seize Initiative, Taunt, Uncanny Dodge, Well-informed

SKILLS

Close Combat: Unarmed 10 (+12), Deception 10 (+15), Expertise: Silent Film Star 10 (+11), Insight 10 (+14), Intimidation 10 (+15), Persuasion 10 (+15)

OFFENSE

	Initiative +6
Revealed Face —	Perception Ranged, Sustained Damage 14, Resisted by Will (DC 24), Sense-dependent (Sight)
Unarmed +12	Close, Damage 1

DEFENSE

Dodge	8	**Fortitude**	7
Parry	8	**Toughness**	11/6*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	54	**Skills**	30
Powers	102	**Defenses**	17
Advantages	20	**Total**	223

COMPLICATIONS

Servant of the King of Tears: Johnny Sorrow is beholden to and the willing servant of a major demon that is trapped in another dimension. Most of Johnny Sorrow's schemes involve bringing the King of Tears to Earth.

Can't See Own Face: If Johnny Sorrow sees his own face he will be temporarily paralyzed and powerless.

POWERS AND ABILITIES

Johnny Sorrow's most potent power is his own face. Anyone who looks upon it dies or, in rare cases, suffers some other terrible (but not fatal) calamity. He is intangible and can bend energy harmlessly around him. He loses this intangibility when he removes his mask. The mask itself can be destroyed, but Johnny can easily re-form it.

ALLIES

Johnny Sorrow has been a member and sometimes leader of the Injustice Society.

ENEMIES

Johnny Sorrow counts the JSA and the JLA amongst his enemies.

THE KING OF TEARS

Johnny Sorrow's "master" is an entity from the so-called "Subtle Realms"—a mystical layer reality beyond what any human being can experience while remaining sane. Unable to access the physical world alone, the King of Tears has used Johnny as its pawn in an effort to summon (and later, reconstitute) it. The King of Tears is a Power Level X being (see page 6) beyond game traits: immortal and immensely powerful. Should the heroes face it, they will need all of their wits and determination to overcome it. In the past, only the Spectre (page 189) has been able to defeat or contain the King of Tears.

SPECTRE

The origins of the Spectre entity are open to dispute, with some believing it to be one of the archangels performing the duties for which it was created, while others hold that it is a fallen angel that repented and accepted the role as the Lord's instrument of wrath as penance. It is known that Eclipso preceded the Spectre in the role before being stripped from the office for corrupting its mandate, and that the entity has been joined with a number of mortal hosts over the eons in order to maintain perspective for its pursuit.

Immediately prior to WWII Jim Corrigan, a murdered policeman with a black-and-white moral code became host to the entity, and during this partnership the Spectre allied with the JSA for many adventures over the decades. After many years, Corrigan finally came to peace with his fate and his soul moved on, leaving the Spectre temporarily without a host. Hal Jordan took up the mantle and for a while transformed the role to Spirit of Redemption rather than Vengeance. This created problems with the fundamental nature of the entity, and when Jordan also moved on, he left the Spectre entity susceptible to manipulation by an Eclipso-possessed Jean Loring, resulting in a brutal campaign of terror directed at users of magic on Earth and many associated realms. Finally provoked into destroying the Lord of Order known as Nabu the Wise, an act of such magnitude it could not be ignored by The Presence, the entity again was forcibly bound to a recently murdered policeman, Crispus Allen of the Gothan City Police Department. Allen is slowly learning to cope with his new existence and responsibilities, as well as coming to grips with his full powers.

PERSONALITY

As the Angel of Vengeance, the Spectre's core personality is elemental, an unforgiving force of nature absolutely relentless in its pursuit of its brutal duty to punish the guilty. When combined with a host, Spectre is more a gestalt, subsuming many of the host's own personality traits in tandem with its own and exaggerating others (such as Corrigan's anger and sense of righteousness or Jordan's sometimes reckless certainty).

POWERS & ABILITIES

The primary statistics here represent the Spectre at the upper end of what can reasonably be expressed with actual numbers, and even they are flexible, as the Spectre can stunt pretty much anything from his array and has, ranging from Growth (capping bonuses at his PL) and hefty Move Object effects, to monstrous Nullify effects and even Healing effects over large areas. This represents the fact that most of what we consider reality is merely clay in the Spectre's hands, to reshape at will. An eternal being, the Spectre is practically indestructible against any mundane threat and most arcane ones. His senses border on the omniscient and his physical form is infinitely mutable. His signature ability, however, is the transformation of the guilty and their surroundings into instruments of justice running the gamut from animate scissors to transforming targets into candles and "lighting" them.

ALLIES

The Spectre's allies include the Hosts of Heaven, various good-aligned mystics, and his former teammates in the JSA.

REAL NAME: UNKNOWN, THOUGH IMPLIED TO BE "RAGUEL" OR POSSIBLY "AZTAR"
OCCUPATION: THE SPIRIT OF THE LORD'S VENGEANCE, THE WRATH OF GOD, SEVENTH OF THE SEVEN MOST HIGH
BASE: MOBILE

During Corrigan's term as host, he also worked with the Batman to great effect on several occasions.

ENEMIES

Few enemies last long against the power of the Spectre, though Eclipso has continued to cause him problems.



THE SPECTRE — PL18

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	20	8	8	10	9	20	16

POWERS

Divine Perception: Senses 42 (Analytical on all Sight and Awareness effects, Awareness 3 (Cosmic, Divine, Magical; Extended 5 on all Awareness effects), Counters All Concealment on Sight and Hearing, Counters Illusion on Sight and Hearing, Analytical Detect Guilt, Postcognition (Limited to the commission of crimes, sins, etc.), Tracking) • *40 points*

Otherworldly Being: Comprehend 11 (Animals (Speak To, Understand), Languages (Read, Speak, Understand, Understood), Objects, Plants, Spirits (Communicate, Medium)); Immortality 16, Limited—Not if killed with magic; Morph 4 (Any Form), Continuous; Movement 6 (Dimensional Travel 3, Space Travel 3) • *74 points*

Reality Manipulation: Array (135 points)

- **Microcosm:** Illusion 15 (All senses), Area 3, Selective; Dynamic • *135 points*
- **Conjure from Thin Air:** Continuous Perception Ranged Create 18, Innate, Precise, Dynamic • *2 point*
- **Cruelly Ironic Justice:** Cumulative Perception Ranged Affliction 18 (Resisted by Will; Dazed, Stunned, Transformed), Precise, Subtle, Variable Descriptor 2 (Magical), Dynamic • *2 points*
- **Inescapable Punishment:** Perception Ranged Damage 18, Variable Descriptor 2 (Magical), Dynamic • *2 point*
- **Nowhere To Hide:** Remote Sensing 25 (All Visual and Auditory), Simultaneous, Dimensional 3, Subtle, Dynamic • *2 point*
- **Reality Is As I Will It To Be:** Perception Ranged Continuous Transform 16 (Anything to Anything, 25 tons), Dynamic • *2 point*
- **World Walking:** Teleport 20 (4,000 miles), Accurate, Attack (plus self), Easy, Extended (1 million miles), Increased Mass 20 (25,000 tons), Subtle 2 (World subtly shifts around a passenger before they realize it), Dynamic • *2 point*

Spectre: Concealment 10 (Limited to non-magical senses); Impervious Toughness 20; Immunity 110 (all Toughness and Fortitude effects; Limited to non-magical effects, Limited to half-strength on Toughness effects); Insubstantial 4 (Continuous; Precise, Subtle 2) • *95 points*

HOSTS

For Jim Corrigan and Crispus Allen, use the Supporting Cast archetype for Police Officer with small modification—Corrigan has **Pre** 2, Intimidation 6 (+8) and Will 4; Allen has **Int** 2, **Awe** 2, and Investigation 6 (+8).

ADVANTAGES

Benefit 6 (Status: Wrath of God Incarnate), Daze (Intimidation), Extraordinary Effort, Fascinate (Intimidation), Fearless, Seize Initiative, Skill Mastery (Intimidation)

SKILLS

Expertise: Heaven and The Presence 16 (+25), Expertise: Supernatural World 16 (+25), Intimidation 12 (+28)

OFFENSE

Initiative +8	
Unarmed +10	Close, Damage 16
Reality Manipulation —	Perception Ranged, Damage 18 or other effects

DEFENSE

Dodge	12	**Fortitude**	Immune
Parry	12	**Toughness**	20
Will	20		

POWER POINTS

Abilities	214	**Skills**	22
Powers	356	**Defenses**	6
Advantages	12	**Total**	610

COMPLICATIONS

Instrument of the Lord's Will: The Spectre is bound to the role it plays and cannot set aside its duty regardless of what its hosts may want or need. A primal entity, it has little personal direction apart from its mandate and answers unswervingly to its "boss" known as The Presence.

Wrath is More Than A Word: The Spectre is not actually an instrument of justice, but rather of a divine and decidedly Old Testament vengeance—compassion and forgiveness play little part in its actions.

PUNISHED FOR HIS FAILURES

During the times when the Spectre has been "demoted," such as the period following his successive failures to defeat the Anti-Monitor and the Great Evil Beast, he operates at PL 12, with the following modifications: drop abilities to **Str** 10, **Sta** 12, **Int** 8, **Awe** 12, and **Pre** 8. Halve the ranks on his array powers, drop the Space and Time Travel effects altogether, and pull in the rest of his numbers until they meet his adjusted caps.

WRATH OF GOD INCARNATE

There have been times in the career of the Spectre when he has achieved a level of power second only to The Presence that created him. Those heady times have generally been right before hubris combined with failures in action or judgment caused him to be punished by The Presence and knocked back down to a level that allows him to be more easily defeated. During those heights of ability, the Spectre is the very definition of a PLX or plot device character rather than a character with enumerated stats. He has whatever numbers the Gamemaster chooses to use at that level, assuming the Gamemaster chooses to use numbers at all—after all, why bother working out the Strength trait necessary to hold open black holes, the Move Object rank needed to juggle stars, or the Transform rank used in turning an entire layer of Hell into a pretty meadow with dancing unicorns when you can simply describe it as happening.

SPEEDY



A victim of child abuse, Mia Dearden ran away from home at an early age and was eventually forced into prostitution. Her life changed when she met Green Arrow, who sent her to his "friend" Oliver Queen for help. Mia impressed Queen by quickly figuring out that he and Green Arrow were one and the same, prompting the Emerald Archer to adopt her as his new ward. Though Queen and his associates trained Mia in archery and various other combat skills, he initially refused to allow her to suit up to fight crime alongside him.

Mia finally became the new Speedy a couple of years later. Queen allowed her to become an active crimefighter after Mia discovered she contracted the HIV virus while a prostitute. Mia has battled by his side ever since.

PERSONALITY

Mia Dearden grew up on the mean streets where she had to learn how to take care of herself in order to survive. Wise beyond her years, she's cunning, courageous and capable of keeping her head under the most stressful circumstances. Now that she's become a costumed adventurer, she finally feels like she has a future and she won't give it up without a fight.

POWERS & ABILITIES

Mia is an expert archer trained by Oliver Queen himself, and she carries an arsenal of Queen's trick arrows. Black Canary schooled her in a number of martial arts, making her a skilled hand-to-hand combatant and acrobat.

REAL NAME: MIA DEARDEN
OCCUPATION: ADVENTURER
BASE: STAR CITY

SPEEDY — PL8

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

POWERS

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 Immobilized), Extra Condition, Limited Degree • 1 point
- **Stun Arrow:** Ranged Affliction 3 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point

ADVANTAGES

Accurate Attack, Defensive Roll 3, Equipment 3, Improved Aim, Improved Critical (Standard Arrow), Improved Initiative, Precise Attack 2 (Ranged, Cover and Concealment), Quick Draw

SKILLS

Acrobatics 3 (+6), Athletics 7 (+8), Close Combat: Unarmed 3 (+6), Deception 3 (+5), Expertise: Streetwise 4 (+5), Insight 6 (+7), Intimidation 2 (+4), Investigation 4 (+5), Perception 4 (+5), Ranged Combat: Bow and Arrows 9 (+11), Stealth 6 (+9)

OFFENSE

Initiative +7

Unarmed +6	Close, Damage 1
Bow +11	Ranged, Damage 5, Crit. 19-20, or other effects

DEFENSE

Dodge	11	**Fortitude**	6
Parry	9	**Toughness**	4/1*
Will	6	*Without Defensive Roll.	

POWER POINTS

Abilities	28	**Skills**	26
Powers	0	**Defenses**	24
Advantages	13	**Total**	91

COMPLICATIONS

Complications: Motivation—Legacy: Mia is motivated to live up to her mentor Green Arrow's example. **Chronic Illness:** Speedy is HIV-positive and must deal with the health and social implications.

ALLIES

Speedy is the Green Arrow's sidekick and a close friend of Black Canary, Roy Harper and Connor Hawke. She's also a member of the Teen Titans.

ENEMIES

Mia has had particularly unpleasant run-ins with former-Robin Jason Todd, the Electrocutioner and the League of Assassins.

STAR SAPPHIRE



The only child of Ferris Aircraft founder and aerospace mogul Carl Ferris, Carol dreamed of becoming a pilot, and developed considerable skill in flying and understanding planes. Her dreams were cut short, however, by her father's ill health and the need for someone to handle the day-to-day operations of his company. So she set aside her own wishes and took over as CEO of Ferris, telling most people her father was living in retirement in Miami.

Carol hired Hal Jordan as a test pilot despite his history as a troublemaker, partially because their fathers had been close. She found herself attracted to Jordan, but her refusal to date an employee initially stifled their relationship. Technical consultant Hector Hammond's romantic interest in Carol turned dangerous after he was mutated by exposure to a meteor fragment in the wreckage of Abin Sur's spacecraft.

As Carol and Hal's relationship blossomed, the alien Zamarrons learned Carol was in love with Sector 2814's Green Lantern and used an alien gem to transform her into Star Sapphire. She fought Green Lantern on different occasions under the gem's influence, and their relationship suffered for it.

Years later, after Carol and Hal had gone their separate ways, she fell under the Star Sapphire's influence again. Hal was able to free her from it, and the Zamarrons decided the gem exerted too much influence over its wearer, so they created the first violet power rings. A ring sent to Earth offered Carol membership in the Star Sapphires and she accepted only when she learned Hal was in danger and she could help him. Since then, she has worked in cooperation with the Star Sapphires, Green Lantern and the other Lantern Corps.

STAR SAPPHIRE — PL13

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

POWERS

Power Ring: 125 points, Removable (–25 points) • *100 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:** Impervious Protection 12; Immunity 10 (Life Support) • *34 points*
- **Force Manipulation:** Array (30 points)
  - **Conversion Crystals:** Ranged Affliction 10 (Resisted by Will; Hindered, Immobile, Transformed), Progressive, Dynamic • *31 points*
  - **Force Blast:** Ranged Damage 15, Dynamic • *2 points*
  - **Force Constructs:** Create 15, Dynamic • *2 points*
  - **Lifting:** Move Object 15, Dynamic • *2 points*
  - **Mobile Constructs:** Create 10, Movable, Dynamic • *2 points*
- **Heart's Connection:** Enhanced Advantage (Diehard), Affects Others, Ranged • *3 points*
- **Sense Love:** Senses 4 (Detect Love, Ranged, Acute, Analytical) • *4 points*
- **Universal Translator:** Comprehend Languages 4 (Read, Speak, Understand, Understood) • *8 points*

ADVANTAGES

Attractive 2, Defensive Attack

SKILLS

Close Combat: Unarmed 3 (+6), Expertise: Business 8 (+10), Insight 6 (+8), Perception 6 (+8), Persuasion 4 (+7), Ranged Combat: Power Ring 9 (+11), Vehicles 6 (+8)

OFFENSE

Initiative +2

Force Blast +11	Ranged, Damage 15
Unarmed +5	Close, Damage 0

DEFENSE

Dodge	13	**Fortitude**	10
Parry	10	**Toughness**	13
Will	15		

POWER POINTS

Abilities	30	**Skills**	21
Powers	100	**Defenses**	40
Advantages	3	**Total**	194

COMPLICATIONS

Relationship: Carol is in love with Green Lantern Hal Jordan and the two of them share a complicated relationship.

Responsibility: As one of the Star Sapphires, Carol owes responsibility to other wielders of the violet light of love.

REAL NAME: CAROL FERRIS
OCCUPATION: CEO OF FERRIS AIRCRAFT
BASE: COAST CITY, CALIFORNIA

PERSONALITY

Carol's life is characterized by love and duty. Initially, she put aside her own dreams out of love for her father and took over running his company. She tried to put aside her attraction to Hal Jordan for the good of that company, and later she agreed to take up a role she thought she had escaped in order to help the man she loved. Her restored role as Star Sapphire has increased Carol's confidence and willingness to try to move past the difficulties she faced in fully accepting love in her life.

POWERS & ABILITIES

Star Sapphire wears a violet power ring, giving her most of the powers common to ring wielders, backed by her will and imagination. In particular, the power ring automatically protects her, creating a force field and allowing Star Sapphire to survive in hostile environments, including deep space and other planets.

She can project violet light from the ring as pure energy or form various light constructs in whatever shape she wishes. Star Sapphire can use her ring to surround a target in violet crystals which show the subject his or her greatest love and attempt to rehabilitate any suffering related to that love. Targets possessed of strong willpower may break out of the crystals before any transformative effect takes hold.

The violet ring also allows Star Sapphire to sense when love is endangered and to forge a connection between loving hearts that acts as a kind of lifeline or tether. This automatically stabilizes a dying subject, allowing the loved one to recover from near death.

ALLIES

As a Star Sapphire, Carol can call upon her sister members of the corps, though her strong sense of independence means she rarely does so. Her strongest ally is Green Lantern Hal Jordan, though Carol does know various other members of the super hero community, including some of the Justice League.

ENEMIES

For much of the time she was Star Sapphire, Carol's primary foe was her lover, the Green Lantern Hal Jordan.

Since accepting a violet power ring and membership with the Star Sapphires, her primary foes have been members of other Lantern Corps, particularly Hal's foe Sinestro, and the death-Entity Nekron and his Black Lanterns. She also has a history with Hector Hammond, who considered himself her boyfriend despite their entire relationship consisting of one business dinner. Hammond remains violently jealous of Carol's affection for Hal Jordan, and knows Jordan's identity as Green Lantern.

THE STAR SAPPHIRES

BASE: ZAMARON
CURRENT MEMBERS: CAROL FERRIS, DELA PHARON, FATALITY, MIRI RIAM, MISS BLOSS, RACE, KRYB

Billions of years ago, when the Guardians of the Universe decided to focus on the green light of willpower to the exclusion of the rest of the emotional spectrum, a group of female Malthusians disagreed. Rather than abandon all other emotion, they left Oa and settled on the planet Zamaron. There they found the first star sapphire, lying between the crystallized skeletons of two lovers hidden in a cave. The female Malthusians became known as the Zamarons, and they studied and nurtured the violet light of love, seeking to spread its influence.

Initially, the Zamarrons empowered females from other species by giving them star sapphire crystals. The crystals, however, tended to overwhelm the minds of those who wielded them, making them irrational. One such Star Sapphire, Dela Pharon of Space Sector 1416, is known to have killed her lover, a Green Lantern, and encased their entire world in violet crystal so they could "be together forever."

The Zamarrons recognized this flaw in the violet light's power after a confrontation with Green Lantern Hal Jordan. So they chose to follow the example of the Oans and fashion violet power rings to channel the light of love instead. They also began more aggressively recruiting members of a new Star Sapphire "corps" to be deployed in the impending War of Light. To this end, they encased some captured members of the Sinestro Corps in conversion crystals, using the violet light to "fill the void within their hearts."

The Star Sapphires fought alongside other Lantern Corps in the War of Light and during the Blackest Night, when the Black Lanterns raised the skeletal lovers inside the violet power battery. Star Sapphire Carol Ferris resides on Earth, while other Star Sapphires work to spread love's light throughout the cosmos.

FOR HEART LONG LOST AND FULL OF FRIGHT,
FOR THOSE ALONE IN BLACKEST NIGHT,
ACCEPT OUR RING AND JOIN OUR FIGHT,
LOVE CONQUERS ALL WITH VIOLET LIGHT!



FATALITY

Yrra Cynrill was the eldest child of Xanshi's ruling family. She was away when her home world was destroyed, making her Xanshi's sole survivor. When she learned that a Green Lantern failed to prevent the disaster, she swore vengeance against them all. As "Fatality" she became a bounty hunter and later a member of the Sinestro Corps. The Star Sapphires encased her in conversion crystals to heal and rehabilitate her. She has since forgiven herself, and John Stewart for failing to prevent the destruction of her home world.

FATALITY — PL13 • 227 POINTS

Abilities: Str 7 **Sta** 4 **Agl** 5 **Dex** 4 **Fgt** 10 **Int** 0 **Awe** 2 **Pre** 2

Powers: Power Ring (as Star Sapphire's, but with Force Field (Impervious Protection 8; Immunity 10 (Life Support)) and a 28-point Array with each effect reduced by 1 rank; see **Star Sapphire**)

Advantages: All-out Attack, Attractive, Evasion, Improved Initiative, Improvised Weapon, Power Attack, Quick Draw, Tracking

Skills: Acrobatics 6 (+11), Athletics 6 (+13), Close Combat: Unarmed 4 (+14), Deception 4 (+6), Insight 4 (+6), Intimidation 4 (+6), Perception 6 (+8), Ranged Combat: Power Ring 8 (+12), Stealth 6 (+11), Vehicles 4 (+8)

Offense: Initiative +9, Power Ring +12 (Ranged, Damage 14), Unarmed +14 (Close, Damage 7)

Defense: Dodge 14, Parry 14, Fortitude 13, Toughness 12, Will 13

Total:s Abilities 68 + Powers 92 + Advantages 8 + Skills 26 + Defenses 33 = Total 227

MIRI

While on their honeymoon, Miri and her husband Kered were attacked by Mongul, who crippled their ship. When Kered begged him for mercy, Mongul killed Kered and left Miri to die, adrift in space. Before Miri could follow her husband into death, a violet ring found her and offered to fill the hole in her broken heart. She accepted and became one of the Star Sapphires.

MIRI — PL12 • 180 POINTS

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

Powers: Power Ring (identical to Star Sapphire's 30-point Array; see **Star Sapphire**)

Advantages: Attractive, Ultimate Effort (Will checks)

Skills: Acrobatics 4 (+6), Close Combat: Unarmed 2 (+4), Insight 8 (+12), Perception 6 (+10), Persuasion 8 (+10), Ranged Combat: Power Ring 8 (+9)

Offense: Initiative +2, Power Ring +9 (Ranged, Damage 15), Unarmed +4 (Close, Damage 0)

Defense: Dodge 11, Parry 9, Fortitude 9, Toughness 13, Will 15

Totals: Abilities 26 + Powers 100 + Advantages 2 + Skills 18 + Defenses 34 = Total 180

THE PREDATOR

Like the other colors of the emotional spectrum, the violet light has an Entity that is its avatar and part of its essence. It is called "the Predator." Like the other emotional entities, the Predator is capable of possessing a living host, and it may have exerted greater influence over wearers of the Star Sapphire gems rather than the violet power rings. The Predator existed in the violet power battery on Zamaron, but the actions of the Black Lanterns shattered the battery and freed the Entity, which now works with the Star Sapphires (and Carol Ferris) willingly.

STARFIRE

REAL NAME: KORIAND'R
OCCUPATION: TAMARAN PRINCESS, FORMER FASHION MODEL
BASE: MOBILE



Koriand'r was born the younger of two daughters to King Myand'r of planet Tamaran. Because her older sister, Komand'r, suffered from a childhood defect that deprived her of the Tamaranean ability to process sunlight for flight and thus was deemed unfit to rule, Koriand'r became first in line to the Tamaran throne as well as the object of her sister's hatred and resentment. Komand'r attempted to kill Koriand'r when the two were under the tutelage of the Warlords of Okaara. For this act, Koriand'r was banished from Tamaran. She chose to ally with the Citadel, a race of conquerors who had warred with Tamaran for over a century.

Armed with Komand'r's knowledge of Tamaran, the Citadel overwhelmed Tamaran's defenses. King Myand'r was forced to sue for peace at the cost of Koriand'r's freedom. For six years, Koriand'r suffered torture and humiliation at the hands of Gordanian slavers, who were allies of the Citadel. An attack by the Psions resulted in the capture of both sisters. Unaware of Tamaran physiology and their innate ability to absorb and convert solar energy, the Psions conducted solar absorption experiments on the sisters. They thus unwittingly handed Koriand'r the keys to her freedom. She took advantage of a Citadel attempt to rescue Komand'r to free herself using her newly developed Starbolts, and commandeered a ship to escape to the nearest inhabited planet, Earth.

There, Starfire was among the young new heroes recruited by Raven to form a new team of Teen Titans to battle her demonic father, Trigon. The Titans helped Starfire fend off the slavers sent to recapture her and later returned with Starfire to Tamaran to free her people from the Citadel. Starfire battled her sister, now known as Blackfire, for leadership of Tamaran, but the people ultimately chose Komand'r as their ruler. Despite several obstacles along the way, including Starfire's brief political marriage to a Tamaranean prince, a romance developed between Starfire and Nightwing that rekindles sporadically to the present day.

The Titans underwent many membership changes over the years, but Starfire was one of the constants on the roster, eventually becoming a mentor to the next generation of Titans featuring a new Robin, Wonder Girl, Superboy, and Kid Flash. During Infinite Crisis, Starfire was stranded in a distant galaxy with Adam Strange and Animal Man. The trio spent the better part of a year returning to Earth in their damaged ship, encountering Lobo and hounded by Lady Styx.

PERSONALITY

Like most of her race, Starfire is very emotional—quick-tempered and hot-blooded. This manifests as steadfast devotion to her friends, fiery passion for her lovers and terrible wrath toward her enemies. Even after all her time on Earth, Starfire is still adjusting to the comparatively conservative attitudes and restrained emotions of its people.

POWERS & ABILITIES

Starfire's Tamaranean physiology allows her to fly by harnessing solar energy. Starfire can subsist on sunlight alone and survive unaided in outer space for extended periods of time. Her people also have the ability to assimilate foreign languages simply by touching a native speaker. After being subject to Psion experimentation, Starfire's natural ability was modified, allowing her to channel absorbed sunlight

STARFIRE — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	10	5	5	10	1	3	3

POWERS

Language Assimilation: Comprehend Languages 2 (Speak and Understand all languages), Quirk (Requires Physical Contact to "Learn") • *3 points*
Solar Conversion: Flight 10 (2,000 MPH) • *20 points*
Solar Sustenance: Immunity 10 (Life Support), Limited (Requires sunlight); Regeneration 2, Source (Sunlight) • *6 points*
Star Bolts: Ranged Damage 12 • *24 points*

ADVANTAGES

Agile Feint, All-out Attack, Attractive 2, Improved Initiative, Leadership, Move-by Action, Power Attack, Teamwork

SKILLS

Acrobatics 5 (+10), Close Combat: Unarmed 2 (+12), Expertise: Modeling 7 (+8), Intimidation 8 (+11), Perception 4 (+7), Persuasion 5 (+8), Ranged Combat: Starbolts 5 (+10)

OFFENSE

Initiative +9

Starbolts +10	Ranged, Damage 12
Unarmed +12	Close, Damage 10

DEFENSE

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

POWER POINTS

Abilities	94	**Skills**	18
Powers	53	**Defenses**	16
Advantages	9	**Total**	190

COMPLICATIONS

Enemy: Starfire's sister, Blackfire, harbors a deep resentment toward and lifelong hatred for her.

Power Loss: During any prolonged period without exposure to sunlight, Starfire loses her Flight and Starbolts powers

Relationship: Starfire has an on-again, off-again romance with Dick Grayson.

Temper: Starfire has a very short fuse.

into concentrated energy blasts known as starbolts. Starfire was also trained in combat by the Warlords of Okaara, skills she later honed in sparring sessions with her Titans teammate, Donna Troy.

ALLIES

Starfire is most often associated with the Teen Titans and is on excellent terms with the team in all of its incarnations, and has a particular soft spot in her heart for Nightwing. She recently developed a close friendship with Animal Man during a year when they were stranded in space.

ENEMIES

Starfire has battled many enemies as a member of the Teen Titans, most notably Brother Blood, Deathstroke, and Trigon. Her sister, Blackfire, remains Starfire's greatest personal enemy.

STARGIRL

REAL NAME: COURTNEY WHITMORE
OCCUPATION: STUDENT
AFFILIATION: JUSTICE SOCIETY OF AMERICA
BASE: MANHATTAN, NY; BLUE VALLEY, NE

Courtney Whitmore was born to parents who divorced when she was very young. Her mother found a new love in Pat Dugan and Courtney rebelled. She began to act out against her new stepfather and rummaged through his personal belongings soon after he and her mom were married. She discovered Sylvester Pemberton's Cosmic Converter Belt and learned that Pat was formerly the superhero Stripesy.

Courtney decides to dress up as the Star-Spangled Kid for a school costume party just to irk Pat, and the costume attracts trouble. Pat dons his S.T.R.I.P.E. battlesuit, which he'd been working on, to aid her. Together they uncover a conspiracy in Blue Valley. Courtney eventually comes into contact with the JSA and is given Starman's staff. She names herself Stargirl. Courtney becomes romantically involved with Captain Marvel, Jr. and later harbors a crush on Jakeem Thunder. Captain Marvel, Jr. breaks off the relationship rather than reveal that he's actually a teenage boy, not the adult he appears to be.

Stargirl suffers a tragedy when agents of Per Degaton slaughter her family. The damage is undone through time travel with the help of Atom-Smasher and Black Adam. During this adventure Stargirl realizes that she loves Atom-Smasher. She promises to wait for him after he is jailed for crimes committed as a result of his misguided morality.

After the battle with Superboy-Prime, Stargirl finally accepts Pat Dugan as her real father and enters college. Atom-Smasher keeps his distance due to difference in their ages, but when they are both threatened by Johnny Sorrow he finally accepts their love for each other. Stargirl continues to be a member of the JSA.

PERSONALITY

In many ways Stargirl is a typical teenager, brash, impulsive and sarcastic. She often overcompensates in an effort to prove her worth to her teammates and, when angered, is ca-

STARGIRL — PL11

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

POWERS

Cosmic Converter Belt: Removable (-15 points) • *62 points*
Enhanced Abilities: Enhanced Agility 4; Enhanced Stamina 5; Enhanced Strength 6 • *32 points*
Shooting Star: Ranged Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) Linked to Nullify Electronics 10, Simultaneous; Accurate 3 • *39 points*
Force Field: Sustained Protection 4 • *4 points*
Cosmic Rod: Easily Removable (-16 points) • *24 points*
Flight: Flight 8 (500 MPH) • *16 points*
Star Blast: Ranged Damage 12 • *24 points*

ADVANTAGES

Agile Feint, Defensive Attack, Improved Trip, Instant Up, Power Attack

SKILLS

Acrobatics 4 (+12), Athletics 8 (+12), Close Combat: Unarmed 6 (+10), Insight 4 (+8), Perception 4 (+8), Ranged Combat: Star Blast 6 (+10)

OFFENSE

Initiative +8

Solar Blast +10	Ranged, Damage 12
Unarmed +10	Close, Damage 8

DEFENSE

Dodge	10	**Fortitude**	8
Parry	8	**Toughness**	12/8*
Will	8	*Without Force Field.	

POWER POINTS

Abilities	50	**Skills**	14
Powers	86	**Defenses**	10
Advantages	5	**Total**	165

COMPLICATIONS

Impulsive: Stargirl often enters conflicts without thinking about the consequences.

Love: Stargirl's various romantic entanglements have caused her problems on occasion.

Plays Rough: Stargirl is still a bit unsure of her own strength and sometimes uses far more force than necessary.

S.T.R.I.P.E. — PL9 • 148 POINTS

Abilities: Str 10 **Sta** 7 **Agl** 2 **Dex** 3 **Fgt** 4 **Int** 5 **Awe** 1 **Pre** 1

Powers: Battlesuit (Removable (-17 points), **Armor** (Impervious Toughness 10, Protection 5); **Computer Guidance** (Enhanced Advantages 7 (Improved Aim, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip); **Enhanced Strength 3**; **Jets** (Flight 8 (500 MPH)); **Large** (Growth 4 (Permanent, Innate)); **Searchlight** (Environment 3 (Light, 120 feet); **Self-Repair Systems** (Regeneration 2); **Sensors** (Senses 2 (Communication Link to Stargirl, Radio); **Weapon Systems** (Array (20 points), **Snare** (Ranged Cumulative Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree), **AE: Flying Fist** (Ranged Damage 10, Limited -2 (2 Fists (Standard action to reconnect), Loses ability use hand(s))), **AE: Rocket** (Ranged Burst Area Damage 9, Unreliable (2 Rockets), **AE: Taser** (Ranged Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated))))

Advantages: *Improved Aim, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip*, Interpose, Inventor, Ultimate effort (Technology checks)

Skills: Close Combat: Unarmed 4 (+8), Intimidation 7 (+10), Perception 6 (+7), Ranged Combat: Weapon Systems 5 (+8), Technology 9 (+14), Vehicles 7 (+10)

Offense: Initiative +6, Unarmed +8 (Close, Damage 10), Flying Fist +8 (Ranged, Damage 10), Rocket +8 (Ranged, Burst Area Damage 9)

Defense: Dodge 6, Parry 6, Fortitude 8, Toughness 12, Will 6

Totals: Abilities 44 + Powers 66 + Advantages 3 + Skills 19 + Defenses 16 = 148

Complications: Overprotective: S.T.R.I.P.E. has a fatherly concern for Stargirl and would sacrifice himself to protect her.

pable of unleashing deadly force. Stargirl is fearless and willingly takes on opponents that are clearly stronger than she.

POWERS AND ABILITIES

Stargirl has no native powers other than trained skill in the martial arts. Her Cosmic Converter Belt offers her protection and the ability to disrupt electronics and nervous systems; her Cosmic Rod enables her to fly and can emit potent blasts of energy.

ALLIES

Stargirl is a member of the Justice Society of America.

ENEMIES

As a member of the JSA, Stargirl has many enemies, but Johnny Sorrow, Per Degaton and Solomon Grundy have been particularly personal adversaries.

S.T.R.I.P.E.

Like the original Star-Spangled Kid, Pat Dugan was inspired by an altercation with Nazi agents to become a costumed crime fighter. He adopted a costume and the moniker "Stripesy" to fight super-villains. Later, he teamed up with the Star-Spangled Kid and built the Star-Rocket Racer, their super car. The two heroes joined the Seven Soldiers of Victory and later became part of the All-Star Squadron.

After his retirement, Pat remarried (his first wife left him) and gained a stepdaughter, Courtney Whitmore. Unable to prevent her from becoming a super hero, Pat instead put his engineering skills to use and created a battlesuit that he calls "Special Tactics Robotic Integrated Power Enhancer," or S.T.R.I.P.E., in order to support her in her adventures.



STARMAN (TED KNIGHT)

A wealthy playboy with a brilliant scientific mind, Ted Knight poured his inheritance into the construction of his greatest invention: the gravity rod. When war loomed, Ted Knight joined the crusaders donning costumes to protect their homeland and became Starman, protector of Opal City.

Along with his teammates in the Justice Society, Starman spent years trapped in Limbo staving off Ragnarok and the end of the world. After his return, Starman retired and eventually handed off his legacy to his son Jack, who urged Ted Knight to spend his remaining years serving the world through his science.

PERSONALITY

Starman is a hero driven by his strong sense of what's right, and his confidence that he has the intelligence and ability to change the world.

POWERS & ABILITIES

Starman's powers come from his greatest invention—the gravity rod that focuses the power of the stars, allowing him to fly, project energy blasts and force fields, and more.

REAL NAME: THEODORE HENRY "TED" KNIGHT
OCCUPATION: SCIENTIST
BASE: OPAL CITY, MD

STARMAN (TED KNIGHT) PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	2	3	3	7	2	2

POWERS

Cosmic Rod: Removable (–13 points) • *54 points*
Energy Shield: Sustained Protection 10, Affect Others • *20 points*
Shooting Star: Flight 7 (250 MPH) • *14 points*
Stellar Energy Control: Array (28 points)
- **Stellar Blast:** Ranged Damage 14, Dynamic • *29 points*
- **Gravity Manipulation:** Move Object 14 (400 tons), Dynamic • *2 points*
- **Starlight:** Environment 4 (Bright Light, 250 feet), Dynamic • *2 points*

ADVANTAGES

Accurate Attack, Benefit 2 (Independently Wealthy), Extraordinary Effort, Improved Defense, Inspire 2, Inventor, Leadership, Move-by Action, Power Attack, Precise Attack (Ranged, Cover), Well-informed

SKILLS

Acrobatics 3 (+5), Athletics 6 (+8), Close Combat: Unarmed 7 (+10), Expertise: Physics 10 (+17), Insight 7 (+9), Perception 8 (+10), Ranged Combat: Gravity Rod 7 (+10), Technology 10 (+17)

OFFENSE

Initiative +2

Stellar Blast +10	Ranged, Damage 14
Unarmed +10	Close, Damage 2

DEFENSE

Dodge	10	**Fortitude**	8
Parry	10	**Toughness**	13/3*
Will	11	*Without Energy Shield.	

POWER POINTS

Abilities	48	**Skills**	29
Powers	54	**Defenses**	29
Advantages	13	**Total**	173

COMPLICATIONS

Guiding Star: Ted Knight's strong moral compass allows him to lead by example—not just the citizens of Opal City, but his fellow heroes and those who follow him as Starman.

Guilt: The guilt Ted Knight felt over his part in inventing the atomic bomb led to him spending part of the 1950s in a sanitarium. Ever since, the possible repercussions of his inventions and actions weigh heavily on him, sometimes leading him to do nothing at all.

ALLIES

Starman's greatest allies have always been his friends in the Justice Society and the All-Star Squadron, but he was particularly close to his cousin, the first Phantom Lady, and Black Canary, with whom he had a brief affair. Years later he worked closely with his sons when they carried on the legacy of Starman, as well as other heroes who protected Opal City.

STARMAN (JACK KNIGHT) PL11

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

POWERS

Cosmic Rod: Removable (–13 points) • *54 points*
Energy Shield: Sustained Protection 10, Affect Others • *20 points*
Cosmic Rod Flight: Flight 7 (250 MPH) • *14 points*
Stellar Energy Control: Array (28 points)
- **Stellar Blast:** Ranged Damage 14, Dynamic • *29 points*
- **Gravity Manipulation:** Move Object 14 (400 tons), Dynamic • *2 points*
- **Starlight:** Environment 4 (Bright Light, 250 feet), Dynamic • *2 points*

ADVANTAGES

Agile Feint, All-out Attack, Extraordinary Effort, Power Attack, Seize Initiative

SKILLS

Acrobatics 7 (+10), Athletics 7 (+8), Close Combat: Unarmed 6 (+10), Expertise: Ephemera 12 (+13), Insight 8 (+10), Investigation 7 (+8), Perception 8 (+10), Ranged Combat: Gravity Rod 6 (+8), Sleight of Hand 6 (+8), Stealth 2 (+5)

ENEMIES

Starman's greatest nemesis is the first Mist, and the two of them battled through the decades. Any enemies of the original Justice Society are also enemies of Starman, in particular the villains of the original Injustice Society.

OFFENSE

Initiative +3	
Stellar Blast +8	Ranged, Damage 14
Unarmed +10	Close, Damage 1

DEFENSE

Dodge	9	**Fortitude**	8
Parry	9	**Toughness**	13/3*
Will	8	*Without Energy Shield.	

POWER POINTS

Abilities	36	**Skills**	35
Powers	54	**Defenses**	22
Advantages	5	**Total**	152

COMPLICATIONS

Motivation—Responsibility: Jack, reluctantly, agreed to become Starman because he recognized that Opal City needed a hero and in order to protect his father from the original Starman's enemies.

Relationships: Jack was surrounded with many people important to him, from his father and brother to the O'Dare clan, to, eventually, his girlfriend Sadie Falk and his son (with the Mist (Nash) Kyle Theo Knight. Villains often threatened those dear to him.

STARMAN (JACK KNIGHT)

The son of Ted Knight, the first Starman, Jack Knight had no interest in heroics until his father retired and the Mist killed his brother, who had taken up the legacy of Starman. Wielding one of his father's cosmic rods, Jack Knight became Starman to avenge his brother and protect his father, then fell into the role of Opal City's protector when he found he enjoyed it.

Like his father, who helped found the Justice Society of America, Jack Knight helped bring together a new incarnation of the JSA. In his time as Starman, Jack protected Opal City from many threats, met all those who shared the Starman name on Earth and beyond, and rallied Opal City's protectors, culminating in a final battle against all his foes to save the city from destruction.

Early in his days as Starman, Jack was forced to father a son with the daughter of his father's nemesis, the Mist. The final battle for Opal City resulted in the Mist killing his daughter and dying alongside Jack's father, leaving only Jack to care for the boy. Retiring from heroics, Jack passed on his cosmic rod to Stargirl and moved to San Francisco to raise his son.

REAL NAME: JACK KNIGHT
OCCUPATION: COLLECTIBLES STORE OWNER
BASE: OPAL CITY, MD



PERSONALITY

Jack begins his career as a rebel and an outsider. During his time as Starman, however, he comes to accept his role as a defender of the people of Opal City. He does, however, maintain his independent streak and approaches heroics unlike many of the heroes he worshipped as a child, even while working alongside them in the JSA.

POWERS & ABILITIES

Starman's powers come from the cosmic rod created by his father, the original Starman. Jack isn't as accurate with the cosmic rod as his father was, but he's a more versatile and creative combatant. Jack often uses All-out Attack to increase his accuracy with the staff. In hand-to-hand combat, he's likely to use Power Attack to increase his damage.

ALLIES

Starman has a number of friends and family members he can call on in times of need. First and foremost is his father, the original Starman (Ted Knight) as well as all the others who've carried that name or wielded the cosmic rod. The O'Dare family of Opal City police officers are good friends Jack can always rely on for help even in the most unusual of circumstances. He also befriended his father old villain, the Shade, as well as a reborn Solomon Grundy and a super-strong ex-bank robber named Jake "Bobo" Benetti. Jack's most unusual ally is the ghost of his brother David, whom he visits with infrequently, but helps Jack work through what's happening in his life and helps come up with solutions he wouldn't have thought of on his own.



ENEMIES

Starman's most persistent foes are the original Mist and his daughter Nash, who eventually took the mantle of the Mist after Jack killed her brother Kyle. The shadow-manipulating dwarf named Culp shared a body with the Shade and used the knowledge he gained in the time the two were joined to almost manage to destroy Opal City. The mad bomber known as the Infernal Doctor Pip also caused problems for Jack and Opal City before being stopped.

STARMAN (MIKAAL TOMAS)

Mikaal Tomas came to Earth as part of an alien invasion force, one of the few of his race able to wield the power of the sonic crystal. But when his lover was killed trying to warn humanity of the invasion, Tomas took up her cause and became Starman, fighting one final battle against his decimated race to save the Earth.

Heartbroken and alone, Tomas spent years drugged into a stupor and on display as part of a sideshow carnival outside Opal City. Discovered and rescued by another Starman, Jack Knight, Tomas was nursed back to health until he was a warrior and a hero once again. Though he found love once more, again his love was killed—sending Tomas on a quest for justice that led him to join the Justice League.

In combat, Mikaal relies heavily on his Accurate Attack advantage to hit his opponents and varies his Attack bonus and Damage rank depending on what's called for.

STARMAN (DAVID KNIGHT)

After waiting for years to take on his father's legacy as Starman, David Knight spent only a few nights wearing the red and green costume before he was shot. As he lay near death, Dr. Fate granted Knight a final wish and let him stand in as Opal City's pro-

STARMAN (MIKAAL TOMAS)	PL10 • 164 POINTS
Abilities: Str 8 **Sta** 6 **Agl** 4 **Dex** 3 **Fgt** 7 **Int** 1 **Awe** 2 **Pre** 1	
Powers: Sonic Crystal (**Energy Blast** (Ranged Damage 13, Accurate 2), **Flight** 7 (250 MPH)); **Talokian Physiology** (Impervious Toughness 8, Protection 6, Regeneration 3)	
Advantages: Accurate Attack, Close Attack 5, Fast Grab, Great Endurance, Improved Critical 2 (Energy Blast), Improved Hold, Improved Smash, Interpose, Move-by Action	
Skills: Acrobatics 6 (+10), Athletics 4 (+12), Insight 6 (+8), Perception 8 (+10)	
Offense: Initiative +4, Sonic Crystal +7 (Ranged, Damage 13, Crit. 18-20), Unarmed +12 (Close, Damage 8)	
Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 12, Will 8	
Totals: Abilities 64 + Powers 59 + Advantages 14 + Skills 12 + Defenses 15 = 164	
Complications: Motivation—Responsibility/Justice: Mikaal becomes a hero in order to defend the people of Earth from his own race, which sent him here to help them conquer it. Later, after his partner Tony is killed, he's motivated to bring the killers to justice. **Alien:** Mikaal is an alien with blue skin, dark eyes, and a slightly androgynous look.	

STARMAN (DAVID KNIGHT) PL9 • 124 POINTS

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

Powers: Cosmic Rod (Array (20 points), Removable (-5 points), **Star Beam** (Ranged Damage 10, Dynamic), **AE: Star Blast** (Ranged Cone Area Damage 6, Dynamic), **AE: Starshine** (Ranged Affliction 10 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Dynamic); **Star Cape** (Removable (-4 points), Flight 7 (250 MPH); Sustained Protection 8)

Equipment: Starship (**Size:** Huge, **Str:** 8, **Tou:** 9 **Def:** 8; **Features:** Flight 8 (500 MPH), Gravity Beam (Move Object 8, Continuous), Communications, Infirmary, Remote Control)

Advantages: Defensive Attack, Equipment 10, Improved Disarm, Luck, Move-by Action

Skills: Acrobatics 6 (+8), Athletics 6 (+8), Close Combat: Unarmed 5 (+8), Perception 8 (+9), Ranged Combat: Cosmic Rod 5 (+8), Vehicles 5 (+8)

Offense: Initiative +6, Star Beam +8 (Ranged, Damage 10), Unarmed +8 (Close, Damage 2)

Defense: Dodge 8, Parry 8, Fortitude 8, Toughness 10, Will 8

Totals: Abilities 30 + Powers 38 + Advantages 14 + Skills 18 + Defenses 24 = 124

Complications: Motivation—Responsibility: David becomes Starman because he believes it's his destiny and responsiblity. **Doomed:** David was apparently born to die, something he is aware of during his time as the Starman of the 1950s.

tector during the year his father spent in a sanitarium, decades before, as the mysterious Starman of 1951. Wearing a costume and wielding weapons made by his father's allies in the All-Star Squadron, the Starman of 1951 protected Opal City for a year and a day before David Knight was summoned back to the moment of his death and died, certain that he was a hero.

STARMAN (THOM KALLOR)

Thom Kallor was born in the thirtieth century aboard an observation satellite orbiting the planet Xanthu, to parents who studied the stars by gathering their radiation—radiation that caused Kallor to be born a mutant with the ability to draw matter from the stars and add it to any object around him. Kallor's abilities made him a scientific curiosity, studied by the scientists of Xanthu for years before he ran away to Earth, where he joined the Legion of Super-Heroes as Star Boy.

While in the Legion, Kallor fell in love with fellow Legionnaire Dream Girl. Soon thereafter, Kallor was attacked by a former suitor of Dream Girl wearing a shield that reflected Kallor's powers back on himself. Immobilized and in mortal danger, Kallor was forced to kill the man. Though he acted in self-defense, Kallor was ejected from the Legion of Super-Heroes. After spending time redeeming himself as a member of the Legion of Substitute Heroes, Kallor was welcomed back into the Legion of Super-Heroes.

Early in the 21st century an adult Thom Kallor appeared calling himself Starman. Starman was taken in by the Justice Society, who discovered that Starman's mind had been unhinged by the journey that brought him from the 31st century to the 21st via an alternate Earth where he had been forced to fight in a bloody war between heroes. His behavior was erratic, so much so that he lived in the Sunshine Sanitarium



when not with the JSA. Starman eventually remembered that he had been sent to the 21st century on a mission for the Legion, a mission to recover the body of Superboy so he could be revived in the future.

That mission accomplished, Starman remained in the 21st century with the JSA, eventually revealing that other members of the Legion Espionage Squad had traveled with him into the past to defeat an attack by the first Brainiac that would kill Superman and tear apart history. After defeating Brainiac, Starman joined his fellow Legionnaires on a journey across the galaxy of the 21st century, enlarging Brainiac's bottled cities and returning them to their home worlds.

PERSONALITY

Starman's mind is unbalanced, but he remains a hero who enjoys doing the right thing just for the fun of it.

POWERS & ABILITIES

Starman has the ability to control the mass of people and objects around him, using it to weigh down his opponents, make objects lighter, or hit either as if he were much stronger. His costume was made by three Brainiac 5s in the thirty-first century and contains a map of the multiverse, which Starman can use to open black-hole gateways from one Earth to another.

REAL NAME: THOM KALLOR
OCCUPATION: LEGIONNAIRE BASE: NEW YORK, NY

STARMAN (THOM KALLOR) PL12

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

POWERS

Flight: Flight 7 (250 MPH) • *14 points*
Gravity Manipulation: Array (53 points)
- **Weight of Stars:** Ranged Cumulative Burst Area Affliction 10 (Resisted by Fortitude; Hindered and Vulnerable, Defenseless and Immobile), Accurate 4, Extra Condition, Limited Degree, Reversible • *53 points*
- **Increase Gravity:** Ranged Cumulative Affliction 10 (Resisted by Fortitude; Hindered and Vulnerable, Defenseless and Immobile, Incapacitated), Accurate 4, Extra Condition, Reversible • *1 point*
- **Gravity Control:** Damaging Move Object 12, Improvised Weapon • *1 point*
- **Power of Gravity:** Enhanced Strength 8 • *1 point*
- **Personal Gravity Control :** Enhanced Strength 16, Limited to Lifting (lifting **Str** 18; 6,000 tons) • *1 point*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3); Flight 7 (250 MPH) • *19 points*
Telepathic Plug: Comprehend 3 (Languages; Speak, Understand, Understood), Mental Communication 1 (100 feet) • *10 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst) • *9 points*

ADVANTAGES

Benefit 1 (Legion Membership), Defensive Roll 4, Equipment 8, Improved Smash, Well-informed



SKILLS

Close Combat: Unarmed 5 (+8), Perception 6 (+6), Persuasion 7 (+10)

OFFENSE

Initiative +3	
Increase Gravity +12	Ranged, Cumulative Affliction 12, Resisted by Fortitude (DC 22)
Weight of Stars —	Ranged, Cumulative Affliction 12, Resisted by Fortitude (DC 22)
Gravity Control +12	Ranged, Damaging Move Object 12, Improvised Weapon
Unarmed +8	Close, Damage 2/10 with Power of Gravity

DEFENSE

Dodge	12	**Fortitude**	10
Parry	12	**Toughness**	8/4*
Will	12	*Without Defensive Roll.	

POWER POINTS

Abilities	42	**Skills**	13
Powers	71	**Defenses**	36
Advantages	15	**Total**	173

COMPLICATIONS

On a Mission: Though he enjoys being a superhero, Starman never forgets (and constantly reminds his friends) that he's on an important mission from the future.

Crazy: Starman's mind was scrambled by his journey through the multiverse as he traveled between the future and the past.

ALLIES

Starman's closest allies are his friends in the Legion of Super Heroes—particularly his true love, Dream Girl. Since coming to the twenty-first century, Starman has found new friends among the Justice Society, but along with the rest of the Legion he has long been friends with Superman.

ENEMIES

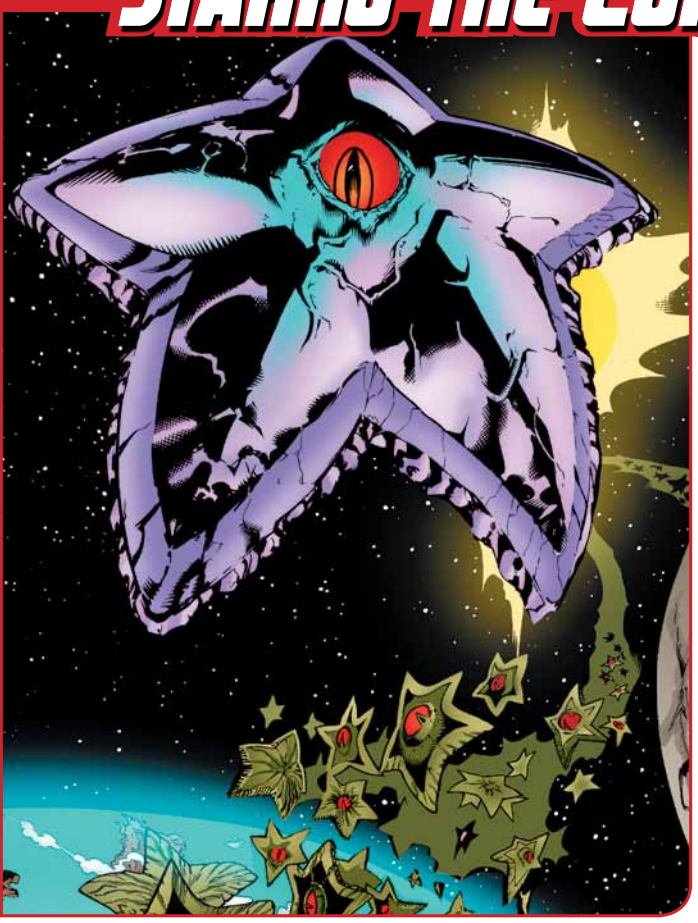
The enemies of Starman's friends are his enemies, though his slightly unhinged mind leads him to chase minor criminals as often as super-villains.

TIME-LOST HERO

During the time Starman was in the 21st century on his mission for the Legion of Super-Heroes he often exhibites abilities that allowed him to move to other Earths and detect objects that weren't native to the Earth in which they currently resided. To reflect Starman of that era, add the following powers.

Map of the Multiverse: Array (8 points)
- **Black Hole Gateway:** Movement 2 (Dimensional travel, any alternate Earth), Portal • *8 points*
- **52!:** Senses 2 (Detect items from other Earths, Analyze their Earth of origin) • *1 points*

STARRO THE CONQUEROR



Millions of years ago, a star-shaped race of aliens left its home world on the far end of the universe and set out across the stars. Solitary nomads, enormous motherstars traveled alone through space until they found a world with sentient creatures. Dropping down from orbit, the motherstar would release millions of starrophyte spores that rained down to fall upon the creatures below. When a living, sentient creature touched the starrophyte, the spore would attach itself and the creature would become a slave of Starro, mentally dominated by the motherstar. Settling in to rule over the world, the motherstar would eventually give birth to a clutch of new motherstars, who would fight until only one survived to be sent out into the stars in search of the next world Starro would conquer.

PERSONALITY

Starro is an arrogant being, treating all other life as subservient to its needs, and confident in its power to conquer and dominate other worlds. It considers its conquest part of a "greater good" of bringing order to a chaotic cosmos. It takes what it wants without remorse and only a clearly superior threat can cause it to retreat, since the only instinct stronger than conquest in Starro's psyche is survival.

POWERS & ABILITIES

A massive alien creature, Starro is tremendously strong and resistant to harm, made more so by its ability to absorb most forms of energy, redirecting it as blasts of power from the tips of its limbs or from its single great eye. Like an earthly starfish, Starro can regenerate from any portion of its body.

STARRO THE CONQUEROR — PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
14	14	2	2	10	10	10	4

POWERS

Domination: Perception Ranged Affliction 15 (Resisted by Will; Dazed, Stunned, Controlled), Progressive, Reaction (when Starrophyte grabs target) Linked to Mind Reading 15 (Limited—Controlled victims only) • *120 points*

Energy Absorption: Immunity 20 (Energy Damage); Ranged Damage 16, Accurate 4, Fades • *40 points*

Giant Alien Starfish: Extra Limbs 3 (5 manipulator limbs); Growth 8, Innate, Permanent • *20 points*

Invulnerability: Immortality 1; Immunity 10 (Life Support); Impervious Toughness 10; Protection 2; Regeneration 5 • *29 points*

Star-Flight: Flight 10 (2,000 MPH); Movement 2 (Space Travel 2) • *24 points*

Starrophyte Invasion: Summon 6, Horde, Mental Link, Multiple Minions 10 (1,024 PL6 minions); Remote Sensing 25 (Visual), Simultaneous, Medium: Starrophytes • *189 points*

ADVANTAGES

Fast Grab, *Improved Grab*, Improved Hold, Inspire 5, Leadership, Seize Initiative

SKILLS

Expertise: Science 8 (+18), Intimidation 4 (+12), Perception 2 (+12)

OFFENSE

Initiative +2

Energy Absorption +10	Ranged, Damage 16, Fades
Unarmed +10	Close, Damage 14

DEFENSE

Dodge	6	**Fortitude**	14
Parry	6	**Toughness**	16
Will	16		

POWER POINTS

Abilities	100	**Skills**	7
Powers	422	**Defenses**	14
Advantages	9	**Total**	552

COMPLICATIONS

Obsession: Order and control.

Power Loss: The chemical quicklime automatically counters Starro's Domination power.

Vulnerability: Starro is vulnerable to cold attacks. Starro's Invulnerability does not apply, and both Starro and his starrophytes suffer an additional degree of effect from cold effects (including a first degree even with a successful resistance check).

REAL NAME: STARRO
OCCUPATION: CONQUEROR
BASE: MOBILE

Starro's greatest power is the ability to replicate tremendous numbers of spores, allowing it to seize control over a planet's populace. Starro's victims conquer themselves, and it shows a preference for thalls with great power, such as metahumans.

Starro's travels go far beyond simple space travel. Motherstars also have been known to drift through the Bleed in an attempt to colonize other worlds and have even traveled through time (with the aid of a dominated Rip Hunter).

ALLIES

Starro has no allies save for those under the mental thrall of its starrophytes. Even these unwilling servants can be saved and turned against their master if the symbiotes are removed using quicklime or extreme cold.

ENEMIES

All free sentients in the cosmos oppose Starro the Conqueror, at least until they, too, fall under its control.

STARROPHYTES

Adjust Starro's Multiple Minions to whatever value seems appropriate. He can theoretically produce billions of starrophytes, but a thousand minions appear sufficient in actual combat, enough for multiple starrophytes to engage each opponent. More than a thousand are routinely generated as plot devices. In any case, 10 ranks for a thousand, 20 ranks for a million, and 30 ranks for a billion minions.

When a Starro motherstar comes to Earth, its modus operandi is to float above a city or country and drop his starrophytes, which proceed to try to grab their targets. Starro automatically activates Domination as a Reaction when a starrophyte successfully grabs a target. Starrophytes will have to perform team attacks in order to successfully grab powerful opponents like Superman. Starro's Remote Sensing allows him to use Domination through his starrophytes, but he can only use Domination on those his starrophytes have successfully grabbed.

STARROPHYTES — PL6 MINIONS • 61 POINTS

Abilities: Str 0 **Sta** 4 **Agl** 4 **Dex** 6 **Fgt** 1 **Int** 0 **Awe** 1 **Pre** 0

Powers: Tiny Alien Starfish (Extra Limbs 3; Shrinking 8, Innate, Permanent)

Advantages: Grabbing Finesse, *Improved Grab*, Improved Hold, Teamwork

Skills: Close Combat: Grab 4 (+10)

Offense: Initiative +4, Grab +9 (Close, Damage 0)

Defense: Dodge 8, Parry 5, Fortitude 4, Toughness 4, Will 1

Totals: Abilities 36 + Powers 20 + Advantages 3 + Skills 2 + Defenses 0 = 61

STARRO THE CONQUEROR — PL15 • 223 POINTS

Abilities: Str 16 **Sta** 15 **Agl** 3 **Dex** 3 **Fgt** 12 **Int** 7 **Awe** 4 **Pre** 9

Powers: Axe (Strength-based Damage 4, Penetrating 10, Removable); **Tough** (Impervious Toughness 10; Protection 2)

Advantages: Accurate Attack, Chokehold, Diehard, Extraordinary Effort, Great Endurance, Improved Critical (Axe), Improved Grab, Improved Hold, Improved Initiative 2, Improved Smash, Power Attack, Seize Initiative, Startle, Takedown, Weapon Break

Skills: Acrobatics 9 (+12), Athletics 9 (+25), Insight 10 (+14), Intimidation 8 (+17), Perception 10 (+14)

Offense: Initiative +11, Axe +15 (Close, Damage +15, Penetrating 10, Crit. 19-20), Unarmed +15 (Close, Damage 15)

Defense: Dodge 15, Parry 15, Fortitude 15, Toughness 17, Will 15

Totals: Abilities 138 + Powers 23 + Advantages 19 + Skills 23 + Defenses 20 = 223

THE CONQUEROR

Starro spread across the galaxy until it encountered the world of Hatorei, a peaceful world whose people shared a single, planet-wide mental link. The motherstar still claimed the people of Hatorei as mindless slaves, but their bond gave them strength unleashed when a boy named Cobi broke free and killed the motherstar and all of her newborn motherstars—until only one remained. The last of the Hatorei struggled with the last of the motherstars, and the dominated became the dominator.

Taking their name for his own, Cobi became Starro the Conqueror. He was able to dominate the will of every motherstar he discovered and claim their slaves for his own, every race increasing his power. Fearsome and fearless, Starro built an empire that eventually stretched across nine galaxies and thousands of worlds.

Casting motherstars that now answered to him into the depths of space, Starro conquered one world after another… until a single world, Earth, repelled multiple attacks by a motherstar. Always in search of the greatest opponents to test his skill and strength, Starro pointed the assembled military forces of a hundred worlds toward Earth. Though Starro defeated the Vegans, the Khund, the Dominion, and more, the combined efforts of Vril Dox's L.E.G.I.O.N., the Omega Men, Adam Strange, Kanjar Ro, Captain Comet, Despero and rebels from a dozen worlds confronted Starro just as he prepared to invade Earth. Using a rare poison, Dox killed the motherstar attached to Starro, killing all the motherstars and starrophytes linked to him and freeing all his billions of slaves across the universe.

The armored Starro is driven by the outrage that freed Cobi of Hatorei from the motherstar's domination, combined with a keen desire for conquest. Seeking to recreate the perfect harmony of his homeworld and avenge their enslavement, Starro has become what he despised: a ruthless conqueror. Only when he has united the entire cosmos under his "benevolent" rule and joined every mind with his will he be satsified.

The Hatorei who took the name Starro the Conqueror dominated the starfish race for decades, unifying all the worlds they had colonized into one empire. Starro's mental link to each and every starrophyte in his empire allowed him to draw strength from his slaves, infusing his body with the power he needed to single-handedly face and defeat the strongest defenders of any world he targeted. A master strategist who incorporated the best tactics of a thousand worlds into his plans, he marched inexorably across the universe with the certainty that one day it would all belong to him, united into a single mind.

STEEL

REAL NAME: JOHN HENRY IRONS
OCCUPATION: CONSTRUCTION WORKER, ADVANCED WEAPONS ENGINEER, ADVENTURER
BASE: STEELWORKS, METROPOLIS, FORMERLY NEW JERSEY AND WASHINGTON D.C.

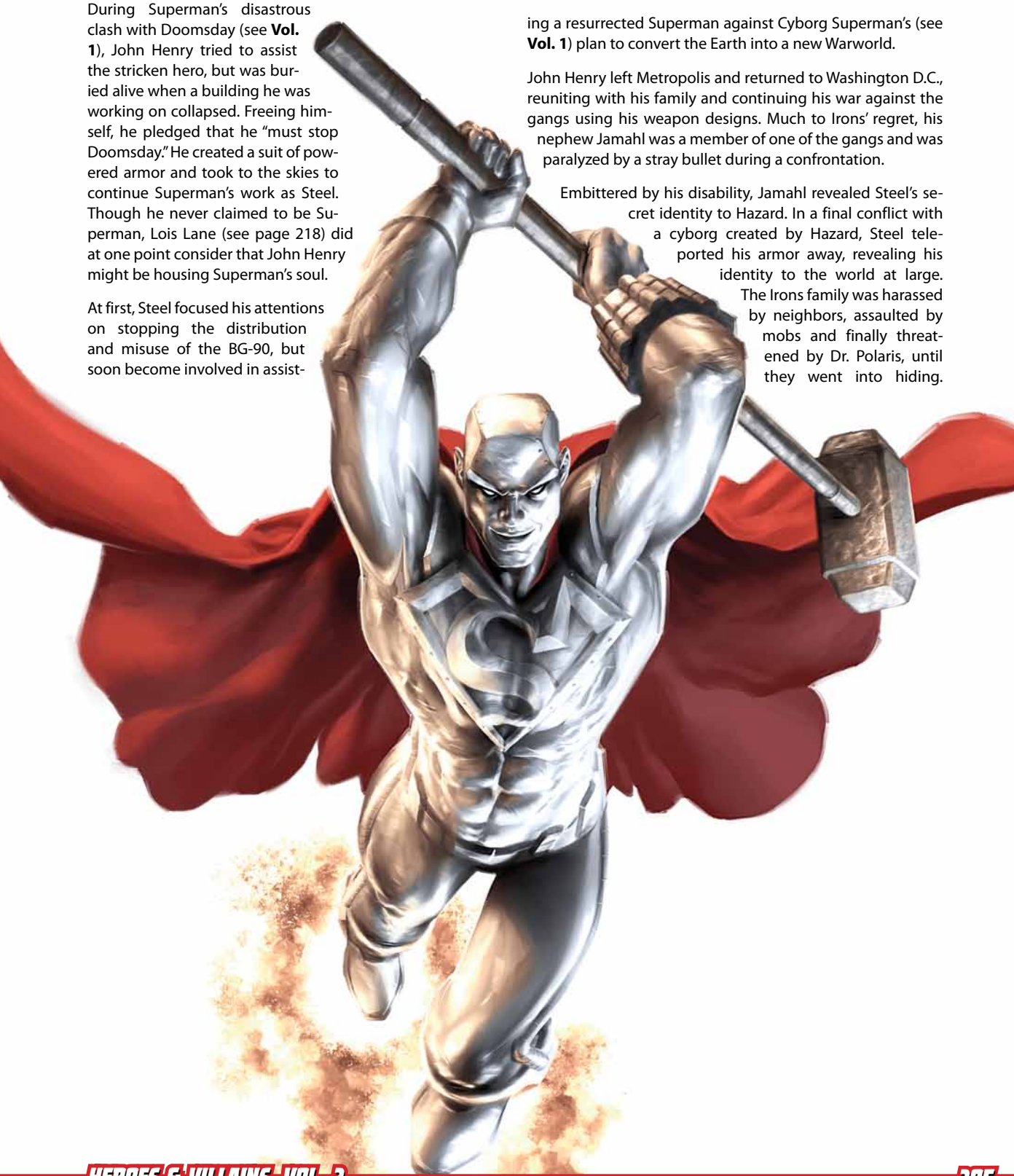
John Henry Irons was a brilliant heavy weapons-systems designer for the ruthless AmerTek Company until he realized the projects he was working on, the BG-90 and a flying armor prototype, were being used in a way with which he disagreed. Faking his own death, he moved to Metropolis to start afresh and became a construction worker—a new life that would have ended quickly if not for Superman saving John from a fall.

During Superman's disastrous clash with Doomsday (see **Vol. 1**), John Henry tried to assist the stricken hero, but was buried alive when a building he was working on collapsed. Freeing himself, he pledged that he "must stop Doomsday." He created a suit of powered armor and took to the skies to continue Superman's work as Steel. Though he never claimed to be Superman, Lois Lane (see page 218) did at one point consider that John Henry might be housing Superman's soul.

At first, Steel focused his attentions on stopping the distribution and misuse of the BG-90, but soon become involved in assisting a resurrected Superman against Cyborg Superman's (see **Vol. 1**) plan to convert the Earth into a new Warworld.

John Henry left Metropolis and returned to Washington D.C., reuniting with his family and continuing his war against the gangs using his weapon designs. Much to Irons' regret, his nephew Jamahl was a member of one of the gangs and was paralyzed by a stray bullet during a confrontation.

Embittered by his disability, Jamahl revealed Steel's secret identity to Hazard. In a final conflict with a cyborg created by Hazard, Steel teleported his armor away, revealing his identity to the world at large. The Irons family was harassed by neighbors, assaulted by mobs and finally threatened by Dr. Polaris, until they went into hiding.



STEEL — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11	3	1	2	7	10	4	3

POWERS

Man of Steel Armor: Communication (Radio) 3 (Area, Selective, Subtle); Enhanced Strength 8; Flight 10 (2,000 MPH); Immunity 13 (Computer Viruses, Fortitude-based Mind Control Afflictions, Life Support); Impervious Protection 7; Sustained Impervious Protection 4, Limited to Physical Damage; Senses 7 (Direction Sense, Distance Sense, Infravision, Low-light Vision, Radio, Time Sense, Ultravision); Removable (-19 points) • *74 points*

Kinetic Hammer: Array (30 points), Feature 1 (Remote Controlled), Removable (-6 points)

- **EMP:** Close Burst Area Nullify 10, Broad (Electronics), Simultaneous • 30 *points*
- **Electromagnetic Sensors:** Sense 7 (Detect EM Energy, Accurate, Acute, Analytical, Radius, Ranged) • *1 point*
- **Inertial Damage Field:** Ranged Damage 14 • 1 *points*

EQUIPMENT

HQ: IRONWORKS • *15 POINTS*

Size: Huge **Tou:** 14 **Features:** Communications, Computer, Fire Prevention System, Holding Cells, Living Space, Power System, Security System, Workshop

ADVANTAGES

Close Attack 3, Connected, Equipment 3, Improvised Tools, Inventor, Leadership, Power Attack, Skill Mastery (Technology)

SKILLS

Expertise: Weapon Systems 10 (+20), Intimidation 6 (+9), Perception 3 (+7), Ranged Combat: Hammer 8 (+10), Technology 10 (+20), Vehicles 3 (+5)

OFFENSE

Initiative +1	
Kinetic Hammer +10	Close, Damage 14
Kinetic Hammer +10	Ranged, Damage 14
Unarmed +10	Close, Damage 11

DEFENSE

Dodge	10	**Fortitude**	12
Parry	10	**Toughness**	14/10*
Will	12	*Against energy attacks.	

POWER POINTS

Abilities	66	**Skills**	20
Powers	100	**Defenses**	29
Advantages	12	**Total**	227

COMPLICATIONS

Responsibility: Steel feels personally responsible for any of his inventions, and will do what it takes to stop them from being used inappropriately.

Stepping In: Steel first stepped up to the plate when Superman was killed by Doomsday, and continues to step up despite his personal health or well-being.

After battling a monstrous animated form of his powered armor, John Henry relocated to New Jersey with his niece Natasha and built a less powerful version of his armor.

After joining the Justice League at the behest of Batman, Steel faced many foes with that team. When he revealed that he had known Superman's true identity for some time, the two became sometime partners. During the Imperiex War, Steel was mortally wounded and delivered by the Black Racer to Apokolips, where he was placed into the Entropy Aegis.

The Aegis proved to be a curse when it was discovered that it was consuming Steel's soul. Eventually freed from the Apokoliptian armor, John Henry retired, but remained an important ally of Superman. During his retirement, John Henry built a new Steel armor for his niece Natasha to continue his legacy.

Steel put on his armor once again to assist the JLA against the Secret Society of Super-Villains, even though by this time he had become quite tired of the narcissistic mindset of most modern heroes. He argued with Natasha on the subject and tried to prevent her from joining the Teen Titans, going so far as to dismantle her armor. Natasha left John Henry and went straight into the clutches of Lex Luthor's Everyman Project.

In an attempt to repair their relationship, John Henry approached Luthor to find out where he was hiding the girl. When Irons threatened to kill Luthor, Natasha came to Luthor's aid, attacked her uncle and sent him flying into Metropolis Bay. John Henry returned to his Ironworks and built a new suit of armor for Natasha, but recognized that events were too far gone for such a simple solution to create any real change in their relationship.

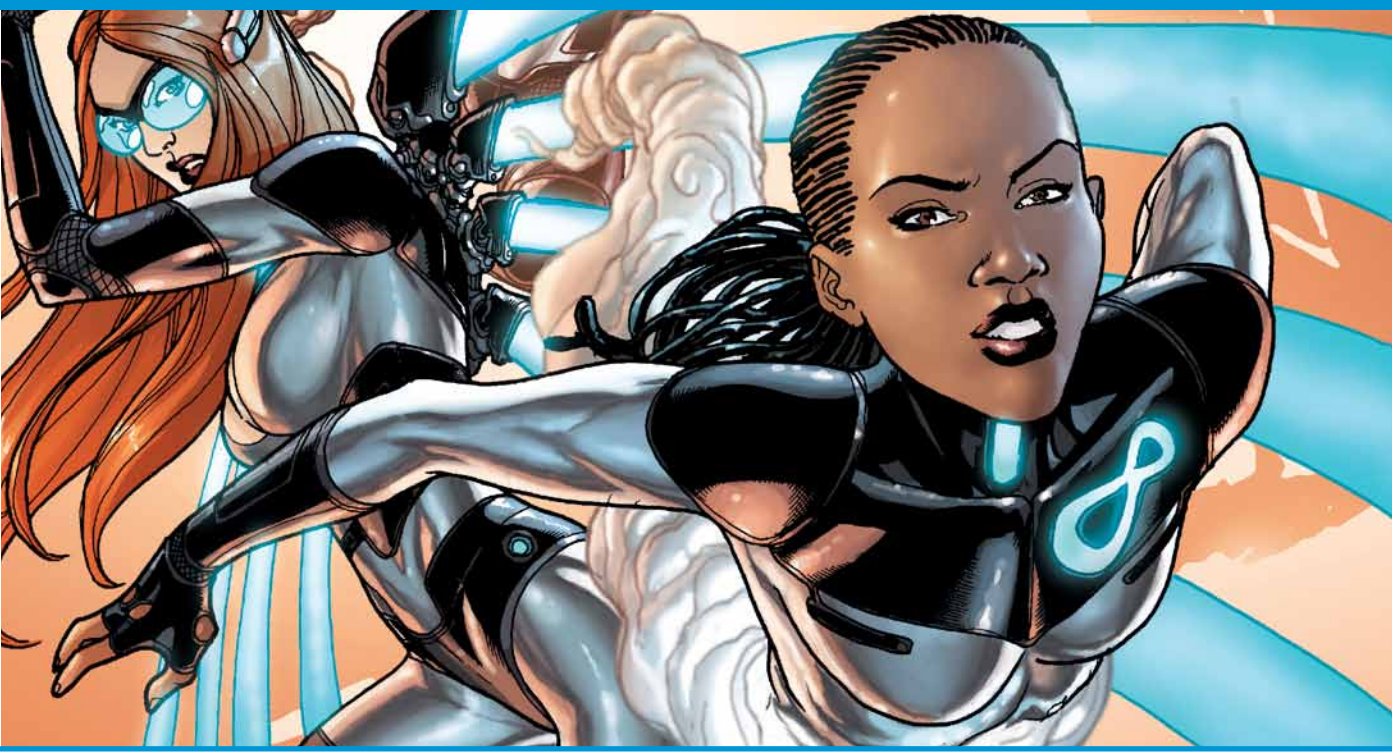
Returning to active duty, Steel soon learned that Luthor was able to negate any power granted by the Everyman Project. He shared his discovery with the Teen Titans and they began investigating the project, learning that the Everyman powers were only temporary. By this time, Natasha had come to her uncle with her own suspicions. Working as a double agent, Natasha was captured by Luthor. Steel led the Titans on an open assault of LexCorp. Luther, who had gained powers similar to Superman by using the Everyman Project process, attacked John Henry but Natasha used an electromagnetic pulse from Steel's Kinetic Hammer to negate Lex's powers and incarcerate him.

PERSONALITY

Steel is a serious hero. He feels that he has a responsibility to society as a whole. Hardworking to a fault, he will keep at a problem with almost an obsessive persistence until it is solved. John Henry feels that he is personally answerable for his inventions, and will track down and bring to justice anyone who misuses them.

POWERS & ABILITIES

John Henry, a genius able to invent and create weapons and armor far more sophisticated than the current level of modern technology, built the Man of Steel power suit which provides him with enhanced strength and durability and includes immunity systems, radioscopic scans and an advanced computer and communications suite. Jet boots enable Steel to fly, and his primary weapon is his voice-controlled Kinetic



Hammer which absorbs kinetic energy in flight and discharges it on command or contact.

ALLIES

Steel is a member of the Justice League, and is a particularly good friend of Superman. This connection allows him to call upon the aid of any of Superman's allies and to lead Team Superman, which includes Superboy, Supergirl, the Eradicator (see **Vol. 1**) and any other heroes bearing the S-shield.

ENEMIES

Because he wears the Superman S-symbol, Steel is often targeted by Superman's enemies. He has also made a significant enemy for himself by breaking off from AmerTek.

VAPORLOCK

Natasha Irons, John Henry's niece, lived with him in his Ironworks headquarters. Like all of his relatives, she was aware of his secret identity as Steel. When Steel was trapped in the Entropy Aegis by Darkseid, Natasha designed a suit of power armor and joined Team Superman to rescue him. Unable to continue his career due to injuries, he built a new suit of Steel armor for Natasha to continue his legacy. Unfortunately, Natasha and her uncle had a falling out when John Henry forbid her from attending the Teen Titans' open call for new members. When she decided to against his wishes, he dismantled the suit and left her powerless. The final straw for Natasha came when John Henry began manifesting his own superhuman powers, and she mistakenly believed he had volunteered to have his DNA altered by Lex Luthor's Everyman Project.

Joining the project herself, Natasha became Starlight with the ability to fly, emit pulses of light from her hands and exert superhuman strength. Her relationship with her uncle completely deteriorated when he came looking for her at one of Lex Luthor's parties. When he threatened to kill Luther, John Henry was seriously beaten by Starlight and the new Infinity Inc. Despite her uncle's repeated attempts to reconcile their relationship, Starlight kept her distance until she witnessed the death of her friend at the hands of the new Blockbuster. Turning to her uncle in hopes of understanding what had happened, John Henry helped her see Luthor's villainous intentions, and she became a double agent. When Luthor discovered her duplicity, he attacked Starlight using super powers of his own and deactivated her powers.

Natasha later discovered a hidden consequence of the Everyman Project. A residual side effect of the genetic manipulation gave her an ability to assume a mistlike form, though her control of this transformation was weak at best. Taking the codename Vaporlock as suggested by her uncle, Natasha continued her career in a newly independent Infinity Inc.

VAPORLOCK — PL9 • 99 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 4 **Dex** 3 **Fgt** 5 **Int** 8 **Awe** 1 **Pre** 0

Powers: Mist Form (Flight 5 (60 MPH), Insubstantial 2 (Gaseous; Precise), Protection 8 (Limited to energy damage))

Advantages: Defensive Attack, Favored Environment (Aerial), Inventor

Skills: Close Combat: Unarmed 5 (+10), Expertise: Politics 2 (+10), Expertise: Science 2 (+10), Technology 5 (+13)

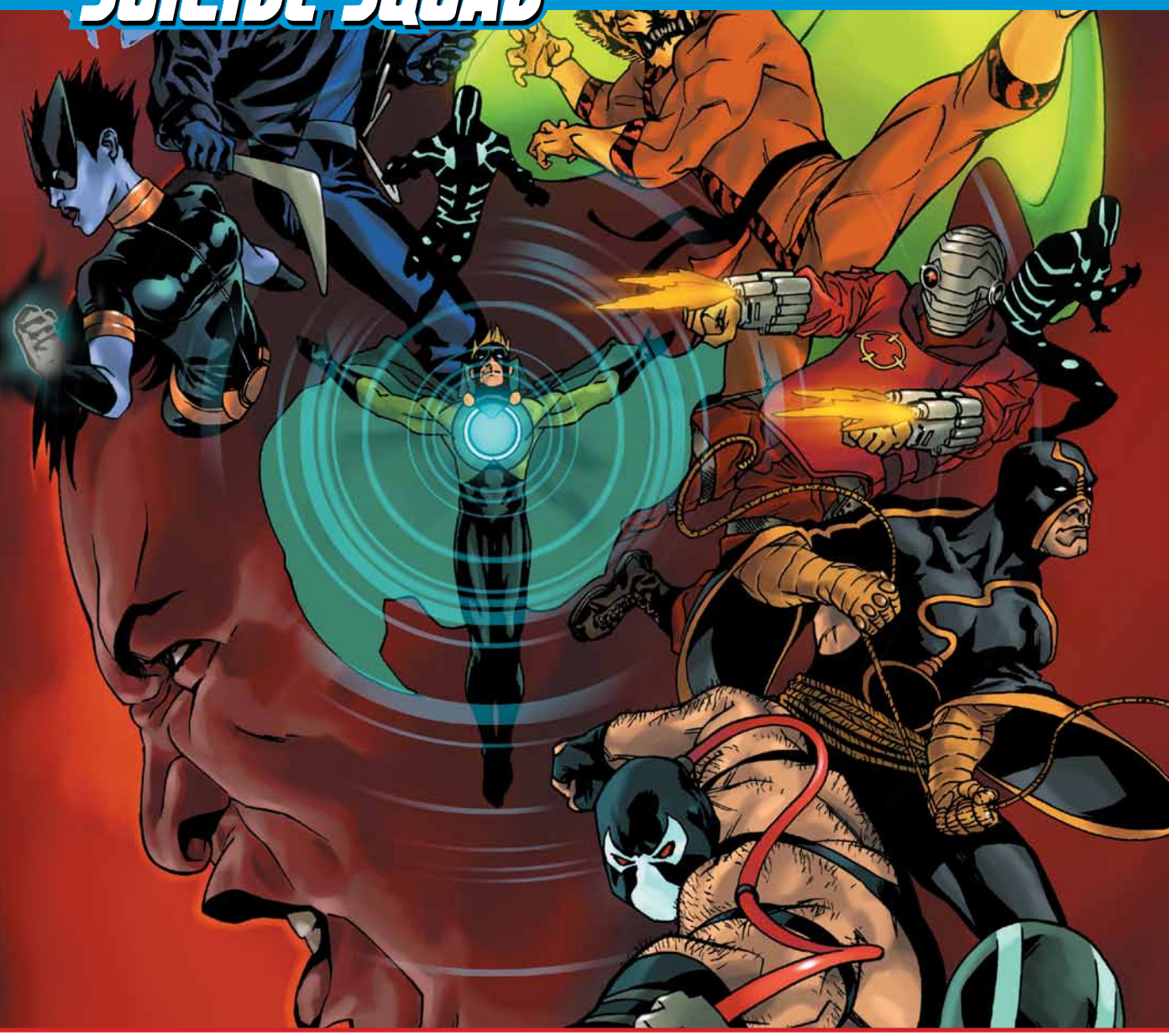
Offense: Initiative +4, Unarmed +8 (Close, Damage 1)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 10, Will 6

Totals: Abilities 48 + Powers 25 + Advantages 3 + Skills 7 + Defenses 16 = 99

Complications: Mercurial: Natasha has changed her powers and personality a number of times. She is capable of changing her mind about her life and her place in it with ease. This makes her hard to pin down and difficult to reason with despite her intelligence. **Motivation—Doing Good:** At heart, Natasha wants to help others and will go to great lengths to do so.

SUICIDE SQUAD



During World War II, soldiers who had washed out of other posts were sent to Dinosaur Island in the south Pacific and assigned to Squadron S, the unit assigned to Operation War That Time Forgot. The soldiers soon renamed themselves the Suicide Squadron, as they discovered that battling the dinosaurs that called the island home was little more than a suicide mission. When the undisciplined soldiers proved as likely to fight each other as the dinosaurs, Captain Richard Flag was sent to the island to bring the group to order. He did so with incredible success.

When the United States reorganized its intelligence programs following the war, a new group was formed called Task Force X. The military branch of Task Force X was headed by General Jeb Stuart, who called upon his old friend Flag to lead the field team—a team that called itself the Suicide Squadron in honor of its commander and the dangerous missions they undertook.

Years later, General Wade Eiling recruited a soldier named Anthony Miller and brainwashed him until he believed he was Rick Flag, son of Richard Flag. Rick Flag, under the command of General Eiling, was put in command of a new Suicide Squad, initially a black ops team and then a publically acknowledged team sent to explore the strange and perilous.

After losing his squad on a deadly mission to a mysterious golden temple in the Himalayas, Flag left the military for a time and joined a group that called itself the Forgotten Heroes, to investigate similar temples hidden around the world.

BASE: TERREBONNE PARISH, LA
CURRENT MEMBERS: AMANDA WALLER (LEADER), BRONZE TIGER, COUNT VERTIGO, MULTIPLEX, NIGHTSHADE, RICK FLAG
FORMER MEMBERS: SEE SIDEBAR. HEADQUARTERS: BELLE REVE

THE DIFFERENT SQUADS

Over the years there have been a number of distinct Suicide Squads. Each with its own personality and goals. The paragraphs below give history of each of the unique Squads and their role in the history of the DC Universe.

THE SUICIDE SQUADRON

Many soldiers served as part of the Suicide Squadron during World War II and the years that followed, many dying before they could achieve any degree of notoriety. Among the more famous soldiers of the war who served under the command of Captain Richard Flag on one or more missions are the mechanical soldier called the G.I. Robot, the team of military misfits that called themselves "The Losers," and Col. J.E.B. Stuart (who would later command Task Force X) with the crew of his "Haunted Tank."

RICK FLAG'S SUICIDE SQUAD

During his days commanding the reactivated Suicide Squad, Rick Flag first led a small black ops team on behalf of General Eiling. When the Squad's funding was threatened in a time when the Challengers of the Unknown were receiving a lot of attention, Eiling ordered Flag to assemble a new Squad that gave up its secret status and operated in the public eye against larger and stranger threats like dinosaurs, monsters and aliens. This four-person field team was still led by Flag but otherwise made up of civilians: medical doctor Karin Grace, physicist Jess Bright and astronomer Hugh Evans.

AMANDA WALLER'S SUICIDE SQUAD

Amanda Waller's Suicide Squad returned to secret status, disavowing the missions of its teams of dragooned super-villains as attacks by those villains. Re-formed as part of Task Force X, Waller's Squad eventually became independent after an interagency battle triggered by the terrorist Kobra. Waller returned the Squad to government control when she was appointed Secretary of Metahuman Affairs by then-President Lex Luthor, and continued to control the Squad at a distance while White Queen of the international intelligence organization Checkmate. After being dismissed from Checkmate, Waller once again took direct control of the Suicide Squad.

Dozens of super-villains have served as part of Waller's Suicide Squad, as did a number of lesser criminals during the period when Waller fielded a Suicide Squad led by legendary war hero Frank Rock. Though by no means a complete list, among the villains known to have served on the Suicide Squad are the following:

> Bane, Black Adam, Bolt, Catalyst, Bronze Tiger, Captain Boomerang, Captain Cold, Chemo, Copperhead, Count Vertigo, Deadshot, Doctor Light I, Electrocutioner, Enchantress, Icicle, Javelin, Killer Frost, King Shark, Knockout, Major Victory, Mirror Master II, Multiplex, Nemesis, Nightshade, Parasite, Plasmus, Plastique, Poison Ivy, The Shaggy Man, Shrapnel, The Thinker, and the Tattooed Man I.

Nearly any villain (or hero) captured by the U.S. government or coerced by the nearly irresistible Amanda Waller can be inducted into the Suicide Squad. To make villains or heroes in your campaign part of the Suicide Squad, merely issue them orders from Waller and one of the Squad's trademark explosive bracelets. Particularly dangerous or untrustworthy agents of the Suicide Squad have small explosives planted inside their head that can be detonated remotely by Amanda Waller using a detonator disguised as a pen.

Flag stayed with the team for a time, until a congressional aide named Amanda Waller read the files of the Suicide Squad and proposed the formation of a new Task Force X and a new Suicide Squad, with Flag as its leader.

The new Suicide Squad was made up of super-villains drawn from prisons across the United States and brought to the squad's headquarters in Belle Reve prison. Though the missions were deadlier than ever, the villains were promised a full pardon if they served successfully—and the detonation of the explosive bracelets they wore if they strayed off mission or too far from Flag, their field commander.

Though Task Force X and the Suicide Squad appeared to disband several times, it has always returned shortly thereafter, always somehow answering to Amanda Waller. Despite Rick Flag's apparent death, Waller and the Suicide Squad rescued him from imprisonment and Waller has put him back in charge of the Squad's field teams, still following in his "father's" footsteps.

HQ: BELLE REVE • *33 POINTS*

Size: Awesome **Tou:** 20 **Features:** Communications, Computer, Defense System, Fire Prevention System, Garage, Grounds, Gym, Hangar, Holding Cells, Infirmary, Isolated, Living Space, Personnel, Power System, Secret, Security System 4 (DC 40), Workshop

AMANDA WALLER

Only someone as tough and stubborn as Amanda Waller could convince imprisoned killers and super-villains to volunteer for suicide missions with a bomb strapped to their wrist. Rising from street-level political organizer to congressional aide, "The Wall" understands the corridors of power like nobody else and knows where all the bodies are buried—especially the ones she buried herself. Waller proposed the formation of the current incarnation of the Suicide Squad and has always held its leash, even during the time she served as White Queen of the international intelligence organization Checkmate and was of-



ficially forbidden from being a part of American intelligence. A master of black ops and a consummate manipulator, Waller uses the Suicide Squad to achieve her own goals as often as the goals of those to whom she's supposed to answer. Yet just as often as she walks the corridors of the White House or Checkmate headquarters, she joins the Suicide Squad in the field, firing a heavy machine gun alongside the Squad on Apokolips or possessing the body of Chemo to help the Squad battle a corrupt corporation.

RICK FLAG

Recruited to reactivate the Suicide Squad by General Wade Eiling, Rick Flag ran the squad first as a military black ops squad, then as a public-facing scientific exploration team, and was finally brought in by Amanda Waller to lead squads of supervillains with bombs strapped to their wrists. For most of his life Flag believed himself to be the son of Suicide Squad founder Richard Flag, until he discovered he was once a soldier named Anthony Miller who was brainwashed by Eiling to believe his name was Rick Flag. Despite discovering his true identity, Flag remains true to the spirit of his namesake and chose to keep his new name.

Though Flag is open about his distaste for going into the field alongside murderers and thieves, he remains a soldier's soldier and the only other person Amanda Waller trusts to carry a detonator for the explosive collars worn by the villains serving on the Suicide Squad. When Waller discovered that Flag had not actually died on a mission in Qurac but had been captured and imprisoned for four years in a Quraci prison, she demonstrated a rare moment of compassion and sent the Squad to rescue him. Even when given a chance to return to the life of Anthony Miller, Flag decided that it wouldn't be the Suicide Squad without Richard Flag—and that his true place was on the Squad.

AMANDA WALLER — PL9 • 160 POINTS

Abilities: Str 1 **Sta** 2 **Agl** 0 **Dex** 2 **Fgt** 4 **Int** 5 **Awe** 5 **Pre** 6

Equipment: Squad Detonator, Heavy Pistol (Ranged Damage 4)

Advantages: All-out Attack, Assessment, Benefit 4 (Diplomatic Immunity, Security Clearance 3), Connected, Contacts, Defensive Roll 4, Diehard, Eidetic Memory, Equipment 6, Extraordinary Effort, Fearless, Great Endurance, Improved Defense, Inspire 2, Leadership, Quick Draw, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Startle, Takedown, Taunt, Teamwork, Well-informed

Skills: Close Combat: Unarmed 6 (+10), Deception 10 (+16), Expertise: Bureaucratics 9 (+14), Expertise: Tradecraft 9 (+14), Insight 10 (+15), Intimidation 10 (+16), Investigation 7 (+12), Perception 7 (+12), Persuasion 8 (+14), Ranged Combat: Guns 10 (+12), Sleight of Hand 8 (+10), Stealth 9 (+9), Technology 5 (+10)

Offense: Initiative +0, Heavy Pistol +12 (Ranged, Damage 4), Unarmed +10 (Close, Damage 1)

Defense: Dodge 10, Parry 12, Fortitude 8, Toughness 6/2*, Will 12 *Without Defensive Roll.

Totals: Abilities 50 + Powers 0 + Advantages 33 + Skills 54 + Defenses 23 = 160

RICK FLAG — PL10 • 153 POINTS

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

Equipment: Assault Rifle (Ranged Multiattack Damage 5), Heavy Pistol (Ranged Damage 4), Knife (Damage 1, Improved Critical), Fragmentation Grenade (Burst Area Damage 5), Bulletproof vest (Protection 4, limited to Ballistic, Subtle), Squad Detonator, Binoculars

Advantages: All-out Attack, Assessment, Close Attack 2, Connected, Defensive Roll 2, Diehard, Equipment 9, Fearless, Great Endurance, Improved Aim, Improved Initiative, Inspire 2, Leadership, Power Attack, Quick Draw, Ranged Attack 5, Seize Initiative, Uncanny Dodge

Skills: Acrobatics 6 (+8), Athletics 8 (+11), Close Combat: Unarmed 4 (+10), Deception 10 (+12), Expertise: Soldier 11 (+12), Expertise: Tradecraft 9 (+10), Insight 8 (+12), Intimidation 10 (+12), Perception 6 (+10), Ranged Combat: Guns 4 (+12), Sleight of Hand 5 (+9), Stealth 7 (+9), Vehicles 8 (+12)

Offense: Initiative +6, Assault Rifle +12 (Ranged, Multiattack Damage 5), Heavy Pistol +12 (Ranged, Damage 4), Unarmed +12 (Close, Damage 3)

Defense: Dodge 11, Parry 11, Fortitude 8, Toughness 9/7*, Will 8 *Without Defensive Roll.

Totals: Abilities 50 + Powers 0 + Advantages 32 + Skills 48 + Defenses 23 = 153

SUN BOY



The son of a wealthy industrialist, Dirk gained his powers when he was trapped in a research reactor by one of his father's employees, Dr. Zaxton Regulus. For some reason, instead of being vaporized when the reactor was activated, Dirk was given vast solar-generation powers. Taking the name Sun Boy, he was accepted into the Legion during one of their early open-membership calls. In his spare time, Dirk studies advanced science at the Metropolis University.

PERSONALITY

Sun Boy is an unrepentant party boy and ladies' man, boasting a long list of girlfriends and featured on the list of Earth's most eligible bachelors. He enjoys nothing more than the fame and celebrity that his position affords him, and yet is the most active and involved Legion member.

POWERS & ABILITIES

Dirk's body contains a reaction similar to the one that occurs in the center of the sun, enabling him to generate and project vast amounts of fire and heat. In addition, he is virtually immune to the effects of heat.

ALLIES

Sun Boy frequently dates Officer GiGi Cusimano, and through her has a close connection with the Science Police. As a member of the Legion in good standing, he is also able to call upon his teammates and their allies should they be needed.

ENEMIES

Apart from the huge number of enemies that the Legion has accrued over the years, Sun Boy has earned the murderous enmity of Dr. Regulus, a disgraced scientist once in his father's employ.

SUN BOY — PL10

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

POWERS

Flame Immunity: Immunity 10 (Fire and Heat Effects) • *10 points*
Solar Aura: Reaction Damage 10 • *40 points*
Solar Fire: Array (24 points)
- **Solar Fire Blast:** Ranged Damage 12 • 24 *points*
- **Flame Absorption:** Nullify Fire Effects 6, Simultaneous, Sustained • *1 point*
- **Flame Absorption Burst:** Close Burst Area Nullify Fire Effects 6, Simultaneous, Sustained • *1 point*
- **Nova Burst:** Burst Area Damage 12 • *1 point*
- **Solar Flash:** Burst Area Cumulative Affliction 6 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware) • *1 point*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3); Flight 7 (250 MPH) • *19 points*
Telepathic Ear Plug: Comprehend 3 (Languages), Mental Communication 1 (Close Range) • *10 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst) • *9 points*

ADVANTAGES

Attractive, Benefit (Legion Membership), Connected, Defensive Attack, Defensive Roll 5, Equipment 6, Power Attack

SKILLS

Close Combat: Unarmed 5 (+8), Expertise: Earth 5 (+8), Perception 4 (+5), Persuasion 6 (+9), Ranged Combat: Solar Fire Array 6 (+8), Technology 4 (+7)

OFFENSE

Initiative +3

Solar Fire Blast +8	Ranged, Damage 12
Unarmed +8	Close, Damage 2

DEFENSE

Dodge	13	**Fortitude**	8
Parry	8	**Toughness**	7/2*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	38	**Skills**	15
Powers	78	**Defenses**	28
Advantages	18	**Total**	177

COMPLICATIONS

Motivation—Recognition: Sun Boy likes the fame and adoration (especially from women) that comes from being a hero.

High Powered: Sun Boy has to carefully control his powers for fear of damaging nearby structures exposing others to dangerous levels of heat.

REAL NAME: DIRK MORGNA
OCCUPATION: LEGIONNAIRE BASE: LEGION HQ

SUPERBOY

When Superman was believed killed by Doomsday, Project Cadmus attempted to replace him with a clone, grown from a combination of human DNA and artificially created Kryptonian genes. The resulting "Experiment 13" escaped from Cadmus and tried to replace Superman on his own.

Superman eventually returned, and Superboy (as he became known) moved to Hawaii, where he was a local hero for a time. He had further brushes with the experiments of Project Cadmus, and dealt with a rogue organization known as the Agenda, which created the clone Match.

Superboy was one of the founding members of Young Justice, where he met his friends Robin (Tim Drake), Impulse and Wonder Girl. He later became one of the first members of a new team of Teen Titans, alongside Robin, Impulse (later Kid Flash) and Wonder Girl. He has saved the world on a number of occasions, been to the future and various parallel worlds, and even died for a thousand years and been reborn.

Superman gave the young man the Kryptonian name "Kon-El" and the secret identity of "Connor Kent," Clark Kent's cousin, and considers him family. Superboy has worked to live up to the legacy of the Man of Steel, including attending high school in Smallville and living with Martha Kent on the family farm. He has his work cut out for him—especially since he learned his human DNA came from none other than Superman's arch-foe Lex Luthor! Superboy works to be true to his heroic heritage and to make his own destiny in the world.

PERSONALITY

Like many young people, Superboy is in search of who he is, though few young people have to contend with an origin as unusual as his. He can be brash and impetuous, lacking the thoughtful nature of his mentor Superman, but Superboy is at heart a kind and compassionate young man, determined to make the people he cares about proud of him and to live up to the considerable legacy of his namesake.

POWERS & ABILITIES

Superboy has powers similar to Superman's in many ways, including superhuman strength, speed, invulnerability and the power of flight. Superboy's powers differ, however, in that they are only partially Kryptonian in nature. Because it was necessary to compensate for Superboy's human DNA and due to the difficulty of cloning a Kryptonian based on incomplete information, the scientists of Project Cadmus enhanced Superboy's half-Kryptonian heritage with a power he calls "tactile telekinesis."

Superboy's tactile telekinesis appears to be superhuman strength (along with invulnerability and flight) but also allows him to do some things sheer strength cannot. He can disassemble machines and other objects he is touching simply by willing it, extend the protection of his telekinetic field over someone else, or project force down into the ground to create a powerful shock wave. He relies less on leverage or physical movement to exert strength.

Superboy's other powers come from his Kryptonian DNA and are similar to Superman's. They are powered by the energy of a yellow sun, and in-



REAL NAME: CONNOR KENT, KON-EL (KRYPTONIAN NAME)
OCCUPATION: STUDENT, HERO
BASE: SMALLVILLE

SUPERBOY — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	10	2	2	4	1	2	2

POWERS

Flight: Array (26 points)
- Flight 13 (16,000 MPH) • *26 points*
- Speed 13 (16,000 MPH) • *1 point*

Heat Vision: Ranged Damage 12 • *24 points*
Invulnerability: Protection 5, Impervious Toughness 12; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *22 points*
Super-Senses: Senses 7 (Acute and Extended Hearing, Extended Vision 3, Infravision, Ultra-hearing) • *7 points*
Super-Speed: Quickness 6 • *6 points*
Super-Strength: Enhanced Strength 3, Limited to Lifting (Lifting Str18; 6,000 tons) • *3 points*
Tactile Telekinesis: Array (15 points), Alternate Effects of Strength Damage, Feature 1: Can exert Strength without moving • *1 point*
- **Disassemble:** Transform 5 (assembled into disassembled), Continuous • *1 point*
- **Shield Others:** Protection 15, Affects Others • *1 point*
- **Shockwave:** Burst Area Affliction 12, Extra Condition, Limited Degree (Resisted by Fortitude; Dazed and Vulnerable, Stunned and Defenseless), Limited (Superboy and targets must be touching the ground) • *1 point*

ADVANTAGES

All-out Attack, Extraordinary Effort, Move-by Action, Second Chance (Resist mind control), Taunt

SKILLS

Close Combat: Unarmed 5 (+9), Deception 4 (+6), Insight 4 (+6), Perception 6 (+8), Ranged Combat: Heat Vision 7 (+9)

OFFENSE

Initiative +2	
Unarmed +9	Close, Damage 15
Heat Vision +9	Ranged, Damage 12

DEFENSE

Dodge	9	**Fortitude**	13
Parry	9	**Toughness**	15
Will	11		

POWER POINTS

Abilities	76	**Skills**	13
Powers	93	**Defenses**	24
Advantages	5	**Total**	211

COMPLICATIONS

Identity: Connor Kent, Smallville High School student

Relationship: Connor has been romantically involved with Cassie Sandsmark (Wonder Girl).

Secret: His connection to Lex Luthor sometimes makes Superboy doubt himself.

Weakness: Kryptonite leaves Superboy impaired, disabled and eventually debilitated in terms of Strength and powers. He may die after a few minutes of exposure.

clude his heat vision and portions of his strength, speed and invulnerability.

Superboy's powers are still maturing along with the rest of him. His Extraordinary Effort advantage reflects a knack for developing impressive power stunts in times of stress, as well as coming through at the last minute to snatch victory from the jaws of defeat. Among other things, Superboy has displayed the potential for ranged telekinesis, freezing superbreath, and the power to adapt his telekinetic field to shield himself from magic, among other effects.

ALLIES

Superman is Connor's mentor, while Krypto the Super-Dog is his faithful friend and companion. As a member of the Teen Titans, Superboy can count them as his friends, particularly Tim Drake (Robin) and Cassie Sandsmark (Wonder Girl). Connor and Tim are best friends. He and Cassie have a romantic relationship, complicated by their heroic callings. Superboy has also worked with Superman's cousin, Kara (Supergirl), and members of the Legion of Super-Heroes.

ENEMIES

Superboy's foes have included King Shark, Silver Sword, the Silicon Dragons and the Apokoliptian Knockout. He attracted the paranoid attention of the Scavenger, and dealt with Dabney Donovan and the "Evil Factory" associated with Cadmus. He has also encountered twisted versions of himself, including the parallel world Black Zero and Match, an "upgraded" clone with similar powers.

THE METROPOLIS KID

Early in his development, Superboy relied more heavily on his tactile telekinesis, his Kryptonian powers having not yet fully emerged (perhaps due to limited exposure to Earth's yellow sun). At the start of his career, "The Metropolis Kid" (who often insisted on being called "Super*man*" rather than "Superboy") lacked Immunity, Super-Senses, and Super-Speed. His Protection was Limited to kinetic damage, ineffective against energy attacks like fire or electricity (being largely a telekinetic effect). He performed most of the powers of his Tactile Telekinesis array as power stunts (although quickly added Disassemble as a regular Alternate Effect). His skill ranks were also 2 lower in most cases and he lacked the Second Chance advantage.

SUPERGIRL



Kara is the daughter of Alura and Zor-El, brother to Superman's father, Jor-El. Born in Argo City on Krypton, Kara and other citizens of Argo survived the planet's destruction thanks to a powerful force field. Then Brainiac attacked Argo, and Kara's parents sent her in a small spacecraft to Earth and safety, telling her to look after her young cousin, Kal-El.

Kara's ship was disabled and became trapped inside a kryptonite asteroid while Argo was added to Brainiac's collection of cities. The ship placed Kara in suspended animation, allowing her to survive until the portion of the asteroid in which she was trapped crashed in Gotham City Bay. Recovered and revived by Batman, Kara revealed her origins to him and her now-adult cousin, Superman. Though she is chronologically older than Superman, she is physically and mentally still a teenager. After training in the use of her Kryptonian powers with Wonder Woman and the Amazons of Themyscira, Kara took on the mantle and identity of Supergirl.

Since then, Supergirl has been reunited with her parents and had to suffer losing them again: her father killed by the radioactive mercenary Reactron, her mother perishing in the destruction of New Krypton. She learned the value of having a private life among ordinary humans, and allowed Lana Lang to introduce her in Metropolis as her niece, Linda Lang.

PERSONALITY

Supergirl is an ordinary teenager in many regards, but has also seen more than her share of tragedy. Unlike her cousin, she was raised on Krypton and remembers it, making her a stranger to Earth and human customs. She has lost both of her parents, and faced the loss of her home world again with the destruction of New Krypton.

POWERS & ABILITIES

Supergirl has the same Kryptonian powers as her cousin: under Earth's yellow sun, she has superhuman strength, speed and invulnerability, enhanced senses, and the powers of flight and heat vision. Some have commented that Supergirl at times seems more powerful than even Superman, but this is largely because she has less training—and so less restraint—using her powers, whereas Superman has spent much of his life learning to keep his powers under control.

Supergirl is more likely to cut loose than her cousin, employing extra effort or making full use of her Strength or other

REAL NAME: LINDA LANG;
KARA ZOR-EL (KRYPTONIAN NAME)
OCCUPATION: STUDENT, HERO
BASE: METROPOLIS

SUPERGIRL — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	10	3	2	4	2	2	3

POWERS

Flight: Array (30 points)
- • Flight 15 (64,000 MPH) • *30 points*
- Speed 15 (64,000 MPH) • *1 point*

Heat Vision: Ranged Damage 12 • *24 points*

Invulnerability: Protection 4; Impervious Toughness 14; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *23 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 8 • *8 points*

Super-Strength: Enhanced Strength 3, Limited to Lifting (Lifting **Str** 18; 6,000 tons) • *3 points*

ADVANTAGES

Defensive Attack, Languages (Kryptonian), Move-by Action

SKILLS

Close Combat: Unarmed 5 (+9), Expertise: Krypton 10 (+12), Perception 8 (+10), Persuasion 6 (+9), Ranged Combat: Heat Vision 8 (+10), Technology 5 (+7)

OFFENSE

Initiative +3	
Heat Vision +10	Ranged, Damage 12
Unarmed +9	Close, Damage 15

powers, even in situations where restraint might be more appropriate. This can create additional complications for Kara, playing into her Responsibility complication when she realizes what she has done. Supergirl's player is encouraged to look for these opportunities, while the Gamemaster should award hero points when Supergirl's inexperience or lack of control adds a complication to the overall story.

DEFENSE

Dodge	10	**Fortitude**	12
Parry	10	**Toughness**	14
Will	12		

POWER POINTS

Abilities	82	**Skills**	21
Powers	104	**Defenses**	25
Advantages	3	**Total**	235

COMPLICATIONS

Power Loss: Supergirl loses her powers and her **Str** and **Sta** are reduced to 1 under a red sun, like that of Krypton.

Responsibility: Supergirl feels a strong sense of responsibility to use her powers for the benefit of all.

Secret Identity: Linda Lang

Vulnerability: Supergirl is vulnerable to magic. Her Toughness is not Impervious against magical attacks.

Supergirl has the same Kryptonian vulnerabilities as her cousin: she loses her powers under the light of a red sun (or when otherwise cut off from solar energy for a long period) and becomes weak when exposed to Kryptonite.

ALLIES

Supergirl's closest ally is her cousin, Superman, though she can count on other members of her extended family as well, including Superboy. She has been a member of the Teen Titans and the Legion of Super-Heroes, and worked with the Justice League.

ENEMIES

Supergirl's most hated foe is Reactron, a radioactive criminal from Earth responsible for the murder of her father and the destruction of New Krypton. She has encountered a number of Superman's long-time foes as well, such as Luthor and Brainiac.

OTHER SUPERGIRLS

Kara is not the only young woman to wear the name and mantle of Supergirl.

Matrix was the creation of a parallel-Earth Lex Luthor, an artificial life-form intended to travel and recruit aid from other realities against escaped Phantom Zone criminals. She possessed super strength and the ability to fly like Superman, but was also a psychokinetic and shape-shifter able to take on other appearances or become invisible. "Mae" lived in Smallville with the Kents for a time and became a hero in her own right.

Matrix later sacrificed herself to save the life of a young woman named Linda Danvers, merging their physical forms and essences. This noble sacrifice resulted in the creation of an "Earth-born angel" who operated as Supergirl for a time, possessing fiery wings and a "shunt" Teleport effect. When Matrix and Linda were separated, Linda retained some of Supergirl's powers.

SUPERMAN

Rocketed from the dying planet of Krypton by his parents Jor-El and Lara, the infant Kal-El was found and adopted by Jonathan and Martha Kent of Smallville, Kansas. They named him "Clark" and raised him as their own son.

The Last Son of Krypton developed amazing powers under Earth's yellow sun. His adoptive parents taught him to use his powers responsibly, so the teenaged Clark Kent helped people in secret, wearing a colorful costume made from the blankets found in his escape rocket and bearing the crest of the House of El, to conceal his true identity. He also took to wearing glasses made from the rocket's lenses to better separate "mild-mannered" Clark Kent from his costumed alter ego.

Clark's secret adventures came to an end when he moved to Metropolis to begin working as a reporter at the *Daily Planet*, the perfect place to find out about disasters and crimes as they happened. His very public rescue of fellow reporter Lois Lane splashed his image across front pages and television screens everywhere. Lois coined the name "Superman" for her mysterious rescuer (based on the similarity of his shield to the letter "S") and scored the first exclusive interview with the Man of Steel, in which he revealed his extraterrestrial origins to the world.



Since then, Superman has been the favorite son of Metropolis and become renowned as the world's greatest hero, known throughout the galaxy and beyond. He became a founding member of the Justice League of America and has regularly served on its roster.

Superman's Kryptonian heritage is preserved in his arctic Fortress of Solitude, including various relics and technology from that vanished world. The Fortress provides the Man of Steel with a connection to his past, a storehouse for dangerous items and a place to be alone with his thoughts.

PERSONALITY

Superman is described as "the Big Blue Boy Scout" for good reason: he not only follows the ideals of truth, justice and compassion, but lives them. Even when driven to the edge by foes who have sought to force Superman to abandon his principles, he has held true to them.

Superman's greatest fault is that he tries to do too much, and feels keenly responsible for every crisis and disaster he cannot avert. He leads by example and is an inspiration to his heroic peers, and generations of future heroes.

POWERS & ABILITIES

Under a yellow sun like Earth's, Superman's Kryptonian cells absorb solar energy to grant him tremendous strength, speed and stamina. He is virtually invulnerable and it takes a massive explosion or similar release of energy to even knock him off his feet.

Superman can fly and move at super-speed, faster than the eye can follow. His senses are greatly enhanced, particularly his vision and hearing. He can

SUPERMAN PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
19	14	2	2	8	2	2	4

POWERS

Flight: Array (30 points)
- Flight 15 (64,000 MPH) • *30 points*
- Quickness 7, Stacks with Super-Speed; Speed 15 (64,000 MPH) • *1 point*
- Movement 1 (Space Travel 1) • *1 point*

Heat Vision: Ranged Damage 15 • *30 points*

Invulnerability: Protection 4; Impervious Toughness 18; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *27 points*

Super-Breath: Alternate Effects of Strength Damage (19 points)
- Cone Area Affliction 9 (Resisted by Fortitude; Hindered, Immobile, Paralyzed) • *1 point*
- Cone Area Move Object 9, Close Range, Limited to Pushing and Pulling • *1 point*

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 8 • *8 points*

Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*

EQUIPMENT

HQ: FORTRESS OF SOLITUDE • *25 POINTS*

Size: Huge **Tou:** 20 **Features:** Communications, Computer, Concealed 3 (+20 DC), Defense System, Hanger, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Power System, Security System

ADVANTAGES

Connected, Equipment 5, Extraordinary Effort, Inspire 3, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness checks)

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Farming 4 (+6), Expertise: Krypton 8 (+10), Expertise: Journalism 10 (+12), Perception 8 (+10), Persuasion 8 (+12), Ranged Combat: Heat Vision 8 (+10), Technology 3 (+5)

OFFENSE

Initiative +2

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

DEFENSE

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

POWER POINTS

Abilities	106	**Skills**	26
Powers	118	**Defenses**	24
Advantages	15	**Total**	289

COMPLICATIONS

Power Loss: Superman loses his powers and his **Str** and **Sta** are reduced to 3 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.

Relationships: Superman's closest relationship is with his wife, Lois Lane. Other important people in his life include his mother, Martha Kent, and friends and co-workers Jimmy Olsen, Perry White and Catherine "Cat" Grant.

Responsibility: Superman feels a strong sense of responsibility to use his powers for the benefit of all.

Secret Identity: Clark Kent, mild-mannered reporter for the *Daily Planet*.

Vulnerability: Superman is vulnerable to magic. His Toughness is not Impervious against magical attacks.

Weakness: Kryptonite (see sidebar).

see and hear over great distances, peer through solid objects with his X-ray vision, see in the infrared spectrum and down to the microscopic, and hear in the ultrasonic bandwidth.

Superman can project a beam of heat from his eyes—his "heat vision." At the lowest levels, his eyes seem to glow red as the object he is looking at heats up. At higher levels, the heat beams are actually visible.

His super breath is a powerful blast of compressed air, also capable of supercooling objects, instantly forming ice from moisture in the air.

The Man of Steel has used various other powers on occasion. These are usually temporary abilities acquired by circumstance or power stunts of his existing abilities. The Gamemaster should handle these as regular power stunts (see *DC Adventures,* page 21).

ALLIES

Superman has many friends. After flirting with her for some time, he eventually revealed his true identity to Lois Lane and proposed marriage. Both Clark and Superman are well known to the rest of the staff at the *Daily Planet,* including editor Perry White and photographer Jimmy Olsen. Superman is widely respected by the world's heroes, and a regular member of the Justice League of America.

Kal-El also discovered he is not the sole survivor of Krypton. There is his cousin, Kara, who joined the "family business" as Supergirl, and the various criminals consigned to the Phantom Zone. There's even Kal-El's childhood pet, Krypto the Superdog, sent into space in an early test of the rocket that brought Superman to Earth; he was later reunited with his beloved master. Superboy is cloned from a combination of Superman's DNA and that of his archenemy Lex Luthor, and considers the Man of Steel his mentor.

REAL NAME: CLARK JOSEPH KENT, KAL-EL (KRYPTONIAN NAME)
OCCUPATION: JOURNALIST BASE: METROPOLIS

KRYPTONITE

Superman's greatest weakness is the radioactive remains of his home planet 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 lead to death. Green kryptonite radiation has little effect on humans unless they are exposed to it over a long period of time, in which case radiation sickness or related diseases like cancer can result.

Red kryptonite has unpredictable effects on Kryptonians, typically an Affliction, usually with a transformed final result. This can range from making a subject tiny or giant to turning a Kryptonian into an intangible wraith or ant-headed creature. The effects wear off in a day or two.

Gold kryptonite temporarily removes Kryptonian powers and reduces their abilities to normal human levels for time rank 1 (about 15 seconds) or two action rounds. This is often enough time for a foe to take advantage of the momentarily powerless victim.

Blue kryptonite has no effect on anyone other than Bizarros, who become clear-minded, polite and compassionate under its effects.

Black kryptonite splits its subject into two aspects of their personality. For example, it might split Kal-El into his Superman and Clark Kent identities, each a separate individual. It often splits a subject into "good" and "evil" personalities.

Silver kryptonite affects Kryptonians like a powerful psychoactive: causing hallucinations, paranoid delusions or similar unbalanced behavior. A second exposure to silver kryptonite can reverse the effects.

A *DC Adventures* Gamemaster should feel free to introduce other forms of kryptonite as challenges in the game as desired. Experiments with existing samples of kryptonite and attempts to synthesize it can have unexpected effects.



ENEMIES

Superman has garnered a considerable gallery of foes, starting with business magnate Lex Luthor, who considered the alien hero a threat to his position of most powerful man in Metropolis and an obstacle to his own considerable ambitions. Luthor has attempted to co-opt or destroy Superman on numerous occasions, often from behind the façade of "humble philanthropist."

The Man of Steel's other enemies include the computer intelligence Brainiac, the cyborg Metallo (powered by a piece of kryptonite for his "heart"), his imperfect duplicate Bizarro, and the twisted Toyman, to name a few. Perhaps his most deadly foe is Doomsday, a living weapon from Krypton's distant past who once killed Superman in single combat (Kryptonian technology was later able to revive him). His most powerful enemy is almost certainly the impish Mr. Mxyzptlk, an inhabitant of the Fifth Dimension who appears to bedevil Superman from time to time.

LOIS LANE

The daughter of General Sam Lane, Lois grew up as an "army brat" shuttled around to her father's various military postings. Her childhood honed her determination and hard-nosed edge, which she used to good advantage upon becoming a journalist.

As a reporter for the Metropolis *Daily Planet,* Lois already had a considerable reputation when she first met fellow reporter Clark Kent, and became famous as the first person publicly rescued by Superman. Lois' father firmly believed aliens like Superman represented a threat to Earth. This led to General Lane's involvement in attempts to discredit and destroy Superman.

OTHER SUPERMEN

Superman is an iconic character with a very long history. In the DC Universe, he is also a key hero with counterparts on various parallel Earths. Some of these other Supermen have similar traits but different personal histories, while others have greater or lesser powers than the Superman described here. Since every *DC Adventures* game is presumed to take place in its own unique "parallel" Earth, feel free to adjust the abilities of the Man of Steel to suit *your* Superman.

LOIS LANE — PL3 • 63 POINTS

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

Advantages: Connected, Contacts, Improved Trip, Well-informed

Skills: Athletics 3 (+4), Close Combat: Unarmed 3 (+5), Deception 4 (+7), Expertise: Journalism 11 (+13), Insight 6 (+8), Investigation 4 (+6), Perception 4 (+6), Persuasion 4 (+7), Stealth 4 (+5), Technology 2 (+4), Vehicles 3 (+5)

Offense: Initiative +1, Attack +5 (Close, Damage 0)

Defense: Dodge 5, Parry 4, Fortitude 3, Toughness 1, Will 3

Totals: Abilities 26 + Powers 0 + Advantages 4 + Skills 24 + Defenses 9 = Total 63

After a long and friendly rivalry, Lois and Clark dated and became romantically involved. Clark revealed to her that he was Superman before proposing marriage. Since then, Lois and Clark's marriage has had its share of difficulties, but their relationship remains strong.

JIMMY OLSEN — PL2 • 38 POINTS

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

Equipment: Signal watch (Feature 1 (Ultrasonic signal))

Advantages: Contacts, Equipment, Luck

Skills: Expertise: Photography 9 (+11), Insight 4 (+6), Investigation 2 (+4), Perception 4 (+6), Stealth 2 (+2), Technology 1 (+3)

Offense: Initiative +0, Attack +1 (Close, Damage 0)

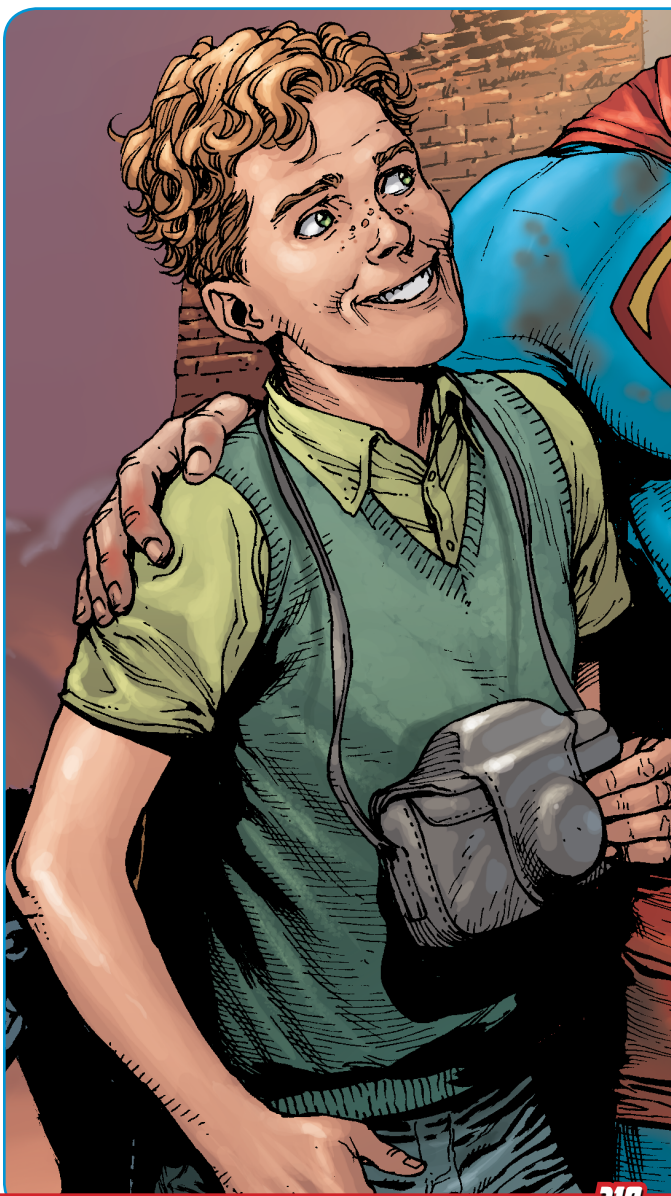
Defense: Dodge 3, Parry 3, Fortitude 2, Toughness 1, Will 2

Totals: Abilities 18 + Powers 0 + Advantages 3 + Skills 11 + Defenses 6 = Total 38

JIMMY OLSEN

James Bartholomew Olsen got his start at the *Daily Planet* as a copy boy, idolizing the work of reporters like Lois Lane. Eventually, Jimmy worked his way up to cub reporter and freelance photographer working for the *Planet*. During this time he became acquainted with Superman, and was the first photographer to capture the Man of Steel's picture for the press. That earned Jimmy a staff job at the *Planet* and the nickname "Superman's Pal."

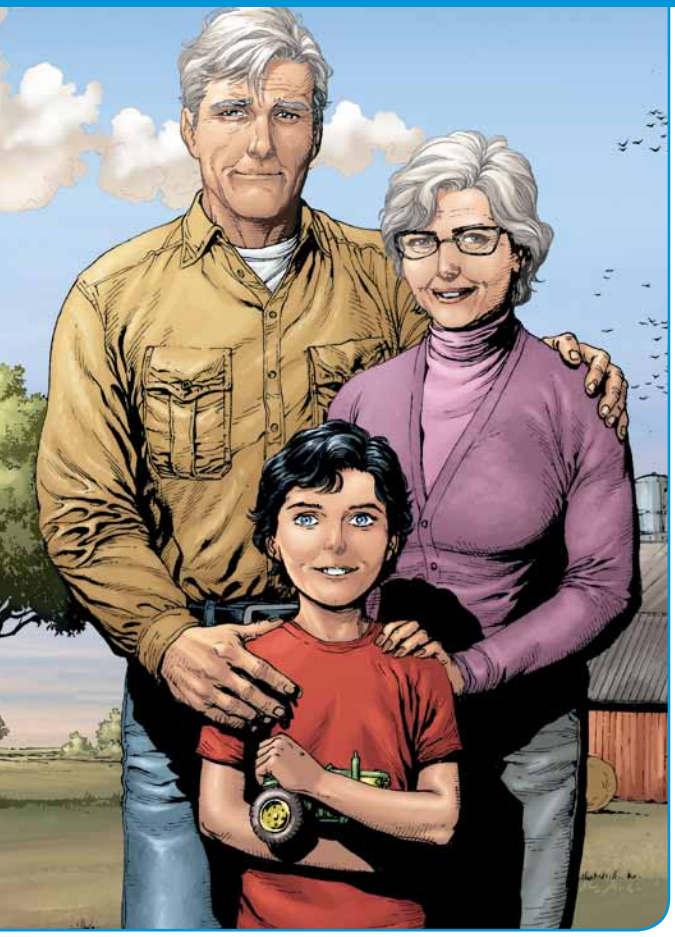
More than any of the Man of Steel's other friends, Jimmy has been through his share of dangers and strange transformations. In the end, he always returns to his normal, level-headed self. For those times when Jimmy gets in over his head, he has an ultrasonic signal watch able to alert Superman of the danger and his whereabouts.



THE KENTS

As a young married couple in Smallville, Jonathan and Martha Kent were driving home to their family farm when they were witness to the arrival of the escape rocket carrying the infant Kal-El. Finding a helpless baby inside the rocket ship, Martha Kent immediately was taken with him. The Kents decided to adopt the boy, and named him "Clark" in honor of Martha's maiden name.

Ma and Pa Kent had a considerable influence on young Clark as he matured, teaching him their values and, later, as his Kryptonian powers began to emerge, teaching him restraint and responsibility. They helped Clark conceal the truth about his origins, providing him with glasses made from lens from his rocket and later a costume made from blankets found in his ship, including his Kryptonian family crest.



JONATHAN KENT — PL2 • 33 POINTS

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

Skills: Expertise: Farming 8 (+9), Insight 4 (+6), Perception 4 (+6), Persuasion 4 (+6)

Offense: Initiative +0, Attack +2 (Close, Damage 0)

Defense: Dodge 2, Parry 3, Fortitude 2, Toughness 1, Will 2

Totals: Abilities 18 + Powers 0 + Advantages 0 + Skills 10 + Defenses 5 = Total 33

MARTHA KENT — PL2 • 28 POINTS

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

Skills: Expertise: Farming 6 (+7), Insight 6 (+8), Perception 5 (+7), Persuasion 5 (+7), Technology 2 (+3)

Offense: Initiative +0, Attack +0 (Close, Damage -1)

Defense: Dodge 2, Parry 2, Fortitude 1, Toughness 0, Will 3

Totals: Abilities 10 + Powers 0 + Advantages 0 + Skills 12 + Defenses 6 = Total 28

The Kents remained a part of their son's life after he left Smallville to travel the world and eventually adopt the public persona of Superman. Jonathan Kent suffered a fatal heart attack during Brainiac's attack on the Kent farm, an attack made in retribution for Superman's defeat of the alien android. Martha Kent still lives on the farm in Smallville with Connor Kent (Superboy) and Clark's dog, Krypto.

SWAMP THING

Alec Holland, a brilliant plant biologist, was working alone in the Louisiana swamps on a bio-restorative formula designed to turn deserts into lush forests. In an effort to steal the formula, rivals planted a bomb in Holland's lab. Covered with burning chemicals from the explosion, Dr. Holland ran from the lab before collapsing into the waters of the swamp.

From where Alec Holland fell, a humanoid form made up of swamp plants arose. Initially, the "Swamp Thing" (as it was known) thought it *was* Alec Holland, transformed by the bio-restorative formula and the explosion. In fact, the Swamp Thing later learned that Alec Holland's death—death by fire and burial in the swamp—was merely part of an ages-old process to create a mystical plant elemental. Holland was the physical template, and the Swamp Thing possessed some of his memories and personality, but it was a new entity. Other plant elementals have existed throughout history, many eventually retiring to become a part of the Parliament of Trees, their minds and spirits active in the Green (the collective essence of all plant life) while their physical forms become rooted.

Dwelling in the swamps of Houma, Louisiana, the Swamp Thing became a protector against various forces—mystical, infernal, and mortal—that threatened the Earth. He clashed with Anton Arcane, and met and fell in love with Arcane's niece Abigail. After many challenges, the couple was eventually married.

REAL NAME: NONE, FORMERLY ALEC HOLLAND
OCCUPATION: PLANT ELEMENTAL
BASE: HOUMA, LA

PERSONALITY

Swamp Thing is a kind and gentle soul at heart, but still has many of the memories and feelings of the man Alec Holland. He is sometimes caught between his human and elemental natures and their conflicting tendencies. He is fiercely protective of those he cares about, as well as the environment and the Green as a whole, but also understands the value and potential of human life and has opposed efforts to limit or wipe out humanity. He prefers peaceful solutions, but will not hesitate to use force if necessary.

POWERS & ABILITIES

The Swamp Thing is a plant elemental, technically a disembodied spirit capable of inhabiting plant life and creating a humanoid body for himself out of plants. His inhuman nature makes Swamp Thing extraordinary strong and resistant to harm. His Immunity effect makes him immune to the same things as plants; thus Swamp Thing isn't affected by diseases, toxins or other hazards that affect animal life. Likewise he

SWAMP THING — PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	15	0	0	2	4	7	5

POWERS

Plant Control: Array (45 points)
- **Control Plants:** Burst Area Move Object 15 • *45 points*
- **Entangling Plants:** Ranged Burst Area Affliction 15 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree • *1 point*
- **Plant Growth:** Environment 15 (Impede Movement 1, Visibility 1, Continuous) • *1 point*

Plant Elemental: Immortality 19; Immunity 10 (see **Powers & Abilities**); Impervious Toughness 12 • *60 points*

Sense the Green: Senses 3 (Environmental Awareness, Acute, Analytical) • *3 points*

Travel Through the Green: Teleport 14 (Accurate, Easy; Limited to Extended, Medium: Plants); Space Travel 3 (Medium: Plants) • *45 points*

ADVANTAGES

Favored Environment (When surrounded by plant life), Improved Hold, Plant Empathy*

*As Animal Empathy, but with plants.

SKILLS

Close Combat: Unarmed 6 (+8), Expertise: The Green 12 (+16), Insight 4 (+11), Perception 8 (+15)

OFFENSE

Initiative +0

Entangling Plants —	Ranged, Burst Area Affliction 15, Dodge DC 25
Unarmed +8	Close, Damage 9

doesn't need oxygen to breathe, but does need carbon dioxide. His plant complication likewise makes him vulnerable to the same things as plants.

He can control the growth of plants and animate and control them. The Swamp Thing's spirit form can travel anywhere there is plant life, reconstituting a body out of the plants at his destination, even on other planets with plant life (and, occasionally, other time periods). This is how he "teleports" and is also the source of his Immortality (if his body is destroyed, he can just make another one). He sometimes exercises the bio-chemical abilities of plants to produce scents, pollens or even fruits with specific properties, from influencing insect life to causing allergic reactions or even introducing psychotropics into someone's system. Most of these abilities are power stunts of the Swamp Thing's Plant Control array.

ALLIES

Swamp Thing's greatest ally and confidant is his wife, Abby, who has helped to nurture his human qualities and empathy. He also learned a great deal from occultist John Constantine, though Swamp Thing is justifiably wary of Constantine's motives. Much of Earth's mystical community knows of Swamp Thing and respects his power, and many of them have encountered him.

DEFENSE

Dodge	8	**Fortitude**	15
Parry	8	**Toughness**	15
Will	15		

POWER POINTS

Abilities	84	**Skills**	15
Powers	155	**Defenses**	22
Advantages	3	**Total**	279

COMPLICATIONS

Elemental: A mystic elemental, Swamp Thing has a responsibility to the Green.

Plant: Swamp Thing is made up of plants and is affected by anything that affects plants.

Relationship: Swamp Thing has a wife (Abby) and a daughter (Téfe).



ENEMIES

Swamp Thing's greatest foe is Abby's uncle, Anton Arcane, a mad scientist and occultist known for twisting life in all manner of unnatural ways. He is responsible for the creation of the Un-Men, nightmare hybrids of flesh, as well as the freakish Patchwork Man. Not even imprisonment in Hell has been able to bar Arcane entirely from interfering with the natural world.

Swamp Thing has faced various threats to Earth and humanity, from the corrupt Sunderland Corporation to the menace of the Grey, the alien fungal intelligence that attempted to invade the Green.

ABBY HOLLAND

Swamp Thing's wife Abby was born to the Arcane family in Europe, heir to certain psychic potentials. Her mother was killed for practicing witchcraft when Abby was only an infant and she was raised by her father Gregori and her uncle Anton. She first encountered Swamp Thing as a teenager, when he saved her from the destruction of Castle Arcane.

ABBY HOLLAND — PL4 • 63 POINTS

Abilities: **Str** 0 **Sta** 2 **Agl** 1 **Dex** 1 **Fgt** 1 **Int** 3 **Awe** 5 **Pre** 4

Powers: **Empathy** (Senses 2 (Detect Emotions, Ranged)); **Telekinesis** (Move Object 1, Unreliable); **Telepathy** (Mind Reading 1)

Advantages: Animal Empathy, Attractive, Plant Empathy*

Skills: Athletics 3 (+3), Close Combat: Unarmed 2 (+3), Insight 8 (+13), Perception 5 (+10), Persuasion 4 (+8), Treatment 2 (+5)

Offense: Initiative +1, Unarmed +3 (Close, Damage 0)

Defense: Dodge 5, Parry 5, Fortitude 3, Toughness 2, Will 5

Totals: Abilities 34 + Powers 5 + Advantages 3 + Skills 12 + Defenses 9 = Total 63

Over the years, Abby followed Swamp Thing and encountered him in various places. She married American government agent Matthew Cable, but her attraction to "Alec" grew as her marriage deteriorated. After Matt was possessed by Anton Arcane's spirit and sacrificed himself to save Abby, she and Alec grew closer and eventually married.

T.O. MORROW

As his adopted name suggests, T.O. Morrow has always been preoccupied with the future., Morrow used his phenomenally gifted mind to develop a machine capable of viewing events a century hence, and embarked on a criminal career using devices copied from the future. Despite defeats by the JLA, Morrow's capabilities grew, and eventually he was able to reach through time to steal advanced technology. In time, the knowledge he gained from the future produced his crowning achievement: the android hero Red Tornado, intended as an instrument of revenge against the JLA.



An admiring rivalry with Professor Ivo eventually led to a bickering partnership, and yielded still more wondrous androids like Tomorrow Woman and Red Volcano. Morrow's skills also brought him to Intergang and Chang Tzu's attention, and he became one of the scientists kidnapped to Oolong Island and known as the Science Squad. More recently, his accomplishments prompted the Secret Society of Super-Villains to create the monstrous creature Genocide, much to the Polish-born Morrow's regret.

PERSONALITY

Despite his villainous pursuits, Morrow remains surprisingly likeable, as proven by his friendship with Dr. Will Magnus.

POWERS & ABILITIES

Morrow is a scientific and technical genius, particularly in constructing androids. Using his Super-Computer, Future-Vision Set, and Fourth-Dimensional Grapple Beam, he steals a variety of futuristic gadgets for criminal use.

ALLIES

Morrow occasionally partners with Prof. Ivo, and was part of both Oolong Island's Science Squad and the Secret Society of Super-Villains.

ENEMIES

The Justice League of America is a long-time foe of T.O. Morrow.

REAL NAME: TOMEK OVADYA MORAH
OCCUPATION: CRIMINAL SCIENTIST
BASE: MOBILE

T.O. MORROW — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	0	1	0	8	5	1

POWERS

Fourth-Dimensional Grapple Beam: Perception Range Teleport 10, Attack (Resisted by Dodge), Dimensional 1 (100 years forward in time), Increased Mass 4, Easily Removable (–18 points) • *27 points*

Future-Vision Set: Remote Sensing 22 (Visual), Dimensional 1 (100 years forward in time), Subtle 2, Easily Removable (–10 points), Uncontrolled • *15 points*

Super-Computer: Senses 12 (Precognition, Extended 7, Radius), Easily Removable (–2 points), Uncontrolled • *4 points*

ADVANTAGES

Benefit 2 (Independently Wealthy), Defensive Roll 2, Improvised Tools, Inventor, Minion 66 (Six PL11 Androids), Ultimate Effort (Expertise: Androids)

SKILLS

Close Combat: Unarmed 3 (+3), Deception 5 (+6), Expertise: Androids 8 (+16), Expertise: Science 6 (+14), Insight 4 (+9), Persuasion 5 (+6), Ranged Combat: Energy Weapons 3 (+4), Technology 10 (+18)

OFFENSE

Initiative +1

Unarmed +3 — Close, Damage 1

DEFENSE

Dodge	8	**Fortitude**	7
Parry	8	**Toughness**	3/1*
Will	11	*Without Defensive Roll.	

POWER POINTS

Abilities	32	**Skills**	22
Powers	46	**Defenses**	28
Advantages	73	**Total**	201

COMPLICATIONS

Obsession: The future fascinates Morrow foremost, followed closely by the power its technology brings him.

Rivalry: Even when they are working as partners, Morrow seeks to upstage Prof. Ivo's robotics skill.

TYPICAL MORROW ANDROID — PL11 MINION • 105 POINTS

Abilities: Str 9 **Sta** — **Agl** 4 **Dex** 4 **Fgt** 4 **Int** — **Awe** 0 **Pre** —

Powers: Armor (Protection 10), **Futurenergy Gun** (Array (51 points), Easily Removable (–16 points): **Drain Futurenergy** (Ranged Transform 9 (Sentient beings into a near-death state), Accurate 3, Continuous, Reversible), **AE: Paralyzing Bubbles** (Ranged Affliction 9 (Resisted by Fortitude; Dazed, Hindered and Impaired, Defenseless, Immobile and Stunned), Accurate 3, Extra Condition 2, Multiattack, Reversible, Limited Degree), **AE: Atomic-Cloud Ray** (Ranged Transform 9 (Matter into vapor), Accurate 3, Reversible)); **Immunity** 30 (Fortitude Effects)

Advantages: Improved Aim

Skills: Close Combat: Unarmed 7 (+11), Ranged Combat: Energy Weapons 3 (+7)

Offense: Initiative +4, Futurenergy Gun +13 (Ranged, Affliction 9), Unarmed +11 (Close, Damage 9)

Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 10, Will Immune

Totals: Abilities 12 + Powers 71 + Advantages 1 + Skills 5 + Defenses 16 = 105

TIME PASSAGES

Morrow sometimes chooses human thugs with futuristic weapons instead of androids, allowing the Gamemaster to reallocate his Minion points. In his first appearance, Morrow could only copy the advanced technology he saw on his Future-Vision Set, and instead of his listed Powers employed a Duplicating Machine: Summon 15, Heroic, Multiple Minions 2, Variable Type (Duplicates), Easily Removable (–48 points), Resistible by Dodge.

TATTOOED MAN

U.S. Marine Mark Richards was missing in action and presumed dead after his helicopter crashed. He showed up a few years later in Gotham City as a hit man, his body covered in tattoos he could bring to life. He claimed that by taking on the "sins" of others, he was redeeming those he killed.

The Tattooed Man worked for Morgaine le Fey's Dreambound and later sided with the Justice League against Darkseid. He attempted to be a hero in his old Washington D.C. neighborhood of Liberty Hill, fighting both local gangs and corrupt cops. He later joined Deathstroke the Terminator's new team of mercenary Titans, in order to track down Slipknot, his son's killer.

PERSONALITY

Tattooed Man is a guy doing the wrong things for the right reasons, or so he thinks. His tattoos "redeem" the sins of those he kills, but he finds himself in circumstances in which he is a bad guy doing bad things to guys even worse than him.

POWERS & ABILITIES

The Tattooed Man can bring to life the various tattoos covering his body, summoning creatures that look like the tattoos to do his bidding. Richards claims his tattoos are creations of



TATTOOED MAN — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	1	2	6	0	1	1

POWERS

Animated Tattoos: Summon 6 (Four 90-point minions), Active, Broad Type (His tattoos), Controlled, Mental Link, Multiple Minions 2 • *61 points*

ADVANTAGES

Defensive Roll 4, Extraordinary Effort, Seize Initiative

SKILLS

Athletics 4 (+7), Close Combat: Unarmed 3 (+9), Expertise: Military 8 (+8), Insight 4 (+5), Perception 4 (+5), Ranged Combat: Guns 6 (+8), Stealth 4 (+5), Treatment 2 (+2), Vehicles 3 (+5)

OFFENSE

Initiative +1

Unarmed +9	Close, Damage 3

DEFENSE

Dodge	8	**Fortitude**	9
Parry	8	**Toughness**	7/3*
Will	9	*Without Defensive Roll.	

POWER POINTS

Abilities	34	**Skills**	19
Powers	61	**Defenses**	23
Advantages	6	**Total**	143

COMPLICATIONS

Enemy: Mark has fought his brother Levon, who goes by "Sync" and has mind-control powers.

Outside the Law: Despite his best efforts to be a hero, Tattooed Man ends up working outside the law against the authorities.

Relationships: Tattooed Man has a family to care for; his wife Michelle, daughter Laurel, and sister-in-law Regina.

the art of "sin-grafting" he learned in the nation of Modora, and represent the sins of all of the people he has killed.

If he hasn't already summoned some tattoo creatures before combat starts, he uses his Seize Initiative advantage to summon them before the heroes can act. The Gamemaster should award the players a hero point when he does this (since Tattooed Man, like other Gamemaster characters, does not have or spend hero points).

His Summon effect is fairly broad in nature, though the Gamemaster may wish to design in advance various tattoo creatures for the Tattooed Man to summon, using the information in the **Appendix** of this book. He can call up everything from an armed samurai warrior to demons, dragons and various beasts. A substantial portion of Tattooed Man's power level is actually that of his tattoos; without them he's a skilled soldier, but not much more.

Tattooed Man does not have any movement powers, but may summon a flying creature to carry him quickly, or even catch him while falling.

REAL NAME: MARK RICHARDS
OCCUPATION: FORMER U.S. MARINE, MERCENARY
BASE: MOBILE

ALLIES

Tattooed Man has been a member of the Secret Society and works with Deathstroke's team of mercenaries. He has also sided with the Justice League against Darkseid, and is sometimes torn between his criminal career and his desire to do some good.

ENEMIES

Tattooed Man's foes include Green Lantern and Batman, and his own brother Sync, who has mind-control powers. The mercenary criminal Slipknot murdered Mark's son and he has sworn to track him down.

TEEN TITANS



Also known as the Titans, New Teen Titans, or New Titans depending on the time and membership, this team was created by the first Robin, Aqualad and Kid Flash as the "Junior Justice League." The founders later rejoined as the Teen Titans alongside the original Wonder Girl and the first Speedy, both of whom were recruited during the young team's first mission. Despite Mal Duncan's lack of powers, he impressed the team with his courage and also was asked to join, though he was not a frontline member.

The original team broke up after facing a variety of villains, including Dr. Light I, the Gargoyle, the Mad Mod, and the demonic Moonlings, while also making a number of allies, such as their sometime-patron, Loren Jupiter, the original Hawk and Dove, Lilith and Beast Boy. The Teen Titans would soon band together again when Dr. Light broke into Titans' Lair to send a false distress signal. The team would have been defeated if Mal had not saved the day by becoming the Herald.

Afterward, the Teen Titans moved to Long Island and took on Bumblebee and Duela Dent as new members. Lilith soon formed a team of her own, Titans West, comprised of herself, Beast Boy, Flamebird, Golden Eagle, and Hawk and Dove, but it didn't last very long. Favoring their individual interests and needs, the Teen Titans likewise shortly disbanded.

The New Teen Titans would come together when Raven used dreams to gather heroes to aid her against her demonic father, Trigon. This new team of Robin, Changeling, Cyborg, Kid Flash, Raven, Wonder Girl and Starfire later took on another member, Terra, following a battle against Deathstroke. Tragically, Terra was a double agent who aided Deathstroke in capturing the Titans, but she was killed when she wrathfully destroyed the H.I.V.E. complex the heroes were held in. Robin evolved into Nightwing and Kid Flash would leave during this time, with Jericho coming aboard to flesh out the roster.

As the team's adventures continued, they took on a number of new members, including Baby Wildebeest, Damage, Danny Chase, Green Lantern, Impulse, Matrix/Supergirl, Minion, Pantha, Phantasm, Red Star, and (pre-Ravager) Rose Wilson. The team also began their long-standing relationship with S.T.A.R. Labs during this time. The (New) Teen Titans encountered a wide range of foes before once again going their separate ways, not the least of which were Dr. Light, the Fearsome Five, H.I.V.E., Deathstroke, the Brotherhood of Evil, Brother Blood, Blackfire, organized crime families, Mento and Cheshire (despite having a child with Red Arrow).

During this hiatus, the Atom led an all-new Teen Titans after reverting to a teenager following Zero Hour and rescuing the other new members from their alien prison upon Titan. Led by Atom, the genetically modified Argent, Joto, Prsym and Risk found a home in Loren Jupiter's Solar Tower, having accepted the billionaire's offer of support. Fringe, another alien experiment, would also join the team after being rescued from the Veil, a group that hunted aliens. Despite Arsenal's mentorship and Captain Marvel, Jr.'s signing on, the team fell apart when Jupiter withdrew his support in the wake of Joto's apparent death.

Yet another incarnation, the Titans, arose from the ashes as former members Argent, Arsenal, Changeling, Cyborg, Dam-

BASE: SAN FRANCISCO (TITANS TOWER)
CURRENT MEMBERS: AQUAGIRL, BEAST BOY (SEE VOL. 1), BLUE BEETLE (JAIME REYES) (SEE VOL. 1), BOMBSHELL, KID FLASH (SEE VOL. 1), MISS MARTIAN, RAVEN, SUPERBOY, WONDER GIRL
FORMER MEMBERS: ANIMA, ARGENT, ARSENAL (AS SPEEDY), ATOM (RAY PALMER) (SEE VOL. 1), AZRAEL, BABY WILDEBEEST, BUMBLEBEE, BUSHIDO, CAPTAIN MARVEL JUNIOR/CM3 (SEE VOL. 1), CHRIS KING (WITH THE H DIAL), CYBORG (SEE VOL. 1), DAMAGE (SEE VOL. 1), DANNY CHASE, DONNA TROY, DOVE (DON HALL), DOVE (DAWN GRANGER) (SEE VOL. 1), DUELA DENT, ENIGMA, EPSILON, FLAMEBIRD, FLASH (AS KID FLASH; WALLY WEST, SEE VOL I), FRINGE, GNARRK, GOLDEN EAGLE, GREEN LANTERN (KYLE RAYNER) (SEE VOL. 1), HAWK (HOLLY GRANGER), HAWK (HANK HALL) (SEE VOL. 1), HERO CRUZ, HOT SPOT, JERICHO (SEE VOL. 1), JESSE QUICK (SEE VOL. 1), KID DEVIL/RED DEVIL, KID ETERNITY, KOLE, LAGOON BOY, LILITH/OMEN, MATRIX/SUPERGIRL (LINDA DANVERS), LITTLE BARDA, LOREN JUPITER (FUNDING), MAL DUNCAN (AKA GUARDIAN, HERALD, HORNBLOWER, VOX), MARVIN WHITE (CARETAKER), MÁS, MENOS, MINION, MIRAGE, MOLECULE, NIGHTWING (AS ROBIN), OFFSPRING, OSIRIS (SEE VOL. 1), PANTHA, PHANTASM, POWERBOY, PROTECTOR (HONORARY), PRYSM, RAVAGER, RAVEN, RED STAR, RISK, ROBIN (JASON TODD), ROBIN (TIM DRAKE), SON OF VULCAN (AKA VULCAN), STARFIRE, SUPERGIRL, TALON (TIM DRAKE FROM AN ALTERNATE EARTH), TEMPEST (AS AQUALAD) (SEE VOL. 1), TERRA (VARIOUS INCARNATIONS), TRACI THIRTEEN (POTENTIAL), TULA (HONORARY), YOUNG FRANKENSTEIN, WENDY HARRIS (CARETAKER), ZATARA
HEADQUARTERS: TITANS TOWER II (NEW YORK), TITANS TOWER III (SAN FRANCISCO), PREVIOUSLY GABRIEL'S HORN, SOLAR TOWER, TITANS' COMPOUND, TITANS' LAIR, TITANS LIBERTY ISLAND BASE, TITANS TOWER I (NEW YORK CITY), THE USS ARGUS
VEHICLES: SKYCYCLE (ORIGINAL), T-BARGE (ORIGINAL), T-HELICOPTER (ORIGINAL), T-JET (ORIGINAL), T-JET (CURRENT), T-SUBMARINE (ORIGINAL), T-SUBMARINE (CURRENT), T-WING (CURRENT)

age, Flash, Nightwing, Tempest, Troia and Starfire, along with new member Jesse Quick, banded together yet again. Nightwing shortly disbanded this team and Young Justice alike after a rogue Superman robot killed Donna and Lilith, but another Outsiders lineup and a new team of Titans would arise from this heartbreak.

Consisting of former Titans Beast Boy, Cyborg and Starfire alongside Young Justice members Kid Flash/Impulse (Bart), Robin (Tim), Superboy (Connor) and Wonder Girl (Cassandra), the team moved to San Francisco. Jericho became their first challenge when the former Titan returned while possessing his father's body. Using Deathstroke's combat prowess, Jericho sought to prove that tragedy could be the only result of kids playing the role of super hero, but he was defeated and his persona downloaded and trapped within a computer drive.

This latest roster received a shake up following a number of trials, including the Infinite Crisis, a jaunt to the future to oppose the Fatal Five-Hundred (see **Vol. 1**), a clash with a newly restored Dr. Light, and the team's deadly battle with Superboy-Prime in Blüdhaven. More than twenty new members came and went over the following year, during which time the comatose Cyborg underwent constant repairs, Kid Flash fully assumed Flash's legacy, and Raven returned from the dead thanks to Brother Blood. When Deathstroke's Titans East attacked, Duela Dent and Batgirl switched teams, allowing the Titans to triumph, though neither stuck around.

As if an allegory for the Teen Titans' constant doubts about themselves as teen heroes, the team soon after faced their adult selves in the form of the Titans of Tomorrow. These Titans came from a future where they ruled the western United States with the twisted goal of protecting people, from themselves if need be, no matter the cost. This future timeline was erased, however, when Wonder Girl kissed Robin, creating an event the future's Tim Drake never experienced.

Clock King's Terror Titans did not allow the team any rest when the former made their first appearance in an assault on San Francisco's tower in an effort to kidnap Titans to brainwash and use in the Dark Side Club, an illegal, metahuman gladiatorial arena. The Teen Titans turned the tables and helped free the Club's other captives who, though appreciative, largely refused a subsequent offer to join the team.

Yet another roster shake up followed these events with Marvin Harris' death, along with Robin and Miss Martian both leaving for personal reasons. Aquagirl, a reformed Bombshell and Kid Eternity stepped in to fill the gap, but the team was yet again struck by tragedy with the deaths of Kid Eternity and Red Devil. Her confidence shaken by recent events, Wonder Girl questioned her ability to lead, especially once Beast Boy returned to the team, but Cyborg helped her regain her sense of purpose in time to defend Titans Tower during Blackest Night despite Hawk (Holly Granger) being killed by the Black Lantern, Hank Hall.

The current team, led by Wonder Girl, has recently been bolstered by Kid Flash's and Superboy's return from the dead, though it seems more members may be leaving soon to pursue their own agendas—including lives sidetracked by their time spent as super heroes.

HQ: GABRIEL'S HORN • *9 POINTS*

Size: Medium **Tou:** 8 **Features:** Communications, Computer, Fire Prevention System, Infirmary, Power System, Secret, Security System

A former Long Island disco, Mal Duncan and Bumblebee kept the Teen Titan's second headquarters open as a dance club for some time after the team disbanded yet again.

TEEN TITAN VARIATIONS

TERROR TITANS

Formed by Clock King to battle the Teen Titans, members include a teen version of Copperhead, Disruptor, Dreadbolt, and the present, female Persuader. Ravager was also a member but quit after becoming disgusted with their methods and goals.

TITANS

Formed by many of the older (and former) Teen Titans to battle Trigon's offspring following the death of Power Boy, membership includes Beast Boy, Cyborg, Donna Troy, Flash (Wally West), Nightwing, Raven, Red Arrow and Starfire. Nightwing has since left the team to deal with "Bat family" issues occurring in Gotham and Beast Boy has returned to the Teen Titans.

TITANS EAST/TITANS L.A.

Several teams have used this name.

Deathstroke formed a team under this moniker as a counterpoint to the Teen Titans, selecting his members from people who had bones to pick with the teenage heroes. Membership included Deathstroke (see **Vol. 1**) as leader, Batgirl II (see **Vol. 1**), Bombshell, Duela Dent (aka Joker's daughter), Enigma (aka Riddler's daughter), Inertia (a clone of Bart Allen), Kid Crusader, Match (a Superboy clone), Risk (who was embittered by losing his arm fighting Superman-Prime), and Sun Girl.

A version of Cyborg from the future led a team with this name back in time to help the current Teen Titans against their own misguided, future selves. Aside from himself, Cyborg 2.0's version of the team included older versions of Batwoman (Bette Kane, formerly Flamebird), Bumblebee, Captain Marvel (Freddy Freeman, see **Vol. 1**), Flash (Bart Allen, see **Vol. 1**), Ravager and Terra (Tara Markov).

The current Cyborg also attempted to create a new team to deal with trouble on the East Coast, but they were attacked during a training mission by what is believed to be Trigon's offspring. Powerboy was killed and the rest of the team seriously injured. Membership included Cyborg, Anima, Hawk and Dove, Lagoon Boy, Little Barda, Powerboy and Son of Vulcan.

TITANS WEST

Formed by Lilith, this was a loosely affiliated team without a headquarters. Its membership consisted of Beast Boy, Flamebird, Golden Eagle, Hawk and Dove and Lilith. The team didn't last long and disbanded over a lack of focus and leadership.

HQ: SOLAR TOWER • *13 POINTS*

Size: Huge **Tou:** 10 **Features:** Combat Simulator, Communications, Computer, Fire Prevention System, Gym, Living Space, Secret, Security System

Provided by Loren Jupiter for Atom's team, gilded Solar Tower was the seat of Jupiter's business concerns in Metropolis. The building's center ten floors were occupied by the team while the rest housed normal businesses. "Knockout Video" on the main floor acted as a cover for the team's comings and goings.

HQ: TITANS' COMPOUND • *21 POINTS*

Size: Large **Tou:** 10 **Features:** Communications, Computer, Concealed, Fire Prevention System, Garage, Grounds, Gym, Hangar, Infirmary, Laboratory, Living Space, Power System, Security System 2 (DC 25), Self-Repairing, VR Computer Interface (Feature), Workshop

Rebuilt by Cyborg on the original Titans' Island in the East River for the Titans East before their tragedy, it has since become occupied by the Titans. The compound is an apparently simple two-story, T-shaped building built on the river's edge, but it is actually a state-of-the-art facility.

HQ: TITANS' LAIR • *10 POINTS*

Size: Large **Tou:** 10 **Features:** Communications, Garage, Gym, Hangar, Power System, Security System

The first team's original headquarters, the Lair was a single-level subterranean location located near Gotham City River (with river access for Aqualad), and was probably funded by Bruce Wayne through Wayne Enterprises. The equipment was rather limited but served their needs. Titans' Lair was abandoned once Dr. Light I discovered its location.

HQ: TITANS LIBERTY ISLAND BASE • *18 POINTS*

Size: Large **Tou:** 10 **Features:** Communications, Computer, Dock, Fire Prevention System, Garage, Grounds, Gym, Hangar, Living Space, Personnel, Power System, Secret, Security System; Argus Feed (Senses 1 (Communication Link, Subtle))

One of the New Titan's two bases during their work with the government, their Liberty Island Base was an old, converted train station in Liberty Island Park, NJ, across the river from Manhattan. The base was fitted with a communications feed from the Argus, allowing ground-based Titans access to the satellite's spy coverage. The facility was abandoned once the New Titans disbanded and left their government employers.

HQ: USS *ARGUS* • *16 POINTS*

Size: Large **Tou:** 10 **Features:** Communications, Computer, Fire Prevention System, Gym (swimming sphere), Hangar, Holding Cells, Isolated, Laboratory, Living Space, Power System, Security System; Liberty Island Feed (Senses 1 (Communication Link, Subtle))

THE S.T.A.R. KILOTRAX

The S.T.A.R. Kilotrax computer system was the artificial brain of the original Titans Tower. The computer handles most of the tower's normal operations, including securing access to the building's facilities and monitoring any environmental abnormalities. It can also assist with scientific, forensic and engineering matters. Access terminals are provided throughout the tower.

An upgraded version of the Kilotrax software is identical to the original except it does not have a physical form, and thus no Growth power or Toughness (reducing a software copy to 42 points).

S.T.A.R. KILOTRAX — PL4 MINION • 75 POINTS

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

Powers: **Computer** (Comprehend 4 (Languages; Speak, Understand; Machines), Growth 8 (Innate, Permanent), Immunity 30 (Fortitude Effects)); **Tower Sensors** (Remote Sensing 9 (Auditory, Visual, Simultaneous, Medium (Titan Tower Senses)), Senses 1 (Communications Link (Titans Tower)); **Upload Copy** (Immortality 12 (Medium (Network Connection)))

Advantages: Eidetic Memory, Fearless, Improved Initiative

Skills: Expertise: Engineering 2 (+6), Expertise: Forensics 2 (+6), Expertise: Science 2 (+6), Investigation 2 (+6), Perception 3 (+5), Technology 3 (+7)

Offense: Initiative +0

Defense: Dodge —, Parry —, Fortitude Immune, Toughness 8*, Will 10 *Includes Growth modifiers.

Totals: Abilities -38 + Powers 95 + Advantages 3 + Skills 7 + Defenses 8 = 75

Complications: **Confined:** The Kilotrax is immobile and is unable to sense anything beyond Titans Tower's grounds. It relies upon its link to the tower—its body, effectively—to see or interact with the world.

Named *Zbnik* ("Wildcat") by its original Zandian owners, it was here that the Titans stopped the Zandians' terrorist activities. They agreed to Checkmate renovating it for Titans' use during the team's time working with the government. Renamed the *Argus,* the station was fitted with a variety of cutting-edge surveillance equipment to keep an eye on metahuman activity across the Earth. Access was via a JLA-derived teleporter (for which each team member was given an access device) and three shuttles.

HQ: TITANS TOWER (NEW YORK, ORIGINAL) • *21 POINTS*

Size: Gargantuan **Tou:** 10 **Features:** Communications, Computer, Dock, Fire Prevention System, Garage, Grounds, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Security System, Workshop; Minion 5 (S.T.A.R. Kilotrax, see sidebar),

Cyborg's father built the T-shaped tower for the New Teen Titans upon a roughly forty acre island in the East River. There were actually two incarnations of this tower—the second was erected with several upgrades after the original was destroyed by Trigon. Equipped to be both practical for their work and a comfortable place to live, the tower has (among other things) a pool, dance floor, numerous labs, a computer provided by S.T.A.R. Labs, a lounge and living quarters.

HQ: TITANS TOWER II (NEW YORK) • *21 POINTS*

Size: Gargantuan **Tou:** 12 **Features:** Communications, Computer, Concealed, Dock, Fire Prevention System, Garage, Grounds, Gym, Hangar, Infirmary, Laboratory, Living Space, Power System, Security System, Workshop; Tower Projection (Feature, Limit: Disappears if Base Loses Power))

Learning from mistakes made in building the first tower, Cyborg designed Titans Tower II to be more resistant to attack. The base is built entirely underground, with the above-ground T-shaped tower actually a hologram intended to draw enemy fire while leaving the New Titans' facility intact. The facility included many improvements such as an automated infirmary, and the Titans often hosted numerous guests along with the team members. One guest, Epsilon, turned out to be possessed, and when the true personality broke through Epsilon went on a rampage, destroying the base from within. It was not rebuilt before the New Titans disbanded again.

HQ: TITANS TOWER III (SAN FRANCISCO) • *22 POINTS*

Size: Gargantuan **Tou:** 10 **Features:** Combat Simulator, Communications, Computer, Defense System, Dock, Fire Prevention System, Garage, Gym, Hangar, Infirmary, Laboratory, Living Space, Power System, Security System (DC 25), Workshop

Located in San Francisco Bay, the new Titans Tower was funded by the city and several private backers, but was designed by Cyborg. In exchange for this funding, the Teen Titans must escort metahuman prisoners to Alcatraz Prison when needed. Aside from the Tower itself, the grounds include a garden, removable skateboard half-pipe on the roof, the Hall of Mentors (devoted to team mentors and tutors), and various memorials to fallen teammates.

Titans Tower has been invaded and taken over more than once. On one such occasion the adaptable Defense System feature was treated as though it were the Deathtraps feature, which the Teen Titan's foes then turned against them.

VEHICLE: SKYCYCLE (ORIGINAL) • *16 POINTS*

Size: Medium **Str:** 1 **Speed:** 6 (Flight; 120 MPH) **Def:** 10 **Tou:** 8

An open-top, single-person (two people can fit if they squeeze) vehicle used by the early Teen Titans. It uses anti-gravity technology to attain flight.

VEHICLE: T-BARGE • *16 POINTS*

Size: Huge **Str:** 12 **Speed:** 5 (Swimming; 8 MPH) **Def:** 6 **Tou:** 9 **Features:** Remote Control

These watercraft were used to ferry cargo and people from the city over the East River to the original Titans Tower.

VEHICLE: T-HELICOPTER (ORIGINAL) • *20 POINTS*

Size: Gargantuan **Str:** 12, **Speed:** 7 (Flight, 250 MPH) **Def:** 6 **Tou:** 11 **Features:** Navigation System

Able to carry roughly a dozen people, this long, slim helicopter was used by early teams for short jaunts.

VEHICLE: T-JET (ORIGINAL) • *38 POINTS*

Size: Colossal **Str:** 18 **Speed:** 10 (Flight, 2,000 MPH) **Def:** 4 **Tou:** 13 **Features:** Navigation System; Radar: Senses 9 (Accurate, Radius Extended 5 Radio)

Larger than most private jets, the original T-Jet could transport the entire team while still accommodating several dozen tons of cargo. Its wings folded to reduce space while stored (not to mention making it easier to squeeze through some rather tight obstacles on occasion). It is capable of vertical take offs and landings.

VEHICLE: T-SUBMARINE (ORIGINAL) • *24 POINTS*

Size: Gargantuan **Str:** 13 **Speed:** 7 (Swimming, 60 MPH) **Def:** 5 **Tou:** 11 **Features:** Navigation System; Armor: Protection 2, Sonar: Senses 9 (Accurate, Radius Radio Extended 5)

Ideal for infiltration and taking the original Teen Titans on missions beneath the waves, the T-Submarine was designed to be fast and reslient.

VEHICLE: T-JET (CURRENT) • *72 POINTS*

Size: Huge **Str:** 10 **Speed:** 11 (Flight, 4,000 MPH), **Def:** 7 **Tou:** 11 **Features:** Navigation System; Armor: Impervious Protection 2, Auto-Lasers: Ranged Multiattack Damage 11, Accurate 5

The current T-Jet is a Tamaranian fighter rebuilt by Cyborg to serve as the Teen Titans' primary transport. The T-Jet's propulsion system allows its "top" to face forward as it flies, creating a small cross-section but a larger forward profile while moving. This arrangement also gives the T-Jet full VTOL capabilities.

VEHICLE: T-SUBMARINE (CURRENT) • *13 POINTS*

Size: Large **Str:** 8 **Speed:** 3 (Swimming, 4 MPH) **Def:** 8 **Tou:** 7 **Features:** Sonar: Senses 4 (Accurate, Radius Radio Extended)

A small, one-man submarine used to get from a hidden access location along the shore out to the Titans' island in San Francisco Bay.

VEHICLE: T-WING (CURRENT) • *71 POINTS*

Size: Gargantuan **Str:** 12, **Speed:** 11 (Flight, 2,000 MPH) **Def:** 6 **Tou** 11 **Features:** Navigation System; Armor: Impervious Toughness 4, Nose Beam: Line Area 3 (120 feet) Damage 10, AE: Nose Gun: Ranged Multiattack Damage 10, Accurate 5

The latest VTOL aircraft to join the Teen Titans arsenal, this surprisingly well-armed, bright red aircraft gets the Teen Titans where they need to be.

AQUAGIRL

Lorena Marquez is a survivor of the earthquake that sunk portions of San Diego, after which she learned Geist had chemically altered her and other survivors so they could exist underwater in the submerged portion of the city, "Sub Diego." She later took on the role of Aquagirl when Ocean Master

AQUAGIRL — PL8 • 115 POINTS

Abilities: Str 5 **Sta** 6 **Agl** 4 **Dex** 3 **Fgt** 5 **Int** 2 **Awe** 3 **Pre** 1

Powers: Aquatic (Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation – Aquatic), Senses 1 (Low-light Vision)); **Swimming 8** (120 MPH); **Telepathy** (Comprehend 2 (Animals; Speak To, Understand), Mental Communication 2, Awareness Check Required)

Equipment: Atlantean Trident (Strength-based Damage 3, Reach)

Advantages: Animal Empathy, Attractive, Close Attack 3, Defensive Roll 2, Equipment, Evasion, Favored Environment (Aquatic), Languages (Spanish)

Skills: Acrobatics 4 (+8), Athletics 3 (+8), Insight 3 (+6), Investigation 2 (+4), Perception 2 (+5)

Offense: Initiative +4, Atlantean Trident +8 (Close, Damage 8, Reach), Unarmed +8 (Close, Damage 5)

Defense: Dodge 10, Parry 8, Fortitude 8, Toughness 8/6*, Will 6
* Without Defensive Roll.

Totals: Abilities 58 + Powers 25 + Advantages 11 + Skills 7 + Defenses 14 = 115

Complications: Flirtations: Aquagirl's presence has been causing problems for Blue Beetle, whose girlfriend (Traci Thirteen) has declined Titans' membership and thus isn't always around, and between Superboy and Wonder Girl. Lorena has thus far kept her multiple flirtations relatively subtle, though she has been getting bolder of late, a situation that could lead to problems within the team. **Protector:** Lorena is highly motivated to use her powers to protect others. She willingly puts herself at risk to defend innocents or those she cares about.



altered reality in order to switch lives with Aquaman, a situation she helped reverse. She retained the name when the world was righted, and joined the Teen Titans only to leave soon after to aid Sub Diego. She later rejoined the team following her escape from the Dark Side Club.

A significantly powerful possible future version of Lorena, Aquawoman, came back in time during the "Titans Tomorrow" incident. This Lorena-to-be was stronger, more experienced, and had developed Aquagirl's telepathic ability to the point where she could immobilize a target.

BOMBSHELL

Looking to avoid jail time, Airman Amy Sue Allen was transformed into Bombshell by Project Quantum using a process similar to that which created Captain Atom and Major Force, only without the nuclear explosion that displaced the other two in time. Though this allows her to absorb her Dilustel shell when desired, the altered process has prevented her from attaining Captain Atom's full abilities or degree of power.

Having joined the team after the events of Final Crisis, Bombshell was a welcome powerhouse. When Raven left over concerns about a traitor among the Titans, Bombshell revealed Miss Martian to be a White Martian and also directed suspicion against Ravager—both ploys designed to hide the truth that Bombshell was herself the traitor. She was working for Deathstroke, who had commanded her to retrieve the computer drive containing Jericho's soul.



Raven and Red Devil defeated her by exposing her skin to contrary extreme temperatures, shattering her Dilustel shell and rendering her powerless. While being interrogated in prison by Miss Martian, Risk and Batgirl broke in and the latter slit Bombshell's throat to prevent Amy from revealing the existence of the Titans East. This violence was a hollow gesture, however, as Miss Martian had already extracted the information she needed.

Believed dead, Bombshell had in fact merged with her shell, making the Dilustel a part of her physiology, which helped

BOMBSHELL — PL11 • 176 POINTS

Abilities: Str 9 **Sta** 8 **Agl** 2 **Dex** 3 **Fgt** 4 **Int** 0 **Awe** 1 **Pre** 0

Powers: Dilustel Shell (Enhanced Stamina 6, Enhanced Strength 8, Immunity 10 (Life Support), Impervious Toughness 12, Protection 4, Activation (Move, -1 point)); **Quantum Channeling** (Flight 11 (4,000 MPH), Immunity 20 (Energy Effects, Distracting, Limited to Half-Effect, Sustained), Senses 3 (Detect Energy Spectra (Acute, Radius))); **Quantum Manipulation** Array (24 points): **Quantum Blast** (Ranged Damage 12), **AE: Control Machines** (Ranged Affliction 11 (Resisted by Dodge; Dazed, Compelled, Controlled; Concentration, Limited to Technological Devices), **AE: Quantum Burst** (Burst Area Damage 11), **AE: Quantum Conversion** (Deflect Energy 10 (Reflect, Redirection, Close Range, Energy Only)), **AE: Quantum Disruption** (Burst Area Affliction 11 (Resisted by Will; Dazed, Stunned; Concentration, Limited Degree)))

Advantages: Diehard, Move-By Action, Ranged Attack 4, Taunt

Skills: Athletics 4 (+13), Close Combat: Unarmed 4 (+8), Deception 8 (+8), Intimidation 6 (+6), Ranged Combat: Quantum Blast 3 (+10), Stealth 1 (+3), Vehicles 1 (+4)

Offense: Initiative +2, Quantum Blast +10 (Ranged, Damage 12), Quantum Burst — (Burst Area, Damage 11), Quantum Disruption — (Burst Area, Affliction 12), Unarmed +8 (Close, Damage 9)

Defense: Dodge 6, Parry 9, Fortitude 10, Toughness 12, Will 6

Totals Abilities 26 + Powers 113 + Advantages 7 + Skills 14 + Defenses 16 = 176

Complications: Bad Attitude: Bombshell looks down on just about everyone and only grudgingly offers her respect, making her difficult to get along with and unreliable when it comes to team tactics. This causes constant friction with the other Teen Titans. **Crack the Shell:** Extreme heat followed by extreme cold attacks can weaken her Dilustel shell, making it easy to crack if damaged. Under such conditions, temporarily remove her Impervious Toughness and Protection powers. Any attacks resulting in two degrees of failure on her damage resistance check mean the shell is cracked, whereas three degrees of failure shatters the shell temporarily. **Power Loss:** Bombshell's Dilustel shell is not permanent, and so she loses its benefits and her access to the Quantum Field if the Dilustel is not activated or is somehow negated or dispersed. The shell will also disappear for a time if shattered (see her "Crack the Shell" complication). She has **Str** 1 and **Sta** 2 without the shell.

her survive the attack. She escaped government confinement and sought to discover who had been pulling her strings, believing it to be her father who was formerly in charge of Project Quantum. Neither realized Amy's mother, secretly the new head of Project Quantum, was behind everything.

Amy has since been staying with the Teen Titans in order to rehabilitate herself and keep safe until the truth about Project Quantum can be uncovered.

KID ETERNITY

Christopher "Kit" Freeman was killed during WWII and his spirit rose to what he believed was Heaven. It was an illusion created by the Lords of Chaos. A minor Lord, Mister Keeper, recruited Chris by telling the youth he wasn't supposed to die for another seventy-five years, and so he would be returned to life if he joined Mister Keeper's cause. Mister Keeper granted Chris a number of spirit-based abilities, including the power to summon any fictional or deceased person, individually or in small groups, to act on his behalf or advise him. In truth, these "spirits" were demons forced to assume the likeness of whomever Kid Eternity thought he was summoning.

Duped by Mister Keeper, Kid Eternity unknowingly acted on Chaos' behalf for decades. With the former's guidance, Chris worked to activate a number of otherworldly devices known as Chaos Engines in order to expedite humanity's evolution. The Lords of Chaos believed this would regain God's favor and return them to Heaven.

During a plot to steal Dr. Fate's power, Kid Eternity was killed by Mordru, but he later returned and was freed from Mister Keeper's influence by a Lord of Order, Sister Sentry, in exchange for becoming her agent. This greatly diminished his powers, reducing him to only being able to call upon a single soul at a time when he says the word "Eternity!" (He cannot use this power if prevented from speaking.) For this treason against Chaos, Kid Eternity was imprisoned in Hell until Brother Blood attempted to use Chris' spirit to wedge open the doorway between life and death. He escaped and returned to the world of the living to aid the Teen Titans.

The other Teen Titans believe Kid Eternity left them without saying a word following one of the team's adventures, not aware that Chris was kidnapped and killed by the Calculator in an attempt use Kid Eternity to resurrect Calculator's son, Marvin Harris.

Kid Eternity's Conjure Soul is a Summon effect, but it's so powerful and flexible that it would be pointless to write it up with game statistics. With it, he can summon a single soul or a small group of souls of deceased or even fictional beings to fight or perform some other action for him. Often these summoned souls are fairly normal people, other times they're deceased heroes. As GM, use your judgment regarding their power level and utility.

KID ETERNITY	PLX
Abilities: Str 0 **Sta** 1 **Agl** 2 **Dex** 1 **Fgt** 1 **Int** 1 **Awe** 3 **Pre** –2	
Powers: Conjure Soul (PLX power), **Spirit-Touched** (Immunity (Aging), Movement (Dimensional Travel 2 (Mystical), Flight 1 (Subtle), Senses 4 (Soul Awareness, Counters Concealment, Radius))	
Advantages: Defensive Roll 2	
Skills: Acrobatics 1 (+3), Athletics 1 (+1), Insight 2 (+5), Perception 2 (+5)	
Offense: Initiative +2, Unarmed +1 (Close, Damage 0)	
Defense: Dodge 8, Parry 4, Fortitude 6, Toughness 3/1*, Will 8 * Without Defensive Roll	
Totals: Abilities 14 + Powers 73 + Advantages 2 + Skills 3 + Defenses 19 = 109	
Complications: Agent of Order: As an agent of Order (and of Chaos before that) who exists outside the normal boundaries of life and death, Kid Eternity has been swept up in the eternal struggle between the Lords of Chaos and the Lords of Order. Agents of both realms, as well as those who seek to usurp either's power, are constantly making life difficult for Kid Eternity. **Death Surrounds Me:** Other people can sense the aura of death surrounding Kid Eternity and, despite being his teammates, this makes the other Teen Titans very uncomfortable around him. (Without this his Presence is 0). **Time Limit:** Kid Eternity can summon a dead spirit for a maximum of sixty-six seconds, and he needs an amount of downtime equal to the summoning time before he can summon again.	





ZACHARY ZATARA

Much like his famous relative Zatanna, Zachary has the ability to work magic by speaking his spells backwards. He acquired this ability following the end of the Ninth Age of Magic, brought about by the Spectre. He was a Teen Titan for a while, though he made few friends other than Kid Devil. Indeed, Zatara was with Eddie when the latter made his demonic deal with Neron.

After working in Japan where he met his current assistant, Bunny, Zatara moved his increasingly popular stage show to Metropolis. While there he has assisted Superman and the Justice League on several cases, most often in a support and advisory role. Despite being the new kid on the block, Zatara has already faced a number of powerful foes such as Black Adam, the New Kryptonians, and a corrupted Rama Kushna.

Zatara possesses an inflated ego that prevents him from making friends and makes retaining staff difficult. He has even been so bold as to make sarcastic comments to Superman when the Man of Steel approached him for help besting a magic-based villain. Only Bunny seems immune to his behavior despite the target of it more often than anyone else.

ZACHARY ZATARA — PL8 • 110 POINTS

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

Powers Magic Array (24 points): **Dinb Mih!** (Ranged Cumulative Affliction 8 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree), **AE: Cigam Ekirts!** (Ranged Damage 9 (Magic)), **AE: Enogeb!** (Nullify 9 (Broad: All Magic Effects)), **AE: Otserp Egnahc O!** (Ranged Transform 4 (Anything)), **AE: Raeppa!** (Create 7 (Continuous, Subtle)), **AE: Seutats, Kcatta!** (Ranged Summon 4 (Horde, Multiple Minions (Two 60-point minions), Medium (Statues))), **Mystic Senses** (Senses 4 (Detect Magic, Ranged, Acute, Analytical))

Advantages: Attractive, Extraordinary Effort, Fascinate (Expertise: Performance), Ritualist, Sidekick 2 (Bunny) *, Taunt, Uncanny Dodge

Skills: Deception 6 (+8), Expertise: Magic 6 (+8), Expertise (PRE): Performance 6 (+8), Insight 3 (+7), Perception 2 (+6), Ranged Combat: Magic 4 (+7), Sleight of Hand 9 (+12)

Offense: Initiative +2, Magic +7 (Ranged, Damage 10 plus others), Unarmed +0 (Close, Damage 0)

Defense: Dodge 10, Parry 4, Fortitude 5, Toughness 1, Will 11

Totals: Abilities 30 + Powers 33 + Advantages 7 + Skills 18 + Defenses 22 = 110

* Bunny, Zatara's assistant, is essentially a Bystander (see *DC Adventures*, p. 266) with Pre 2 and Expertise: Magic as her selectable skill, Expertise: Performance instead of Expertise: Current Events, and Attractive added.

Complications: Brat: Zatara has an incredibly high opinion of himself, and rarely views anyone else as an equal, an opinion he is happy to express in plain language. **Living Things, Not So Good:** Zatara is not yet very proficient with magic involving naturally animate subjects, such as living things. When casting magic to affect such subjects consider his Magic Array to have both the Expertise: Magic Check Required and Unreliable flaws. **Power Loss:** Zatara needs to speak aloud (and backwards) to cast his spells. **Women and Magic Don't Mix:** Zatara's magic can be influenced by his emotional attachment to others, especially women. Strong feeling of this type effectively impose the Unreliable flaw upon his Magic Array when in the presence of the subject of his affection.

TERRA

REAL NAME: TARA MARKOV
OCCUPATION: MERCENARY
BASE: VARIES

Born from the unapproved union between the king of Markovia and a commoner, Tara was hidden from the Markovian people. She was Dr. Helga Jace's first test subject before her half-brother Brion, who would become Geo-Force. This experimentation granted Tara geokinetic abilities, which she realized just before she and her mother were exiled to the United States.

Bitter and resentful, Tara grew up believing that her powers put her above mere humans and she was determined to take everything that life owed her. Even as a child she was a remorseless mercenary.

Eventually she was hired by Deathstroke for the long-term plan of infiltrating the Teen Titans. Tara became Slade Wilson's lover, becoming fanatically loyal to him. Wilson used this trust to inject her with the same serum that gave him his abilities, and that he would later use on Cassandra Cain and his own daughter, Rose. This tipped her psychological issues into a full-blown psychosis, something that ironically helped her assume a fake personality to show the Teen Titans.

Deathstroke staged a fake fight with Terra to convince the Teen Titans to accept her, and they gladly welcomed her into their family. Terra even pursued a relationship with Beast

TERRA — PL12

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

POWERS

Flying Rocks: Flight 6 (120 MPH), Subtle, Platform (chunk of rock) • *7 points*

Geokinesis: Dynamic Array (28 points)

- **Shift Earth:** Create 13 (Rock/Earth), Continuous, Extended Range, Innate, Limited: Needs ground or rock • *29 points*
- **Catapult Strike:** Ranged Damage 14, Limited: Needs ground or rock, Linked to Ranged Affliction 14 (Resisted by Dodge; Dazed and Vulnerable, Immobile and Prone), Extra Condition, Instant Recovery, Limited Degree; Dynamic • *2 points*
- **Drill Through:** Ranged Burrowing 9, Affects Others • *2 points*
- **Jagged Earth:** Environment 4 (250 foot radius, create uneven ground conditions; Impede Movement 2), Selective • *2 points*
- **Sinkhole:** Ranged Affliction 14 (Resisted by Dodge; Hindered, Immobile, Paralyzed), Continuous, Cumulative, Limited to targets on the ground, Resistible (Fortitude) • *2 points*
- **Stone Barrage:** Ranged Damage 14, Multiattack, Limited: Needs ground or rock • *2 points*
- **Tremors:** Area Burst 2 (60 feet) Affliction 12 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Prone), Extra Condition, Concentration, Instant Recovery, Limited Degree, Limited to targets on the ground • *2 points*
- **Undermine:** Area Burst 2 (60 feet) Weaken Toughness 12, Affects Only Objects, Limited to targets on the ground • *2 points*

Rock Shields: Dynamic Array (12 points)

- **Stone Defense:** Impervious Protection 12, Sustained, Limited: Needs ground or rock; Dynamic • *13 points*
- **Rocky Fortress:** Perception Deflect 12, Limited: Needs ground or rock, Dynamic • *2 points*

ADVANTAGES

All-out Attack, Evasion, Great Endurance, Improved Defense, Instant Up, Languages (Markovian, English), Power Attack, Skill Mastery (Deception checks), Taunt

SKILLS

Deception 12 (+16), Insight 8 (+9), Investigation 5 (+6), Perception 4 (+5), Persuasion 8 (+12), Ranged Combat: Geokinesis Ranged Powers 7 (+10), Stealth 6 (+9)

OFFENSE

	Initiative +3
Geokinesis +10	Ranged, Damage 14 or others
Unarmed +2	Close, Damage 0

DEFENSE

Dodge	8	**Fortitude**	7
Parry	6	**Toughness**	14/2*
Will	6	*Without Stone Defense.	

POWER POINTS

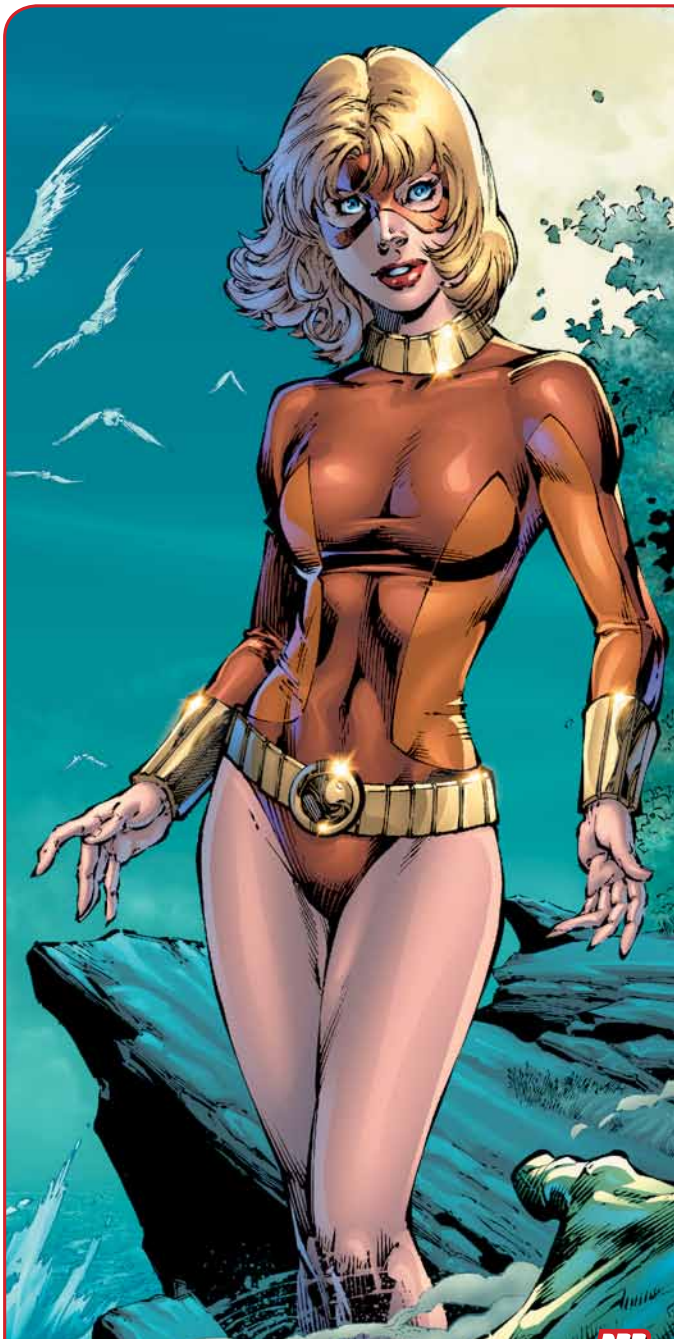
Abilities	32	**Skills**	25
Powers	65	**Defenses**	19
Advantages	9	**Total**	150

COMPLICATIONS

Unbalanced: Behind her rough but likeable personality, Tara is amoral and a borderline sociopath; while she can control herself in order to complete her objectives, she can fly into destructive rages. Her Geokinesis increases exponentially while in this state, but she can't control it as finely.

Immoral Loyalty: Tara is Deathstroke's lover, despite the large age difference between them (and her being underage as well). She is only loyal to him, and his manipulations always succeed with her.

Markovian Bastard: Tara is the unrecognized daughter of the King of Markovia and half-sister to Geo-Force, the legitimate (if abdicating) heir. She is very resentful of being exiled along with her mother.



Boy, who was attracted to her rough but naive personality. She collected information on her teammates while fighting alongside them, relaying their strengths and weaknesses to Deathstroke until he executed his plan to deliver the teenage heroes to the H.I.V.E. headquarters.

Nightwing and Jericho infiltrated the base, and Jericho used his power to possess his father, Deathstroke, and freed the Titans. Tara didn't know of Jericho's power and believed Deathstroke had turned against her. This pushed her unbalanced mind over the edge and she flew into a destructive rage that brought down the entire H.I.V.E. compound, killing herself in the process.

THE CURRENT TERRA

The only link between Atlee, the current Terra, and Tara Markov is a genetic template. Atlee comes from an underground civilization and she is as benign as she is heroic. She refused to join the Teen Titans in order to avoid an unfortunate and painful association with the original Terra, and now often follows Power Girl. Atlee may be even more powerful than Tara, but her restraint in using her powers is based on caring for people's safety, not deception.



Despite her duplicity, the Teen Titans kept silent about her betrayal and erected a statue of her in their memorial at Titans Tower.

Some time later, a second Terra appeared, identical to Tara Markov. She came from the future as part of the Team Titans and was on a mission to prevent Donna Troy's son from being born, as he would become a tyrant known as "Lord Chaos." The new Tara was also attracted to Beast Boy, but the Teen Titan rejected her, still trying to heal the wounds the original had inflicted on his heart.

When a deranged Hal Jordan remade existence in the Zero Hour, Tara's future was destroyed, but she, Mirage and Deathwing did not vanish. The Time Trapper revealed that they were actually from the present, taken into the Lord Chaos future in order for the Time Trapper to keep tabs on Monarch.

Tara and Mirage joined the Teen Titans, but Time Trapper's revelation made her fear that she was, in fact, the original Terra, damaged psyche and all. Geo-Force welcomed her in Markovia as his half-sister even when she told him her fears. She underwent a DNA test which Geo-Force assured her proved that she was not the original Terra, but in fact it showed she was his sister.

Now more secure in her heroic future, this new Tara joined the Teen Titans in the fight against Black Adam, but she was instantly killed when he punched through her chest.

Terra returned as a Black Lantern to haunt both Beast Boy and then Geo-Force, but was put to rest when Geo-Force turned her to stone. This might prove that there was only one Tara after all, and her redemption was cut short by her second death.

PERSONALITY

Tara is an evil, manipulative sociopath. Even at her young age, she is seething with rage and resentment, but hides it to appear naive and enthusiastic. She is a loud-mouthed tomboy who seduced Beast Boy while madly in love with a much older man.

POWERS & ABILITIES

While physically small and frail, Terra has total control over earth. She can shape it, take chunks out of it, project it, move it, toss it as a large projectile or a deadly barrage, and basically do anything she wants with it. During her time with the Teen Titans, she pretends to be around PL 9 or 10, restraining the full range and extent of her power. When she loses control, she can exceed her real PL 12, which proved fatal to herself.

ALLIES

Although she was a member of the Teen Titans, Terra's only true ally was the mercenary Deathstroke, and even he suspected and feared her. Her half-brother, Geo-Force, gladly came to Terra's aid, having no idea of her true personality or motives.

ENEMIES

Terra was, in many ways, the Teen Titans' greatest enemy, working to gain their trust and affection solely so she could betray and destroy them. She held a particular dislike for Raven, who sensed some of the evil Terra tried to conceal, and who dared to pity her, even subconsciously, and for Beast Boy, who was foolish enough to love her.

TERRA-MAN



Tobias Manning was born in the early nineteenth century in the American west. His father was killed by an alien pirate from outer space who took pity on the orphaned Tobias and adopted him. Years later, after traveling from one end of the universe to the other, Tobias killed the pirate to avenge his father and used alien technology to build weapons resembling those he remembered from his childhood. Now calling himself Terra-Man, Manning became a cosmic outlaw and his crime spree eventually returned him to his native Earth, where he ran afoul of Superman. He's since returned to Earth on several occasions, trying to get the drop on the Man of Steel.

PERSONALITY

Terra-Man is a rip-roaring, rootin'-tootin' gunslinger straight from central casting. He fancies himself an "honorable outlaw" in the vein of Jesse James or Billy the Kid and most of his crimes are somehow rooted in the old west—rustling "cattle," robbing "stagecoaches" (passenger planes), and so on. Predictably, Manning observes a perverted version of the gunfighter's code. He never shoots an unarmed man (but he's not above loaning his target a gun), he only robs those who "deserve it" (he's the judge), and he'll always defend the honor of a lady.

POWERS & ABILITIES

Terra-Man has access to a wide variety of formidable alien gadgets and weapons, including a pair of special "six shooters" that fire a number of trick bullets, some of which are capable of harming even Superman. Manning is also a highly skilled marksman and he's developed incredible proficiency in "cowboy" skills such as riding, tracking and roping.

ALLIES

None to speak of, really. For a while it appeared that Terra-Man might be allied with Black Adam, though their association turned out to be… temporary.

ENEMIES

Terra-Man believes he can build his rep by gunning down or at least outwitting the Man of Steel.

TERRA-MAN — PL12

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

POWERS

Six Shooters: Array (26 points), Easily Removable (-14 points)
- **Standard Bullets:** Ranged Damage 13, Penetrating 4 • *30 points*
- **Exploding Bullets:** Burst Area Ranged Damage 10 • *1 point*
- **Dazzle Bullets:** Ranged Affliction 13 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
- **Psi-Bullets:** Ranged Damage 10, Resisted By Will • *1 point*

Flying Harness: Flight 6 (120 MPH), Removable (-2 points) • *10 points*

Lariat: Affliction 12 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree, Reach 8 (40 feet), Linked to Move Object 2 (200 lbs.), Close Range, Reach 8 (40 feet) Easily Removable (-12 points) • *18 points*

ADVANTAGES

Accurate Attack, Animal Empathy, Defensive Attack, Defensive Roll 4, Improved Aim, Improved Critical 2 (Six Shooters), Improved Initiative 1, Power Attack, Precise Attack 2 (Ranged, Cover and Concealment), Quick Draw, Ranged Attack 6

SKILLS

Acrobatics 6 (+10), Athletics 8 (+10), Close Combat: Unarmed 4 (+8), Deception 6 (+8), Insight 4 (+6), Intimidation 4 (+6), Perception 4 (+6), Stealth 3 (+7), Treatment 3 (+5)

OFFENSE

	Initiative +8
Standard Bullet +11	Ranged, Damage 13, Penetrating 4, Crit. 18-20
Exploding Bullet —	Ranged, Burst Area Damage 12
Psi- Bullet +11	Ranged, Damage 10, Resisted by Will, Crit. 18-20
Unarmed +8	Close, Damage 2

DEFENSE

Dodge	12	**Fortitude**	8
Parry	9	**Toughness**	8/4*
Will	8	*Without Defensive Roll.	

POWER POINTS

Abilities	50	**Skills**	21
Powers	47	**Defenses**	23
Advantages	21	Total	162

COMPLICATIONS

Code of the West: Manning follows his own twisted version of the gunfighters' code of the Old West; he'll never shoot an unarmed man, he'll defend the honor of women, and he abides by his own version of all the other honorable behaviors made famous in movies.

REAL NAME: TOBIAS MANNING
OCCUPATION: BUSINESSMAN BASE: METROPOLIS

THORN



Shortly after police officer Phil Forrest was killed by the gang known as "the 100," his daughter Rhosyn had a nervous breakdown and started to manifest multiple personalities. One personality, Thorn, is a vigilante firebrand who ruthlessly hunts down and eliminates criminals, especially those affiliated with the 100.

Originally, Thorn took over only when Rose was threatened or somehow became aware of a crime. Eventually Rose learned to exert some control over her transformations, allowing her to become the confident and formidable Thorn more or less at will.

PERSONALITY

Rhosyn is afflicted with multiple personality disorder. Most of the time she is a shy, sweet young woman doing her best to pick up the pieces of her shattered life. When her "Thorn" personality emerges, however, she becomes a fearless and determined vigilante who will stop at nothing to put her enemies behind bars (or worse!). In fact, Rhosyn and "Thorn" aren't the only personalities she's manifested. She occasionally lapses into a persona known as "Mother," a kindly matron based on her fleeting memories of her own mother, and sometimes assumes the identity of "Wild Rose," a vigilante who is even tougher and more ruthless than Thorn.

These days Rhosyn can manifest her Thorn personality at will, but she still doesn't have complete control over her transformations.

POWERS & ABILITIES

Rose was schooled in the martial arts and the art of investigation by her father, police officer Phil Forrest. Over the years she's acquired a few special weapons and crime-fighting gadgets from various sources.

THORN — PL9

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

POWERS

Thorn Weapons: Array (18 points), Removable (–2 points)
- **Concussion Thorn:** Ranged Multi-Attack Damage 6 • *18 points*
- **Smoke Thorn:** Cloud Area 2 Visual Concealment Attack 4 • *1 point*
- **Magnesium Thorn:** Ranged Burst Area Affliction 9 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*

Barbed Whip: Strength-Based Damage 4, Fast Grab, Improved Disarm, Improved Grab, Improved Trip, Reach 2 • *10 points*

ADVANTAGES

Accurate Attack, Defensive Roll 3, Equipment 2, Improved Initiative, Luck, Startle, Takedown, Taunt

SKILLS

Acrobatics 6 (+10), Athletics 9 (+11), Deception 7 (+11), Insight 8 (+10), Intimidation 7 (+11), Perception 6 (+8), Ranged Combat: Thorn Weapons 9 (+12), Stealth 6 (+10), Treatment 4 (+6)

OFFENSE

Initiative +8	
Concussion Thorn +12	Ranged Damage 6, Multi-Attack
Whip +12	Close Damage 4, Fast Grab
Unarmed +8	Close Damage 2

DEFENSE

Dodge	10	**Fortitude**	7
Parry	11	**Toughness**	5/2*
Will	9	*Without Defensive Roll	

POWER POINTS

Abilities	54	**Skills**	33
Powers	16	**Defenses**	21
Advantages	11	**Total**	135

COMPLICATIONS

Identity: Extreme trauma or mental stress causes Thorn to revert to her Rose persona: As Rose, her Fighting is 1, her Presence is 0, and she has no skills or advantages.

ALLIES

In her Thorn identity, Rhosyn occasionally undertakes missions for Oracle as part of her Birds of Prey. As Rose, she works at Dinah Lance's flower shop.

ENEMIES

Thorn (and Wild Rose, when she appears) particularly hates the criminal gang originally known as "the 100" (and now known as "the 1000").

REAL NAME: RHOSYN (ROSE) FORREST
OCCUPATION: FLORIST/ENFORCER BASE: GOTHAM CITY

TIMBER WOLF

TIMBER WOLF							PL12
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	10	10	8	12	2	8	4

POWERS

Claws: Penetrating Strength Damage 6 • *6 points*
Fast Healing: Regeneration 5 • *5 points*
Heightened Senses: Senses 7 (Accurate Scent, Acute Scent, Danger Sense, Extended Sight 1, Extended Hearing 1, Tracking) • *7 points*
Prodigious Leaps: Leaping 2 (30 feet) • *2 points*
Super-Speed: Enhanced Advantage 2 (Improved Initiative 2), Quickness 2, Speed 5 (60 MPH) • *9 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (lifting Str 16; 1,500 tons) • *6 points*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3); Flight 7 (250 MPH); • *19 points*
Telepathic Ear Plug: Comprehend 3 (Languages), Mental Communication 1 (Close Range) • *10 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst) • *9 points*

ADVANTAGES

Accurate Attack, Agile Feint, Benefit 1 (Legion Membership), Defensive Roll 2, Equipment 8, Evasion, Fearless, Improved Critical (Claws), *Improved Initiative 2*, Instant Up, Power Attack, Precise Attack (Close, Cover), Startle, Takedown, Uncanny Dodge

SKILLS

Acrobatics 8 (+18), Athletics 6 (+18), Expertise (Jungles) 9 (+14), Expertise (Zoon) 5 (+8), Intimidation 10 (+14), Insight 4 (+12), Perception 8 (+16), Stealth 10 (+20), Vehicles 2 (+10)

OFFENSE

Initiative +18

Claws +12	Close, Damage 12, Penetrating 6
Unarmed +12	Close, Damage 12

DEFENSE

Dodge	12	**Fortitude**	14
Parry	12	**Toughness**	12/10*
Will	10	*without Defensive Roll	

POWER POINTS

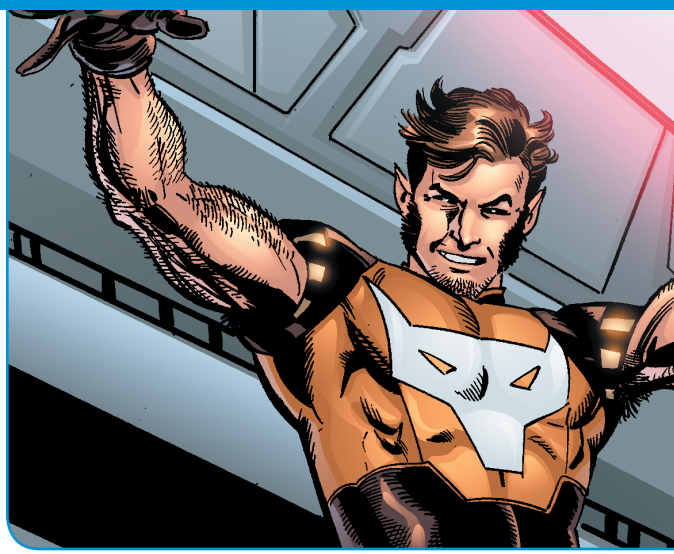
Abilities	132	**Skills**	31
Powers	26	**Defenses**	8
Advantages	22	**Total**	219

COMPLICATIONS

Impulsive: Timber Wolf has no use for caution. He often speaks or acts before thinking.

Motivation – Responsibility: Timber Wolf believes he has a responsibility to use his powers to help others, even if he denies it.

Temper: Timber Wolf has an animalistic temper and can explode into a berserk fury.



Born on the low-tech planet of Zoon, Brin received his powers as the result of one of his father's experiments. On his father's death, Brin was misled into believing that he was an android. Taking the name Lone Wolf, Brin performed a number of heroic deeds and was approached by the Legion for membership, but he declined. Aided by Light Lass (Ayla Ranzz), Brin was cured of his delusional belief, and after a period of recovery he entered the Legion Academy as one of its first trainees. After a successful mission infiltrating the Legion of Super-Villians, Brin adopted the name Timber Wolf and was inducted as a full member of the Legion of Super-Heroes.

PERSONALITY

Though Timber Wolf has some animal-like qualities, he is not a mindless berserker. He can be quick to anger, and is not afraid to speak his mind regardless of the consequences. He is the least educated of the Legion members, but he brings an instinct and common sense to the team that often enables him to see things in a clearer light than his more sophisticated teammates.

POWERS & ABILITIES

Due to the effects of the Zuunimum Ray, Timber Wolf possesses superior strength, speed and agility. He has also developed a keen sense of smell and an almost preternatural ability to detect danger.

ALLIES

Brin shared a long romantic relationship with Ayla Ranzz (Lightning Lass), and though they are no longer involved they are still close. He is also able to call upon the Legion membership and their allies should the need arise.

ENEMIES

While she is not exactly an enemy, Timber Wolf has an abrasive relationship with Dream Girl (Nura Nal). He finds his fellow Legionnaire annoying and prefers to avoid her if he can.

REAL NAME: BRIN LONDO
OCCUPATION: LEGIONNAIRE BASE: LEGION HQ

TOYMAN

Winslow Schott has given different accounts of his past, but all those accounts claim he used to be a talented toy-maker with a deep love for his trade, who was used and then fired by big business, causing him to snap and turn his mechanical genius to revenge and crime.

In one version, his company was bought by Lex Luthor who later fired him, causing Schott to repeatedly try to murder the businessman. In another, his toy designs were used in the weapons industry by the same businessman behind his wife's "accidental" death, which prompted his retaliation via explosive teddy bear.

REAL NAME: WINSLOW SCHOTT
OCCUPATION: INVENTOR, CRIMINAL
BASE: VARIES

Intergang got him out of jail, and employed him to design equipment while letting him pursue his Luthor vendetta via deadly toys. Intergang provided him with a workshop in Happyland, an amusement park front that the criminal organization used to hold kidnapped children, who were entertained by Schott's harmless toys, and guarded by the deadly ones.



After being imprisoned again, the Toy-maker goes silent until he reappears, head shaved and with a sinister disposition, holding a group of children hostage. His professed love for kids is forgotten when he kills them as they try to escape, led by Adam, the son of journalist Cat Grant.

Zatanna tried to cure him of his delusions, but she only exacerbated them; he believed children were happy visiting him when in truth he had kidnapped them while performing social work at an orphanage. Zatanna later made him see the truth, and he returned to Arkham.

During his latest escape, Schott captured Jimmy Olsen, impressed by the young journalist's ability to tell a story despite his age (which Schott believes to be 16, while he's truly 22). Schott tells Olsen that he created several robots to impersonate him in case he was captured, but he lost control of the one who killed all those children. When Superman and Batman showed up to rescue Jimmy, Schott sent several robots after them that looked like every villain who ever bore the name of Toyman, including the puppet known as Toyboy, the jester-like Jack Nimball (who Schott killed when Nimball stole his methods), and even Hiro Okamura (see sidebar).

PERSONALITY

A deeply troubled and delusional man, Winslow Schott has no life aside from his vocation as a toy-maker. He claims to love children and says that his only desire is to bring them joy and safe, wholesome fun, but he has been convicted for infanticide and kidnapping. He doesn't trust anyone older than seventeen, but can become very angry at children who don't appreciate his marvelous creations.

TOYMAN — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	0	1	5	0	6	3	1

POWERS

Bubblegum Gun: Ranged Affliction 8 (Resisted by Dodge, Overcome by Strength; Hindered, Immobile), Accurate, Progressive, Limited Degree, Easily Removable (-8 points) • *16 points*

Pogo Stick: Leaping 3; Enhanced Dodge 3; Easily Removable (-2 points) • *4 points*

Toymaker: Variable 10 (deadly toys, 50 points), Limited to Summon and Easily Removable effects, Unreliable (5 uses before returning to his workshop) • *50 points*

EQUIPMENT

HQ: SECRET WORKSHOP • *10 POINTS*

Size: Medium **Tou:** 10 **Features:** Computer, Concealed 2, Deathtraps, Garage, Living Space, Workshop

ADVANTAGES

Defensive Roll 3, Equipment 2, Evasion, Improvised Tools, Inventor, Redirect, Set-Up 3, Skill Mastery (Expertise: Engineering), Skill Mastery (Technology)

SKILLS

Deception 5 (+6), Expertise: Science 11 (+17), Expertise: Engineering 11 (+17), Insight 4 (+7), Intimidation 8 (+9), Investigation 5 (+13), Perception 4 (+7), Sleight of Hand 7 (+13), Stealth 5 (+6), Technology 11 (+17), Vehicles 5 (+10)

OFFENSE

Initiative +1

Bubblegum Gun +9	Ranged, Affliction 8
Unarmed +0	Close, Damage -1

DEFENSE

Dodge	9/6**	**Fortitude**	4
Parry	2	**Toughness**	3/0*
Will	9		

*Without Defensive Roll.
** Without Pogo Stick

POWER POINTS

Abilities	30	**Skills**	38
Powers	70	**Defenses**	14
Advantages	14	**Total**	166

HIRO OKAMURA

Hiro Okamura is a teenage Japanese genius whose fortune is greater than Bruce Wayne's at his age. His gift for engineering and affection for the giant robots common in Japanese animation earned him the nickname of "Toyman," but his disposition is completely heroic and his gadgets are much more advanced than Schott's. He earned an honorary membership in the Justice League (and a date with Power Girl) for his support of the League, which included providing the giant, space-faring robot that saved Earth from an incoming meteorite, and his successful cleansing of released kryptonite particles from the atmosphere.

COMPLICATIONS

Enemy: Toyman's genius is highly sought after by other criminals, who try to use him to build new "toys" for them.

Misunderstood Genius: Schott claims all the bad deeds attributed to him were committed by one of his robot doubles.

Obsession: Toyman is obsessed with children and childhood and all his crimes revolve around them to some degree.

Temper: Toyman flies into a rage when his plans are thwarted.

NOTES

Although Toyman's powers may be up to PL11, his other abilities place him at PL7.

TOYMAN ROBOT — PL11 MINION • 132 POINTS

Abilities: Str 12 **Sta** — **Agl** 2 **Dex** 2 **Fgt** 6 **Int** — **Awe** 2 **Pre** —

Powers: Artificial (Immunity 30 (Fortitude Effects)), **Reinforced Chassis** (Protection 13, Impervious 10 ranks), **Flight** 2, **Mouth Cannon** (Ranged Damage 11, Multiattack), **Likeness** (Morph 1)

Advantages: Fast Grab, Improved Grab, Improved Hold, Move-by Action

Skills: Deception 6 (+6), Ranged Combat: Mouth Cannon 8 (+11)

Offense: Initiative +2, Unarmed +7 (Damage 12), Mouth Cannon +11 (Damage 11)

Defense: Dodge +8, Parry +8, Fortitude Immune, Toughness +14, Will Immune

Totals: Abilities 20 + Powers 95 + Advantages 4 + Skills 7 + Defenses 6 = 132

TOYMAN'S DEADLY TOYS

Toyman's threat lies in the many inventions he uses against heroes. He prefers to be prepared, using the Inventor advantage to create deadly traps and weapons and then lure heroes to him, but he can also pull out the toys he works on in his free time with his Toymaker power. Most of these are effects with the Triggered or Reaction extras, the Easily Removable flaw, or applications of the Summon effect.

Explosive Teddy Bear: Burst Area 3 (250 feet) Damage 11, Triggered (when detonated or set by timer), Unreliable (5 uses); Senses 1 (Communication Link (radio with detonator)); Easily Removable (-14 points) • *21 points*

Shelves of Death: Cylinder Area Sustained Damage 11 (laser-shooting dolls), Indirect, Triggered (enemy enters the area with the shelves) • *46 points*

Swarm of Army Men: Burst Area 2 (60 feet) Sustained Damage 7, Linked to Environment 2 (Impede Movement 2), Indirect, Linked to Environment 2 (Visibility, -2 penalty), Indirect • *45 points*

Flying Superman Doll, Now With Deadly Heat Vision Action!: Ranged Damage 10 (laser), Accurate 3 (+12 bonus), Indirect 4, Multiattack, Homing 2, Penetrating 7, Easily Removable (remote control, -18 points) • *28 points*

POWERS & ABILITIES

Schott is an ordinary man except for his genius intellect and technological acumen. He can build almost anything, but it will always be fashioned as a toy of some kind. His creations range from the simple to the devilishly intricate, and the threat level can range from harmless to utterly lethal.

ALLIES

He has worked for Intergang and Lex Luthor, but the relationship is purely professional.

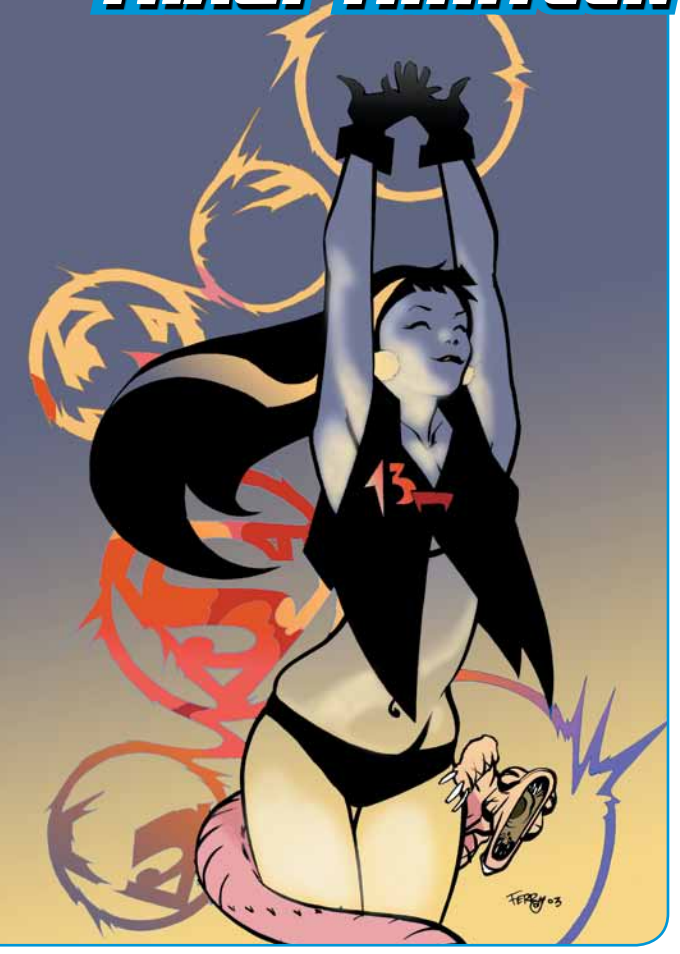
ENEMIES

Schott is a self-defined "Superman person," having faced off against the Man of Steel multiple times, but he is imprisoned at Arkham, making him a "Batman problem." People who victimize children or corrupt children's entertainment earn his smoldering (and often explosive) hatred

TOYMAN ROBOT

An automaton built in the likeness of one of Schott's personalities.

TRACI THIRTEEN



REAL NAME: TRACI THIRTEEN
OCCUPATION: STUDENT, SORCERER AND DETECTIVE
BASE: METROPOLIS

On his journeys around the world debunking parapsychological phenomena, professional skeptic Terrance Thirteen met and fell in love with an Asian sorceress, a descendent of the long line of *Homo magi* stretching back to ancient Atlantis. Returning to Metropolis, they settled in the Thirteen's ancestral home, Doomsbury Manor, where their daughter Traci was born.

Traci's mother began teaching her daughter magic and Traci soon proved to be a magical prodigy, able to draw on the gathered magical energies of cities. Following the tragic death of her mother, Traci was raised by Ralph Dibny, the Elongated Man, who with his wife Sue taught Traci to be a detective as she continued to study magic.

Striking out on her own, Traci settled first in Washington D.C. and then in Metropolis, travelling to help her father and her friends with their cases while taking side trips to gather magical books and artifacts. In El Paso, Texas, she met the Blue Beetle, and the two began dating, which eventually led to Traci joining him and his Teen Titans teammates on a few missions.

PERSONALITY

Traci is relentlessly upbeat and enthusiastic, in spite of her father's disapproval. Though she is sometimes overconfident, Traci's natural intelligence, trained and honed by her father and the Croatoans, serves to pull her out of trouble.

POWERS & ABILITIES

Traci Thirteen's innate nature as one of the *Homo magi* allows her to tap into the magic of the world around her, in particular the "urban magic" of cities. She can use it in a variety of ways, from teleporting and firing blasts of energy to nullifying magic around herself and performing simple transformations.

ALLIES

Traci is the daughter of skeptical "ghost-breaker" Doctor Terrance Thirteen, and sometimes accompanies him on his cases. She remains close to the Elongated Man, and with him is a member of the secret group of detectives known as the Croatoans. While living in Metropolis she befriended Natasha Irons, the niece of Steel. Traci sometimes accompanies her boyfriend Blue Beetle when he adventures with the Teen Titans, where she met two other young *Homo magi,* Black Alice and Zachary Zatara. On very rare occasions, Traci will join her father and travel with the unexpected band of adventurers called Team 13: the Thirteens, Anthro the Cave Boy, the vampire Lord Bennett, the alien girl who calls herself Infectious Lass, ghost pirate Captain Fear, Nazi vampire gorilla Primaul, and smartest boy in the world Genius Jones.

TRACI THIRTEEN — PL9

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

POWERS

Mystic Fire: Ranged Damage 6• *12 points*
Magic: Array (35 points), Activation (–1 points)

- **Gateway of Citrina:** Teleport 7, Extended, Portal • *35 points*
- **Nommo's Transformation:** Transform 6 (anything into anything, 50 lbs.) • *1 point*
- **Magic Fail:** Broad Burst Area Nullify Magic 8, Concentration • *1 point*
- **Phasma Phasmatis:** Impervious Protection 8, Concentration • *1 point*
- **Deimos' Claw:** Damage 9, Penetrating, Tiring • *1 point*
- **Through the Seven Veils:** Senses 5 (Dimensional Sight and Hearing into Magical Dimensions, Magical Awareness, Vision Counters Illusion) • *1 point*

ADVANTAGES

Artificer, Contacts, Evasion, Fearless, Improved Initiative, Luck, Power Attack, Ritualist, Ultimate Effort (Expertise: Magic)

ENEMIES

Traci already has made powerful enemies. Eclipso, the spirit of vengeance, has marked Traci for special attention after she thwarted his plans to possess an innocent child. With Team 13, she has drawn the attention of the universe-shaping Architects. She has also incurred the wrath of the Demons Three after interfering with their plans to escape hell.

SKILLS

Athletics 6 (+6), Close Combat: Homi Magi 7 (+9), Deception 5 (+8), Expertise: Magic 10 (+12), Insight 6 (+10), Intimidation 2 (+5), Investigation 9 (+11), Perception 8 (+12), Ranged Combat : Mystic Fire 9 (+11), Sleight of Hand 7 (+9)

OFFENSE

Initiative +7

Mystic Fire +11	Ranged Damage 5
Deimos' Claw +9	Penetrating Strike 9, Tiring

DEFENSE

Dodge	7	**Fortitude**	6
Parry	6	**Toughness**	11/3*
Will	12	*Without Phasma Phasmatis.	

POWER POINTS

Abilities	38	**Skills**	35
Powers	51	**Defenses**	19
Advantages	9	**Total**	152

COMPLICATIONS

Motivation—Responsibility: Traci follows in the footsteps of her parents in using her abilities to help others.

Relationship: Doctor Thirteen (father).

Urban Magic: Traci's powers were originally tied to the mystic energies of cities, but she has grown as a magician and is no longer limited to them.

TRICKSTER

A juvenile delinquent from a badly broken home, young Axel Walker attracted the attention of the mysterious villainess known as Blacksmith just after he dropped out of high school. Walker didn't have any impressive skills or accomplishments to boast of, but Blacksmith recognized that his recklessness and burning hatred could make him a formidable criminal operative. She furnished Walker with gadgets and weapons she somehow acquired from James Jesse, the original Trickster, and recruited him into her criminal syndicate known as the Network.

After the Network collapsed, Walker was reluctantly accepted into Flash's Rogues Gallery, but the original Trickster James Jesse confronted him and put him in jail. Prison time only served to harden Axel. Since his first escape he's proven himself more cruel and bloodthirsty than ever, regularly resorting to outright murder in the course of his escapades.

PERSONALITY

A textbook sociopath, Axel Walker is an adrenaline junkie and a closet nihilist. He's never felt particularly close to another human being and he never found anything worth believing in. He used to fill the void in his soul with violent video games, but now he fills it with real-world mayhem. Walker is much more ferocious and bloodthirsty than the rest of the Flash's so-called Rogues, but he's desperate to be accepted into their dubious fraternity.

OTHER TRICKSTERS

The original Trickster was a daredevil circus acrobat named James Jesse. It was Jesse who created the strange weapons and gizmos that are used by Axel Walker today. The first Trickster committed crimes for the sheer sport of it; he never harmed anyone or robbed anybody who couldn't afford it. After a long criminal career, Jesse finally recognized the error of his ways and started using his unique talents for good. He even became a duly licensed agent of the FBI and helped the agency crack dozens of cases. But he later learned that his reformation was a sham, the result of secret brainwashing he underwent at the hands of the Top, one of his fellow Rogues. Jesse eventually got his head straight and resumed his criminal career. He died saving the life of his friend the Pied Piper. Barry Allen recently encountered a third Trickster, though this one spells his name "Trixter." He's a member of the Renegades, a group of police officers from the twenty-fifth century who appear to be descendants of Flash's original Rogues.

REAL NAME: AXEL WALKER
OCCUPATION: CRIMINAL BASE: KEYSTONE CITY

TRICKSTER — PL10

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

EQUIPMENT

Tricks: Array (24 points), Easily Removable (–10 points)
- **Exploding Rubber Chickens:** Burst Area Ranged Damage 8 • *24 points*
- **Combat Yo-Yo:** Strength-Based Damage 8 • *1 point*
- **Itching Powder:** Ranged Affliction 10 (Resisted by Will; Impaired, Disabled, Incapacitated) • *1 point*
- **Hard Candy Trap:** Ranged Affliction 10 (Resisted by Dodge, Overcome by Strength; Hindered and Vulnerable, Immobile and Defenseless; Extra Condition, Limited Degree) • *1 point*

Air Walking Shoes: Subtle Flight 4 (30 MPH), Removable (–2 points) • *7 points*

POWERS & ABILITIES

The Trickster isn't much stronger or faster than the average street thug, but he has access to a wide array of ingenious gadgets, most of which are patterned after novelty jokes and tricks. He wears a pair of shoes that allow him to "walk on air" and in the past he's used exploding rubber chickens, weighted yo-yos, unbelievably effective itching powder, and various other weapons.

ALLIES

Flash's Rogues Gallery begrudgingly accepts Walker as a member, though most of the other members find his sadism and nihilism distasteful.

ENEMIES

Like all Rogues, the Trickster is the sworn enemy of all the various Flashes.

ADVANTAGES

All-out Attack, Close Attack 3, Daze (Deception), Defensive Attack, Defensive Roll 4, Improved Initiative 1, Improved Trip, Improvised Tools, Luck 2, Move-by Action, Redirect, Set-up, Taunt

SKILLS

Acrobatics 7 (+10), Athletics 6 (+7), Close Combat: Combat Yo-Yo 3 (+9), Deception 8 (+11), Insight 6 (+8), Intimidation 2 (+5), Perception 4 (+6), Ranged Combat: Tricks 5 (+8), Sleight of Hand 6 (+10), Stealth 3 (+6), Technology 6 (+7), Vehicles 4 (+8)

OFFENSE

Initiative +7

Exploding Chickens +8	Ranged Damage 8, Burst Area (Dodge DC 28)
Combat Yo-Yo +9	Close Damage 8
Unarmed +6	Close Damage 1

DEFENSE

Dodge	14	**Fortitude**	6
Parry	11	**Toughness**	5/1*
Will	9	*Without Defensive Roll	

POWER POINTS

Abilities	36	**Skills**	30
Powers	24	**Defenses**	31
Advantages	17	**Total**	138

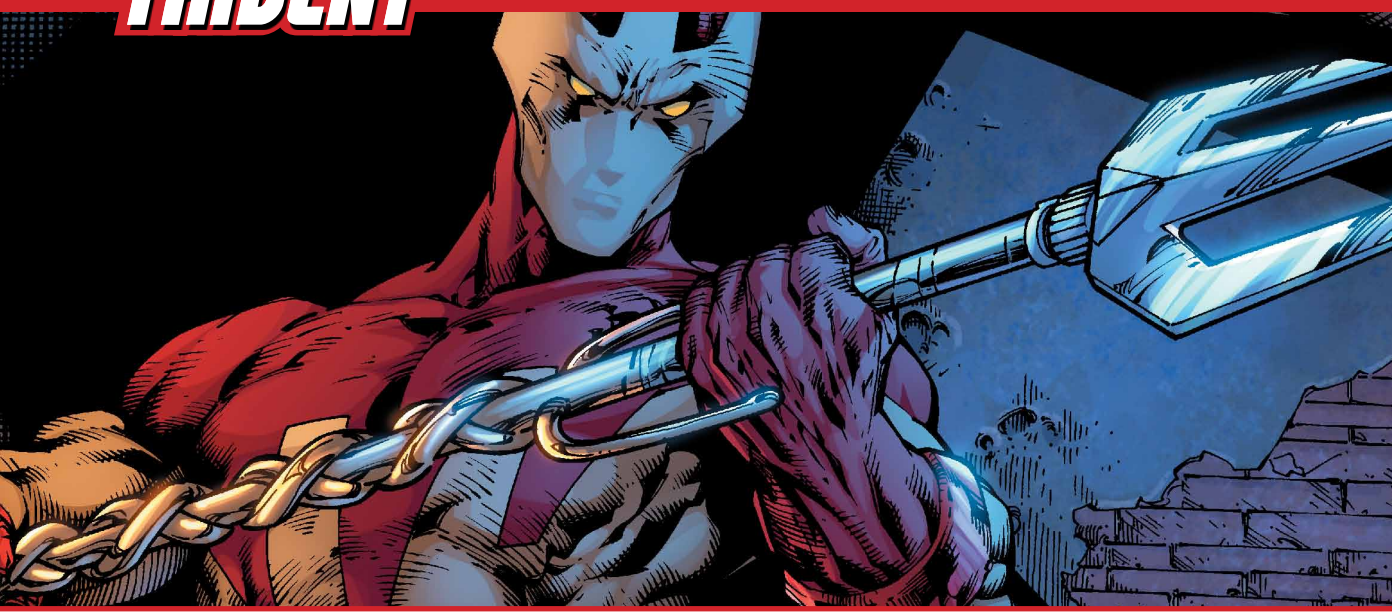
COMPLICATIONS

Motivation–Thrills: The Trickster is a die-hard adrenaline junkie.

Childish: The Trickster is both childishly cruel and desirous of acceptance.



TRIDENT



While they were operatives of the H.I.V.E., Sammy Jaye, the "Prof," and a third, unnamed man met and decided to strike out on their own. Armed with technology developed by the Prof, the men used identical costumes and each used the codename Trident. Their plan was simple: avoid capture by planning their crimes separately, preventing the police from establishing a distinct modus operandi.

They took turns using the Trident persona to commit robberies in the New York City area. None of the local heroes or the media suspected that Trident was in fact three men using identical costumes and weapons. Their plan worked until Sammy Jaye decided to double-cross his partners by cheating them out of their cut of a robbery.

The Prof and the third man killed Sammy Jaye and left him for the police to find. The media assumed the criminal Trident was finished, but the Teen Titans discovered that two other men were operating as the Trident. Starfire figured out their ruse, and the Titans tracked down and captured the two remaining Tridents.

A short time after their imprisonment, the third Trident escaped from jail with the help of Wildebeest, Gizmo, Disruptor and the Puppeteer. Unfortunately for them, Wildebeest was using the freed criminals merely to distract the Teen Titans. Trident and Disruptor were captured by the Titans, interrogated and returned to prison.

A Trident has also operated as part of Alexander Luthor's Society. It is unknown whether this Trident is one of the surviving two men or someone new.

PERSONALITY

Sammy Jaye was a criminal who would betray anyone for a profit, even his partners in crime. The "Prof" is a verbose brag-

REAL NAME: SAMMY JAYE, THE "PROF," AND AN UNNAMED THIRD MAN
OCCUPATION: CRIMINAL
BASE: NEW YORK CITY

TRIDENT — PL10

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

POWERS

Trident: Array (25 points), Removable (–10 points)

- **Energy Blast:** Ranged Damage 12, Variable Descriptor 1 (Fire, Cold, or Force) • *25 points*
- **Ice Sheath:** (Ranged Cumulative Affliction 8 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree) • *1 points*
- **Image Displacement:** Concealment 2 (Visual) • *1 points*

ADVANTAGES

Defensive Attack, Defensive Roll 4, Move-by Action, Power Attack

SKILLS

Athletics 4 (+7), Close Combat: Unarmed 4 (+8), Deception 5 (+7), Perception 4 (+7), Ranged Combat: Trident 4 (+8), Stealth 5 (+7), Technology 2 (+4)

OFFENSE

Initiative +2	
Trident Blast +8	Ranged, Damage 12
Unarmed +8	Close, Damage 3

DEFENSE

Dodge	8	**Fortitude**	7
Parry	8	**Toughness**	7/3*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	46	**Skills**	14
Powers	17	**Defenses**	18
Advantages	7	**Total**	102

COMPLICATIONS

Enemy: The Teen Titans.

FOUR TRIDENTS?

The stats presented here are for Sammy Jaye and the third man of the three original partners to use the Trident name. To represent the Prof Trident, simply switch the scores for Fighting and Intellect, and switch the ranks for Close Combat and Technology.

The codename Trident was also used by Val Armorr, Karate Kid from the Legion of Super-Heroes. Val adopted the persona while he was in the modern era and under the control of the alien menace Starro.

gart bent on proving his superior intelligence. The third Trident is a ruthless killer who is out only for himself.

POWERS & ABILITIES

All three of the original men using the Trident persona were normal humans with no special powers. The trident they used was developed by the "Prof" and could project fire, ice or concussive force.

ALLIES

The three men using the Trident persona relied on each other, but more recently a Trident has been operating with Alexander Luthor's Society.

ENEMIES

Trident has most often run afoul of the Teen Titans.

TRIGON THE TERRIBLE



Thousands of years ago in another dimension, the last inhabitants of a dying world called upon the dark forces they worshipped to bring them a savior. Instead, the child born to one of their own lashed out at birth to kill everyone nearby. Yet the child Trigon survived, destroyed a planet before he was six and conquered millions of worlds before the age of thirty. Along the way he fathered a child upon a woman named Arella, who fled to a temple between dimensions called Azarath and gave birth to a daughter named Raven.

Just as Trigon was running out of worlds to add to his empire, he saw through the dimensional veil to discover the planet Earth and an entire new universe of worlds to conquer. As he planned a new campaign of conquest, his daughter Raven journeyed to Earth and assembled a young group of heroes—the Teen Titans. With the help of the Titans and the sacrifice of her mother Arella, Raven prevented Trigon from conquering Earth and fulfilled the destiny planned for her by the goddess Azar, whose peaceful followers in Azarath had long sought to destroy Trigon's evil.

When Trigon retreated to his home realm, weakened for the first time in centuries by his defeat, the many worlds he had conquered turned against him. Though Trigon defeated and destroyed all his foes, the battle left him further drained. When he once again turned his eyes to Earth, he decided he needed the assistance of his children—six sons, fathered like Raven upon cult members. Though Trigon's sons answered his call, at the critical moment when he prepared to cross over to Earth they seized his power for his own. When Trigon's sons attacked the Titans, Raven in turn appeared to join them but betrayed them as they had their father, gathering her father's power and then expelling it.

REAL NAME: TRIGON
OCCUPATION: INTERDIMENSIONAL CONQUEROR
BASE: OTHERDIMENSIONAL HELL REALM

Weakened like never before but proud of his offspring's will and treachery, Trigon waits in his barren realm, waiting to recover his strength and planning his eventual conquest of Earth.

PERSONALITY

Trigon is evil personified. The only true emotion he feels is hatred, but he receives satisfaction that is close to pleasure when causing pain, and will sometimes torture his opponents rather than kill them outright in hopes of corrupting their spirits and adding them to his forces after breaking their will. From both those who serve him and those who oppose him, Trigon demands both obedience and subservience: anything less is a request to be obliterated.

Worlds conquered by Trigon are allowed to survive, but only in utter and abject fealty to their god, who demands regular sacrifices to prove their continued loyalty. On worlds where Trigon's authority is challenged, the rebellion is destroyed along with the entirety of the planet.

POWERS & ABILITIES

Because he is empowered by pain, each world Trigon the Terrible conquers gives him the strength to mercilessly conquer two more—and after conquering millions of worlds, he has accumulated the power that makes him a PLX character.

By will alone Trigon can reshape any world he touches, twisting it into a corrupted version of what it once was, with walls and pillars made from the anguished forms of those who have fallen before his power. With only a fraction of his power, his death-stare can obliterate any mortal instantly, or condemn them to an eternity of agony.

TRIGON THE TERRIBLE — PLX

COMPLICATIONS

Unending Conquest: No matter how many worlds he conquers, Trigon is unable to satisfy his lust for conquest.

Deadly Progeny: Trigon's children—his daughter Raven and six sons—are powerful in their own right and the greatest obstacles to his continued campaign of conquest, seeking either to rally forces to stand in his way (as Raven did when she gathered the Teen Titans) or seeking to steal their father's power for their own, as did his sons.

ALLIES

Trigon has no allies, but he has many servants. On Earth, his most notable servants are the Cult of Blood and its leader Brother Blood. The only one Trigon has ever deemed worthy to rule by his side is his daughter Raven, despite the times she has thwarted him with her teammates on the Teen Titans.

ENEMIES

Trigon's chief nemesis is the goddess Azar, as good as he is evil and with whom he is locked in eternal conflict. Though they are now believed to be destroyed, Azar's followers in the Temple Azarath long worked to aid their goddess' quest. On Earth, the Teen Titans and his daughter Raven have defeated him on several occasions, preventing him from conquering the planet. Since they turned against him, Trigon considers his sons lost to him, enemies to be destroyed.

DONNA TROY

REAL NAME: DONNA TROY
OCCUPATION: PHOTOGRAPHER, HERO
BASE: NEW YORK CITY

"Who is Donna Troy?" is a tricky question, even for her. She was originally a magical duplicate of the young Princess Diana of Themyscira, created by the Amazon sorceress Magala as a playmate for Diana, the only child on the island. The villainess Dark Angel kidnapped Donna, and put her through a series of "reincarnations."

Thus Donna Troy was initially an orphan with no past but Amazonlike powers, who became the heroine Wonder Girl. She joined the Teen Titans and eventually married college professor Terry Long. The two of them had a son, Robert. Both her husband and son were killed in a senseless car accident. In another revealed life, Donna was "adopted" by the Titans of Myth, who empowered her, but also manipulated her. She lost her powers and became a Darkstar, but the organization was all but wiped out. And so each existence Donna experienced ended in tragedy.

Initially, everyone believed Dark Angel mistook Donna for Diana and was out for revenge against Hippolyta, as the two had clashed during the World War II. Donna eventually learned, however, that Dark Angel was another version of herself, from a prior multiverse. Saved from non-existence by the Anti-Monitor, she sought to destroy Donna to avoid merging with her, as all of her other parallel selves had done. Once Dark Angel was defeated, Donna became the sum total of her prior existence, a living bridge to the former multiverse.

Troy has since encountered another Dark Angel in the new multiverse, though it remains unknown if this is the same Dark Angel or yet another unusual parallel.

PERSONALITY

Donna is a kind and empathetic person with a natural gift for listening. Even at a young age, she became something of a mother-figure to her circle of friends, always available with a sympathetic ear and a strong shoulder to lean upon. Her willingness to nurture others sometimes allows her to neglect her own needs, because she lacks the type of support she offers to others.

The suffering that Donna has experienced during her life (lives, really) has built up anger and a desire to use it to avoid dealing with feeling sad and lonely. She tends to throw her-

DONNA TROY — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	13	8	5	11	2	3	4

POWERS

Amazon Bracelets: Impervious Toughness 8, Sustained, Removable (–2 points) • *6 points*
Lasso of Persuasion: Move Object 15 Linked to Ranged Affliction 15 (Resisted by Will; Dazed, Compelled, Controlled; Instant Recovery), Easily Removable (–18 points) • *27 points*
Perfect Imitation: Feature 1 (Perfectly imitate voices) • *1 point*
Soaring: Flight 9 (1,000 MPH) • *18 points*
Strength of the Titans: Enhanced Strength 4, Limited to Lifting (lifting **Str** 19; 12,000 tons) • *4 points*

ADVANTAGES

Attractive, Teamwork

SKILLS

Acrobatics 4 (+12), Athletics 4 (+19), Expertise: Mythology 6 (+8), Expertise: Photography 8 (+10), Insight 7 (+10), Perception 7 (+10), Persuasion 6 (+10), Ranged Combat: Lasso 6 (+11)

OFFENSE

Initiative +8

Magic Lasso +11	Ranged, Affliction 15, Resisted by Will (DC 25), Grab +15
Unarmed +11	Close, Damage 15

DEFENSE

Dodge	13	**Fortitude**	13
Parry	13	**Toughness**	13
Will	13		

POWER POINTS

Abilities	122	**Skills**	24
Powers	58	**Defenses**	17
Advantages	2	**Total**	223

COMPLICATIONS

Amazon Fury: Troy is a trained warrior and directs her fury into combat. Sometimes her temper gets away from her.

Difficult Past: Sometimes Donna's past is unclear even to her.

Multiversal Nexus: Troy is a bridge between different worlds, which often pulls her into the middle of important, world-changing conflicts.



self into the thick of things, using action and conflict to distract her from everything else. In these situations she can be a bit heedless of her own safety, focusing solely upon overcoming her foes.

POWERS & ABILITIES

Troy's abilities are similar to those of her sister, Wonder Woman: tremendous strength, stamina and speed. She is a skilled Amazon warrior, rivaled only by Wonder Woman, Artemis and Queen Hippolyta. Donna wields the silvery Lasso of Persuasion, which allows her to impose her will on anyone bound in it, forcing them to do as she commands. She also wears Amazon bracelets that allow her to deflect attacks.

ALLIES

Donna's closest allies are her Amazon family, particularly her sister Diana (Wonder Woman) and their mother Hippolyta, as well as her "little sister" Wonder Girl and the Amazon warrior Artemis. She is good friends with her old teammates from the Teen Titans, particularly Dick Grayson (Nightwing), Roy Harper (Arsenal) and Koriand'r (Starfire). Donna was romantically involved with Roy Harper for a time and Green Lantern Kyle Rayner, who remains a good friend.

ENEMIES

Donna's greatest foe was the villainess Dark Angel. She has come into conflict with the thief Angle Man, with whom she shared an awkward attraction. Troy has also fought many of Wonder Woman's foes, particularly the Cheetah and Circe, and she has a number of enemies as a member of the Teen Titans, notably Deathstroke the Terminator and the Brotherhood of Evil.

TWO-FACE



Harvey Dent was the youngest man ever elected district attorney in Gotham City, a feat made even more remarkable by the fact that he came from a badly broken home. Unlike most members of Gotham's law-enforcement community in those days, Dent had a reputation for uncompromising honesty. In fact it was probably his single-minded compulsion to impose justice and order that helped him rise to the top of the legal profession so quickly.

Shortly after he was elected, Dent recognized the young police lieutenant James Gordon and the mysterious vigilante known as the Batman as natural allies in his struggle to clean up Gotham. The three men soon became secret comrades and successfully worked together to break the backs of the crime syndicates that controlled much of the city.

It was during the trial of Boss Maroni, the *capo di tutti capi* of organized crime in Gotham, that Dent's life went awry. Just as a key witness was beginning his testimony, a corrupt assistant D.A. in the pocket of the Falcone crime syndicate threw a vial of sulfuric acid at Dent, badly disfiguring half his face. The damage brought back repressed childhood memories and Harvey's personality underwent a dramatic transformation. He's been obsessed ever since with the struggle between good and evil that takes place in the hearts of all men.

REAL NAME: HARVEY DENT
OCCUPATION: FORMER DISTRICT ATTORNEY, CRIMINAL
BASE: GOTHAM CITY

TWO-FACE — PL10

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

EQUIPMENT

Submachine gun: Ranged Multi-Attack Damage 4 • *12 points*
Heavy Pistol: Ranged Damage 4• *8 points*

ADVANTAGES

All-out Attack, Defensive Roll 3, Equipment 4, Improved Initiative 1, Inspire 2, Leadership, Startle, Taunt, Well-informed

SKILLS

Acrobatics 2 (+5), Athletics 6 (+8), Close Combat (Unarmed) 3 (+9), Deception 12 (+16), Expertise: Law 9 (+14), Insight 8 (+13), Intimidation 10 (+14), Investigation 4 (+9), Perception 8 (+13), Persuasion 4 (+8), Ranged Combat: Firearms 8 (+11), Sleight of Hand 4 (+7), Stealth 6 (+9), Technology 2 (+7), Vehicles 5 (+8)

OFFENSE

	Initiative +7
Tommy Gun +11	Ranged Multi-Attack Damage 4
Pistol +11	Ranged Damage 4
Unarmed +9	Close Damage 2

DEFENSE

Dodge	12	**Fortitude**	8
Parry	12	**Toughness**	6/3*
Will	12	*Without Defensive Roll	

POWER POINTS

Abilities	60	**Skills**	46
Powers	0	**Defenses**	28
Advantages	16	**Total**	150

COMPLICATIONS

Disfigurement: Two-Face is so badly disfigured it's difficult to imagine him ever reentering mainstream society.

Enemy: Batman.

Obsession: Two-face is obsessed with the number two and most of his crimes revolve around that theme.

Random Chance: Two-Face resolves all key decisions with a flip of his two-headed coin: the scarred side evil, the clean side good. The GM can flip a coin (or roll the die: 1–10 evil, 11–20 good) to see what Two-Face will do in a given situation. It requires a DC 30 Will check for Two-Face to ignore the coin's decision.

Christening himself Two-Face, Dent quickly became one of the most fearsome gangsters in Gotham City. He routinely crosses swords with Batman, who still struggles to find some way to help his old friend.

PERSONALITY

Like all too many of the Caped Crusader's archenemies, Harvey Dent is almost completely insane. Though his madness only manifested in the wake of the acid attack that mutilated

him for life, it's clear now that its seeds were planted when Dent was still a young boy. Evidence has emerged suggesting that young Harvey was often severely beaten by his alcoholic father. Arkham psychiatrists believe these beatings may be the root cause of Dent's split personality disorder and his obsession with duality. Harvey both loved and hated his father, who alternated between cruelty (when he was drinking) and kindness (when he wasn't). Dent's childhood feelings of anger, confusion and fear were rekindled and multiplied the moment he became Two-Face and looked upon his half-mutilated visage in the mirror.

Harvey is notoriously unable to reconcile the conflicting impulses of rage and kindness that are at war in his mind, hence his compulsion to resolve every dilemma with a flip of his two-headed coin. When the clean side comes up he's merciful, but when the scarred side comes up he's cruel.

POWERS & ABILITIES

Two-Face has no special powers, but his almost inhuman rage can make him a fearsome and determined opponent in hand-to-hand combat. His most formidable assets are his willpower and intelligence. Two-Face is so cunning that he occasionally falls just short of outwitting Batman himself.

ALLIES

A domineering and charismatic leader, Two-Face is usually surrounded by a sizable coterie of minions and muscle. Over the years he's occasionally allied himself with some of Gotham City's other notorious criminals.

It's ironic that before his disfigurement, Dent was a close friend and loyal ally to both Batman and Police Commissioner Jim Gordon.

ENEMIES

Befitting his nature, Two-Face both loathes and respects his archenemy Batman. Both halves of his fractured psyche maintain a special hatred for the Falcone crime family, the gangsters responsible for his mutilation.

ULTRA BOY



Ultra Boy was born Jo Nah on the planet Rimbor. On a trip through outer space, Jo's ship was swallowed by an energy beast and bombarded by radiation. Instead of killing Jo, this "ultra energy" granted him powers similar to those of a Kryptonian.

These powers served Ultra Boy in good stead when he joined the Legion, and he is considered their most powerful member after Superboy and Mon-El. Jo even served two terms as team leader. He had a long-standing romance with Phantom Girl (Tinya Wazzo), but circumstances and villains continually conspired to keep them apart, even stranding them across time from each other.

PERSONALITY

Because Ultra Boy is so powerful, others often regard him as nothing more than a dim-witted powerhouse. In fact, Ultra Boy has to be quite cunning in applying his powers, since he can only use one at a time. Like most Legion members, Ultra Boy's powers are a metaphor for his personality; Jo Nah often surprises others with his unexpected versatility.

POWERS & ABILITIES

Ultra Boy has powers similar to Superman's—superhuman strength, speed, flight, vision powers and invulnerability—but can only use one at a time.

In addition to these powers, Ultra Boy has excellent instincts and street smarts and is a skilled equivocator.

REAL NAME: JO NAH
OCCUPATION: LEGIONNAIRE
BASE: THIRTY-FIRST CENTURY METROPOLIS

ULTRA BOY — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2/17	2	3	3	7	2	4	4

POWERS

Ultra Power: 34-point Array

- **Ultra-Strength:** Enhanced Strength 15; Enhanced Strength 4, Limited to Lifting 4 (lifting **Str** 21; 50,000 tons) • *34 points*
- **Flash Vision:** Ranged Damage 14 • *1 point*
- **Invulnerability:** Immunity 9 (Life Support, except for Starvation and Thirst); Protection 12, Impervious • *1 point*
- **Ultra-Flight:** Flight 14 (32,000 MPH) • *1 point*
- **Ultra-Speed:** Enhanced Defenses 8 (Dodge and Parry); Quickness 8; Speed 14 (32,000 MPH) • *1 point*
- **Ultra-Vision:** Senses 12 (Extended Vision 4, Microscopic Vision 4, Vision Penetrates Concealment 4 (except inertron)) • *1 point*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal (–3)), Flight 7 (250 MPH) • *19 points*
Telepathic Plug: Comprehend 3 (Languages), Mental Communication 1 (Close Range) • *10 points*
Transsuit: Immunity 9 (Life Support, except for Starvation and Thirst) • *9 points*

ADVANTAGES

All-out Attack, Attractive, Equipment 8, Power Attack, Ranged Attack 2, Taunt

SKILLS

Deception 10 (+14), Expertise: Streetwise 10 (+12), Investigation 4 (+6), Perception 4 (+8), Ranged Combat: Flash Vision 4 (+9), Stealth 4 (+7), Technology 6 (+8), Treatment 2 (+6), Vehicles 8 (+11)

OFFENSE

Initiative +2

Flash Vision +9	Ranged, Damage 14
Unarmed +7	Close, Damage 17

DEFENSE

Dodge	8	**Fortitude**	11
Parry	8	**Toughness**	14/2*
Will	8	*Without Invulnerability.	

POWER POINTS

Abilities	54	**Skills**	26
Powers	43	**Defenses**	19
Advantages	14	**Total**	156

COMPLICATIONS

Motivation – Doing Good: Jo came from a crime-ridden society and wants to do good with his powers.

Relationship: Ultra Boy is in love with Tinya Wazzo, the Legion's Phantom Girl.

ALLIES

Ultra Boy can count on his teammates on the Legion of Super-Heroes to come to his aid, though as the Legion's powerhouse, he is usually coming to the aid of his teammates.

ENEMIES

Ultra Boy shares many of the enemies of the Legion, and of all the Legionnaires, he is the one most likely to run afoul of and to be on the run from the law.

THE ULTRA-HUMANITE

REAL NAME: GERARD SHUGEL
OCCUPATION: CRIMINAL SCIENTIST
BASE: MOBILE

Scientist Gerard Shugel possessed a preeminently brilliant mind but a weak, ailing body, and the contradiction embittered him to the point of becoming a sociopath. Obsessed with curing his various ailments, Shugel's experiments became increasingly grisly, and by the early 1940s he found himself shunned by his colleagues and so unable to find a job. Dubbing himself the Ultra-Humanite, Shugel and his lone ally Satana continued their obscene work overseas until together they achieved practical brain transplantation. The Ultra-Humanite immediately saw that medical miracle as his means to power and began calculating a grandiose plan to bring it to fruition.

Assuming that no one would suspect a beautiful woman of evildoing, Shugel's brain was placed inside the body of film actress Dolores Winters. He then used his scientific wizardry to create a trio of metahuman henchmen: Cyclotron, Amazing Man I and Deathbolt. In the end, it took the might of the All-Star Squadron and betrayal by Cyclotron and Amazing Man to defeat him, but the Ultra-Humanite was far from finished. He reappeared mere months later inside a living Tyrannosaurus rex to challenge the Young All-Stars, and only the sudden emergence of Fury I's "Blood Avenger" persona prevented him from creating total havoc.

Death nearly caught up to the Ultra-Humanite in 1948, as he found himself bedridden inside a dying, cancer-ridden body. However, the appearance of a group of history-hopping villains known as the Time Stealers provided him with the first of the mutated gorilla forms the Ultra-Humanite would commandeer in the decades following.

Emboldened by his tremendous physical and mental powers, the Ultra-Humanite put together his own Secret Society of Super-Villains to challenge the combined might of the Justice Society of America and the Justice League of America. The Ultra-Humanite nearly succeeded in eliminating all costumed heroes from Earth before his own treachery got the better of



him and led to his ultimate defeat. Similar perfidy thwarted his plan to destroy both the Justice Society and its heirs Infinity, Inc. when he attempted to double-cross his partner Brain Wave I.

The serially immortal Ultra-Humanite's grudge against the Justice Society continues into the present day. His attempt to clone a superior gorilla form for himself was thwarted by the JSA shortly after the team's return from Ragnarok, but the Ultra-Humanite's revenge was nearly world-altering. The Ultra-Humanite placed his brain inside JSA member Johnny Thunder, and in that guise he tricked J.J. Thunder out of control over the near-omnipotent Thunderbolt. Only the brave actions of a handful of metahumans reversed the situation and freed the world from the Ultra-Humanite's whims.

Recently, after a defeat at the hands of Power Girl, the Ultra-Humanite attempted something new: an offer to go straight in exchange for a position at Starrware Industries. The Ultra-Humanite's reformation is of course a ruse, and it remains to be seen to what twisted ends he will put his new technological access.

PERSONALITY

The Ultra-Humanite is ruthless, sacrificing anyone or anything (save for Satana) to survive and achieve his aims. He can be charming and refined (even in his mutated white-gorilla form) when recruiting allies, but he invariably double-crosses them as soon as is it to his advantage to do so.

THE ULTRA-HUMANITE — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	8	4	2	5	7	7	5

POWERS

Gorilla's Body: Feature 1 (Insulating Fur), Growth 4 (Innate, Permanent), Protection 3 • *13 points*

Mental Powers: Array (48 points)

- **Telekinesis:** Move Object 12, Damaging, Perception Range • *48 points*
- **Psychic Blast:** Damage 9, Alternate Resistance (Will), Burst Area, Perception Range • *1 point*
- **Telepathy:** Communication 4 (Mental), Concentration, Remote Sensing 18 (Audial & Visual), Concentration • *1 point*

ADVANTAGES

Benefit 2 (Wealth), Diehard, Evasion, Improvised Tools, Inventor, Leadership

SKILLS

Acrobatics 8 (+12), Athletics 8 (+18), Close Combat: Unarmed 8 (+13), Deception 9 (+14), Expertise: Criminal 14 (+21), Expertise: Science 15 (+22), Insight 9 (+16), Intimidation 9 (+14), Perception 13 (+20), Persuasion 9 (+14), Technology 15 (+22), Treatment 13 (+20)

OFFENSE

Initiative +4

Psychic Blast, Area	Perception, Damage 9
Unarmed +13	Close, Damage 10

DEFENSE

Dodge	13	**Fortitude**	12
Parry	13	**Toughness**	11
Will	14		

POWER POINTS

Abilities	80	**Skills**	65
Powers	63	**Defenses**	32
Advantages	7	**Total**	247

COMPLICATIONS

Obsession: The Ultra Humanite craves power at any cost, even his own humanity.

Disability: Originally limited by a weak and sickly body, the Humanite's psionic energies gradually degrade the substitute bodies his brain occupies, forcing him to periodically find replacements.

Power Loss: It takes time for a new body to adapt to the Humanite's mental powers, and he cannot use them for a time after his brain is transplanted.

THE GOLDEN AGE ULTRA-HUMANITE

In his original body, the Ultra-Humanite had Fighting, Agility, Strength & Stamina scores of –2, had no Skills based on them, no Powers, and no Evasion Advantage.

POWERS & ABILITIES

Already a premier scientific genius, the Ultra-Humanite gained formidable mental powers after his brain left his original body. His usual mutated white-gorilla form is superhumanly strong and resistant to harm.

ALLIES

The Ultra-Humanite has relied on Sara (Satana) Descarl and her brain-transplanting acumen for decades.

ENEMIES

The All-Star Squadron and later the JSA have been the Ultra-Humanite's most persistent foes.

BRAIN AND BRAIN! WHAT IS BRAIN?

In addition to his original frail self and his trademark mutated white gorilla form, the Ultra-Humanite's brain has occupied countless bodies over the decades, including actress Dolores Winters, a Tyrannosaurus rex, and the JSA's Johnny Thunder. Gamemasters who want to have the Humanite make a surprise appearance inside another skull need only recalculate the victim's statistics using the villain's Intellect, Awareness, Presence, skills based on those Abilities, and advantages (save for Evasion). Depending on how much time has passed since the brain swap, the Humanite may not have his mental powers (see his **Power Loss** complication).

UNCLE SAM

REAL NAME: SAMUEL
OCCUPATION: PATRIOT
BASE: THE HEARTLAND DIMENSION

Whenever the nation's liberty is threatened, the Spirit of America embodies itself as a mythic defender, sometimes bonding to a martyred American patriot. Most famously known from its World War I manifestation as Uncle Sam, the Spirit previously appeared as the Minuteman, Brother Jonathan, Johnny Reb and Billy Yank. In 1940, as World War II drew ever closer to America's shores, the Spirit merged with a namesake patriot to battle Axis subversion. With America's entry into the war, Sam organized the Freedom Fighters to aid his fight.

At the war's end, with his mission accomplished, Uncle Sam vanished once more into the spirit realm, but returned whenever needed, such as during the Appellaxian invasion and the Crisis on Infinite Earths. In recent times, the Spirit of America briefly recast itself as the armored Patriot, but soon resumed its Uncle Sam guise. Sam seemingly met his demise during the Infinite Crisis after an ambush by the Secret Society of Super-Villains.

However, the enigmatic being Father Time used his high position within the Super Human Advanced Defense Executive

UNCLE SAM — PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
13	13	5	4	5	1	3	5

POWERS

National Greatness: Elongation 3 • *3 points*
From the Heartland: Movement 1 (Dimensional Travel 1, "The Heartland") • *2 points*
Strength of a Nation: Enhanced Strength 2, Limited to Lifting • *2 points*
One with the Nation: Senses 10 (Detect National Threats, Extended 7, Radius, Ranged), Remote Sensing 20 (Audial & Visual), Subtle 2, Limited to Perceiving Locations Inside the USA • *52 points*
A New Birth of Freedom: Immortality 1, Limited to a National Time of Crisis • *2 points*
Timeless Principles: Immunity 1 (aging) • *1 point*

ADVANTAGES

All-out Attack, Diehard, Extraordinary Effort, Fascinate (Persuasion), Improved Initiative, Inspire 4, Leadership, Seize Initiative, Skill Mastery (Persuasion), Ultimate Skill (Persuasion), Well-informed

SKILLS

Close Combat: Unarmed 8 (+13), Expertise: US History 12 (+13), Insight 12 (+15), Perception 12 (+15), Persuasion 12 (+17)

OFFENSE

Initiative +9

Unarmed +13	Close, Damage 13

DEFENSE

Dodge	13	**Fortitude**	14
Parry	13	**Toughness**	13
Will	12		

POWER POINTS

Abilities	98	**Skills**	28
Powers	62	**Defenses**	26
Advantages	14	**Total**	228

COMPLICATIONS

Patriotism: Sam is literally the spiritual embodiment of American patriotism and values.

Relationship: Sam feels responsible for his allies, such as Buddy and the Freedom Fighters.

Fame: Sam is a living icon.

Power Loss: Sam's powers are linked to Americans' faith in their country, and decline as their belief is shaken. In extreme instances, Sam may divide into multiple manifestations, such as Johnny Reb and Billy Yank during the War Between the States.



(S.H.A.D.E.) to orchestrate Sam's return by making Gonzo the Mechanical Bastard the grave national menace needed to prompt it. Reborn in the Mississippi River, Sam organized a new team of Freedom Fighters which defeated Gonzo and now remains vigilant for new threats to the republic.

PERSONALITY

Sam embodies the absolute best in the American spirit, and is incredibly inspiring and charismatic.

POWERS & ABILITIES

Sam is super-strong, tremendously resistant to harm, able to become a giant, and has a mystical awareness connecting him to America.

ALLIES

Sam is the leader and cornerstone of the Freedom Fighters and thus has an on-again, off-again relationship with S.H.A.D.E. During WWII, he was assisted by a young orphan named Buddy.

ENEMIES

Sam engaged various Axis metahumans and saboteurs throughout World War II (Baron Blitzkrieg, in particular), and had a long-running postwar feud with ex-Nazi agent the Silver Ghost.

VANDAL SAVAGE

Fifty thousand years ago, primitive humans were witness to a fireball from the heavens crashing to Earth. Vandar Adg, then a tribal hunter, was exposed to the strange energies of the meteor and transformed by them. While his contemporaries in the Blood Tribe grew older and died, Vandar remained as young and vital as he was the day the fireball fell.

Gifted with immortality, Vandar Adg became history's greatest unacknowledged conqueror. He founded the cabal known as the Illuminati to destroy one of the lost cities of Atlantis, and controlled the conspiracy across the centuries. He claims to have ruled hundreds of different places and times under a variety of names and guises, and has advised and aided other rulers in history ranging from Erik the Red and Napoleon to Otto von Bismarck and Adolf Hitler. Always he has been forced to move on after a number of years, lest the truth about his nature become known.

In the twentieth century, the immortal conqueror now known as Vandal Savage came into conflict with the Justice Society of America. They thwarted Savage's efforts to aid the Nazis during World War II and his own schemes of world conquest, and withstood Savage's attempts to avenge these slights against him. Still, he has nothing if not time, and has gloated about how many of his foes have succumbed to mortality (though he refers to Hawkman as "the cockroach" for his seemingly unstoppable reincarnation).

Savage has had many children throughout history. Indeed, in the past he has used occult rituals to sacrifice members of his own bloodline to ensure his continued vitality and survival. His daughter Scandal Savage is a member of the Secret Six, and he no doubt has numerous modern descendants.

PERSONALITY

Vandal Savage is the very personification of cultured arrogance, but deep down still has the personality of a brutal tribal leader. He treats everyone as ephemeral and expendable, because to him they are. His greatest fear is infirmity and death, and he will literally sacrifice anyone or anything to ensure his own survival.

POWERS & ABILITIES

Vandal Savage's sole power is his immortality: he has not aged since his encounter with the fireball from the sky. His millennia-long life has allowed Savage to accumulate considerable wealth, experience and skill. In particular, he is an expert strategist and tactician.

Savage's offensive traits are below his power level, given that he often augments them with various weapons both high-tech and magical. He is a highly skilled and brutal hand-to-hand fighter, capable of picking up a person with one hand and choking them. Still, Savage generally prefers to let various underlings do his dirty work, and he has considerable resources at his command, accumulated literally across the history of civilization.



REAL NAME: VANDAR ADG
OCCUPATION: CONQUEROR
BASE: MOBILE

ALLIES

Savage considers no one his equal but has worked with groups from time to time, from the Injustice Society to a modern incarnation of the Secret Society. He also has the resources of his own Illuminati to call upon, as well as various underground and apocalyptic cults (some of which see him as a legendary mystical figure). For a time, Savage organized the group Tartarus against the Titans (naming it for the

VANDAL SAVAGE PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	5	2	2	11	4	4	5

POWERS

Immortal: Immortality 15, Immunity 1 (Aging) • *31 points*

EQUIPMENT

Sword: Strength-Based Damage 3, Improved Critical (19–20) • *4 points*
Savage typically has access to a considerable amount of other equipment based on his resources.

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 6 (wealth and resources), Chokehold, Close Attack 2, Connected, Contacts, Defensive Roll 2, Diehard, Fascinate (Intimidation), Fast Grab, Fearless, Great Endurance, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Inventor, Jack-of-all-trades, Languages 5, Leadership, Power Attack, Prone Fighting, Ranged Attack 8, Skill Mastery (Expertise: History), Startle, Takedown, Uncanny Dodge, Weapon Bind, Weapon Break, Well-informed

SKILLS

Athletics 8 (+12), Deception 8 (+13), Expertise: History 18 (+23), Expertise: Magic 6 (+11), Expertise: Tactics 12 (+17), Insight 8 (+12), Intimidation 8 (+13), Investigation 6 (+11), Perception 8 (+12), Persuasion 6 (+10), Stealth 6 (+8), Technology 8 (+13), Treatment 7 (+12), Vehicles 7 (+9)

OFFENSE

Initiative +6

Sword +13	Close, Damage 7
Unarmed +13	Close, Damage 4

DEFENSE

Dodge	12	**Fortitude**	12
Parry	13	**Toughness**	7/5*
Will	14	*Without Defensive Roll bonus	

POWER POINTS

Abilities	74	**Skills**	58
Powers	31	**Defenses**	29
Advantages	50	**Total**	242

COMPLICATIONS

Arrogant: Savage has an extremely high opinion of himself, which sometimes blinds him to flaws in his own schemes.

Selfish: Having lived so long, Savage is willing to do or sacrifice virtually anything (or anyone) to avoid death.

netherworld where the Titans of myth were imprisoned). He sees all such alliances as temporary arrangements, as is virtually everything in the life of a man who has watched civilizations rise and fall for tens of thousands of years. Even if Vandal Savage cannot defeat his foes, he remains certain that he will outlast them.

ENEMIES

In more recent years, Savage has come into conflict with many of the world's greatest heroes. He developed and distributed the black-market drug velocity-9, capable of giving users temporary super-speed, until the Flash stopped him. He used Rocket Red suits purchased from black-market arms dealers to deliver a nuclear payload that obliterated Montevideo in Uruguay, a plot connected with his far-future self helping Solaris the Tyrant Sun to come into being in the present. He has similarly renewed attacks on the Justice Society, attempting to wipe out their bloodlines and legacies to ensure they do not trouble him in future generations. The JSA remains Savage's most persistent enemy.

VIGILANTE



REAL NAME: GREG SAUNDERS
OCCUPATION: SHERIFF
BASE: WARPATH, AZ

VIGILANTE (GREG SAUNDERS)

Greg Sauders was born at the opening of the twentieth century in Wyoming, son to a local sheriff. In his youth, Saunders was trained in the ways of the cowboy by his father and his frontiersman grandfather. But Saunders left the West behind and moved to New York City where he became the "Prairie Troubadour," a country singer. Determined to bring justice to the lawless city, Saunders donned a bandana and adopted the name "Vigilante" as he brought country justice to the urban streets.

Saunders' fame as a singer brought him to Hollywood in the 1940s, where he became a film star. Meanwhile, Vigilante continued to fight crime, even banding together with other heroes to form the Seven Soldiers of Victory. During the team's adventures, Saunders traveled in time, died, was reborn, and was eventually seen alive and vital in the early twenty-first century, first running a dude ranch in Mesa City and later acting as the sheriff of the border town of Warpath, Arizona. Still wearing his grandfather's hat and a pair of revolvers, riding a motorcycle across the countryside, the Vigilante continues to bring justice to the western frontier.

PERSONALITY

Vigilante is a hero in the classic mold, encouraging others around him to do the right thing simply by fearlessly and relentlessly doing the right thing himself. Only when the law can't do what needs to be done does Greg Saunders don his bandana and deal out justice masked as Vigilante.

POWERS & ABILITIES

Vigilante has no powers, but he is a skilled fighter and marksman, and a master trick rider both on a horse and a motorcycle. He makes full use of his advantages, particularly Improved Aim and Improved Disarm, and can spend hero points on additional heroic feats like trick-shots, Power Attack (targeting weak spots), and similar uses of advantages he does not have listed.

ALLIES

Vigilante's greatest allies were in the Seven Soldiers of Victory. He tried to build a new team of Soldiers in the modern day, only to lead them into disaster. Retreating to Warpath, he befriended the Guardian while he was on the run, and also Superman's pal Jimmy Olsen.

ENEMIES

On his own, Vigilante has chased down criminals of every mundane type, and with the Seven Soldiers faced master criminals and strange super-villains, up to and including the universe-invading Nebula Man and the race he serves, the Sheeda. As sheriff of Warpath, the Vigilante regularly encounters a wide variety of super-powered criminals attempting to sneak across the border into the United States after failing to enter by other means.

VIGILANTE (GREG SAUNDERS) PL8

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

EQUIPMENT

Six-Shooters: Ranged Multiattack Damage 3 • *9 points*
Lasso: Ranged Cumulative Affliction 6 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree) • *18 points*

VEHICLE: MOTORCYCLE • *10 POINTS*

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

ADVANTAGES

Attractive, Diehard, Equipment 8, Extraordinary Effort, Fast Grab, Improved Aim, Improved Disarm, Inspire, Luck, Quick Draw, Ranged Attack 5, Takedown, Tracking, Weapon Bind

SKILLS

Acrobatics 6 (+9), Athletics 10 (+13), Close Combat: Unarmed 9 (+13), Expertise: Cowboy 8 (+9), Expertise: Performing 7 (+9), Insight 10 (+12), Investigation 7 (+8), Perception 8 (+10), Persuasion 9 (+11), Ranged Combat: Guns 6 (+10), Vehicles 6 (+10)

VIGILANTE

Though he had a high rate of successful convictions, New York district attorney Adrian Chase saw many criminals escape justice on technicalities. Satisfied that justice was being done in most cases, Chase continued as a successful D.A. until a crime boss Chase sent to prison reached out from behind bars to kill Chase's family. Now convinced that the justice system was fatally flawed, Chase used a costume and an arsenal of weaponry to become the Vigilante, bringing fatal justice to those who broke the law. Yet the Vigilante's bloodshed wore on Chase, and when he accidentally killed a police officer his guilt led him to commit suicide.

Soon thereafter, when Gotham City police detective Pat Trayce needed a way to operate outside the law, she tracked down one of Adrian Chase's information and weapons suppliers, and used one of Chase's old costumes to become the new Vigilante. For a time she trained alongside Deathstroke, until differences in their methods led her to strike out on her own.

Years later a new Vigilante surfaced, Adrian Chase's brother Dorian. After years working for the mobs and spending time in prison, Dorian knew organized crime from the inside and decided it must be destroyed.

PERSONALITY

Regardless of who has used the name since Adrian Chase, Vigilante has always been willing to use lethal force to bring criminals to justice. In the case of Dorian Chase, he was even willing to put innocents in danger to punish the guilty.

REAL NAME: ADRIAN CHASE/PAT TRAYCE/DORIAN CHASE
OCCUPATION: JUDGE/DETECTIVE/VIGILANTE
BASE: MOBILE

OFFENSE

Initiative +4	
Dual Pistols +15	Ranged Multiattack Damage 3
Lasso +9	Ranged, Cumulative Affliction 6, Resisted by Dodge (DC 16)
Unarmed +13	Close, Damage 3

DEFENSE

Dodge	10	**Fortitude**	9
Parry	13	**Toughness**	3
Will	7		

POWER POINTS

Abilities	44	**Skills**	43
Powers	0	**Defenses**	27
Advantages	25	**Total**	139

COMPLICATIONS

The Old Ways: Vigilante is a man raised with nineteenth-century ideals living in the twenty-first. He frames every conflict as good versus evil, then firmly places himself among the white hats—and not only because he wears a white hat of his own.

Cowboy in the City: From New York and Hollywood to Warpath, Arizona, Vigilante has always found himself living in big cities, but his heart is out on the range.



VIGILANTE — PL9

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

EQUIPMENT

Body Armor: Protection 5 • *5 points*
Starlight Goggles: Senses 1 (Night vision) • *1 point*
Arsenal: Array (15 points)
- **Submachine Gun:** Ranged Multiattack Damage 4 • *1 point*
- **Sniper Rifle:** Ranged Damage 5 • *1 point*
- **Fragmentation Grenade:** Burst Area Damage 5 • *15 points*
- **Flash-bang Grenade:** Burst Area Dazzle 4• *1 point*
- **Knife:** Strike 1, piercing • *1 point*

5 points worth of miscellaneous equipment

ADVANTAGES

Accurate Attack, Assessment, Equipment 6, Evasion, Extraordinary Effort, Improved Aim, Improvised Weapon, Precise Attack (Ranged, Concealment), Prone Fighting, Quick Draw, Startle, Takedown, Tracking

SKILLS

Acrobatics 6 (+8), Athletics 8 (+10), Close Combat: Unarmed 10 (+13), Deception 7 (+9), Insight 9 (+10), Intimidation 9 (+11), Investigation 7 (+8), Perception 8 (+9), Ranged Combat: Guns 9 (+12), Stealth 11 (+13), Vehicles 6 (+9)

OFFENSE

Initiative +2	
Sniper Rifle +12	Ranged Damage 5
Submachine Gun +12	Ranged Multiattack Damage 4
Fragmentation Grenade +12	Burst Area Damage 5

DEFENSE

Dodge	7	**Fortitude**	12
Parry	10	**Toughness**	9/3*
Will	6	*Without Body Armor.	

POWER POINTS

Abilities	34	**Skills**	45
Powers	0	**Defenses**	26
Advantages	17	**Total**	122

COMPLICATIONS

Judge, Jury and Executioner: The Vigilante is an agent of harsh justice, prepared to use deadly force to bring it about.

Suicide Mission: The deaths caused by the Vigilante tend to weigh heavily.

POWERS & ABILITIES

Vigilante has no metahuman powers, but is a skilled and well-armed fighter and marksman.

ALLIES

Each of the Vigilantes has worked alongside Nightwing at one time or another. Pat Trayce was Deathstroke's lover while she was being trained by him.

ENEMIES

Though the various Vigilantes have primarily focused their sights on organized crime and corrupt lawmen, Adrian Chase often tangled with the Electrocutioner, and Dorian Chase has crossed paths a number of times with the Titans.

VIXEN

REAL NAME: MARI JIWE MCCABE
OCCUPATION: MODEL
BASE: MOBILE, OFTEN NEW YORK CITY

Born in the African nation of Zambesi, Mari is the daughter of Reverend Richard Jiwe, who raised her alone after her mother was killed by poachers. Mari's father perished at the hands of his own half-brother, General Maksai, who sought to take the legendary Tantu Totem from Rev. Jiwe. Mari fled to America, where she established the identity of "Mari McCabe" and became a fashion model in New York City.

Mari returned to Zambesi and took the Tantu Totem from Gen. Maksai, using its power as the costumed crime fighter Vixen. She eventually joined the Justice League during one of its reorganizations and later confronted her uncle, who attempted to take back the Totem and died fighting Vixen after its magic transformed him into a raging beast.

Following another Justice League reorganization, Vixen spent some time on her modeling career, but also worked with the Suicide Squad and various other heroes such as Wonder Woman and the Birds of Prey. She started a relationship with Ben Turner, the Bronze Tiger, but ended it once she saw it wasn't going anywhere. She worked briefly with the International Ultramarine Corps, and later rejoined the Justice League.

PERSONALITY

Mari McCabe has been on her own for much of her life. She has built a successful career, both as a model and crime fighter, on her personal independence and determination. She is a loyal friend willing to help those in need, but sometimes has difficulties accepting help in turn.

POWERS & ABILITIES

As Vixen, Mari wears the Tantu Totem, an amulet in the shape of a fox's head. The Totem grants Vixen the ability to tap into "the Red" or the morphogenetic field, the living (even spiritual) essence of animal life. She can mimic the abilities of any animal, ranging from the flight of a hawk to the speed of a cheetah, the strength of a bull elephant, or even the stubbornness of

VIXEN — PL10

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

POWERS

Tantu Totem: Variable 5 (25-points, animal traits), Free Action
• *45 points*

Common Animal Traits:

- **Cheetah:** Damage 3 (claws, Penetrating 3, Strength-Based), Speed 6
- **Hawk:** Flight 4
- **Elephant:** Growth 8, No Change in Size (+0)
- **Mule:** Damage 2 (kick, Strength-Based), Enhanced Will 4 (stubbornness)
- **Monkey:** Enhanced Agility 5, Movement 1 (Safe Fall, Limited to near a surface)

ADVANTAGES

All-out Attack, Attractive, Defensive Roll 3, Improved Initiative, Languages, Move-by Action

SKILLS

Acrobatics 4 (+7), Athletics 4 (+5), Close Combat: Unarmed 4 (+8), Deception 4 (+8), Expertise: Modeling 8 (+9/+12*), Insight 4 (+6), Perception 6 (+8), Persuasion 4 (+8), Stealth 4 (+7)
*Presence-based

OFFENSE

Initiative +7

Unarmed +8	Close, Damage 1 (or more)

DEFENSE

Dodge	9	**Fortitude**	8
Parry	4	**Toughness**	5/2*
Will	9	*Without Defensive Roll bonus	

POWER POINTS

Abilities	38	**Skills**	22
Powers	45	**Defenses**	23
Advantages	8	**Total**	136

COMPLICATIONS

Anansi's Web: Vixen has been caught up in the schemes of Anansi the Trickster before, and may be again.

Animal Nature: Vixen sometimes loses herself in the primal nature of the animals she mimics, particularly when she taps into the Red without the Tantu Totem in her possession.

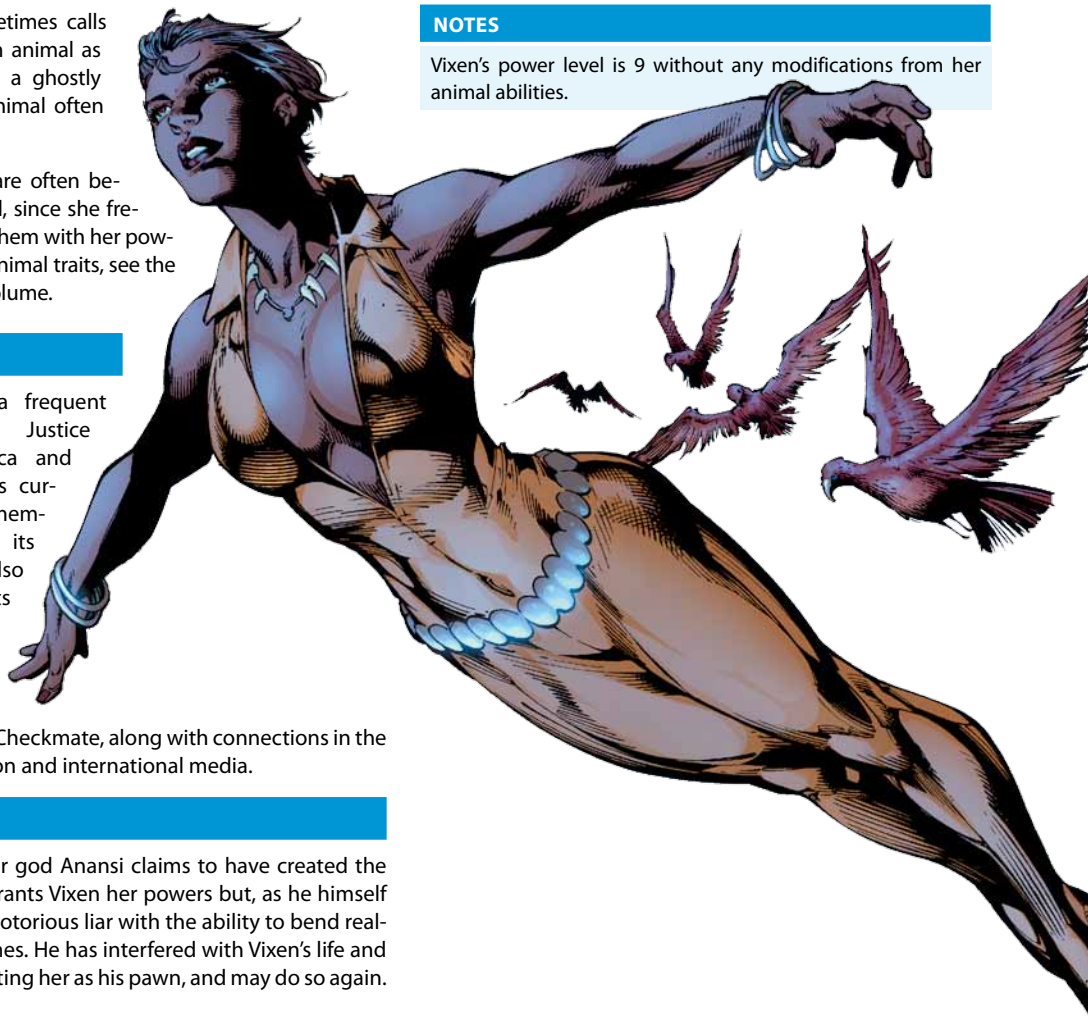
Fiercely Independent: Vixen likes to deal with things herself, which can sometimes lead to shutting out friends and allies who want to help her.

NOTES

Vixen's power level is 9 without any modifications from her animal abilities.

a mule. Vixen sometimes calls out the name of an animal as she mimics it, and a ghostly silhouette of the animal often appears around her.

Vixen's base traits are often below her power level, since she frequently augments them with her powers. For additional animal traits, see the **Appendix** of this volume.



ALLIES

Vixen has been a frequent member of the Justice League of America and knows many of its current and former members, including its founders. She also has some contacts in the covert operations community through her work with the Suicide Squad and Checkmate, along with connections in the world of high fashion and international media.

ENEMIES

The African trickster god Anansi claims to have created the Tantu Totem that grants Vixen her powers but, as he himself points out, he is a notorious liar with the ability to bend reality to suit his schemes. He has interfered with Vixen's life and powers before, treating her as his pawn, and may do so again.

WARLORD

Years ago, Vietnam veteran Travis Morgan was shot down while flying an espionage mission over the U.S.S.R. His plane passed over the North Pole and came down in Skartaris, a strange realm of swords, ancient science and sorcery. Here he met the beautiful Princess Tara of Shamballah before being enslaved by men in the service of the tyrannical Deimos. Escaping, Morgan led an army of freed prisoners, slaves and rebels against Deimos. During this time he met several denizens of the Skartaris, including his friend King Machiste and a beautiful Russian archeologist, Mariah Romanov. Eventually, he freed the people of Skartaris and was declared their hero, the Warlord. Along with his queen, Tara, he now rules over Shamballah.

Since that time Travis has had numerous adventures in his adopted home. Deimos has returned from death multiple times and other threats have arisen to plague the land. The bizarre way time works in the realm has kept him young: he remains much as he was when he arrived in Skartaris years ago. He has returned to "civilization" a few times, but he always finds himself drawn back to the strange, mystical land he now calls his home.

Recently, Morgan supposedly died and was replaced as Warlord by his son, Joshua (see Tinder). How this affects one possible future where he returns to the United States to become president is unknown, but it is unlikely the world has seen the last of him.



REAL NAME: TRAVIS MORGAN
OCCUPATION: HERO
BASE: SKARTARIS

PERSONALITY

First and foremost, Travis Morgan is a warrior and a hero. He cares about the welfare of his friends and companions, tries to aid those in need, and is willing to defend Skartaris from those who would subjugate and destroy it. However, he's not perfect. As an eighty-three-year-old ex-fighter jock stuck in a younger body, some of Morgan's ideals and habits seem a bit out of date. That said, Warlord is not a bigot or a fool, he just sometimes seems like a hero from an earlier age. Given the nature of the otherworldly realm he calls home, this is rarely a problem.

POWERS & ABILITIES

As his title implies, the Warlord is a skilled warrior and marksman. He is also an able tactician and pilot. The strange time-bending nature of Skartaris has allowed him to cram the life experience of an octogenarian into a younger body.

ALLIES

Over the years the Warlord has had many allies. These include his wife Tara, his daughter Jennifer and his son Tinder. In addition to his family he is often

WARLORD — PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	4	4	9	1	2	5

POWERS

Past Lives: Feature 1 (Reincarnation of other famous warriors)

EQUIPMENT

.44 Automag: Ranged Damage 4, Improved Critical • *9 points*
Sword: Strength-Based Damage 4, Improved Critical • *5 points*

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 4 (Warlord of Skartaris), Connected, Defensive Attack, Defensive Roll 2, Equipment 3, Improved Aim, Improved Disarm, Improved Initiative, Inspire, Languages (Skartaran), Leadership, Power Attack, Precise Attack (Close; Concealment), Quick Draw, Ranged Attack 2, Takedown, Weapon Bind

SKILLS

Acrobatics 2 (+6), Athletics 9 (+12), Close Combat: Sword 3 (+12), Deception 3 (+8), Expertise: Military 10 (+11), Expertise: Skartaris 9 (+10), Expertise: Survival 6 (+7), Insight 6 (+8), Intimidation 7 (+12), Perception 6 (+8), Persuasion 7 (+12), Ranged Combat: Guns 6 (+12), Stealth 2 (+6), Vehicles 8 (+12)

OFFENSE

Initiative +8

.44 Automag +12	Range, Damage 4, Critical 19-20
Sword +11	Close, Damage 7, Critical 19-20

DEFENSE

Dodge	12	**Fortitude**	9
Parry	12	**Toughness**	6/4*
Will	9	*Without Defensive Roll	

POWER POINTS

Abilities	64	**Skills**	42
Powers	1	**Defenses**	23
Advantages	26	**Total**	156

COMPLICATIONS

Motivation – Responsibility: Morgan feels a strong sense of duty to his family, friends, and the free peoples of Skartaris.

Relationships: Tara (wife), Jennifer and Joshua (children), and friends such as Mariah, Machiste and Shakira

accompanied by the warrior-king Machiste, Russian-born Mariah, and the catlike Shakira.

ENEMIES

The Warlord has fought many monsters, would-be conquerors, and villains in his travels. Chief among these is the sorcerer tyrant Deimos.

JENNIFER MORGAN

For years, Jennifer believed her father Travis was dead. Jennifer eventually learned he was alive and in the land of Skartaris. Traveling to Skartaris to see her father, Jennifer was captured by allies of Deimos, temporarily removing her memory of her old life. Learning sorcery during this time, Jennifer was eventually reunited with her father and her memory returned. Now the beautiful silver-haired sorceress aids her father and the people of Skartaris as one of the realm's most powerful magicians. From time to time Jennifer has returned to Earth, often to aid the mystical community against some grave threat. Like many sorcerers, Jennifer often uses Extra Effort to expand her spellcasting.

JENNIFER MORGAN — PL9 • 140 POINTS

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

Powers: Mystical Senses (Sense 4 (Detect Magic, Ranged, Acute, Analytical)); **Levitation** (Flight 2 (8 MPH, Concentration); **Sorcery** (Array (22 points), **Magic Blast** (Ranged Damage 10, Affects Insubstantial (full effect), Dynamic), **AE: Mystic Shield** (Deflect 12, Impervious Protection 5, Sustained, Dynamic), **AE: Clairvoyance** (Remote Sensing 11 (Sight)), **AE: Dispel Magic** (Nullify Magical Effects 10, Broad, Precise), **AE: Cure** (Healing 7, Restorative, Stabilize), **AE: Illusion-Casting** (Illusion 7 (Visual and Auditory))

Advantages: Artificer, Attractive, Benefit 2 (Supreme Sorceress of Skartaris), Defensive Attack, Extraordinary Effort, Languages 3, Ritualist. Trance

Skills: Athletics 4 (+4), Deception 4 (+7), Expertise: History 5 (+8), Expertise: Magic 7 (+10), Expertise: Skartaris 7 (+10), Insight 6 (+10), Perception 4 (+8), Persuasion 4 (+7), Ranged Combat: Magic 5 (+8), Technology 2 (+5), Treatment 4 (+7)

Offense: Initiative +3, Magic Blast +8 (Damage 10 plus others)

Defense: Dodge 10, Parry 8, Fortitude 5, Toughness 2, Will 12

Totals: Abilities 44 + Powers 37 + Advantages 11 + Skills 26 + Defenses 22 = 140

Complications: Relationships: Warlord (father), Joshua (half-brother) and various allies and friends. **Sorceress:** Must be able to gesture and speak to use her powers effectively.





MACHISTE — PL9• 133 POINTS

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

Powers Mace Hand (Strength-Based Damage 4, Feature (+2 to Smash checks))

Advantages: All-out Attack, Benefit 3 (King of Kiro), Defensive Roll 3, Improved Grab, Improved Smash, Inspire, Leadership, Move-by Action, Power Attack, Prone-Fighting, Ranged Attack 3, Set-up, Startle, Takedown, Teamwork, Tracking, Weapon Break

Skills: Acrobatics 1 (+5)**,** Athletics 10 (+13), Close Combat: Mace Hand 2 (+11), Expertise: Survival 6 (+7) Expertise: Skartaris 9 (+10), Expertise: Tactics 4 (+5), Insight 5 (+7), Intimidation 9 (+12), Perception 6 (+8), Persuasion 2 (+5), Stealth 3 (+7)

Offense: Initiative +4, Mace Hand +11 (Damage 7), Unarmed +9 (Damage 3)

Defense: Dodge 10, Parry 11, Fortitude 10, Toughness 7/3*, Will 8 *Without Defensive Roll

Totals: Abilities 56 + Powers 5 + Advantages 23 + Skills 29 + Defenses 20 = 133

Complication: Disability – Missing Hand: Machiste is missing his right hand, **Relationship** (Mariah)

MARIAH — PL8 • 127 POINTS

Abilities: Str 2 **Sta** 2 **Agl** 5 **Dex** 4 **Fgt** 8 **Int** 3 **Awe** 3 **Pre** 2

Equipment: Saber: Strength-Based Damage 3, Improved Critical 2

Advantages: Attractive, Accurate Attack, Defensive Attack, Defensive Roll 3, Equipment 1, Improved Aim, Improved Defense, Languages 3, Ranged Attack 3, Taunt, Teamwork, Weapon Bind

Skills: Acrobatics 4 (+9)**,** Athletics 6 (+8), Close Combat: Swords 3 (+11), Deception 5 (+8), Expertise: Archeology 6 (+9), Expertise: Survival 4 (+7) Expertise: Skartaris 6 (+9), Insight 5 (+8), Intimidation 4 (+6), Perception 6 (+9), Persuasion 5 (+7), Stealth 5 (+9), Treatment 2 (+5), Vehicles 2 (+6)

Offense: Initiative +5, Saber +11 (Damage 5, Critical 18-20), Unarmed +8 (Damage 2)

Defense: Dodge 11, Parry 11, Fortitude 6, Toughness 5/2*, Will 9 *Without Defensive Roll

Totals: Abilities 58 + Powers 0 + Advantages 18 + Skills 32 + Defenses 19 = 127

Complication: Relationship: Machiste.

MACHISTE

The Warlord's best friend and king of the kingdom of Kiro, Machiste met Travis Morgan when both were held captive on a slave galley. Sold as gladiators, the pair led a revolt and freed themselves and their fellow slaves. Returning home to his kingdom, Machiste fell victim to a cursed mystical axe. He became a bloodthirsty tyrant until Morgan cut off his friend's hand, freeing him from the weapon's spell. Grafting a spiked ball in place of his lost hand Machiste joined the Warlord on many adventures. It was during this time he met Mariah Romanov, with whom he would become stranded in the past for a number of strange adventures. Eventually the two fell in love and returned to the present where they again aided Travis Morgan in his efforts to protect the people of Skartaris.

MARIAH

A Russian archeologist, Mariah Romanov met Travis Morgan when he found himself temporarily stranded near Machu Picchu. Intrigued by Morgan's tales of a land of lost cities and strange creatures, Mariah returned with him to Skartaris. For a time she was infatuated with Morgan, but eventually she found love in the arms of his friend, Machiste. In addition to being a skilled archeologist, Mariah is a champion swordswoman, skilled acrobat, and talented markswoman.

SHAKIRA

The enigmatic and sensual Shakira met Travis Morgan during his adventures in Skartaris. Shakira has been a constant com-

SHAKIRA — PL8 • 157 POINTS

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

Powers: Claws (Strength-Based Damage 2); **Feline Form** (Morph 1 (Black Cat), Continuous; Linked Shrinking 6, Continuous); **Feline Grace** (Enhanced Advantages 4 (Agile Feint, Evasion, Skill Mastery (Acrobatics), Skill Mastery (Athletics), Uncanny Dodge), Movement 2 (Safe Fall, Sure-Footed); Leaping 1; Speed 1 (4 MPH)); **Feline Senses** (Senses 2 (Low-Light Vision, Acute Smell))

Advantages: *Agile Feint,* All-out Attack, Attractive, Defensive Attack, Defensive Roll 2, *Evasion*, Hide in Plain Sight, Improved Critical (Claws), Improved Defense, Improved Initiative, Luck 2, Move-by Action, Ranged Attack 1, *Skill Mastery (Acrobatics), Skill Mastery (Athletics)*, Tracking, *Uncanny Dodge*

Skills: Acrobatics 7 (+14), Athletics 5 (+8), Close Combat: Claws 4 (+11), Close Combat: Swords 1 (+8), Deception 7 (+8), Expertise: Skartaris 5 (+6), Insight 4 (+5), Intimidation 5 (+6), Perception 8 (+9), Persuasion 7 (+8), Sleight of Hand 4 (+8), Stealth 7 (+14)

Offense: Initiative +11, Claws +11 (Damage 5, Critical 19-20)

Defense: Dodge 12, Parry 12, Fortitude 7, Toughness 4/2*, Will 8 *Without Defensive Roll

Totals: Abilities 50 + Powers 39 + Advantages 14 + Skills 32 + Defenses 22 = 157

Complication: Devoted Companion: Shakira is completely devoted to the Warlord and rarely leaves his side. **Feline Behavior:** Shakira exhibits many feline behaviors even when in human form. She plays with her opponents, hates water and alternatively craves independence and affection at her whim.

TARA — PL8 • 119 POINTS

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

Equipment: Sword: Strength-Based Damage 3, Improved Critical, **Throwing Knives:** Strength-Based Ranged Damage 1, Improved Critical

Advantages: Attractive, Benefit 4 (Queen of Shamballah), Defensive Roll 3, Equipment 2, Grabbing Finesse, Improved Defense, Improved Trip, Leadership, Ranged Attack 2, Set-up, Taunt, Teamwork

Skills: Acrobatics 3 (+7), Athletics 5 (+7), Close Combat: Swords 4 (+10), Deception 6 (+9), Expertise: Skartaris 8 (+10), Expertise: Tactics 2 (+4), Insight 5 (+7), Perception 5 (+7), Persuasion 7 (+10), Ranged Combat: Throwing 4 (+10), Stealth 4 (+8), Treatment 3 (+5)

Offense: Initiative +4, Sword +10 (Damage 5, Critical 19-20), Throwing Knife +10 (Damage 3, Critical 19-20), Unarmed +6 (Damage 2)

Defense: Dodge 10, Parry 11, Fortitude 6, Toughness 5/2*, Will 9 *Without Defensive Roll

Totals: Abilities 50 + Powers 0 + Advantages 19 + Skills 28 + Defenses 22 = 119

Complications: Relationships: Travis Morgan, husband, and Morgana, daughter.

panion to the Warlord ever since, attaching herself to him so naturally that even his wife Tara has come to accept the relationship as inevitable. Shakira refuses to reveal if she is a woman who turns into a cat or a feline somehow possessing the ability to take a human form, instead saying "why spoil a thing by taking away all the mystery?" In any event, she is a fearsome fighter and skilled huntress. She has recently begun traveling with Joshua Morgan (see Tinder) since he became the new Warlord.

TARA

Queen of the nation of Shamballah and wife of the Warlord, Tara was one of the first non-hostile individuals Travis Morgan met when he arrived in Skartaris. The two quickly fell in love and eventually were married. The couple has been separated more than once, often thinking each other dead, but they always find each other. In addition to being wife of the famous Warlord and mother to his son, Joshua, Tara is a formidable warrior and respected leader in her own right. Shortly after Travis' recent apparent demise, Tara gave birth to their daughter, the magically gifted Morgana.

TINDER

Tinder is Joshua Morgan, son of Travis Morgan and his wife Tara. Thought corrupted by Deimos and killed in battle with Travis, he was actually raised by another family. After meeting the Warlord later in life, the boy began to support the Warlord on his adventures—first as a sidekick and later as a trained warrior. Recently Travis was apparently accidentally killed by Tinder, just as he recognized the boy as his long-lost son. After this tragedy, Tinder became Joshua Morgan, the new Warlord. Though not as experienced as his father, he is courageous, brave and heroic. He has some small talent with magic, but he has not developed it like his half-sister, Jennifer.

TINDER — PL8 • 129 POINTS

Abilities: Str 2 **Sta** 3 **Agl** 5 **Dex** 4 **Fgt** 7 **Int** 2 **Awe** 1 **Pre** 3

Equipment: Bow & Arrows: Ranged Damage 4; **Dagger:** Strength-Based Damage 1, Improved Critical; **Sword:** Strength Based Damage 4, Improved Critical

Advantages: All-out Attack, Attractive, Benefit 3 (Son of the Warlord), Close Attack 1, Defensive Attack, Defensive Roll 2, Evasion, Equipment 3, Improved Aim, Improved Defense, Inspire, Move-by Action, Power Attack, Quick Draw, Ranged Attack 3,Takedown, Teamwork

Skills: Acrobatics 3 (+8), Athletics 6 (+8), Close Combat: Swords 2 (+9), Deception 3 (+6), Expertise: Magic 2 (+4), Expertise: Performance 3 (+6), Expertise: Skartaris 5 (+7), Expertise: Survival 4 (+6), Expertise: Tactics 2 (+4), Insight 4 (+5), Intimidation 4 (+7), Perception 7 (+8), Persuasion 4 (+7), Ranged Combat: Bows 5 (+12), Sleight of Hand 3 (+7), Stealth 4 (+8)

Offense: Initiative +5, Bow & Arrows +12 (Damage 4), Dagger +8 (Damage 3, Critical 19-20), Sword +10 (Damage 6, Critical 19-20), Unarmed +8 (Damage 2)

Defense: Dodge 11, Parry 11, Fortitude 7, Toughness 5/3*, Will 7 *Without Defensive Roll

Totals: Abilities 54 + Powers 0 + Advantages 24 + Skills 33 + Defenses 20 = 129

Complication: In His Father's Shadow: Tinder feels responsible for his father's death and is unsure how he will live up to the Warlord's reputation. Prior to these events, he was often troubled by the mystery surrounding his true parentage.



WEATHER WIZARD



WEATHER WIZARD							PL10
STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	2	3	3	3	3	2	1

POWERS

Cloud Riding: Flight 5 (60 MPH) • *10 points*
Weather Control: 30-point Array

- **Air Control:** Burst Area Move Object 10, Dynamic • *31 points*
- **Extreme Weather:** Environment 10 (Intense Cold, Impede Movement, Visibility), Dynamic • *2 points*
- **Fog:** Visual Concealment Attack, Cloud Area 5 (250 ft. radius), Dynamic • *2 points*
- **Glacier:** Create Ice 10, Continuous, Dynamic • *2 points*
- **Lightning:** Ranged Damage 14, Dynamic, Indirect 2 • *2 points*
- **Tornado:** Burst Area Ranged Damage 10, Dynamic • *2 points*

Weather-Proof: Immunity 10 (Weather Effects) • *10 points*

ADVANTAGES

Accurate Attack, Defensive Roll 4, Favored Environment (Extreme Weather), Inventor, Teamwork

SKILLS

Expertise: Criminal 4 (+7), Expertise: Meteorology 11 (+14), Ranged Combat: Lightning Bolt 3 (+6), Sleight of Hand 4 (+7), Technology 10 (+13), Vehicles 4 (+7)

OFFENSE

	Initiative +1
Lightning Bolt +6	Ranged, Damage 14
Tornado	Ranged Burst Area, Damage 10

DEFENSE

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

POWER POINTS

Abilities	34	**Skills**	18
Powers	61	**Defenses**	27
Advantages	8	**Total**	148

COMPLICATIONS

Guilt: Mardon feels guilt about the death of his brother Clyde.

Quirk: Even though he no longer needs to use his wand, Weather Wizard still chooses to use it as a focus for his powers.

Mark Mardon was serving jail time for robbery when he escaped and fled to the observatory where his brother Clyde was working on an experimental weather-controlling wand. When Clyde called Central City police to turn him in, Mark panicked at the thought of returning to jail and accidentally killed his brother with the weather wand. This crime haunts Mark's conscience to this day.

Guilt did not prevent Mark from using his brother's technology to commit crimes as the Weather Wizard. He was among the original Rogues who tangled with Barry Allen, and when Allen apparently died, Mardon pondered retiring from his life of crime. However, the Rogues were drawn back together every time a new speedster took up the mantle of the Flash.

REAL NAME: MARK MARDON
OCCUPATION: CRIMINAL
BASE: CENTRAL CITY

PERSONALITY

Weather Wizard is about as unpredictable as, well, the weather. Mark delights in using his powers for destruction regardless of the collateral damage to others, but he is burdened by a sense of guilt over his brother's death. Likewise, despite having enough savvy to apply his brother's weather technology, he unnecessarily limits his powers and his crimes, apparently incapable of visualizing destruction on a global scale.

POWERS & ABILITIES

Weather Wizard can control the weather to affect an entire city or direct a focused strike on an individual. Fortunately, Mardon is not terribly creative and mostly uses his powers in destructive ways. He can summon a storm, blanket an area with fog, call lightning bolts from the sky, generate miniature glaciers and whip up hurricane-force winds.

ALLIES

Weather Wizard is a long-standing member of the Rogues, a group of super-villains united by their hatred of the Flash.

ENEMIES

Weather Wizard almost always finds himself opposed by one of the many heroes called Flash.

WILDCAT

WILDCAT — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	4	2	12	0	2	2

POWERS

Nine Lives: Immortality 19, Subtle; Limited to nine uses
• *20 points*

EQUIPMENT

VEHICLE: MOTORCYCLE • *10 POINTS*

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

ADVANTAGES

Agile Feint, All-out Attack, Assessment, Close Attack 5, Defensive Attack, Defensive Roll 4, Diehard, Equipment 2, Evasion, Fast Grab, Improved Critical 2 (Unarmed), Improved Defense, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Luck, Power Attack, Takedown 2, Taunt

SKILLS

Acrobatics 6 (+10), Athletics 10 (+14), Deception 4 (+6), Expertise: The Sweet Science of Boxing 14 (+14), Insight 6 (+8), Intimidation 8 (+10), Investigation 4 (+5), Perception 8 (+10), Persuasion 4 (+6), Stealth 8 (+10), Vehicles 8 (+10)

OFFENSE

Initiative +8

Unarmed+17	Close, Damage 4 (Crit. 18-20)

DEFENSE

Dodge	13	**Fortitude**	9
Parry	14	**Toughness**	8/4*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	60	**Skills**	40
Powers	20	**Defenses**	24
Advantages	30	**Total**	174

COMPLICATIONS

Road Not Taken: Grant has more emotional and physical scars than he cares to count and is determined to help younger heroes avoid as many of his (many) mistakes as possible.

Simple is Better: Wildcat isn't known for complex tactics or subtle plans: decades of experience have taught him most problems actually *can* be solved with his fists.

REAL NAME: TED GRANT
OCCUPATION: ADVENTURER, FORMER GYM OWNER, FORMER HEAVYWEIGHT BOXING CHAMPION
BASE: NEW YORK

Ted Grant was an up-and-coming boxer framed for the murder of his trainer who was inspired by stories of Green Lantern (Alan Scott) to put on a mask and adopt a heroic persona. Successfully clearing his own name, he's stayed in the costumed-hero arena ever since. Grant recently was reunited with an estranged son that the elder Wildcat is training to take on the name some day.



PERSONALITY

Wildcat is down-to-earth, pragmatic and projects a "common man" demeanor. He's aggressive and unrelenting when he believes himself in the right, but too laid back to hold grudges except in extreme circumstances. He's sometimes impatient, but always willing to share his skills and hard-earned wisdom with those in need, especially younger heroes.

POWERS & ABILITIES

Ted Grant is one of the best unarmed fighters in the world, a former undefeated heavyweight boxing champion with more than half a century of experience using his fists against a broad variety of opponents. Though he's also an expert in other martial disciplines, his heart remains with the sweet science and his fists are feared, even by other highly accomplished fighters. A curse laid on Grant by a magical enemy was transformed by ally John Zatara into a blessing giving Grant nine lives. When he dies he is immediately resurrected in a physical condition similar to when he received the gift (hence his longevity). For decades he benefitted from the same Karkull-based longevity as his teammates in the JSA.

ALLIES

His allies include his teammates in the JSA, as well as the younger heroes he helped train, such as Batman and Black Canary.

ENEMIES

Wildcat's enemies are the enemies of the JSA, as Wildcat never really accrued prominent personal adversaries.

WILDFIRE

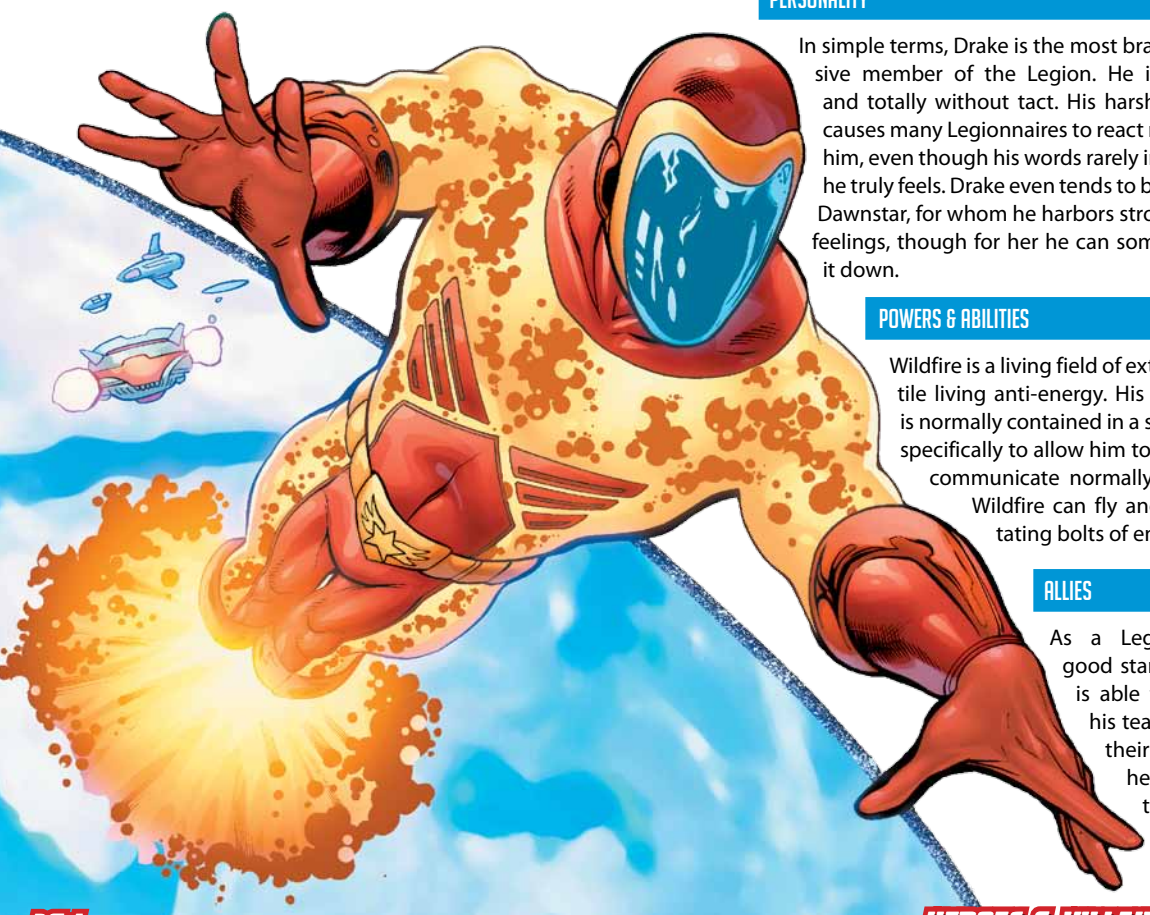
REAL NAME: DRAKE BURROUGHS
OCCUPATION: LEGIONNAIRE
BASE: LEGION HQ

Drake gained his powers from an experiment conducted at Metropolis University involving a new propulsion system. His new form was captured by Professor Vultan in a specialized containment suit that allowed Drake to have a limited form of normal life, and to fire bolts of his energy and to fly. Calling himself Erg-1, Drake applied for Legion membership, but was rejected because he had only limited control of his abilities. Following the Legionnaires on a mission, he saved Colossal Boy's life, but at the cost of his containment suit. Returning to Earth, he reclaimed his repaired suit and was offered Legion membership as Wildfire.

Drake spends a lot of time at the Legion Academy, where he helps train prospective Legionnaires. It was there that he met his protégé Dawnstar, and their relationship has fluctuated between platonic and romantic for quite some time.

PERSONALITY

In simple terms, Drake is the most brash and abrasive member of the Legion. He is aggressive and totally without tact. His harsh personality causes many Legionnaires to react negatively to him, even though his words rarely indicate what he truly feels. Drake even tends to be abrasive to Dawnstar, for whom he harbors strong romantic feelings, though for her he can sometimes tone it down.



POWERS & ABILITIES

Wildfire is a living field of extremely volatile living anti-energy. His energy form is normally contained in a suit designed specifically to allow him to interact and communicate normally. In his suit, Wildfire can fly and fire devastating bolts of energy.

ALLIES

As a Legionnaire of good standing, Drake is able to call upon his teammates and their allies when he needs assistance.

WILDFIRE — PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
13*	12	6	2	6	1	2	0

*None without Containment Suit

POWERS

Anti-Energy Form: Anti-Energy Blast (Ranged Damage 15, Quirk: Using more than 13 ranks destroys containment suit, see **Complications**), Enhanced Strength 17 (4 ranks Limited to lifting (3,000 tons)), Protection 2 (Impervious 6), Flight 14 (32,000 MPH), Immunity 10 (Life Support), Movement 3 (Space Travel) • *102 points*

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3); Flight 7 (250 MPH) • *19 points*
Telepathic Ear Plug: Comprehend 3 (Languages), Mental Communication 1 (Close Range) • *10 points*
Transsuit: Immunity 10 (Life Support, Quirk: not for starvation and thirst) • *9 points*

ADVANTAGES

All-out Attack, Benefit (Legion Membership), Diehard, Equipment 6, Extraordinary Effort, Move-by Action, Power Attack, Seize Initiative, Taunt

ENEMIES

Wildfire has no enemy specific to him but, like all Legionnaires, must contend with the villains that the Legion as a whole has accrued over their existence.

SKILLS

Deception 2 (+2), Expertise (Earth) 5 (+6) Expertise (Instruction) 4 (+5), Perception 4 (+6), Ranged Combat (Damage) 5 (+7)

OFFENSE

Initiative +6

Negative Energy Blast +7	Ranged, Damage 13
Unarmed +6	Close, Damage 13

DEFENSE

Dodge	8	**Fortitude**	14
Parry	8	**Toughness**	12
Will	6		

POWER POINTS

Abilities	48	**Skills**	10
Powers	102	**Defenses**	10
Advantages	16	**Total**	186

COMPLICATIONS

Containment Suit: Wildfire is dependent on a containment suit to give his anti-energy form and substance. If his suit is ruptured or destroyed, he becomes permanently incorporeal (Insubstantial 4), loses the range on his anti-energy blast Damage, and cannot speak until he gets a new containment suit.

Motivation—Acceptance: Wildfire wants to feel normal and accepted, but his energy state makes this difficult.

WONDER GIRL

Cassandra Sandsmark's mother, noted archeologist Dr. Helena Sandsmark, worked with Wonder Woman for a time in Gateway City. The young Cassie idolized Wonder Woman, and borrowed magical artifacts (the Gauntlet of Atlas and the Sandals of Hermes) to aid her on several occasions, disguising herself as "Wonder Girl."

Cassie later received a boon from Zeus and asked for powers of her own, which the Lord of Olympus granted. She eventually learned Zeus was her real father and that she was a demigod.

Wonder Girl joined Young Justice, and then a later incarnation of the Teen Titans. Her feelings for her teammate Superboy developed from a crush to a romantic relationship. During her time with the Titans, Wonder Girl gained the attention of the war-god Ares, who gave her the magic lasso. She was also forced by circumstance to reveal her true identity to the world.

REAL NAME: CASSANDRA ELIZABETH "CASSIE" SANDSMARK
OCCUPATION: HERO
BASE: TITAN'S TOWER, SAN FRANCISCO



WONDER GIRL — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
14	10	8	4	7	1	2	3

POWERS

Magic Lasso: Move Object 12, Ranged Damage 12 (lightning, Requires Grab), Easily Removable (–14 points) • *22 points*
Soaring: Flight 10 (2,000 MPH) • *20 points*
Strength of Zeus: Enhanced Strength 3, Limited to Lifting (Lifting Str 17) • *3 points*

ADVANTAGES

Attractive, Defensive Roll 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 4 (+12), Athletics 4 (+18), Close Combat: Unarmed 3 (+10), Expertise: Mythology 4 (+5), Insight 5 (+7), Perception 5 (+7), Persuasion 5 (+8), Ranged Combat: Lasso 4 (+12)

OFFENSE

Initiative +8

Magic Lasso +12	Ranged, +12 Grab
Unarmed +10	Close, Damage 14

DEFENSE

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

POWER POINTS

Abilities	98	**Skills**	17
Powers	45	**Defenses**	21
Advantages	8	**Total**	189

COMPLICATIONS

Relationship: Romantic relationship with Superboy.
Responsibility: Feels responsible for taking charge.

PERSONALITY

Wonder Girl has changed from a hero-worshipping youngster into a serious and determined young woman. She has developed independence and leadership skills while retaining some of her carefree teenage qualities.

POWERS & ABILITIES

Wonder Girl has Amazonlike powers of strength, stamina, speed and agility, though at a higher level than most Amazons other than Wonder Woman herself. She has the power of flight and wields a magic lasso given to her by Ares which can channel Olympian lightning.

ALLIES

Wonder Girl's "big sisters" are Donna Troy and Diana Prince (Wonder Woman). She is also good friends with the members of the Teen Titans, particularly those who were members with her of Young Justice. She and Superboy (Connor Kent) have an ongoing and sometimes complex romantic relationship.

ENEMIES

Most of Wonder Girl's foes are those she has faced alongside Young Justice and the Teen Titans.

WONDER WOMAN

REAL NAME: DIANA; DIANA PRINCE (COVER IDENTITY)
OCCUPATION: AMBASSADOR, AGENT OF THE DMA
BASE: WASHINGTON, D.C.

The goddesses of the Greek pantheon, led by Athena, resurrected the spirits of women who died by violence at the hands of men as the Amazons, a society of warrior women devoted to the ideals of peace. After the Amazons were betrayed and abused by the demigod Hercules, the goddesses created a new home for them on the hidden island of Themyscira, also known as "Paradise Island."

Hippolyta, queen of the Amazons, longed for a child, not aware that her spirit was a woman who died while pregnant. She prayed to the goddesses and received a vision to go to the shore of Themyscira and fashion a child out of clay. Then the goddesses infused the clay with the spirit of Hippolyta's unborn child, blessing her with special powers and abilities. The Amazon queen named her daughter in honor of Diana Trevor, a great heroine from the outside world who aided Themyscira in a time of need.

When the mad god Ares wished to plunge the world into war, he began by attempting to destroy Themyscira using a diverted U.S. Air Force plane piloted by Colonel Steve Trevor, Diana Trevor's son. When Col. Trevor managed to eject from his plane, Princess Diana rescued him, making him the first man on Themyscira.

Queen Hippolyta announced a tournament to choose the most skilled Amazon to bring Trevor back to Patriarch's World, but forbade Diana from entering, because she did not wish to lose her. Diana disobeyed her mother's wishes, entering the tournament in disguise. When Diana won and revealed her true identity, Hippolyta had no choice but to bow to Amazon tradition and the will of the gods. Dressed in ceremonial armor based on Diana Trevor's W.A.C. emblems, and bearing the Lasso of Truth forged by Hephaestus from the Girdle of Gaea, Diana left Themyscira and brought Col. Trevor back to the outside world. There she thwarted Ares' plans to spark a new world war and became known as "Wonder Woman."

Since then, Diana has wholeheartedly adopted the role of Themyscira's ambassador to Patriarch's World and a symbol of hope for all, particularly women. Her Wonder Woman

Foundation supports a number of charitable causes. Wonder Woman has adopted the secret identity of Diana Prince, working as an agent of the Department of Metahuman Affairs, to better keep in touch with humanity and provide her an alternative to her super hero celebrity life.

PERSONALITY

Diana is best known for her loving and compassionate heart. Still, anyone who mistakes her kindness for weakness is sorely mistaken, as Wonder Woman has demonstrated on many occasions. She is a fierce warrior, willing to do whatever needs to be done, but she prefers negotiation and peaceful solutions to violence.

POWERS & ABILITIES

The goddesses of Olympus blessed Diana at her birth with many gifts: great beauty and a loving heart from Aphrodite, great wisdom and prowess in battle from Athena, the strength and stamina of Gaia from Demeter, the eye of the hunter and unity with the beasts from Artemis, and sisterhood with fire from Hestia, connecting her with the fires of truth. The messenger god Hermes also granted her great speed and the power of flight.

Due to a spell cast upon her by her foe Circe, Wonder Woman is powerless and entirely human in her Diana Prince identity. When human she must rely solely on her considerable skills and determination, which have proven more than equal to the challenge.

Wonder Woman wields the Golden Lasso of Truth, forged by Hephaestus from the Girdle of Gaia. Anyone bound by it is forced to speak only the truth. Her Bracelets of Victory, forged from Athena's Aegis, allow her to deflect attacks.

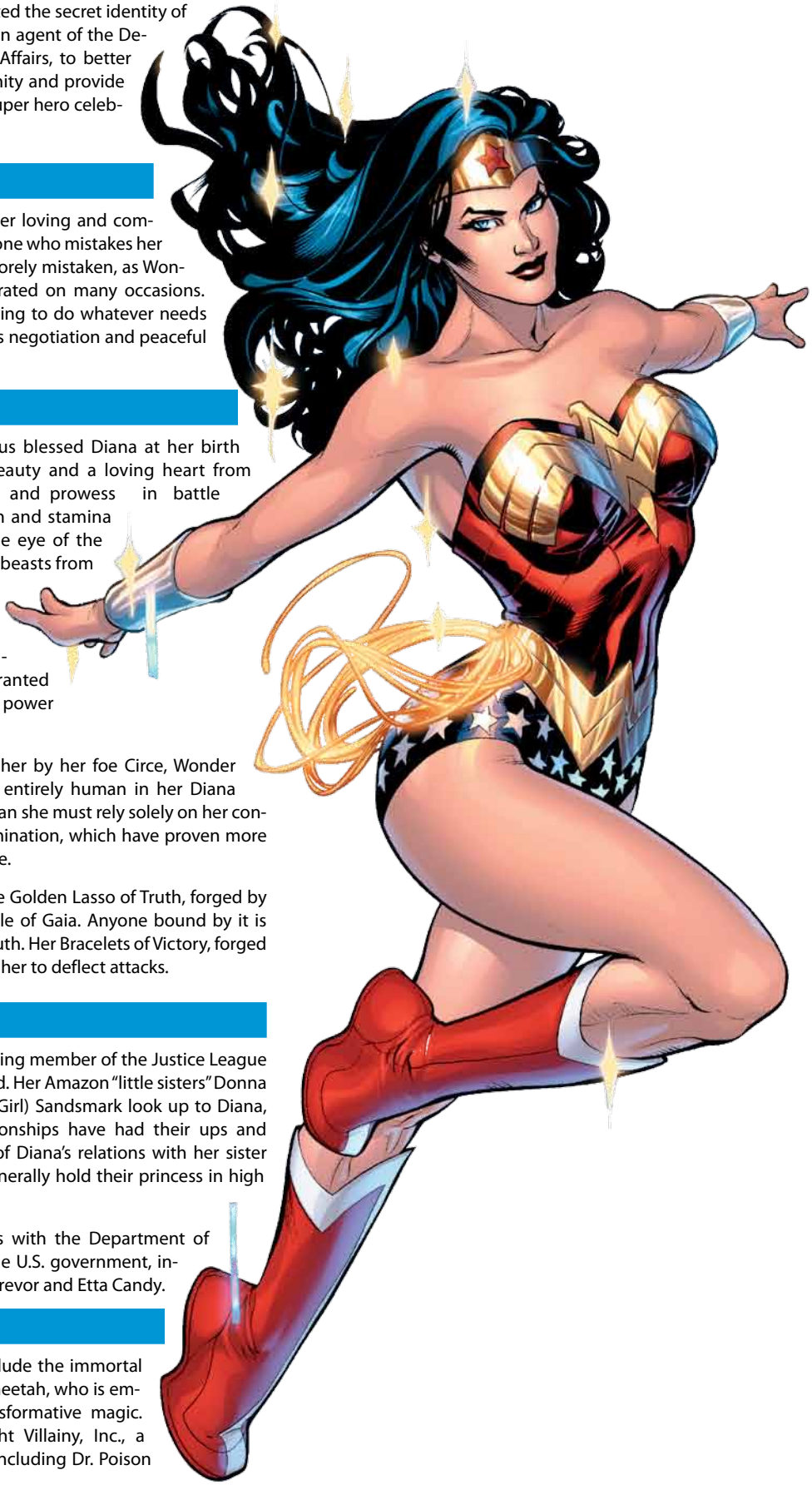
ALLIES

Wonder Woman is a founding member of the Justice League and can call on them for aid. Her Amazon "little sisters" Donna Troy and Cassie (Wonder Girl) Sandsmark look up to Diana, though even these relationships have had their ups and downs. The same is true of Diana's relations with her sister Amazons, though they generally hold their princess in high regard.

Diana Prince has contacts with the Department of Metahuman Affairs and the U.S. government, including her friends Steve Trevor and Etta Candy.

ENEMIES

Wonder Woman's foes include the immortal sorceress Circe, and the Cheetah, who is empowered by ancient transformative magic. She frequently has fought Villainy, Inc., a gathering of female foes including Dr. Poison



WONDER WOMAN — PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	14	10	8	14	2	4	6

POWERS

Bracelets of Victory: Impervious Toughness 10, Sustained, Removable (–2 points) • *8 points*
Magic Lasso: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Vulnerable, Compelled), Limited to Telling the Truth, Limited Degree, Easily Removable (–16 points) • *22 points*
Quick Change: Feature 1 (change into Wonder Woman as a free action) • *1 point*
Speed of Hermes: Flight 11 (4,000 MPH) • *22 points*
Strength of Gaia: Enhanced Strength 6, Limited to Lifting (Lifting Str22; 100,000 tons) • *6 points*

EQUIPMENT

VEHICLE: INVISIBLE PLANE • *44 POINTS*

Size: Huge **Str:** 20 **Def:** 6 **Tou:** 11 **Features:** Concealment 2 (visual), Flight 11

ADVANTAGES

Animal Empathy, Attractive, Benefit (Ambassador of Themyscira), Equipment 9, Languages 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 6 (+16), Athletics 4 (+20), Expertise: Mythology 8 (+10), Insight 10 (+14), Intimidation 4 (+10), Investigation 6 (+8), Perception 8 (+12), Persuasion 6 (+12), Ranged Combat: Lasso 2 (+14), Vehicles 4 (+12)

OFFENSE

	Initiative +10
Lasso +14	Ranged, Move Object 16 (+16 grab bonus)
Unarmed +14	Close, Damage 16
Weapon +14	Close, typically Damage 18-19

DEFENSE

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

POWER POINTS

Abilities	148	**Skills**	29
Powers	59	**Defenses**	20
Advantages	17	**Total**	273

COMPLICATIONS

Enemies: Circe and the Cheetah.

Power Loss: In her Diana Prince identity, Wonder Woman has no powers and the abilities of an ordinary (if athletic and skilled) woman. Her **Str** and **Sta** are 3 and her **Dex** and **Agl** are 4.

Responsibility: To Themyscira.

Secret Identity: Diana Prince, agent of the Department of Metahuman Affairs

BULLETS & BRACELETS

Wonder Woman's Amazon bracelets can casually deflect attacks, providing her with the benefits of Impervious Toughness at the cost of a free action each round. This allows her to largely ignore minor attacks like bullets (even a hail of automatic gunfire, thanks to the Speed of Hermes). Diana's Toughness is sufficient to shrug off many attacks, but without her bracelets (or the opportunity to use them) she must still make Toughness resistance checks against even ordinary gunshots or weapons, which may damage her.



and Giganta, and Dr. Psycho has made attempts to manipulate and control Wonder Woman in the past.

Diana's first and greatest foe was the war-god Ares, who is no longer a threat to her or the world. However, various of Ares' offspring and creations, such as his daughter Eris, continue to undermine peace in the world.

STEVE TREVOR

Colonel Steve Trevor's mother, Diana Rockwell Trevor, was a U.S. W.A.C. who crash-landed on Themyscira as the Amazons fought to keep the doorway to the underworld there sealed. She used her pistol to aid them at the cost of her own life, making her an Amazon hero.

Years later, Ares attempted to use Steve Trevor to destroy the Amazons and their island, but he was able to overcome his copilot and thwart the attempt. Princess Diana rescued him from the crash of his fighter plane and later brought him back to "Patriarch's World."

Steve eventually retired from military service, married longtime colleague Etta Candy, and became Deputy Secretary of Defense working with agencies like the Department of Metahuman Affairs.

STEVE TREVOR — PL6 • 80 POINTS

Abilities: Str 2 **Sta** 3 **Agl** 1 **Dex** 2 **Fgt** 5 **Int** 1 **Awe** 1 **Pre** 2

Advantages: Benefit 2 (military rank), Connected, Diehard

Skills: Athletics 6 (+8), Close Combat: Unarmed 3 (+8), Expertise: Military 8 (+9), Insight 4 (+5), Intimidation 4 (+6), Perception 4 (+5), Ranged Combat: Guns 6 (+8), Stealth 4 (+5), Treatment 3 (+4), Vehicles 8 (+10)

Offense: Initiative +1, Pistol +8 (Damage 3), Unarmed +8 (Damage 2)

Defense: Dodge 7, Parry 8, Fortitude 6, Toughness 3, Will 6

Total:s Abilities 34 + Powers 0 + Advantages 4 + Skills 25 + Defenses 17 = Total 80

ETTA CANDY — PL5 • 64 POINTS

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

Advantages: Benefit (military rank)

Skills: Athletics 5 (+6), Close Combat: Unarmed 2 (+6), Deception 3 (+4), Expertise: Military 6 (+8), Insight 6 (+7), Investigation 4 (+6), Perception 4 (+5), Ranged Combat: Guns 6 (+6), Stealth 4 (+4), Treatment 2 (+4), Vehicles 2 (+4)

Offense: Initiative +0, Pistol +6 (Damage 3), Unarmed +6 (Damage 1)

Defense: Dodge 6, Parry 6, Fortitude 4, Toughness 2, Will 6

Totals: Abilities 26 + Powers 0 + Advantages 1 + Skills 22 + Defenses 15 = Total 64

ETTA CANDY

Air Force Lieutenant Etta Candy served as Col. Steve Trevor's aide when Ares attempted to use him as his instrument against the Amazons. She remained fiercely loyal to her boss and helped to uncover the conspiracy of Ares worshippers in the military-industrial complex. Steve and Etta realized romantic feelings for each other and later married.

Etta became an intelligence officer with the DMA, assigned to work with agent Diana Prince, and later became part of the U.N. Authority's observation of the DMA and its activities.

ARTEMIS

Artemis was born to the Bana-Migdhall tribe of Amazons. Even as a very young woman she protested her tribe's plan to go to war with the Amazons of Themyscira, a plan made under the influence of the sorceress Circe. After years of exile in a demon dimension as a result of Circe's machinations, the Amazons were returned home. Having seen a vision of Wonder Woman's death, Hippolyta declared a new contest for the role, and rigged it so Artemis would win. Artemis served as Wonder Woman and Themyscira's emissary until a conflict with the White Magician resulted in her death, as Hippolyta had foreseen.

Artemis fought her way out of hell to return to the world of the living, where she eventually became an ally of Princess Diana, and mentor and teacher to Cassie Sandsmark (Wonder Girl). She remains a high-ranking and influential Amazon and one of their greatest warriors.



ARTEMIS — PL13 • 158 POINTS

Abilities: Str 10 **Sta** 10 **Agl** 8 **Dex** 6 **Fgt** 13 **Int** 0 **Awe** 2 **Pre** 3

Powers: Immunity 1 (Aging), Senses 1 (Mystic Awareness)

Advantages: All-out Attack, Attractive, Defensive Roll 2, Languages, Precise Attack (Close, Concealment), Ritualist

Skills: Acrobatics 4 (+12), Athletics 8 (+18), Expertise: Magic 4 (+4), Expertise: Tactics 8 (+8), Insight 4 (+6), Intimidation 8 (+11), Perception 6 (+8), Ranged Combat: Bows 4 (+12), Stealth 4 (+12), Treatment 2 (+2), Vehicles 2 (+8)

Offense: Initiative +8, Sword +13 (Damage 13), Unarmed +13 (Damage 10)

Defense: Dodge 13, Parry 13, Fortitude 14, Toughness 12/10, Will 11

Totals: Abilities 104 + Powers 2 + Advantages 7 + Skills 27 + Defenses 18 = Total 158



During her time as Wonder Woman, Artemis wielded the Lasso of Truth, the Gauntlet of Atlas and the Sandals of Hermes, increasing her **Str**, **Sta**, and Speed to equal Diana's.

HIPPOLYTA

The Queen of the Amazons was born, like her sisters, from the Womb of Gaia, bearing the souls of women who died violently at the hands of men. Unlike her sisters, Hippolyta was the only Amazon who was pregnant upon her mortal death. Long after their departure from "Patriarch's World" and settlement on the island of Themyscira (see pages 203–204 of the *DC Adventures Hero's Handbook*), Hippolyta felt the calling of her unborn child's spirit. Going to the shore of Themyscira, she fashioned the image of an infant out of clay, which the gods quickened to life. She named her daughter Diana.

Hippolyta has always sought to protect her daughter. She initially opposed the idea of Diana leaving the safety of Themyscira to go to Patriarch's World until it was clear that it was the will of the gods that she do so. She likewise arranged for Artemis to take Diana's place as Wonder Woman when she had a vision of a future in which Wonder Woman would die. Diana and her mother have had their differences, but they feel a deep and abiding love for each other.

HIPPOLYTA	PL12 • 158 POINTS
Abilities Str 9 **Sta** 9 **Agl** 5 **Dex** 4 **Fgt** 12 **Int** 3 **Awe** 3 **Pre** 5	
Powers: Immunity 1 (Aging)	
Advantages: Attractive, Benefit 4 (Queen of Themyscira), Defensive Attack, Defensive Roll 2, Languages	
Skills: Acrobatics 6 (+11), Athletics 8 (+17), Expertise: History 10 (+13), Insight 8 (+11), Intimidation 4 (+9), Perception 5 (+8), Persuasion 7 (+12), Ranged Combat: Throwing 6 (+11), Vehicles 4 (+8)	
Offense: Initiative +5, Sword +12 (Damage 12), Unarmed +12 (Damage 9)	
Defense: Dodge 12, Parry 12, Fortitude 12, Toughness 11, Will 12	
Totals: Abilities 100 + Powers 1 + Advantages 9 + Skills 29 + Defenses 19 = Total 158	

THE YOUNG ALL-STARS

The Young All-Stars was one of several splinter groups from the World War II team the All-Star Squadron, consisting of several youthful mystery men, most of whom had been denied full Squadron membership because of their age. Dyna-Mite was the exception, but preferred the company of heroes closer to his own age, especially his newfound friend Iron Munro. The eighteen-year-old Munro came to the Squadron's attention after saving Dyna-Mite from the attack that killed his partner TNT. Fury had been rescued by Squadron chairman Liberty Belle, and only became aware of her powers after an attack on the team's headquarters. Flying Fox and Neptune Perkins had both lost parents in Nazi attacks, and left their isolated homes to assist the Allied cause. The Tigress joined the team to be close to the object of her affections, Paul (Manhunter II) Kirk. Tsunami had only recently deserted the Axis cause and could find no other team that would accept her.

Initially, the Young All-Stars were restricted to home-front duties like war-bond rallies, but fascist agents had other plans. Time and again, wartime necessity pressed the Young All-Stars into action. Most often, they clashed with the metahuman fascists known as Axis Amerika. There was hatred and bloodshed between the two squads, as Axis Amerika member Der Fledermaus died during a face off between the teams, and the Tigress nearly perished from a wound inflicted by the Axis' Gundra. Though she survived, the bitter Tigress left the Young All-Stars soon after.

The Young All-Stars' exploits became journeys of discovery for many of its members. In far-flung adventurers that took the team around the globe, both Iron Munro and Neptune Perkins at long last learned the sources of their fantastic powers. The remaining six Young All-Stars so distinguished themselves that they were welcomed into the All-Star Squadron as full members.

History does not record any subsequent adventures for the former Young All-Stars, but some of the bonds forged between the teammates lasted after V-J Day. Wartime sweethearts Iron Munro and Fury entered into a short and unhappy

BASE: NEW YORK CITY, NY DURING THE SECOND WORLD WAR CURRENT MEMBERS: NONE
FORMER MEMBERS: DYNA-MITE, FLYING FOX, FURY I, IRON MUNRO, NEPTUNE PERKINS, THE TIGRESS II, TSUNAMI
HEADQUARTERS: THE TRYLON & PERISPHERE (SEE VOL. 1)

marriage, and a union between Neptune Perkins and Tsunami similarly ended in divorce. Perkins and Dyna-Mite remained friends until the former's recent death. The fate of Flying Fox remains unknown.

ALLIES

They were therefore also affiliated with the United States government and with the Allied Nations. The Young All-Stars even worked with some other "mystery men" from Allied countries or those invaded by the Axis powers, including Russia and China.

ENEMIES

The Young All-Stars engaged various foreign agents and saboteurs throughout World War II, but their primary nemesis was Axis Amerika.

DYNA-MITE

In the early 1940s, chemistry teacher Thomas N. "Tex" Thomas and his prize pupil Daniel Dunbar accidentally absorbed tremendous amounts of chemical energy from an after-school science experiment. Thomas designed a Dyna-Ring for each of them which, when touched together, triggered their stored energy. They used their newfound powers battling criminals as TNT and Dyna-Mite. Tragically, in April 1942 TNT was killed in action against Axis saboteurs.

Though distraught at the loss of his teacher, Dan discovered that by wearing both Dyna-Rings he could activate his explosive powers alone. He vowed to continue TNT's fight against Axis tyranny, and joined his new role model Iron Munro in the Young All-Stars, serving heroically throughout World War II.

Dan's postwar activities are unknown until recently, when he reemerged as part of a group dubbed "Old Justice," dedicated to outlawing underage costume heroes. Eventually, the accomplishments of Young Justice won Dan's respect and he recanted his previous opposition.

TNT

Thomas N. "Tex" Thomas' statistics are identical to Dyna-Mite's save for the following: PL8, **Str** 4, **Agl** 4, **Dex** 3, **Fgt** 4, **Int** 4, **Awe** 4, **Pre** 2, Close Combat: Unarmed 8 (+12), Expertise: Chemistry 9 (+13), Expertise: Science 7 (+11), Technology 7 (+11), Defensive Roll 3, Will 9, and Tex had the Inventor Advantage instead of Great Endurance.

FLYING FOX

In 1942, Flying Fox's indigenous Canadian Quontauka tribe had its long isolation abruptly ended by the arrival of a Nazi U-boat. When his father the chief refused to cooperate with them, the Nazis killed him. The tribe's shaman then bestowed the mystic powers of the Flying Fox cloak and emblem upon the fallen chief's son, and charged him with journeying to the outside world and using his abilities to battle the Axis menace.

Flying Fox became part of a probationary group of All-Star Squadron members known as the Young All-Stars in April 1942. He quickly demonstrated his worth to the Allied cause from the start, as the youthful heroes embarked on an event-filled nationwide war-bond rally tour. His mystic abilities were crucial in several of the Young All-Star's exploits, including numerous battles with the metahuman fascist team Axis Amerika. Within a few months, he was awarded full Squadron membership.

However, his subsequent activities are unrecorded, and his present whereabouts are unknown. He may yet be alive in the present day, as most of his former Young All-Star teammates survive in present times.

DYNA-MITE — PL7 • 85 POINTS

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

Powers: Dyna-Rings (Cone Area Damage 7, Removable (–2 points))

Advantages: All-out Attack, Connected, Defensive Roll, Defensive Attack, Great Endurance, Improved Critical (Unarmed), Power Attack, Takedown

Skills: Athletics 4 (+7), Close Combat: Unarmed 9 (+11), Expertise: Chemistry 4 (+5), Stealth 5 (+7)

Offense Initiative +2, Dyna-Rings (Close, Cone Area Damage 7), Unarmed +11 (Close, Damage 3, Crit. 19-20)

Defense: Dodge 9, Parry 9, Fortitude 7, Toughness 5/4*, Will 7 *Without Defensive Roll.

Totals: Abilities 32 + Powers 11 + Advantages 8 + Skills 11 + Defenses 23 = 85

Complications: Doing Good: Dan strives to honor his mentor TNT's heroic example. **Identity:** Dyna-Mite keeps his identity secret to protect his family. **Power Loss:** The two Dyna-Rings have to touch in order to trigger their power.

FLYING FOX — PL10 • 158 POINTS

Abilities: Str 4 **Sta** 5 **Agl** 4 **Dex** 4 **Fgt** 7 **Int** 3 **Awe** 3 **Pre** 2

Powers: Fox-Fur Cloak (Flight 6 (120 MPH), Immunity 1 (Cold), Removable (–2 points)); **Shaman's Pouch** (Array (Herbs & Powders, 16 points), Removable (–3 points): **Flame Blast** (Ranged Damage 8), **AE: Disguise** (Morph 2 (similarly-sized men)), **AE: Invisibility** (Visual Concealment 4), **AE: Illusion** 8 (Visual), **AE: Translator** (Comprehend 4, Languages)

Advantages: Agile Feint, Artificer, Chokehold, Defensive Roll 2, Evasion, Fast Grab, Great Endurance, Improved Grab, Improved Hold, Improved Initiative, Language 1 (English), Power Attack, Quick Draw, Tracking

Skills: Acrobatics 7 (+11), Athletics 7 (+11), Close Combat: Unarmed 6 (+13), Expertise: Magic 7 (+10), Perception 6 (+9), Ranged Combat: Flame Blast 8 (+12), Stealth 7 (+11), Treatment 4 (+7)

Offense: Initiative +8, Flame Blast +12 (Ranged, Damage 8), Unarmed +13 (Close, Damage 5)

Defense: Dodge 13, Parry 13, Fortitude 9, Toughness 7/5*, Will 11 *Without Defensive Roll.

Totals: Abilities 64 + Powers 26 + Advantages 15 + Skills 26 + Defenses 27 = 158

Complications: Responsibility: Flying Fox is dedicated to fulfilling the mission of fighting the Axis given him by his tribe's shaman. **Quirk:** Flying Fox is still adjusting to the differences between his primitive tribe and 1940s America.



FURY (HELENA KOSMATOS)

After losing her father in the 1940 Italian invasion of Greece, Helena Kosmatos was enraged to find her brother collaborating with the Axis occupation forces a year later. Fleeing her traitorous sibling, Helena fell into a cavern where she encountered the Furies of myth. Seeking vengeance on her brother, Tisiphone the Blood Avenger empowered Helena to be her earthly vessel. Embodying the "Blood Avenger," Helena found and slew her brother, then collapsed unconscious. The American mystery men Johnny Quick and Liberty Belle eventually rescued her and brought Helena back to the States with them.

While staying with the All-Star Squadron, the stress of an attack by Axis Amerika once again triggered her transformation into Fury. Helena wanted to continue to use her abilities against fascist agents, but concerns over her age and control over her powers relegated her to a group of probationary Squadron members known as the Young All-Stars. Over the course of a few eventful months, she successfully sublimated the berserk "Blood Avenger" persona and won full Squadron membership.

After the war, Helena settled into a happy second marriage and gave birth to a daughter, Hippolyta. Sadly, her husband was murdered, and she gave up her infant daughter to be adopted by Joan (Miss America) Trevor so she could once again focus on vengeance. After bloodily avenging her husband, her life continued to unravel. She once again lost control to the Blood Avenger, and eventually wound up under the care of the Amazons of Themyscira. Helena was last seen ascending to another existential plane along with the Amazons during the Infinite Crisis.

HELL HATH NO FURY ...

The numbers presented reflect Fury's capabilities after fully mastering her powers in May 1942. Prior to then, Helena had the following, lower statistics: PL9, Enhanced Strength 7, Enhanced Stamina 7, Enhanced Agility 4, Enhanced Dexterity 2, Enhanced Fighting 4. When the "Blood Avenger" possesses her, she does not manifest her Magical Chainmail Armor and instead gains the following increased statistics: PL13, Enhanced Strength 12, Enhanced Stamina 15, Enhanced Agility 6, Enhanced Dexterity 4, Enhanced Fighting 6, Enhanced Advantage (Extraordinary Effort), Enhanced Strength 2 (Limited to Lifting).

IRON MUNRO

Young Arnold "Iron" Munro inherited superhuman abilities from his scientifically augmented father Hugo Danner, though it would be years before Arn learned the truth of his origins. Forbidden by his mother from using his powers until he reached adulthood, Arn first employed his wondrous abilities saving the young hero Dyna-Mite. At Dyna-Mite's urging, Arn sought membership in the All-Star Squadron, but instead wound up battling Axis agents as part of a group of fellow probationary members known as the Young All-Stars.

In the Young All-Star's last recorded exploit, Arn followed a trail of clues to his father Hugo Danner, but clashed with his father over his plans for violent conquest. Though the conflict caused Danner's death, Arn won full Squadron membership

FURY (HELENA KOSMATOS) PL10 • 128 POINTS

Abilities: Str 10 **Sta** 8 **Agl** 5 **Dex** 3 **Fgt** 5 **Int** 2 **Awe** 1 **Pre** 3

Powers: Magical Armor (Enhanced Agility 5, Enhanced Dexterity 3, Enhanced Fighting 5, Enhanced Stamina 8, Enhanced Strength 10, Leaping 5 (900 feet), Speed 5 (60 MPH), Impervious Protection 2, Activation (Move Action))

Advantages: All-out Attack, Interpose, Language 1 (English), Weapon Break

Skills: Close Combat: Unarmed 5 (+10), Deception 7 (+10), Insight 6 (+7), Intimidation 7 (+10), Persuasion 7 (+10)

Offense: Initiative +5, Unarmed +10 (Close, Damage 10)

Defense: Dodge 10, Parry 10, Fortitude 11, Toughness 10, Will 9

Totals: Abilities 12 + Powers 75 + Advantages 4 + Skills 16 + Defenses 21 = 128

Complications: Justice: Helena wants to avenge wrongs, often ignoring other considerations. **Temper:** Befitting her codename, Fury is capable of homicidal rages. As the "Blood Avenger," she is especially keen on slaying men. **Quirk:** Helena has suffered from bouts of mental instability in the postwar era. **Secret:** Helena kept her identity secret during the war to protect her surviving relatives in America. **Relationship:** Helena had a wartime romance (and a brief marriage) with Iron Munro, and lost a second husband to murder.

IRON MUNRO — PL10 • 150 POINTS

Abilities: Str 11 **Sta** 11 **Agl** 5 **Dex** 3 **Fgt** 5 **Int** 2 **Awe** 2 **Pre** 3

Powers: Enhanced Strength 2 (Limited to Lifting (lifting **Str** 13; 200 tons)), Immunity 1 (Aging), Impervious Toughness 11, Leaping 7 (1/2 mile), Speed 5 (60 MPH)

Advantages: All-out Attack, Diehard, Extraordinary Effort, Improved Initiative, Interpose, Weapon Break

Skills: Close Combat: Unarmed 4 (+9), Deception 7 (+10), Expertise: Cars 5 (+7), Intimidation 7 (+10), Insight 5 (+7), Persuasion 7 (+10), Technology 3 (+5)

Offense: Initiative +9, Unarmed +9 (Close, Damage 11)

Defense: Dodge 9, Parry 9, Fortitude 12, Toughness 11, Will 8

Totals: Abilities 84 + Powers 26 + Advantages 6 + Skills 19 + Defenses 15 = 150

Complications: Doing Good: Arn strives to do what's right. **Relationship:** Roy Lincoln, the original Human Bomb, was Arn's longtime best friend. Arn had romantic relationships (later marriages) with Fury I and Phantom Lady I, siring two children with the latter. Kate (Manhunter VII) Spencer is his granddaughter, and her son Ramsey is Arn's great-grandson.

Arn spent most of the postwar years working for the intelligence agency Argent along with his second wife Sandra Knight, but resigned after the former Baron Blitzkrieg murdered their child. Munro retired to a houseboat with his pal Roy Lincoln, only sporadically adventuring as a reserve JSA member and Freedom Fighter. In the wake of Roy's death, Arn is currently focused on connecting with his newfound grandchildren.

NEPTUNE PERKINS

Neptune Perkins was conceived in the presence of an alien energy source known as the Vril so that he might gain special abilities that would allow him to bring his marauding grandfather Arthur Gordon Pym to justice. As hoped, Perkins was born a "human dolphin," but his parents were murdered by Nazi agents in February 1942 before they could reveal his destiny to him.

Finding the Sea Suit his parents designed for him, Perkins sought to join the All-Star Squadron, but first served a probationary period as part of the Young All-Stars. Perkins served honorably throughout the war, learning his true origins and helping his grandfather reform during this time.

After the war, Perkins assisted Hawkman on two occasions. He later married his former Squadron teammate Miya (Tsunami) Shimada, but the relationship did not last. Miya gave birth to a daughter during the marriage who is now known as Deep Blue, but later events revealed the real father was the Atlantean sorcerer Atlan. The pain of the divorce prompted Perkins to abandon life at sea and get into politics, eventually becoming a U.S. senator.

Perkins used his political clout to assist a group dubbed "Old Justice" in its efforts to outlaw underage costumed heroes. However, the accomplishments of Young Justice eventually won Perkins' admiration and he recanted his previous opposition.



NEPTUNE PERKINS — PL8 • 106 POINTS

Abilities: Str 6 **Sta** 7 **Agl** 4 **Dex** 3 **Fgt** 4 **Int** 2 **Awe** 2 **Pre** 2

Powers: Comprehend 2 (Animals, Limited to Cetaceans), Immunity 1 (Aging), Movement 1 (Environmental Adaptation—Water)

Advantages: Animal Empathy, Evasion, Favored Environment (Aquatic), Great Endurance, Skill Mastery (Athletics), Ultimate Effect (Athletics checks)

Skills: Acrobatics 5 (+9), Athletics 5 (+11), Close Combat: Unarmed 6 (+10), Expertise: Marine Biology 7 (+9), Expertise: Writer 3 (+5), Persuasion 5 (+7), Vehicles 7 (+10)

Offense: Initiative +4, Unarmed +10 (Damage 6)

Defense: Dodge 9, Parry 9, Fortitude 8, Toughness 7, Will 8

Totals: Abilities 60 + Powers 4 + Advantages 6 + Skills 19 + Defenses 17 = 106

Complications: Doing Good: Though being a mystery man was not what he planned for his life, Perkins served as a Squadron member from a overriding sense of what's right. **Weakness:** Because of a lethal shortage of sodium in his body, Perkins can survive out of salt water for only a few minutes. His special Sea Suit extends this period to 24 hours.

During the Infinite Crisis, Perkins returned to costumed action, protecting the city of Sub Diego. During the battle, Perkins died a hero at the hands of the Shark and King Shark of the Secret Society of Super-Villains.

THE TIGRESS (PAULA BOOKS)

Teenager Paula Brooks became smitten with famed big-game hunter Paul Kirk, and rigorously trained herself to be his equal in order to win his affections. Deducing that Kirk was secretly the costumed mystery man Manhunter II, Paula designed the costumed identity of the second Tigress and sought to join him as part of the All-Star Squadron. The Squadron was unimpressed by a love-crazed teenager, and Tigress wound up joining the Squadron's other probationary members on the Young All-Stars.



THE TIGRESS (PAULA BOOKS) PL8 • 136 POINTS

Abilities: Str 4 **Sta** 5 **Agl** 4 **Dex** 4 **Fgt** 8 **Int** 2 **Awe** 3 **Pre** 4

Equipment: Crossbow Pistol (Ranged Damage 5)

Advantages: Accurate Attack, Agile Feint, Animal Empathy, Defensive Attack, Defensive Roll 3, Equipment 2, Evasion, Hide in Plain Sight, Improved Critical (Crossbow Pistol), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Quick Draw, Tracking

Skills: Acrobatics 8 (+12), Athletics 8 (+12), Close Combat: Unarmed 3 (+11), Insight 4 (+7), Investigation 4 (+6), Perception 12 (+15), Ranged Combat: Crossbow Pistol 7 (+11), Sleight of Hand 9 (+13), Stealth 9 (+13), Technology 4 (+6), Vehicles 6 (+10)

Offense: Initiative +8, Crossbow Pistol +11 (Ranged, Damage 5, Crit. 19-20), Unarmed +11 (Close, Damage 4)

Defense: Dodge 8, Parry 8, Fortitude 8, Toughness 8/5*, Will 8 *Without Defensive Roll.

Totals: Abilities 68 + Powers 0 + Advantages 19 + Skills 37 + Defenses 12 = 136

Complications: Thrills: Paula has always looked for excitement. **Quirk:** Even before becoming a full-fledged supervillainess, Paula had a bit of "bad girl" in her. **Relationship:** After leaving Paul Kirk, Paula married Lawrence (the Sportsmaster) Crock and had a daughter, Artemis, who became the third Tigress. **Enemy:** As the Huntress, Paula became an archenemy of Wildcat I.

Paula served the Young-All Stars with distinction until the spring of 1942, when the trauma of a near-mortal wound altered her personality. She left the All-Stars at her first opportunity and was not seen again until 1945. She was then in Africa in Paul Kirk's company, trying to resist her increasingly evil nature.

It was a fight she ultimately lost, making her debut as the villainous Huntress in 1947. Later, she married her criminal companion the Sportsmaster and became a member of the Injustice Society. Their daughter Artemis follows in her mother's footsteps as the third Tigress.

THE ORIGINAL HUNTRESS

As the Huntress, Paula grew her fingernails into claws (Strength-Based Damage 1) and added bolas and nets (Ranged Affliction 3 (Resisted by Dodge; Hindered &Vulnerable, Defenseless & Immobilized), Cumulative, Extra Condition, Limited Degree) to her arsenal. She also began training big cats to aid in her crimes.

TSUNAMI

Race hatred in her native America against Nisei (Americans born to immigrant Japanese parents) drove Miya Shimada to use her powers serving Imperial Japan at the onset of World War II, but the dishonorable actions of other Axis metahumans (which led to her father's death) eventually persuaded her to switch sides. America's other costumed mystery men found it difficult to trust Miya after her membership in the super-fascist Axis Amerika team, so she was relegated to serving in a grouping of probationary All-Star Squadron members known as the Young All-Stars. Miya quickly proved her loyalty, and soon after was admitted as a full Squadron member. She served honorably throughout the war, but despite her fervent appeals was unable to change the U.S. government's Nisei internment policy.

TSUNAMI PL10 • 154 POINTS

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

Powers: Aquatic (Immunity 4 (Aging, Cold, Drowning, High Pressure), Movement 1 (Environmental Adaptation– Aquatic), Swimming 9 (250 MPH)); **Water Control** (Perception Range Damaging Shapeable Area Move Object 10 (Limited to Water))

Advantages: Favored Environment (Aquatic), Languages 1 (Japanese)

Skills: Close Combat: Unarmed 8 (+12), Sleight of Hand 5 (+8), Stealth 5 (+9)

Offense: Initiative +4, Water Control (Damage 10), Unarmed +12 (Damage 8)

Defense: Dodge 10, Parry 12, Fortitude 12, Toughness 8, Will 8

Totals: Abilities 64 + Powers 55 + Advantages 2 + Skills 9 + Defenses 24 = 154

Complications: Doing Good: Miya is not afraid to do what's right, even if it means standing alone. **Identity:** Miya kept her true identity secret during WWII. **Prejudice:** As a Japanese-American during WWII, Miya faced that era's prejudices. **Relationship:** Miya was married to Neptune Perkins, and has a metahuman daughter, Debbie (Deep Blue).

YOUNG JUSTICE



Young Justice was formed when Superboy, Impulse and Robin (Tim Drake), after a couple of successful adventures, decided to stay together as a team. Over time they were joined by Arrowette, Empress and Secret, with Red Tornado acting as a mentor of sorts and the JLA (reluctantly) allowing the kids to use their defunct base in Happy Harbor as the Justice Cave. Thanks to their involvement with each other and the trials and tribulations of working as a super team, each of the teenagers grew significantly in maturity and skill during their tenure on the team. Despite their young age and relative inexperience, Young Justice performed surprisingly well against a broad slate of opponents, ranging from the likes of Mighty Endowed and Rip Roar up through true heavy hitters like Despero and Darkseid. Continuing conflict with Secret's brother Harm and the malevolent Agenda (in the form of the Contessa and Superboy's evil clone Match) forced the kids to grow up and grow together through adversity. Finally, while dealing with Klarion the Witch Boy and a spell that switched the ages of a number of heroes (adults became kids and vice versa), Young Justice's mentors saw what the kids would become as adults and were suitably proud of them, vindicating the kids' struggles and sacrifices.

Eventually, the team disbanded following a disastrous battle against the android Indigo (aka Brainiac-8) which resulted in the deaths of Lilith and Donna Troy; the various members either retired (Arrowette, Empress and a powerless Secret), or at some point moved on to join the reformed Teen Titans (Impulse, Robin, Superboy and Wonder Girl).

HEADQUARTERS: "THE JUSTICE CAVE" • *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), Work Shop

VEHICLE: SUPER-CYCLE • *80 POINTS*

Size: Large **Str:** 8 **Speed:** 6 **Def:** 8 **Tou:** 12 **Features:** Navigation System, Powers (Flight 12 (8,000 MPH), Integrated Boom Tube (Movement 3 (Space Travel 3)) , Phasing Effect (Insubstantial 4, Affects Passengers), Protective Field (Immunity 10 (Life Support)))

The Super-Cycle is a three-wheeled vehicle of New Genesis design with a number of advanced features, such as flight and the ability to phase through matter. The one used by Young Justice originally belonged to Rip Roar, Apokoliptian warrior and rival to Kalibak, son of Darkseid.

BASE: "THE JUSTICE CAVE" (THE JLA'S OLD SECRET SANCTUARY LOANED TO THE KIDS)
STANDARD MEMBERS: ARROWETTE, EMPRESS, ROBIN, IMPULSE (KID FLASH), SECRET, SUPERBOY, WONDER GIRL
TEMPORARY MEMBERS: BATGIRL, BEAST BOY, CM3 (CAPTAIN MARVEL, JR.), FLAMEBIRD, LAGOON BOY, L'IL LOBO, THE RAY



ARROWETTE

Cissie King Jones is the second Arrowette. Her mother had an abortive career as the first Arrowette before injury and vanity helped drive her out of the game. Following her father's death, Cissie's mother used the insurance money to finance Cissie's training and equipment, pushing her to be the heroine her mother failed to be and stage-managing her daughter with a heavy hand. This eventually pushed the two apart, leaving the mother and daughter estranged. Arrowette led a short and troubled career as a costumed heroine, almost committing murder to avenge the death of a close friend and eventually hanging up the mask. She later competed in the Olympics and took gold for archery. Cissie remains close with her friends, especially Anita (Empress) and Cassie (Wonder Girl), but remains adamant in her desire to avoid costumed heroics, only operating as Arrowette when absolutely necessary.

ARROWETTE — PL9 • 102 POINTS

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

Equipment: Bow and Arrows (Array (10 points), **Standard Arrow** (Ranged Damage 5), **AE: Cable Arrow** (Movement 1 (Swinging)), **AE: Flare Arrow** (Ranged Affliction 5 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware)) , **AE: Knockout Gas Arrow** (Burst Area Ranged Affliction 3 (Resisted by Fortitude; Fatigued, Exhausted, Asleep)), **AE: Net Arrow** (Ranged Affliction 5 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized)), **AE: Stun Arrow** (Ranged Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated)))

Advantages: Accurate Attack, All-out Attack, Benefit (Well-off), Defensive Roll 2, Equipment 3, Improved Aim, Improved Critical (Bow), Improved Disarm, Improved Initiative, Move-by Action, Precise Attack 2 (Ranged; Cover and Concealment), Ranged Attack 3, Quick Draw

Skills: Acrobatics 4 (+8), Athletics 6 (+7), Close Combat: Unarmed 2 (+10), Deception 6 (+7), Insight 4 (+5), Investigation 4 (+5), Perception 4 (+5), Ranged Combat: Bow 5 (+13), Stealth 5 (+9)

Offense: Initiative +8, Bow +13 (Ranged, Damage 5 or varies, Crit. 19-20), Unarmed +6 (Close, Damage 1)

Defense: Dodge 11, Parry 9, Fortitude 6, Toughness 5/3*, Will 7 *Without Defensive Roll.

Totals: Abilities 46 + Powers 0 + Advantages 19 + Skills 20+ Defenses 17 = 102

Complications: Relationship: Cissie has a difficult relationship with her mother, an overbearing stage-mom who was the first Arrowette.

EMPRESS

Anita Fite is the daughter of Donald Fite, agent of APES (All Purpose Enforcement Squad) and granddaughter of the voodoo villain Agua Sin Gaaz, who murdered her mother. With the gifts and training to be a natural heroine, Anita finally received the inspiration she needed when she witnessed Arrowette stopping a robbery. As Empress, Anita was a valued member of the team, even leading them into an epic assault on the island of Zandia to bring down her grandfather after he murdered Empress' father. Following her parents' reincarnation as infants, Empress left the team to care for them, though she's put the costume on a few times since when she's been needed

SECRET

Greta Hayes was murdered by her adoptive brother as part of his master plan to develop into the supervillain Harm. Stuck between the lands of the living and dead because of the nature of her death, Greta came into possession of

EMPRESS — PL8 • 142 POINTS

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

Powers: The Voice (Hearing-Dependent Perception-Range Affliction 8 (Resisted by Will; Dazed, Compelled, Controlled)); **Voodoo** (Teleport 8 (1 mile), Distracting)

Equipment: Body Armor (Protection 2), Sword-Baton (Strength-based Damage 2)

Advantages: Agile Feint, All-out Attack, Defensive Attack, Defensive Roll, Equipment, Evasion, Improved Defense, Improved Disarm, Improved Initiative, Improved Trip, Move-by Action, Power Attack, Ritualist, Seize Initiative, Takedown, Weapon Bind

Skills: Acrobatics 6 (+9), Athletics 6 (+7), Close Combat: Sword-Baton 5 (+13), Deception 6 (+8), Expertise: Magic 6 (+8), Insight 5 (+8), Intimidation 4 (+6), Investigation 4 (+8), Perception 6 (+9), Persuasion 4 (+6), Stealth 5 (+8), Treatment 3 (+5), Vehicles 4 (+7)

Offense: Initiative +7, Sword-Baton +13 (Close, Damage 3), Unarmed +8 (Close, Damage 1)

Defense: Dodge 11, Parry 12, Fortitude 6, Toughness 6/3*, Will 8 *Without Defensive Roll.

Totals Abilities 50+ Powers 24 + Advantages 16 + Skills 32 + Defenses 20 = 142

Complications: Family Matters: Empress has to deal with being the daughter of a government agent and granddaughter of a supervillain.

SECRET — PL8 • 193 POINTS

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

Powers: Spirit Form (Flight 5 (60 MPH), Immunity 30 (Fortitude effects), Insubstantial 4 (Permanent, Strength Affects Corporeal (DC 10 Will Check), Innate), Morph 2 (Narrow Group), Protection 4); **Living Gate to the Abyss** (Burst Area Teleportation 14 (60 miles), Affects Others, Selective, Extended (16,000 miles), Distracting; Burst Area Movement 2 (Dimensional Travel 2: The Abyss and related dimensions), Affects Others, Selective, Distracting)

Advantages: Seize Initiative

Skills: Insight 5 (+7), Perception 3 (+5)

Offense: Initiative +2, Unarmed +0 (Damage 0), Living Gate Burst Area Effect (Teleportation Resisted by Dodge Check DC 18*) *Limited by PL

Defense: Dodge 5, Parry 5, Fortitude Immune, Toughness 5, Will 5

Totals: Abilities 26 + Powers 154 + Advantages 1 + Skills 4 + Defenses 8 = 193

Complications: Amnesia: Secret knows nothing about her past), **Unwanted Power**: Secret wants to be rid of her powers and normal)

:unwanted super-abilities and the burden of amnesia. She first met her teammates when Superboy, Impulse and Robin freed her from unjust DEO imprisonment prior to the boys becoming an actual team. While with the team, Secret discovered her origin and was forced to face her brother and deal with Darkseid trying to corrupt her. When she finally freed herself of Darkseid's influence, he punished her by stripping her of her powers and making her an ordinary human again … ironically, her heart's desire.

ZATANNA

Zatanna is the daughter of the stage magician Giovanni (John) Zatara and Sindella, a sorceress of the *Homo magi* offshoot of humanity. She is a direct descendant of Leonardo da Vinci and related to many of the great magicians of history. Raised by her father after her mother's disappearance, Zatanna learned from him the craft of stage magic, becoming a capable illusionist. She also befriended the young Bruce Wayne, who studied stage magic and escapology with her father in his years of training to become Batman.

Zatanna eventually awakened to her inherited mystic potential. She learned to cast spells by speaking incantations backwards, like her father. She initially used her powers to investigate her father's disappearance. This brought her into contact with several heroes, including Batman and Robin, Hawkman and Hawkwoman, the Atom, Elongated Man and Green Lantern. After assisting the Justice League on several cases, Zatanna joined the team as a full member.

During her time with the League, Zatanna used her magic on several occasions to erase the memories of criminals with dangerous knowledge about the team and its members, particularly their civilian identities. This eventually led to a confrontation with Batman, and Zatanna erased his memory of the incident, a choice that nearly destroyed their friendship.

Zatanna has suffered a number of personal tragedies, including the death of her father, who sacrificed himself to save Zatanna's life from the demonic Great Beast. His soul was trapped in Hell, and later Zatanna had to consign it to the oblivion of the abyss rather than allow the forces of Hell to use Zatara's soul as a resource. She suffered a loss of confidence and with it her magical abilities. It took some time and effort for her to recover them both.

PERSONALITY

Zatanna may be the most well-adjusted member of the world's mystical community. Despite various tragedies and setbacks, she retains both a sense of humor and a zest for life that's rare among magic-wielders. Her performance career helps Zee keep things in perspective and she genuinely enjoys showing off before an audience. She is no-nonsense when dealing with mystical threats, however, and quick to remind them she has more than just card tricks up her sleeve.

POWERS & ABILITIES

Zatanna's magical powers are virtually limitless. Her primary limitation is that she must speak most of her spells aloud, reciting the incantations backwards, though she has accomplished some minor feats of magic without speaking and performed rituals using writing and other techniques. She



ZATANNA — PL11

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

POWERS

Magic: Array (28 points)
- **Enogeb Cigam!:** Nullify 14 (All Magic Effects) • *28 points*
- **Eb Won Dnuob!:** Ranged Affliction 14 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *1 point*
- **Cigam Ekirts!:** Ranged Damage 14 (magic) • *1 point*
- **Otserp Egnahc O!:** Ranged Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Transformed), Cumulative • *1 point*
- **Raeppa!:** Create 9, Continuous, Subtle • *1 point*
- **Tcetorp!:** Perception Ranged Deflect 14 • *1 point*
- **Won Tegrof:** Affliction 9 (Resisted by Will; Dazed, Stunned, Transformed—subject forgets), Insidious, Progressive • *1 point*
- **Tropsnart Em!:** Teleport 14 (60 miles) • *1 point*

Mystic Senses: Senses 4 (Detect Magic, Ranged, Acute, Analytical) • *4 points*

ADVANTAGES

Artificer, Attractive, Connected, Defensive Attack, Extraordinary Effort, Fascinate (Expertise: Performance), Luck, Ritualist, Teamwork

SKILLS

Deception 8 (+12), Expertise: Magic 12 (+15), Expertise (PRE): Performance 8 (+12), Insight 8 (+12), Perception 6 (+10), Persuasion 6 (+10), Ranged Combat: Magic 4 (+8), Sleight of Hand 10 (+14), Treatment 4 (+7)

OFFENSE

Initiative +2	
Magic +8	Ranged, Damage 14 plus others
Unarmed +2	Close, Damage 0

DEFENSE

Dodge	12	**Fortitude**	7
Parry	8	**Toughness**	2
Will	13		

POWER POINTS

Abilities	42	**Skills**	33
Powers	39	**Defenses**	30
Advantages	9	**Total**	153

COMPLICATIONS

Enemies: Zatanna has various mystical foes who consider her a threat.

Guilt: Zatanna feels guilt over the death of her father, Zatara, who sacrificed himself to save her.

Power Loss: Zatanna needs to speak aloud (and backwards) to cast her spells.

REAL NAME: ZATANNA ZATARA
OCCUPATION: MAGICIAN
BASE: SHADOWCREST

MAGIC TRICKS

Zatanna's Magic array touches upon the basics of her potential. She can do a great deal with just the listed effects, particularly Create, but she is also capable of a wide range of Magic power stunts, allowing her to whip up completely new spell effects at will. This fits in with the fact that more complex and demanding magic tends to be tiring (the fatigue associated with extra effort for power stunts). The more hero points Zatanna's player builds up, the greater the variety of spells at her fingertips without any fatigue. If the need is not immediate, Zatanna can also create and perform magical rituals. Her Magic Expertise bonus allows Zatanna to routinely manage rituals with 15 power points worth of effects.

For a time, Zatanna's Magic power was limited to effects with descriptors based around the primal elements of nature: air, earth, fire, water, plants, weather, and so forth. She has since overcome this limitation.

Zatanna gets some opportunities to earn hero points, too, given that her defensive traits are well below her listed power level. She's capable of actively using Magic to deflect attacks, and of Creating barriers or the like, but otherwise has no special defenses, particularly when it comes to close fighting. Additionally, she cannot use Magic if she is incapable of reciting her backwards incantations, another complication that earns Zee's player hero points.

If a player is able to quickly come up with a spell *and* recite it backwards—out loud—while playing Zatanna, consider awarding the player a hero point for good roleplaying!

is known for using enhanced forms of stage magic and misdirection, such as transforming an explosion into a burst of flower petals or a horde of demons into a flock of doves.

Zatanna inherited Zatara's library of magical lore and collection of occult artifacts, as well as his mansion Shadowcrest, visually located outside of Gotham City but actually connected to a different dimension, which allows Zatanna's home to manifest in different places. She spends a great deal of time in San Francisco as her "home base" when not on the road.

ALLIES

"Zee" (as she is known to her friends) is among the most famous and powerful of the mystical community, widely known and respected. She has a number of contacts among that community, some of them friends of her father she has known since childhood. She has had romantic relationships with John Constantine and Dr. Thirteen in the past, and has known Bruce Wayne since before he began his career as Batman. She has been a regular member of the Justice League and is their go-to expert on magic and the occult.

ENEMIES

Zatanna's role in the mystic community has earned her the enmity of many practitioners of the dark arts. These include the Warlock of Ys and Brother Night. She also helped thwart the rogue Time Tailor Zor and the Sheeda. Catwoman dislikes Zatanna, both for messing with her mind and as a potential rival for Batman's affections.

ZAURIEL

A guardian angel of the Eagle Host, Zauriel spent millennia watching and protecting various women throughout history until he chanced to fall in love with his charge. He also learned of a plot, led by the King Angel Asmodel of the Bull Host, to overthrow the Presence. So he petitioned to be allowed to be with his mortal beloved and was cast out of Heaven, falling to Earth near San Francisco. This allowed him the opportunity to escape and warn others of Asmodel's plot.

Pursued by angels of the Bull Host, Zauriel found allies with the Justice League, and helped them to repel the angelic invasion of Earth. When things didn't work out with the woman he loved, Zauriel accepted an invitation to join the League and served as a regular member, and regained the favor of Heaven, being appointed their ambassador to the Earthly realm to help guide and inspire. They granted him heavenly armor and weaponry, and his headquarters, the Aerie, floating above Los Angeles (the City of Angels).

Zauriel has remained an active defender against demonic and mystical threats to humanity (including his old foe Asmodel) and sometime spiritual counselor to the heroic community. His guardian angel experience makes him both a staunch defender and a sympathetic listener.

REAL NAME: ZAURIEL
OCCUPATION: GUARDIAN ANGEL
BASE: THE AERIE, LOS ANGELES

PERSONALITY

True to his guardian-angel role, Zauriel is a protector at heart. He is kind and sympathetic, though he also has a keen wit and a unique point of view on human foibles.

POWERS & ABILITIES

An embodied angel, Zauriel is stronger, tougher and faster than a human. He is a skilled warrior, and possesses angelic armor and a flaming sword forged in the foundries of the Fifth Heaven. His sword can damage spiritual and immaterial entities, cut through virtually anything and banish darkness and shadows. Zauriel retains the "sonic flash" of the Eagle Host, a hypersonic scream which can disrupt the manifestation of angelic entities. His angelic mind can also perceive more than an ordinary mortal's senses.

ZAURIEL — PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	7	7	7	7	2	4	3

POWERS

Angelic Armor: Impervious Protection 5, Removable (–2 points) • *8 points*
Angelic Overmind: Comprehend 2 (Animals); Senses 6 (Detect Good, Detect Evil, Detect Magic, all Ranged) • *10 points*
Flaming Sword: Array (20 points), Removable (–4 points)
- **Blade:** Strength-based Damage 6, Affects Insubstantial 2, Penetrating 12 • *20 points*
- **Fire Blast:** Ranged Damage 10 • *1 point*
- **Heavenly Light:** Environment 10 (Daylight; Bright) • *1 point*

Immortality: Immunity 4 (Aging, Disease, Suffocation); Regeneration 2 • *6 points*
Sonic Flash: Array (20 points)
- **Sonic Blast:** Cone Area Damage 10 • *20 points*
- **Sonic Disruption:** Cone Area Nullify Divine Summon 10 • *1 point*

Wings: Flight 7 (250 MPH), Wings • *7 points*



EQUIPMENT

HQ: THE AERIE • *14 POINTS*

Size: Huge **Tou**: 14 **Features:** Communications, Concealed, Isolated, Library, Living Space, Power System, Self-Repairing

ADVANTAGES

Close Attack 4, Defensive Attack, Equipment 3, Favored Environment (Aerial), Teamwork

SKILLS

Acrobatics 4 (+11), Athletics 4 (+11), Expertise: Guardian Angel 10 (+12), Insight 8 (+12), Perception 6 (+10), Persuasion 6 (+9), Ranged Combat: Flame Blast 4 (+11)

OFFENSE

Initiative +7

Flame Blast +11	Ranged, Damage 10
Flaming Sword +11	Close, Damage 13, Penetrating 12
Sonic Blast	Cone Area (Dodge DC 20), Damage 10
Unarmed +11	Close, Damage 7

DEFENSE

Dodge	12	**Fortitude**	12
Parry	12	**Toughness**	12/7*
Will	12	*Without Armor Protection.	

POWER POINTS

Abilities	88	**Skills**	21
Powers	70	**Defenses**	23
Advantages	10	**Total**	212

COMPLICATIONS

Angel: Zauriel is neither human nor mortal, and is sometimes torn between his angelic nature and his admiration and sympathy for humanity.

Under Heaven: Zauriel's connections with the Eagle Host of angels have led to his exile and reinstatement, and have resulted in a wide varierty orders issued to him by the Heavenly Host.

ALLIES

Zauriel has worked with many members of the Justice League, particularly Wonder Woman and Aquaman (whom he considers part of the "Fish and Fowl Team," much to Aquaman's chagrin).

ENEMIES

Zauriel has the undying enmity of the fallen angel Asmodel for thwarting his plans and consigning him to Hell. He has also clashed with foes like Etrigan the Demon, the Blue Devil, and Okeontis, an alien vampire-like fungus. Zauriel and the Spectre have often been at odds, as one embodies divine love, the other divine wrath.

VICTOR ZSASZ

Victor Zsasz was born into a wealthy family. By the time he was twenty-five he was the head of a multi-national corporation and had amassed a vast personal fortune. When his parents died, Victor sank into depression and began gambling his money away.

He lost his last dollar at a casino in Gotham City and decided to end it all. Walking to a nearby bridge to commit suicide, Victor was approached by a homeless man, who asked for money. The homeless man pulled a knife when Victor refused. In the struggle Victor grabbed the knife and as he looked into the homeless man's eyes realized the emptiness and pointlessness to life. After he stabbed the man to death, Victor went on a killing spree that ended with Batman committing Zsasz to Arkham Asylum..

REAL NAME: VICTOR ZSASZ
OCCUPATION: SERIAL KILLER
BASE: ARKHAM ASYLUM, GOTHAM CITY

PERSONALITY

Victor was a wealthy businessman who snapped one day and realized that life is meaningless. He murders people by slitting their throats and puts them in lifelike poses for the police to find. Victor refers to most people to be as "zombies" because they don't see how meaningless their lives are and views killing them as an act of liberation.

POWERS & ABILITIES

Victor has no powers to speak of, but his cunning mind, physical conditioning and unpredictability make him a formidable opponent.

ALLIES

Victor is a member of the Secret Society of Super-Villains.

ENEMIES

Victor is a serial killer and opportunistic foe of Batman.

VICTOR ZSASZ — PL10

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

EQUIPMENT

Collection of Knives: Strength-based Damage 1 (Piercing), Improved Critical • *2 points*

ADVANTAGES

Accurate Attack, Agile Feint, All-out Attack, Assessment, Chokehold, Defensive Roll 6, Equipment, Evasion, Fast Grab, Improved Hold, Move-by Action, Power Attack, Precise Attack (Close; Concealment), Quick Draw

SKILLS

Acrobatics 8 (+13), Athletics 8 (+12), Close Combat: Knives 7 (+15), Deception 7 (+10), Expertise: Business 8 (+12), Intimidation 6 (+9), Perception 6 (+10), Persuasion 4 (+7), Sleight of Hand 8 (+13)

OFFENSE

Initiative +5

Knives +15	Close, Damage 5, Crit. 19-20
Unarmed +8	Close, Damage 4

DEFENSE

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

POWER POINTS

Abilities	74	**Skills**	31
Powers	0	**Defenses**	15
Advantages	19	**Total**	139

COMPLICATIONS

Compulsive Scarring: Victor must carve a notch into his skin for each victim he kills.

Serial Killer: Zsasz is a serial killer dedicated to "freeing" others from their pointless existance.



Though the villain archetypes in this book provide a full roster of threats for a team of heroes, many villains prefer not to sully their hands with the dirty work of dealing with heroic pests. They leave that to their various minions, who also run interference, fetch needed components, or kidnap "guests" the villain wishes to "entertain." Heroes often spend more time in an adventure interacting with minions than they do with the boss, since the minions tend to compose the majority of the challenges leading up to the final confrontation with the villain.

This section offers a variety of ready-made minion archetypes suitable for use with different villains, power levels and adventures. You can use them as written in your own games, or as examples for creating or customizing suitable minions for your villains and evil organizations. Keep in mind these characters are intended to be treated according to the rules for minions, so their effective power level is somewhat less than their game traits indicate. Of course, you can choose to treat a particularly exceptional minion or lieutenant as a full-fledged character, not subject to the minion rules.

After its power level, each minion archetype has the indication "MR" which stands for "Minion Rank." This is the rank of the Minion advantage or Summon effect needed to have a single example of that archetype as a minion. Creatures with a power point total less than 15 (including 0 points) are listed as MR1.

ANIMALS

With various villains possessing powers like animal control, shapeshifting and mimicking the traits of different animals, as well as a tendency to acquire pets, heroes may encounter many different types of animals.

All animals have certain game traits in common: they have an Intellect rank of –5 or –4 (any creature with a higher Intellect isn't a normal animal). Most animals have a low Dexterity rank, since they have no manipulative limbs. Animals tend to have a higher-than-average Awareness, particularly those in the wild that need to remain alert to either potential threats or prey. Senses effects, particularly Low-Light Vision and Scent, are common for many animals. Aquatic animals are adapted for life underwater: they effectively have Immunity to Drowning and the Movement (Environmental Adaptation) effects. These are not accounted for in their point totals, since they also lack the ability to move and operate on land for any length of time.

The archetypes here can serve as a baseline for creating more exotic creatures. You can create similar animals from a basic archetype, such as basing a rhino on the elephant's traits, or an antelope on the herd animal or horse. You can create giant animals by adding ranks of Growth (and its associated modifiers) to an archetype or robotic or undead animals by adding Immunity 30 (Fortitude Effects) and removing the animal's Stamina rank.

BAT — PL0 • MR1

Str –5 **Sta** 0 **Agl** 2 **Dex** –3 **Fgt** 0 **Int** –5 **Awe** 2 **Pre** –3

Powers: Flight 3 (16 MPH; Wings), Senses 2 (Accurate Hearing), Shrinking 12 (Permanent, Innate). **Skills:** Perception 4 (+6), Stealth 2 (+16). **Offense:** Init +2, Bite +0 (Close, Damage –5). **Defenses:** Dodge 8, Parry 6, Fortitude 0, Toughness –2, Will 2. **Totals:** Abilities –18 + Powers 30 + Advantages 0 + Skills 3 + Defenses 0 = Total 15 points.

BEAR — PL6 • MR3

Str 8 **Sta** 4 **Agl** 1 **Dex** 0 **Fgt** 3 **Int** –4 **Awe** 1 **Pre** –2

Powers: Growth 4 (Permanent, Innate), Protection 2, Senses 2 (Low-Light Vision, Acute Smell). **Skills:** Athletics 4 (+12), Perception 4 (+5). **Offense:** Init +1, Claw +3 (Close, Damage 8). **Defenses:** Dodge 4, Parry 5, Fortitude 6, Toughness 6, Will 3. **Totals:** Abilities 6 + Powers 13 + Advantages 0 + Skills 4 + Defenses 13 = Total 36 points.

Bears stand nearly 12 feet tall on their hind legs and weigh in at 1,200 pounds. This archetype suffices for most species of bear. Polar bears have +1 **Str** and Environmental Adaptation—Cold.

CAT — PL3 • MR1

Str –4 **Sta** –2 **Agl** 3 **Dex** –2 **Fgt** 2 **Int** –4 **Awe** 1 **Pre** –2

Powers: Shrinking 8 (Permanent, Innate), Senses 1 (Low-Light Vision). **Advantages:** Benefit 1 (Athletics based on Agility). **Skills:** Acrobatics 3 (+6), Athletics 3 (+6), Perception 4 (+5), Stealth 2 (+13). **Offense:** Init +3, Claw +2 (Close, Damage –4). **Defenses:** Dodge 7, Parry 6, Fortitude 0, Toughness –2, Will 1. **Totals:** Abilities –12 + Powers 18 + Advantages 1 + Skills 6 + Defenses 2 = Total 15 points.

CROCODILE — PL7 • MR3

Str 8 **Sta** 8 **Agl** 1 **Dex** –2 **Fgt** 4 **Int** –5 **Awe** 1 **Pre** –4

Powers: Growth 8 (Permanent, Innate), Senses 1 (Low-Light Vision), Swimming 4. **Advantages:** Environmental Adaptation (Aquatic). **Skills:** Perception 4 (+5), Stealth 12 (+5). **Offense:** Init +1, Bite +4 (Close, Damage 8). **Defenses:** Dodge 4, Parry 6, Fortitude 8, Toughness 8, Will 3. **Totals:** Abilities –10 + Powers 22 + Advantages 1 + Skills 8 + Defenses 15 = Total 36 points.

The crocodile described here is up to 20 feet long, with powerful, toothed jaws. The archetype also serves for large alligators, including ones sometimes encountered in city sewers in the comic books.

DOG — PL2 • MR1

Str 1 **Sta** 1 **Agl** 1 **Dex** –2 **Fgt** 2 **Int** –4 **Awe** 1 **Pre** –2

Powers: Senses 3 (Acute Smell, Tracking, Ultra-Hearing), Shrinking 2 (Permanent, Innate). **Skills:** Athletics 2 (+3), Perception 4 (+5). **Offense:** Init +1, Bite +2 (Close, Damage 1). **Defenses:** Dodge 3, Parry 3, Fortitude 3, Toughness 1, Will 1. **Totals:** Abilities –4 + Powers 8 + Advantages 0 + Skills 3 + Defenses 3 = Total 10 points.

ELEPHANT — PL6 • MR2

Str 10 **Sta** 9 **Agl** 0 **Dex** –1 **Fgt** 2 **Int** –4 **Awe** 1 **Pre** –2

Powers: Extra Limbs 1 (trunk), Growth 9 (Permanent, Innate). **Skills:** Perception 6 (+7). **Offense:** Init +0, Attack +2 (Close, Damage 10). **Defenses:** Dodge 0, Parry 0, Fortitude 9, Toughness 9, Will 6. **Totals:** Abilities –6 + Powers 20 + Advantages 0 + Skills 3 + Defenses 11 = Total 28 points.

This archetype represents the African elephant. Indian elephants are –1 **Str**, but +1 **Awe**. This archetype also suits prehistoric mammoths and mastodons, which have Environmental Adaptation (Cold).

HERD ANIMAL — PL3 • MR1

Str 4 **Sta** 4 **Agl** 0 **Dex** –4 **Fgt** 0 **Int** –4 **Awe** 0 **Pre** –3

Powers: Growth 4 (Permanent, Innate), Speed 3 (16 MPH). **Skills:** Perception 4 (+4). **Offense:** Init +0, Attack +0 (Close, Damage 4). **Defenses:** Dodge 2, Parry 2, Fortitude 4, Toughness 4, Will 0. **Totals:** Abilities –22 + Powers 12 + Advantages 0 + Skills 2 + Defenses 8 = Total 0 points.

This archetype includes cows, bison, and buffalo, typically 5 to 6 feet tall at the shoulder, weighing 1,500 to 2,400 pounds.

HORSE — PL3 • MR1

Str 4 **Sta** 4 **Agl** 1 **Dex** –4 **Fgt** 2 **Int** –4 **Awe** 1 **Pre** –3

Powers: Growth 4 (Permanent, Innate), Senses 2 (Extended Vision, Low-Light Vision), Speed 4 (30 MPH). **Skills:** Perception 4 (+5). **Offense:** Init +1, Attack +2 (Close, Damage 4). **Defenses:** Dodge 2, Parry 2, Fortitude 5, Toughness 4, Will 1. **Totals:** Abilities –14 + Powers 15 + Advantages 0 + Skills 2 + Defenses 6 = Total 9 points.

This archetype represents most horses. Heavier workhorses have +1 **Str**. Trained war-horses have higher **Fgt** or Close Combat skill. Exotic winged horses (like the mythical Pegasus) have Flight with the Wings modifier. Characters use Athletics to ride horses, unless the GM wishes to require an Expertise: Riding skill.

INSECT SWARM — PL3 • MR1

Str —* **Sta** 0 **Agl** 3 **Dex** –2 **Fgt** 0 **Int** — **Awe** 0 **Pre** —

Powers: Burst Area Affliction 3 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Insubstantial 2 (swarm, Permanent, Innate), Flight 2 (8 MPH). **Offense:** Init +3, Burst Area Affliction (Fortitude DC 13). **Defenses:** Dodge 3, Parry 0, Fortitude 0, Toughness 0, Will —. **Totals:** Abilities –18 + Powers 21 + Advantages 0 + Skills 0 + Defenses 0 = Total 3 points.

*No effective Strength due to Insubstantial effect

Rather than a single creature, this archetype is a swarm of tiny insects, represented as a single entity. The swarm is immune to direct physical attack, although area effects and energy attacks still work against it. It attacks by engulfing targets and using its Affliction, which represents numerous stings or bites. Targets Immune to Fortitude effects or with any rank of Impervious Toughness can ignore the swarm's attack. An insect swarm that is incapacitated is dispersed.

For non-flying insects, remove the swarm's Flight. For unusual swarms like undead or robotic insects, remove the swarm's Stamina and give it Immunity to Fortitude Effects.

MONKEY — PL3 • MR2

Str –1 **Sta** –2 **Agl** 4 **Dex** 0 **Fgt** 0 **Int** –4 **Awe** 1 **Pre** –3

Powers: Extra Limb 1 (Tail), Feature 1 (Use feet as hands), Shrinking 6 (Permanent, Innate). **Advantages:** Benefit 1 (Athletics based on Agility). **Skills:** Acrobatics 7 (+11), Athletics 4 (+8), Perception 4 (+5), Stealth 3 (+13). **Offense:** Init +4, Attack +0 (Close, Damage –1). **Defenses:** Dodge 7, Parry 5, Fortitude 2, Toughness –2, Will 2. **Totals:** Abilities –8 + Powers 15 + Advantages 1 + Skills 9 + Defenses 7 = Total 24 points.

This archetype represents small, tailed monkeys like the capuchin and spider monkey. Larger simians have fewer ranks in Shrinking and correspondingly greater **Str**.

OWL — PL2 • MR2

Str –2 **Sta** –2 **Agl** 2 **Dex** –2 **Fgt** 1 **Int** –4 **Awe** 2 **Pre** –3

Powers: Flight 3 (16 MPH; Wings, Subtle), Senses 2 (Low-Light Vision, Ultravision), Shrinking 8 (Permanent, Innate). **Skills:** Perception 6 (+8), Stealth 2 (+12). **Offense:** Init +2, Attack +1 (Close, Damage –2). **Defenses:** Dodge 6, Parry 5, Fortitude 2, Toughness –2, Will 2. **Totals:** Abilities –12 + Powers 23 + Advantages 0 + Skills 4 + Defenses 4 = Total 19 points.

RAT — PL3 • MR1

Str –4 **Sta** 0 **Agl** 2 **Dex** –1 **Fgt** 1 **Int** –4 **Awe** 1 **Pre** –4

Powers: Senses 2 (Low-Light Vision, Acute Smell), Shrinking 10 (Permanent, Innate). **Advantages:** Benefit 1 (Athletics based on Agility). **Skills:** Athletics 3 (+5), Stealth 1 (+13). **Offense:** Init +2, Attack +1 (Close, Damage –4). **Defenses:** Dodge 7, Parry 6, Fortitude 2, Toughness –2, Will 1. **Totals:** Abilities –18 + Powers 23 + Advantages 1 + Skills 2 + Defenses 4 = Total 12 points.

SNAKE, CONSTRICTOR — PL4 • MR2

Str 3 **Sta** 1 **Agl** 2 **Dex** 0 **Fgt** 3 **Int** –5 **Awe** 1 **Pre** –4

Powers: Movement 1 (Slithering), Protection 2, Senses 2 (Infravision, Acute Smell). **Advantages:** Improved Grab. **Skills:** Athletics 6 (+9), Perception 8 (+9), Stealth 8 (+10). **Offense:** Init +2, Attack +3 (Close, Damage 3). **Defenses:** Dodge 5, Parry 5, Fortitude 4, Toughness 3, Will 3. **Totals:** Abilities 2 + Powers 6 + Advantages 1 + Skills 11 + Defenses 10 = Total 30 points.

SNAKE, VIPER — PL4 • MR3

Str –3 **Sta** 0 **Agl** 3 **Dex** 0 **Fgt** 3 **Int** –5 **Awe** 1 **Pre** –4

Powers: Movement 1 (Slithering), Senses 2 (Infravision, Acute Smell), Shrinking 8 (Permanent, Innate), Weaken Stamina 4 (Progressive, Linked to Strength Damage, venom). **Advantages:** Benefit 1 (Athletics based on Agility). **Skills:** Athletics 4 (+7), Perception 7 (+8), Stealth 3 (+14). **Offense:** Init +3, Attack +3 (Close, Damage –3 plus Weaken). **Defenses:** Dodge 7, Parry 7, Fortitude 2, Toughness –2, Will 3. **Totals:** Abilities –10 + Powers 33 + Advantages 1 + Skills 7 + Defenses 6 = Total 37 points.

This archetype represents a wide variety of small, poisonous snakes: asps, cobras, rattlesnakes, vipers, and so forth. Feel free to vary the venom effect to suit the particular breed, including using or adding an appropriate Affliction.

SQUID, GIANT — PL8 • MR4

Str 12 **Sta** 12 **Agl** 2 **Dex** 0 **Fgt** 4 **Int** –4 **Awe** 1 **Pre** –4

Powers: Concealment Attack 4 (Visual, Cloud Area, Limited to Underwater), Extra Limbs 4 (Tentacles), Growth 12 (Permanent, Innate), Swimming 6 (30 MPH). **Advantages:** *Improved Grab*. **Skills:** Perception 6 (+7). **Offense:** Init +2, Attack +4 (Close, Damage 12). **Defenses:** Dodge 0, Parry 2, Fortitude 12, Toughness 12, Will 4. **Totals:** Abilities –2 + Powers 43 + Advantages 0 + Skills 3 + Defenses 11 = Total 55 points.

Giant squids are popular minions for seafaring heroes and villains, usable for attacking ships and water-borne foes. This archetype can also represent a giant octopus or similar creature. An even larger variation is possible by adding more ranks of Growth.

CULTISTS

Cults have a strong recurring role as threats in the comics, often in service to a powerful master villain or an even greater plot-device-level threat. Cultists are often fanatically loyal to their cause, making them effective minions willing to do anything for their master.

A cult need not be religious in nature: some are "cults of personality" dedicated to a particular leader (typically a master villain) while others are more political, social or cultural in nature. Trade out appropriate Knowledge skills and trappings for members of these cults, such as arcane lore, civics or even popular culture in place of theology and philosophy.

CULT ACOLYTE — PL1 • MR1

Str 0 **Sta** 0 **Agl** 0 **Dex** 0 **Fgt** 0 **Int** 0 **Awe** 0 **Pre** 0

Equipment: Dagger (Damage 1). **Advantages:** Connected, Equipment. **Skills:** Close Combat: Dagger 1 (+1), Deception 4 (+4), Insight 3 (+3), Persuasion 4 (+4). **Offense:** Init +0, Dagger +1 (Close, Damage 1), Unarmed +0 (Close, Damage 0). **Defenses:** Dodge 1, Parry 1, Fortitude 2, Toughness 0, Will 0. **Totals:** Abilities 0 + Powers 0 + Advantages 2 + Skills 6 + Defenses 4 = Total 12 points.

CULT INITIATE — PL2 • MR2

Str 1 **Sta** 1 **Agl** 0 **Dex** 0 **Fgt** 0 **Int** 0 **Awe** 0 **Pre** 1

Equipment: Dagger (Damage 1), Pistol (Damage 3). **Advantages:** Connected, Equipment 2. **Skills:** Close Combat: Dagger 1 (+1), Deception 4 (+5), Expertise: Cult Lore 4 (+4), Insight 4 (+4), Persuasion 4 (+5), Ranged Combat: Guns 1 (+1). **Offense:** Init +0, Dagger +1 (Close, Damage 2), Pistol +1 (Ranged, Damage 3), Unarmed +0 (Close, Damage 1). **Defenses:** Dodge 2, Parry 2, Fortitude 3, Toughness 1, Will 1. **Totals:** Abilities 6 + Powers 0 + Advantages 3 + Skills 9 + Defenses 7 = Total 25 points.

CULT ADEPT — PL3 • MR3

Str 1 **Sta** 1 **Agl** 1 **Dex** 0 **Fgt** 1 **Int** 0 **Awe** 0 **Pre** 1

Equipment: Dagger (Damage 1), Pistol (Damage 3). **Advantages:** Connected, Equipment 2. **Skills:** Close Combat: Dagger 2 (+3), Deception 6 (+7), Expertise: Cult Lore 6 (+6), Insight 5 (+5), Persuasion 6 (+7), Ranged Combat: Guns 3 (+3). **Offense:** Init +1, Dagger +3 (Close, Damage 2), Pistol +3 (Ranged, Damage 3), Unarmed +1 (Close, Damage 1). **Defenses:** Dodge 4, Parry 4, Fortitude 4, Toughness 1, Will 2. **Totals:** Abilities 10 + Powers 0 + Advantages 3 + Skills 14 + Defenses 11 = Total 38 points.

CULT MASTER — PL4 • MR4

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

Equipment: Dagger (Damage 1), Pistol (Damage 3). **Advantages:** Connected, Equipment 2, Quick-Draw, Ritualist. **Skills:** Close Combat: Dagger 3 (+4), Deception 6 (+8), Expertise: Cult Lore 8 (+10), Insight 6 (+6), Persuasion 6 (+8), Ranged Combat: Guns 3 (+4). **Offense:** Init +1, Dagger +4 (Close, Damage 2), Pistol +4 (Ranged, Damage 3), Unarmed +1 (Close, Damage 2). **Defenses:** Dodge 6, Parry 6, Fortitude 4, Toughness 2, Will 4. **Totals:** Abilities 22 + Powers 0 + Advantages 5 + Skills 16 + Defenses 16 = Total 59 points.

The term "Cult Master" is a bit of a misnomer, since many so-called Masters are in fact servants of a master villain, evil entity, or some other power. Still, compared to most members of the cult, the Master has considerable power, not the least of which is use of the Ritualist advantage and the ability to perform magical rituals, using Expertise in Cult Lore in place of Magic Expertise.



DEMONS

A "demon" is generally an evil extradimensional creature from a hellish realm, which often resembles various places from human myth and legend. Not all demons are created equal, nor are they all the same. While some appear as the traditional bestial and horn-headed evil that immediately strikes fear into those around them, others look no different than the average human at first glance. When confronted or angered, however, their true nature is often revealed by a slip in their façade, an intense fiery glow in their eyes that not even the most expensive contact lenses can mask. The majority of demons—no matter how they might appear at first—do share common abilities, such as batlike wings and a penchant for flinging hellfire at their targets when in their natural form.

DEMON, IMP — PL4 • MR5

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

Powers: Strength-based Damage 2 (Claws), Flight 2 (8 MPH; Wings), Immunity 18 (Acid Damage, Aging, Cold Damage, Fire Damage, Poison, Disease), Senses 2 (Darkvision), Shrinking 4 (Permanent, Innate). **Advantages:** Defensive Roll. **Skills:** Close Combat: Claws 2 (+5), Deception 4 (+4), Expertise: Magic 4 (+4), Insight 4 (+4), Perception 4 (+4), Stealth 4 (+9). **Offense:** Init +1, Claws +5 (Close, Damage 3). **Defenses:** Dodge 5, Parry 5, Fortitude 5, Toughness 3 (2 without Defensive Roll), Will 3. **Totals:** Abilities 20 + Powers 33 + Advantages 1 + Skills 11 + Defenses 7 = Total 72 points.

Imps are small demonic creatures, usually with bat-like wings, forked tails, and horns. Sorcerers commonly summon them as spies and minions.

DEMON, WARRIOR — PL6 • MR5

Str 6 **Sta** 5 **Agl** 1 **Dex** 0 **Fgt** 5 **Int** –1 **Awe** 1 **Pre** 0

Powers: Strength-based Damage 1 (Claws), Immunity 18 (Acid Damage, Aging, Cold Damage, Fire Damage, Poison, Disease), Protection 2, Senses 2 (Darkvision). **Skills:** Intimidation 4 (+4), Perception 4 (+5). **Offense:** Init +1, Claws +5 (Close, Damage 7). **Defenses:** Dodge 5, Parry 5, Fortitude 7, Toughness 7, Will 5. **Totals:** Abilities 34 + Powers 23 + Advantages 0 + Skills 4 + Defenses 10 = Total 71 points.

Warrior demons tend to be human-sized, with powerful builds and tough (often scaly or bony) hides. They have horns, claws, and a vicious temperament. Evil Sorcerers summon them as minions and foot soldiers.

DEMON, BRUTE — PL8 • MR7

Str 10 **Sta** 5 **Agl** 0 **Dex** 0 **Fgt** 6 **Int** –1 **Awe** –1 **Pre** –1

Powers: Immunity 32 (Critical Hits, Fortitude Effects), Leaping 2, Impervious Protection 5. **Advantages:** Diehard, Improved Grab, Power Attack. **Skills:** Intimidation 8 (+7). **Offense:** Init 0, Unarmed +6 (Close, Damage 10). **Defenses:** Dodge 6, Parry 6, Fortitude —, Toughness 10, Will 6. **Totals:** Abilities 36 + Powers 44 + Advantages 3 + Skills 4 + Defenses 13 = Total 100 points.

Brute demons are dull-witted creatures that bully and pummel their prey. Usually standing well over seven feet in height, these demons are typically a rotted green in color, with massive builds and dark eyes. They are known to favor the use of grabs as they lay into their target.



DEMON, TEMPTER — PL8 • MR9

Str 0 **Sta** 4 **Agl** 2 **Dex** 2 **Fgt** 3 **Int** 1 **Awe** 2 **Pre** 5

Powers: Affliction 8 (Resisted by Will; Dazed, Stunned, Controlled), Strength-based Damage 3 (Claws), Flight 2 (8 MPH; Wings), Immunity 18 (Acid Damage, Aging, Cold Damage, Fire Damage, Poison, Disease), Morph 1 (Human guise), Impervious Protection 5, Senses 2 (Darkvision). **Advantages:** Attractive, Close Combat 4, Diehard, Fascinate (Deception). **Skills:** Deception 8 (+13), Expertise: Magic 6 (+7), Insight 8 (+10). **Offense:** Init +2, Claws +7 (Close, Damage 3). **Defenses:** Dodge 7, Parry 7, Fortitude 7, Toughness 9, Will 7. **Totals:** Abilities 38 + Powers 48 + Advantages 7 + Skills 11 + Defenses 17 = Total 121 points.

The Tempter Demon's primary purpose is to lure the moral into betraying their beliefs. Appearing as beautiful men and women, Tempters can be recognized by their large, leathery wings. They often keep these concealed under clothing. Otherwise, they tend to wear very little, opting for leather straps or brief armor when they parade their catches through their hellish home.

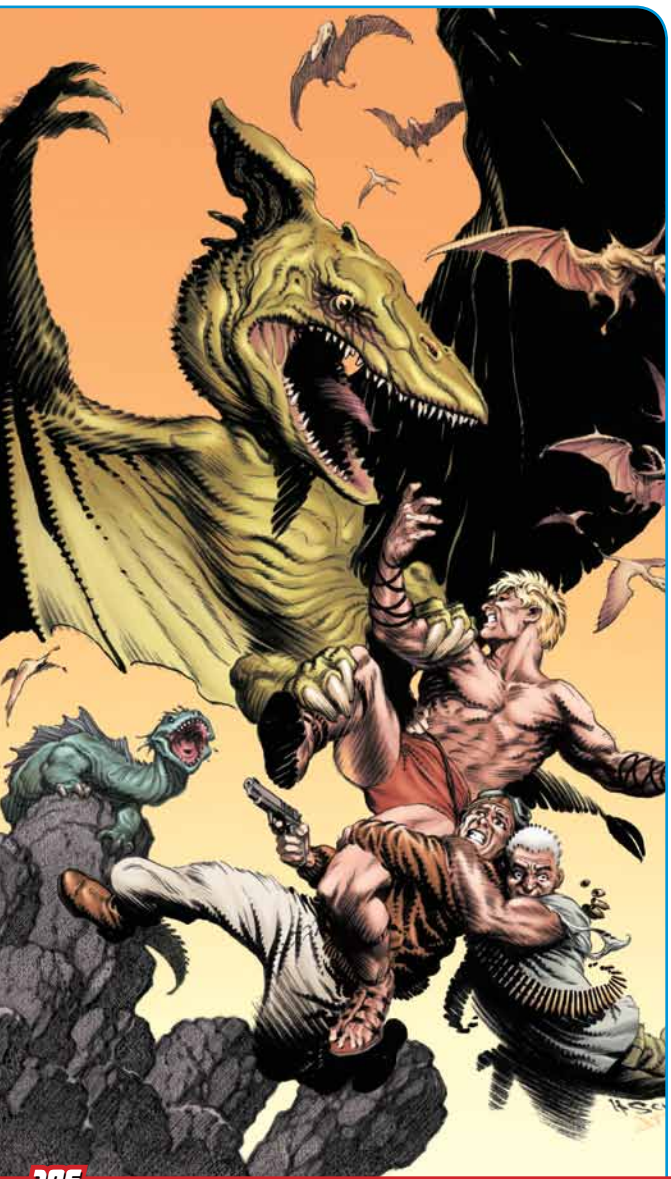
DINOSAURS

Giant prehistoric reptiles, dinosaurs are most commonly the minions of monster-makers who have resurrected them using cloning, or time-manipulating villains able to bring them from the distant past into the present. They also show up in "Lost World" scenarios where the heroes visit places where the giant reptiles still thrive or end up stranded in the distant past. Though dinosaurs are threatening on their own merits, some villains may specifically grant them other powers; by adding Immunity to Fortitude effects, you can easily create robotic or undead dinosaurs as well.

BRACHIOSAURUS — PL9 • MR3

Str 17 **Sta** 15 **Agl** –2 **Dex** –4 **Fgt** 0 **Int** –5 **Awe** 2 **Pre** 0

Powers: Line Area Damage 8 (Tail Smash; Alternate Effect of Strength Damage), Growth 14 (Permanent, Innate), Protection 3, Senses 3 (Low-light Vision, Acute Smell, Ultra-hearing). **Skills:** Perception 4 (+6). **Offense:** Init –2, Tail Smash (Dodge DC 18, Damage 8), Unarmed +0 (Close, Damage 17). **Defenses:** Dodge –5, Parry –5, Fortitude 15, Toughness 18, Will 2. **Totals:** Abilities –10 + Powers 36 + Advantages 0 + Skills 2 + Defenses 6 = Total 34 points.



One of the most massive land animals ever, the long-necked brachiosaurus is also quite suitable as a template for similarly massive and relatively placid dinosaurs such as the brontosaurus.

DEINONYCHUS — PL6 • MR4

Str 3 **Sta** 3 **Agl** 4 **Dex** 0 **Fgt** 8 **Int** –4 **Awe** 3 **Pre** 0

Powers: Strength-based Damage 1 (Bite), Leaping 1 (15 feet), Protection 1, Speed 2 (8 MPH), Senses 4 (Low-light Vision, Acute Smell, Tracking, Ultra-hearing). **Advantages:** Improved Grab, Improved Initiative. **Skills:** Perception 6 (+9), Stealth 4 (+8). **Offense:** Init +8, Bite +8 (Close, Damage 4). **Defenses:** Dodge 8, Parry 8, Fortitude 7, Toughness 4, Will 5. **Totals:** Abilities 34 + Powers 9 + Advantages 2 + Skills 5 + Defenses 10 = Total 60 points.

Six-foot-tall carnivorous pack-hunters, deinonychus are noted for their ability to chase down prey. They're often confused with their smaller cousin, the velociraptor.

STEGOSAURUS — PL9 • MR4

Str 11 **Sta** 8 **Agl** 0 **Dex** –2 **Fgt** 6 **Int** –5 **Awe** 2 **Pre** 0

Powers: Strength-based Damage 1 (Bite), Growth 8 (Permanent, Innate), Protection 6, Senses 3 (Low-light Vision, Acute Smell, Ultra-hearing). **Skills:** Perception 8 (+10). **Offense:** Init +0, Tail Strike +6 (Close, Damage 12). **Defenses:** Dodge 2, Parry 4, Fortitude 13, Toughness 14, Will 5. **Totals:** Abilities 8 + Powers 27 + Advantages 0 + Skills 4 + Defenses 16 = Total 55 points.

This archetype can serve for most of the larger, "armored" dinosaurs such as the stegosaurus, ankylosaurus, and triceratops.

TYRANNOSAURUS REX — PL11 • MR5

Str 13 **Sta** 12 **Agl** 0 **Dex** –1 **Fgt** 8 **Int** –4 **Awe** 3 **Pre** 0

Powers: Strength-based Damage 1 (Bite), Growth 10 (Permanent, Innate), Protection 2, Senses 4 (Low-light Vision, Acute Smell, Track, Ultra-hearing). **Advantages:** Improved Grab, Improved Initiative. **Skills:** Perception 8 (+11). **Offense:** Init +4, Bite +8 (Close, Damage 14). **Defenses:** Dodge 4, Parry 6, Fortitude 12, Toughness 14, Will 6. **Totals:** Abilities 22 + Powers 28 + Advantages 2 + Skills 4 + Defenses 15 = Total 71 points.

The "king of dinosaurs," the infamous "T. Rex" is the most aggressive predator of its type. A slightly smaller version can suffice for the similar allosaurus. Reduce Growth—and therefore Strength, Stamina, and related traits—by 2 ranks.

PTERANODON — PL5 • MR3

Str 2 **Sta** 2 **Agl** 4 **Dex** 0 **Fgt** 6 **Int** –4 **Awe** 3 **Pre** 0

Powers: Strength-based Damage 1 (Beak), Flight 3 (16 MPH; Wings), Senses 3 (Extended Vision, Low-light Vision, Ultra-hearing). **Skills:** Perception 6 (+9). **Offense:** Init +4, Bite +6 (Close, Damage 3). **Defenses:** Dodge 8, Parry 6, Fortitude 5, Toughness 2, Will 5. **Totals:** Abilities 26+ Powers 7 + Advantages 0 + Skills 3 + Defenses 9 = Total 45 points.

This archetype is a medium-sized flying dinosaur, although its wingspan is some 25 feet. You can create larger pterosaurs by adding ranks of Growth to increase size and other traits accordingly.

MONSTERS

"Monsters" is a catchall category of creatures that show up as minions, ranging from hostile plant life to fantasy creatures and giant, monstrous versions of otherwise mundane things. Comic book monsters may be creatures out of myths and legends, the spawn of science run amok, aliens, beings from other dimensions, or anything else the Gamemaster dreams up.

ANIMATED TREE — PL8 • MR2

Str 8 **Sta** 8 **Agl** –2 **Dex** 0 **Fgt** 4 **Int** — **Awe** 0 **Pre** —

Powers: Extra Limbs 4 (Branches), Growth 8 (Permanent, Innate), Immunity 2 (Suffocation). **Advantages:** *Improved Grab*. **Offense:** Init –2, Attack +4 (Close, Damage 8). **Defenses:** Dodge 0, Parry 4, Fortitude 8, Toughness 8, Will —. **Totals:** Abilities –16 + Powers 23 + Advantages 0 + Skills 0 + Defenses 10 = Total 17 points.

This archetype represents a full-grown tree able to uproot itself and move about using its branches and roots. Animated trees are common minions for plant-controlling characters or those with nature-based powers.

BLOB — PL8 • MR3

Str 8 **Sta** 8 **Agl** 0 **Dex** –4 **Fgt** 4 **Int** — **Awe** 0 **Pre** —

Powers: Reaction Damage 5 (When Touched), Growth 8 (Permanent, Innate), Insubstantial 1 (Permanent, Innate), Movement 1 (Slithering). **Advantages:** Improved Grab, Improved Hold. **Offense:** Init +0, Attack +4 (Close, Damage 8, plus Reaction Damage 5). **Defenses:** Dodge 0, Parry 4, Fortitude 8, Toughness 8, Will —. **Totals:** Abilities –20 + Powers 45 + Advantages 2 + Skills 0 + Defenses 8 = Total 35 points.

This archetype is a slithering blob of acidic ooze. It might be an escaped scientific experiment, a primordial creature from the dawn of life on Earth, an alien visitor, or demonic hellspawn. Larger and more powerful blobs are possibly by adding additional ranks of Growth.

DRAGON — PL9 • MR6

Str 12 **Sta** 12 **Agl** 0 **Dex** 0 **Fgt** 6 **Int** –2 **Awe** 1 **Pre** –1

Powers: Ranged Damage 12 (Fiery breath), Flight 6 (120 MPH; Wings), Growth 12 (Permanent, Innate), Protection 3 (Scales). **Skills:** Perception 4 (+5), Ranged Combat: Fiery Breath 6 (+6). **Offense:** Init +0, Bite and Claw +6 (Close, Damage 12), Fiery Breath +6 (Ranged, Damage 12). **Defenses:** Dodge 3, Parry 3, Fortitude 12, Toughness 15, Will 6. **Totals:** Abilities 8 + Powers 58 + Advantages 0 + Skills 5 + Defenses 17 = Total 88 points.

This archetype is a fairly unintelligent monster. Some fantasy dragons, however, are highly intelligent: for these, increase the archetype's mental abilities and provide it with the necessary skills, including interaction skills, Insight, and possibly Expertise: Magic. Some intelligent dragon are also sorcerers with a Magic array and/or the Ritualist advantage.

The dragon may have a different descriptor to its breath weapon than fire, perhaps even a Variable Descriptor, allowing it to make different types of attacks. You can make larger and more powerful dragons by adding ranks of Growth to the archetype.

GARGOYLE — PL5 • MR3

Str 2 **Sta** 4 **Agl** 1 **Dex** 0 **Fgt** 4 **Int** –2 **Awe** 0 **Pre** –2

Powers: Flight 2 (8 MPH; Wings), Immunity 10 (Life Support), Impervious Protection 2. **Skills:** Perception 4 (+4), Stealth 4 (+5). **Offense:** Init +1, Claws +4 (Close, Damage 2). **Defenses:** Dodge 3, Parry 4, Fortitude 6, Toughness 6, Will 4. **Totals:** Abilities 14 + Powers 16 + Advantages 0 + Skills 4 + Defenses 8 = Total 42 points.

Gargoyles are demonic-looking creatures with stony hides. They may be animated from actual statues on the spur of the moment or stone-like creatures that simply look like medieval gargoyles. Gargoyles that are true unliving constructs have no Stamina rank, Immunity to Fortitude Effects and Protection 6 for their Toughness bonus.

GIANT FLYTRAP — PL9 • MR2

Str 9 **Sta** 9 **Agl** 0 **Dex** 0 **Fgt** 6 **Int** — **Awe** 0 **Pre** —

Powers: Extra Limbs 4 (Vines), Growth 9 (Permanent, Innate). **Advantages:** *Improved Grab*. **Offense:** Init +0, Attack +6 (Close, Damage 9). **Defenses:** Dodge 0, Parry 6, Fortitude 9, Toughness 9, Will —. **Totals:** Abilities –8 + Powers 23 + Advantages 0 + Skills 0 + Defenses 8 = Total 23 points.

This archetype is a giant version of the normally innocuous insect-eating plant, a popular minion for plant-controlling villains. Even larger and more powerful versions are possible with additional ranks of Growth.

GIANT INSECT — PL6 • MR1

Str 4 **Sta** 4 **Agl** 1 **Dex** –1 **Fgt** 3 **Int** — **Awe** 0 **Pre** —

Powers: Growth 4 (Permanent, Innate), Movement 2 (Wall-Crawling 2), Protection 1, Senses 4 (Darkvision, Acute Smell, Tracking). **Skills:** Perception 6 (+6). **Offense:** Init +1, Bite +3 (Close, Damage 4). **Defenses:** Dodge 3, Parry 3, Fortitude 6, Toughness 5, Will —. **Totals:** Abilities –14 + Powers 18 + Advantages 0 + Skills 3 + Defenses 8 = Total 15 points.

Various sorts of giant insects appear as a result of scientific experiments, mutagens (like radiation or biochemicals), or as visitors from alien worlds. This archetype is a baseline giant insect. Add appropriate effects for particular types of insects, such as Flight (Winged) for flying insects, Affliction or Weaken effects for venomous insects, and snare Affliction effects for web-spinning insects. For even bigger creatures, add ranks of Growth. In spite of the name, this archetype also serves for giant arachnids like spiders and scorpions as well.

NINJA

The ninja have been a staple of comic books since the 1980s, particularly as minions for sinister cults and inscrutable Asian masterminds, though for a time they showed up almost everywhere. Highly capable ninja can be full-fledged villains in their own right (see the **Martial Artist** archetype, for one example). Ninja minions tend to have martial arts skills and weapons primarily as window dressing; they're capable fighters, but individually still no match for super heroes.



The listed archetypes are armed only with traditional ninja weapons: *shuriken* (throwing stars) and a *ninja-to* (straight-edged sword). Modern ninja can also have more conventional weapons; any weapon with a Damage rank of 3 or less—such as a light pistol—may be added without changing the ninja's overall power level.

NINJA NOVICE — PL3 • MR4

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

Equipment: Sword (Strength-based Damage 3), Shuriken (Ranged Multiattack Damage 1). **Advantages:** Defensive Roll, Equipment 2, Improved Initiative. **Skills:** Acrobatics 6 (+8), Athletics 5 (+6), Deception 4 (+4), Expertise: Ninja Lore 4 (+4), Intimidation 4 (+4), Perception 4 (+5), Ranged Combat: Throwing 3 (+5), Sleight of Hand 4 (+6), Stealth 6 (+8). **Offense:** Init +6, Sword +2 (Close, Damage 4), Shuriken +5 (Ranged, Multiattack Damage 1), Unarmed +4 (Damage 1). **Defenses:** Dodge 5, Parry 5, Fortitude 3, Toughness 2/1 (without Defensive Roll), Will 3. **Totals:** Abilities 18 + Powers 0 + Advantages 4 + Skills 20 + Defenses 8 = Total 50 points.

Novice ninja are essentially themed thugs, primarily noteworthy for their stealth abilities, which make them good at infiltration and surprise.

NINJA ADEPT — PL4 • MR5

Str 1 **Sta** 1 **Agl** 3 **Dex** 3 **Fgt** 4 **Int** 0 **Awe** 2 **Pre** 0

Equipment: Sword (Strength-based Damage 3), Shuriken (Ranged Multiattack Damage 1). **Advantages:** Defensive Roll 2, Equipment 2, Improved Initiative. **Skills:** Acrobatics 7 (+10), Athletics 6 (+7), Deception 6 (+6), Expertise: Ninja Lore 6 (+6), Intimidation 4 (+4), Perception 4 (+6), Ranged Combat: Throwing 4 (+7), Sleight of Hand 5 (+8), Stealth 7 (+10). **Offense:** Init +7, Sword +4 (Close, Damage 4), Shuriken +7 (Ranged, Multiattack Damage 1), Unarmed +4 (Damage 1). **Defenses:** Dodge 5, Parry 5, Fortitude 4, Toughness 3/1 (without Defensive Roll), Will 4. **Totals:** Abilities 28 + Powers 0 + Advantages 5 + Skills 25 + Defenses 8 = Total 66 points.

Adept ninja are solid mid-tier minions with fairly high combat accuracy and impressive stealth and acrobatic abilities for their power level.

NINJA MASTER — PL5 • MR6

Str 1 **Sta** 1 **Agl** 3 **Dex** 3 **Fgt** 6 **Int** 0 **Awe** 2 **Pre** 0

Equipment: Sword (Strength-based Damage 3), Shuriken (Ranged Multiattack Damage 1). **Advantages:** Defensive Roll 2, Equipment 2, Improved Initiative. **Skills:** Acrobatics 7 (+10), Athletics 6 (+7), Deception 6 (+6), Expertise: Ninja Lore 8 (+8), Intimidation 5 (+5), Perception 4 (+6), Ranged Combat: Throwing 6 (+9), Sleight of Hand 6 (+9), Stealth 8 (+11). **Offense:** Init +7, Sword +6 (Close, Damage 4), Shuriken +9 (Ranged, Multiattack Damage 1), Unarmed +6 (Damage 1). **Defenses:** Dodge 7, Parry 7, Fortitude 5, Toughness 3/1 (without Defensive Roll), Will 5. **Totals:** Abilities 32 + Powers 0 + Advantages 5 + Skills 28 + Defenses 12 = Total 77 points.

Master ninja are capable lieutenants for lower power level games. Their attack bonus can make them a threat against even more powerful characters, especially if they are armed with special weapons, such as poison or attacks aimed at a hero's weaknesses.

ROBOTS

Robots are the minions of choice for mad-scientist types, unless the scientist has a specific focus—such as life sciences—that prohibits them. After all, robots feel no pain, do not get tired, have no personal agendas and don't have to be paid. They also generally can't be subverted, except by reprogramming them.

The robot minions given here are non-intelligent, only capable of carrying out specific programmed instructions and orders, such as "guard this installation against anyone who does not know the password" or "attack!" More sophisticated, intelligent robots are better handled as individual characters, though an interesting twist would be to have one of a villain's robot minions unexpectedly develop sentience (adding Intellect and Presence ranks to the archetype).

The archetype offers a basic model you can modify to suit robots with particular tasks. Common add-ons include sensor packages providing Senses, special Movement capabilities or Flight, and other weapons systems, typically as Alternate Effects of the built-in weapons package.

ROBOT, SMALL — PL4 • MR2

Str 0 **Sta** — **Agl** 0 **Dex** 0 **Fgt** 0 **Int** — **Awe** 0 **Pre** —

Powers: Immunity 30 (Fortitude effects), Protection 5, Shrinking 4 (Permanent, Innate). **Skills:** Close Combat: Unarmed 4 (+4). **Offense:** Init +0, Unarmed +4 (Close, Damage +0). **Defenses:** Dodge 3, Parry 3, Fortitude —, Toughness 5, Will —. **Totals:** Abilities –28 + Powers 44 + Advantages 0 + Skills 2 + Defenses 2 = Total 20 points.

Small robots tend to have non-humanoid forms, more often insect-like or snake-like, perhaps resembling quadrupeds such as cats or dogs. They may be intended for scouting or maintenance work, re-tasked to serve as attack drones.

ROBOT, MEDIUM — PL5 • MR2

Str 5 **Sta** — **Agl** –1 **Dex** –1 **Fgt** 0 **Int** — **Awe** 0 **Pre** —

Powers: Immunity 30 (Fortitude Effects), Protection 10 (Impervious 6). **Advantages:** Close Attack 5. **Offense:** Init –1, Unarmed +5 (Close, Damage 5). **Defenses:** Dodge 0, Parry 0, Fortitude —, Toughness 10, Will —. **Totals:** Abilities –24 + Powers 46 + Advantages 5 + Skills 0 + Defenses 1 = Total 28 points.

The stock robot is usually humanoid. Some are androids, designed to look like humans, while others are more clearly mechanical. They're slow moving, but quite tough, compared to most minions. Some robots may be equipped with built-in ranged weapons (guns or blasters), giving them Ranged Damage 5 and Ranged Combat 6 skill with them, increasing cost by 13 points and making them rank 3 Minions.

ROBOT, LARGE — PL7 • MR4

Str 9 **Sta** — **Agl** 0 **Dex** 0 **Fgt** 5 **Int** — **Awe** 0 **Pre** —

Powers: Ranged Damage 8 (Built-in Weapons), Growth 4 (Permanent, Innate), Immunity 30 (Fortitude Effects), Protection 6. **Skills:** Ranged Combat: Built-in Weapons 6 (+6). **Offense:** Init +0, Unarmed +5 (Close, Damage 9), Weapons +6 (Ranged, Damage 8). **Defenses:** Dodge 3, Parry 4, Fortitude —, Toughness 10, Will —. **Totals:** Abilities –10 + Powers 61 + Advantages 0 + Skills 3 + Defenses 6 = Total 60 points.

These hulking robots are easily a match for superheroes when they work in pairs. They can also represent various kinds of military and combat-oriented robots.

ROBOT, COLOSSAL — PL10 • MR6

Str 16 **Sta** — **Agl** 0 **Dex** 0 **Fgt** 4 **Int** — **Awe** 0 **Pre** —

Powers: Ranged Damage 11 (Built-in Weapons), Growth 16 (Permanent, Innate), Immunity 30 (Fortitude Effects). **Skills:** Ranged Combat: Built-in Weapons 6 (+6). **Offense:** Init +0, Unarmed +4 (Close, Damage 16), Weapons +6 (Ranged, Damage 11). **Defenses:** Dodge 0, Parry 0, Fortitude —, Toughness 16, Will —. **Totals:** Abilities –22 + Powers 85 + Advantages 0 + Skills 3 + Defenses 12 = Total 78 points.

The Colossal Robot is a city-demolishing minion suitable as the invention of a Mad Scientist or the basis for a giant *mecha*. It can constitute a threat for a whole hero team, especially if it is treated as a full-fledged villain capable of sustaining multiple hits.

SOLDIERS

Soldiers are professional trained fighters used in military operations, as opposed to thugs, who are primarily hired muscle intended to intimidate and deal with criminal matters. Villains and organizations sometimes have both as minions, with soldiers handling the more direct fighting and thugs the enforcement and internal matters. Ultimately, use whichever archetypes work best for the situation.

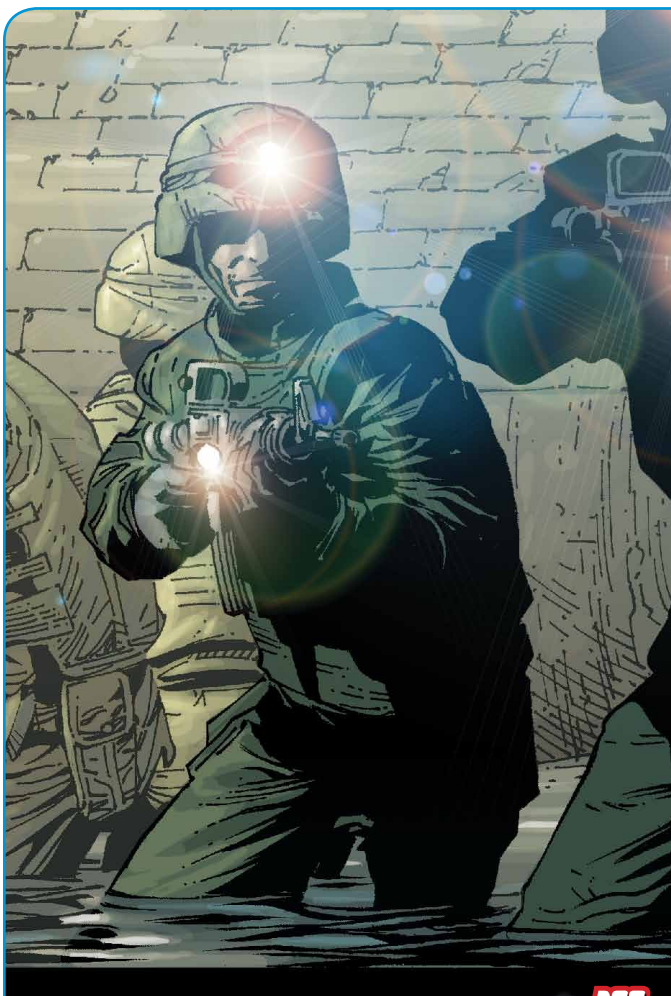
The archetypes' equipment represents just their essential weapons and armor. Assign additional equipment as needed for particular missions, including different weapons, as appropriate.

SOLDIER, GREEN — PL4 • MR2

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

Equipment: Body Armor (Protection 4), Assault Rifle (Ranged Multiattack Damage 5), Heavy Pistol (Ranged Damage 4). **Advantages:** Equipment 6. **Skills:** Athletics 2 (+3), Expertise: Soldier 2 (+2), Perception 2 (+2), Ranged Combat: Guns 2 (+3). **Offense:** Init +1, Pistol +3 (Ranged, Damage 3), Rifle +3 (Ranged, Multiattack Damage 5), Unarmed +3 (Close, Damage 1). **Defenses:** Dodge 3, Parry 3, Fortitude 3, Toughness 5 (1 without armor), Will 2. **Totals:** Abilities 14 + Powers 0 + Advantages 6 + Skills 4 + Defenses 6 = Total 30 points.

The green soldier is newly trained, but still capable, particularly with the benefits of modern weapons and armor.



SOLDIER — PL5 • MR3

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

Equipment: Body Armor (Protection 4), Assault Rifle (Ranged Multiattack Damage 5),Heavy Pistol (Ranged Damage 4). **Advantages:** Equipment 6. **Skills:** Athletics 4 (+5), Close Combat: Unarmed 2 (+5), Expertise: Soldier 4 (+4), Intimidation 2 (+2), Perception 4 (+4), Ranged Combat: Guns 4 (+5). **Offense:** Init +1, Pistol +5 (Ranged, Damage 3), Rifle +5 (Ranged, Multiattack Damage 5), Unarmed +5 (Close, Damage 1). **Defenses:** Dodge 5, Parry 5, Fortitude 5, Toughness 5 (1 without armor), Will 5. **Totals:** Abilities 14 + Powers 0 + Advantages 6 + Skills 10 + Defenses 15 = Total 45 points.

SOLDIER, VETERAN — PL6 • MR4

Str 2 **Sta** 1 **Agl** 1 **Dex** 1 **Fgt** 4 **Int** 0 **Awe** 0 **Pre** 0

Equipment: Body Armor (Protection 4), Assault Rifle (Ranged Multiattack Damage 5), Heavy Pistol (Ranged Damage 4). **Advantages:** Equipment 6, Improved Initiative. **Skills:** Athletics 4 (+6), Close Combat: Unarmed 3 (+7), Expertise: Soldier 7 (+7), Intimidation 4 (+4), Perception 6 (+6), Ranged Combat: Guns 6 (+7). **Offense:** Init +5, Pistol +7 (Ranged, Damage 3), Rifle +7 (Ranged, Multiattack Damage 5), Unarmed +7 (Close, Damage 2). **Defenses:** Dodge 7, Parry 7, Fortitude 6, Toughness 5 (1 without armor), Will 5. **Totals:** Abilities 18 + Powers 0 + Advantages 7 + Skills 15 + Defenses 19 = Total 59 points.

SOLDIER, ELITE — PL7 • MR5

Str 3 **Sta** 1 **Agl** 1 **Dex** 1 **Fgt** 5 **Int** 0 **Awe** 0 **Pre** 0

Equipment: Body Armor (Protection 4), Assault Rifle (Ranged Multiattack Damage 5), Heavy Pistol (Ranged Damage 4). **Advantages:** Equipment 6, Improved Initiative. **Skills:** Athletics 4 (+7), Close Combat: Unarmed 4 (+9), Expertise: Soldier 8 (+8), Intimidation 4 (+4), Perception 6 (+6), Ranged Combat: Guns 8 (+9). **Offense:** Init +5, Pistol +9 (Ranged, Damage 3), Rifle +9 (Ranged, Multiattack Damage 5), Unarmed +9 (Close, Damage 3). **Defenses:** Dodge 9, Parry 9, Fortitude 6, Toughness 5 (1 without armor), Will 6. **Totals:** Abilities 22 + Powers 0 + Advantages 7 + Skills 17 + Defenses 23 = Total 69 points.

THUGS

Thugs are street muscle working for gangsters or minor villains. This archetype also works for members of street gangs, as well as professional hired muscle such as security guards and rent-a-cops.

THUG — PL3 • MR3

Str 2 **Sta** 2 **Agl** 1 **Dex** 1 **Fgt** 2 **Int** 0 **Awe** 0 **Pre** -1

Equipment: Leather jacket (+1 Toughness), light pistol, cell phone. **Advantages:** Equipment 2. **Skills:** Athletics 4 (+6), Expertise: Choose One 4 (+4), Expertise: Criminal 2 (+2), Expertise: Streetwise 4 (+4), Expertise: Current Events 2 (+2), Intimidation 4 (+3), Stealth 2 (+3), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +2 (Close, Damage 2), Pistol +1 (Ranged, Damage 3). **Defense:** Dodge 2, Parry 2, Fort 4, Tou 3/2, Will 0. **Totals:** Abilities 14 + Powers 0 + Advantages 2 + Skills 13 + Defenses 3 = 32

Thugs can be used as muggers, gangsters, gang members, and henchmen for supervillains. They can also be used as any type of hired muscle from a bodyguard to security guards.

GOON — PL3 • MR2

Str 3 **Sta** 3 **Agl** 0 **Dex** 0 **Fgt** 3 **Int** –1 **Awe** –1 **Pre** 0

Equipment: Pistol (Ranged Damage 3). **Advantages:** Equipment 2. **Skills:** Intimidation 5 (+5), Ranged Combat: Guns 3 (+3). **Offense:** Init +0, Pistol +3 (Ranged, Damage 3), Unarmed +3 (Close, Damage 3). **Defenses:** Dodge 2, Parry 3, Fortitude 5, Toughness 3, Will 1. **Totals:** Abilities 14 + Powers 0 + Advantages 2 + Skills 4 + Defenses 6 = Total 26 points.

Similar to thugs, goons are the bruiser-types, even bigger and stronger, specializing in brutal beat-downs, but still none too bright.

Some villains might make goons more of a threat by enhancing them, either with their own powers or outside resources. Examples include the Strength- and Stamina-enhancing drugs (boosting those abilities as high as 6) or things like magical enhancements to defenses.

BODYGUARD — PL4 • MR4

Str 3 **Sta** 2 **Agl** 1 **Dex** 1 **Fgt** 4 **Int** 0 **Awe** 2 **Pre** 1

Equipment: Brass knuckles (Strength-based Damage 1), Handcuffs, Pistol (Damage 3), Pepper spray. **Advantages:** Chokehold, Equipment 2, Interpose, Quick Draw. **Skills:** Athletics 2 (+5), Expertise: Bodyguard 6 (+6), Intimidation 4 (+5), Perception 6 (+8), Ranged Combat: Guns 4 (+5). **Offense:** Init +1, Pistol +5 (Ranged, Damage 3), Unarmed +4 (Close, Damage 3, 4 with brass knuckles). **Defenses:** Dodge 6, Parry 6, Fortitude 5, Toughness 2, Will 3. **Totals:** Abilities 28 + Powers 0 + Advantages 5 + Skills 11 + Defenses 11 = Total 55 points.

The bodyguard is paid to stick close to the boss and provide cover—with his own body, if necessary. A fair number of supervillain bodyguards are women, and this archetype works just as well for them (add the Attractive advantage—or not—as you prefer).

HITMAN — PL6 • MR5

Str 2 **Sta** 2 **Agl** 2 **Dex** 4 **Fgt** 5 **Int** 1 **Awe** 1 **Pre** 1

Equipment: Garrote (Chokehold and Improved Hold advantages), Sniper rifle (Ranged Damage 5, Improved Critical). **Advantages:** Improved Aim, Equipment 3. **Skills:** Deception 6 (+7), Expertise: Criminal 6 (+7), Perception 5 (+6), Ranged Combat: Guns 3 (+7), Stealth 8 (+10). **Offense:** Init +2, Rifle +7 (Ranged, Damage 7, Crit. 19-20), Unarmed +5 (Close, Damage 2). **Defenses:** Dodge 9, Parry 9, Fortitude 5, Toughness 2, Will 7. **Totals:** Abilities 36 + Powers 0 + Advantages 4 + Skills 14 + Defenses 20 = Total 74 points.

The hit-man is tasked with removing obstacles from his employer's path, usually with a high-range sniper rifle, although some prefer bombs, poisons, or other means. This archetype is suitable for a skilled syndicate hit-man or the like. For truly world-class killers, see the Assassin villain archetype.



UNDEAD

Zombies are typically animated human corpses given a semblance of life through magic or scientific means (exposure to a disease or toxic waste, for example). They're a common threat on their own in hordes and serve as minions of necromantic villains.

The following zombie archetypes are all based on humans. You can easily create other kinds of zombies and undead creatures by taking another archetype, removing its Stamina rank and applying Immunity to Fortitude Effects and sufficient Protection to make up for its lost Stamina in terms of Toughness defense. This way you can make zombie animals or zombie dinosaurs, or you can create intelligent undead that retain their various advantages, skills and equipment, such as zombie soldiers or undead cultists risen from the grave to follow their sorcerous master.

ZOMBIE — PL2 • MR1

Str 2 **Sta** — **Agl** –1 **Dex** –1 **Fgt** 1 **Int** — **Awe** –1 **Pre** —

Powers: Immunity 30 (Fortitude effects), Protection 3. **Offense:** Init –1, Unarmed +1 (Close, Damage 2). **Defenses:** Dodge 0, Parry 1, Fortitude —, Toughness 3, Will —. **Totals:** Abilities –30 + Powers 33 + Advantages 0 + Skills 0 + Defenses 1 = Total 4 points.

This archetype is a typical low-level zombie. They are not much a threat to superheroes, but can be to ordinary people, particularly given their immunity to most things that concern living beings.

Variations on the basic zombie archetype include making them flesh-eaters (no real change in game traits, apart from the gruesome visuals) and making their condition contagious, either to anyone killed by them, or even anyone scratched or bitten (suffering at least an injured result from damage).

SKELETON — PL2 • MR2

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

Powers: Immunity 45 (Fortitude effects, Cold Damage, Half Damage from Slashing and Piercing Attacks), Protection 2. **Advantages:** Improved Initiative. **Offense:** Init +5, Unarmed +1 (Close, Damage 2). **Defenses:** Dodge 1, Parry 1, Fortitude —, Toughness 2, Will —. **Totals:** Abilities –24 + Powers 47 + Advantages 1 + Skills 0 + Defenses 0 = Total 24 points.

Skeletons are essentially fleshless zombies, faster and more agile because of it, and even more resistant to various forms of harm. The kind of skeletons that show up to fight heroes are often those of ancient warriors, and so may be equipped with appropriate armor and weapons, improving their damage and Toughness by +2 each and increasing their power level by 1 (although minion rank remains the same).

MIND-CONTROLLED ZOMBIE — PL0 • MR2

Str 0 **Sta** 0 **Agl** 0 **Dex** 0 **Fgt** 0 **Int** — **Awe** 0 **Pre** 0

Powers: Immunity 30 (Will Effects). **Offense:** Init +0, Unarmed +0 (Close, Damage 0). **Defenses:** Dodge 0, Parry 0, Fortitude 0, Toughness 0, Will 0. **Totals:** Abilities –10 + Powers 30 + Advantages 0 + Skills 0 + Defenses 0 = Total 20 points.

Otherwise ordinary people brainwashed or controlled by malevolent forces, these "zombies" are living people but in a profound trance that leaves them mindless and utterly obedient to their master's will. As a side effect it completely shields them against mental powers and interaction targeting Will (such as Intimidation).

Although not as powerful as even conventional undead zombies, mind-controlled zombies make up for it in two areas. First, they tend to be numerous, perhaps even the entire population of a city or world! Second, because they are innocent people, heroes tend to be reluctant to hurt them or even risk seriously harming them.

HERO ANIMALS



Many super heroes have pets. Most of these critters are relatively normal creatures that provide companionship, but a few of them actually have super powers themselves. Most notable among these animal heroes is Superman's dog, Krypto. The Hound of Steel, however, is just one in a list of super cats, horses, and even monkeys that have surfaced over the years. A few animals aren't even properly pets, but heroes in their own right, like Detective Chimp, Rex the Wonder Dog, or the Zoo Crew of Earth-26. In the far future, super animals even join together to form a Legion of Super-Pets. In the DC Universe, a lack of opposable thumbs is no obstacle to being a hero.

KRYPTO, THE SUPER-DOG

Krypto is a Kryptonian canine with powers beyond the realm of mortal dogs. He possesses all of Superman's powers in canine proportions while under a yellow sun, and all of the Man of Steel's vulnerabilities. He is exceptionally intelligent, approaching or reaching human intelligence. Despite this, he's still a dog, with canine instincts and limitations. But he's a dog with heat vision, and that's pretty cool.

Krypto totally devoted to Superman, Superboy and the rest of the Superman family. He was Jimmy Olsen's dog for a time, using the alias "Pal" to hide his identity. After a rocky start with Lois Lane, the two have come to appreciate and understand each other. Batman is also fond of him, sometimes borrowing the animal when his keen senses would be of use. After Krypto assisted Superman in a terrible battle against the su-

KRYPTO, THE SUPER-DOG — PL12 • 243 POINTS

Abilities: Str 14 **Sta** 14 **Agl** 4 **Dex** 0 **Fgt** 6 **Int** -1 **Awe** 3 **Pre** 3

Powers: Dog (Shrinking 3, Innate, Normal Strength, Permanent); **Flight** (Flight 15 (64,000 MPH)), **AE: Fast** (Speed 15 (64,000 MPH), Quickness 6, Stacks with Superspeed); **Heat Vision** (Ranged Damage 14); **Invulnerability** (Impervious Toughness 14; Immunity 10 (Life Support)); **Super-Bite** (Strength-based Damage 1); **Super-Senses** (Senses 18 (Acute and Extended Hearing, Acute and Extended Smell, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Tracking, Vision Penetrates Concealment (except lead))); **Super-Speed** (Quickness 8); **Super-Strength** (Enhanced Strength 4, Limited to Lifting (lifting **Str** 18; 6,000 tons))

Advantages: All-out Attack, Close Attack, Interpose, Power Attack, Startle, Ultimate Effort (Toughness checks)

Skills: Athletics 8 (+22), Close Combat: Super-Bite 2 (+8), Intimidation 5 (+8), Perception 9 (+12), Ranged Combat: Heat Vision 8 (+8)

Offense: Initiative +4, Bite +9 (Close, Damage 15), Heat Vision +8 (Ranged, Damage 14), Unarmed +6 (Close, Damage 14)

Defense: Dodge 10*, Parry 10*, Fortitude 14, Toughness 14, Will 6 *Includes Shrinking modifiers.

Totals: Abilities 86 + Powers 124 + Advantages 6 + Skills 16 + Defenses 11 = 243

Complications: Canine Limitations: Krypto is a powerful, smart dog but he's still a dog. He can't talk, has no opposable thumbs and follows his animal instincts. **Bad Dog!:** Krypto is fiercely protective of Superman and his family. He often reacts violently when his loved ones are in danger. **Good Dog!:** Krypto is extremely loyal and devoted. He also likes kids and is generally good-natured. **Kryptonian:** Krypto is vulnerable to magic, red-sun radiation, and kryptonite just like Superman.

STREAKY, THE SUPER-CAT — PL10 • 185 POINTS

Abilities: Str 10 **Sta** 10 **Agl** 5 **Dex** 0 **Fgt** 4 **Int** -3 **Awe** 2 **Pre** 1

Powers: Cat (Movement 1 (Safe Fall); Shrinking 6, Innate, Normal Strength, Permanent); **Flight** (Flight 15 (64,000 MPH)), **AE: Fast** (Speed 16 (64,000 MPH*), Quickness 6, Stacks with Superspeed); **Invulnerability** (Impervious Toughness 10; Immunity 10 (Life Support)); **Super-Claws** (Strength-based Damage 2); **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 3, Limited to Lifting (lifting **Str** 13; 200 tons))

Advantages: Defensive Attack, Defensive Roll 2, Favored Foe (Mice), Improved Initiative

Skills: Acrobatics 5 (+10), Athletics 7 (+17), Close Combat: Super-Claws 4 (+8), Perception 6 (+8), Purr-suasion 5 (+6), Stealth 2 (+13*)

Offense: Initiative +9, Super-Claws+8 (Close, Damage 12), Unarmed +4 (Close, Damage 10)

Defense: Dodge 10*, Parry 10*, Fortitude 10, Toughness 12/10**, Will 4 *Includes Shrinking modifiers. **Without Defensive Roll.

Totals: Abilities 58 + Powers 100 + Advantages 5 + Skills 15 + Defenses 7 = 185

Note: Streaky's Purr-suasion Skill functions like Persuasion that's not useful for complex negotiations. It mostly gets him affection and lets him get out of trouble.

Complication: Feline Limitations: Unlike Krypto, Streaky doesn't possess the boosted intellect common to Kryptonian animals. While he can rip the wings off a jetliner, he generally behaves like an Earth feline, albeit a fairly bright one.

BUT WHAT ABOUT BEPPO?

There are more super animals than can be done justice in this entry. Some, like Detective Chimp or Orion's dog Sturmer, are detailed elsewhere. Others, like Comet the Super-Horse, aren't really animals so much as weird angel-alien centaurs, and others like Ace the Bat-Hound haven't really shown up since Crisis on Infinite Earths. The three super animals detailed here are those who get the most attention in current comics and thus are included with complete statistics. In case you are wondering, Beppo was the super monkey.

perhuman Atlas, the citizens of Metropolis have come to view Krypto as a proud addition to their city. Though the Legion of Super-Pets isn't yet officially established as existing on Earth-0, Krypto was a founding member of previous versions.

STREAKY, THE SUPER-CAT

Streaky is Supergirl's cat. After being exposed to a rare form of kryptonite (X-Kryptonite) Streaky was transformed, gaining powers similar to that of a Kryptonian. Like Krypto, Streaky was a member of the Legion of Super-Pets, though it is unknown if that group will be formed on Earth-0. Note that in current DC continuity, Streaky doesn't actually have super-feline abilities. However, as the Supercat has shown up in various places from *Wednesday Comics* to animated cartoons, his statistics are provided.

REX THE WONDER DOG

Though not "Super" in the sense that he has a connection to Krypton, it's hard to argue that Rex is not a super animal. Originally injected with a super-serum during WWII, Rex was further augmented by drinking from the fabled Fountain of Youth. Possessing exceptional intelligence and physical abilities and eternal youth, Rex is more capable than most humans. Over the years, Rex has been a decorated war hero, an intergalactic explorer, and even an honorary Native American chief. He's exposed Nazi spies, fought dinosaurs, and is considered an honored member of Earth's mystical community. He can even ride a horse in a pinch. Along with his friend, Detective Chimp, he's a top operative of the U.S. government's Bureau of Amplified Animals (that's right, BAA). Rex's brother, Pooch, was also a war hero, fighting alongside the WWII unit known as the Losers.





REX THE WONDER DOG — PL8 • 139 POINTS

Abilities: Str 3 **Sta** 3 **Agl** 5 **Dex** 0 **Fgt** 5 **Int** 2 **Awe** 5 **Pre** 2

Powers: Bite (Strength-based Damage 2); **Dog** (Senses 4 (Acute Smell, Low-light Vision, Tracking, Ultra-hearing); Shrinking 1, Innate, Normal Strength, Permanent; Speed 3 (16 MPH)); **Wonder Dog** (Comprehend 2 (Animals; Speak To, Understand); Feature 1 (Wonder Dog*); Immunity 2 (Aging, Disease))

Advantages: All-out Attack, Animal Empathy, Beginner's Luck, Connected, Defensive Roll 3, Evasion, Fearless, Great Endurance, Improved Trip, Improvised Tools, Instant Up, Jack-of-all-trades, Languages 4, Luck 2, Startle

Skills: Acrobatics 2 (+7), Athletics 9 (+12), Close Combat: Bite 4 (+9), Deception 2 (+4), Expertise: Animal Handling 5 (+7), Expertise: History 4 (+6), Expertise: Military 6 (+8), Expertise: Magic 3 (+5), Insight 4 (+9), Intimidation 5 (+7), Investigation 4 (+6), Perception 7 (+12), Persuasion 3 (+5), Stealth 2 (+7**)

Offense: Initiative +5, Bite +9 (Close, Damage 5), Unarmed +5 (Close, Damage 3)

Defense: Dodge 10**, Parry 10**, Fortitude 8, Toughness 6/3***, Will 8 *Rex's Wonder Dog Feature lets him attempt tasks most dogs just can't like horse riding, driving, bull-fighting, and so on. GMs may apply penalties for exceptionally unlikely tasks. **Includes Shrinking modifiers. ***Without Defensive Roll.

Totals: Abilities 50 + Powers 20 + Advantages 21 + Skills 30 + Defenses 18 = 139

Complications: Dog: Rex is a dog and that imposes rather obvious limitations. However, he's a genius dog that can talk, so these limitations don't come up much. His Feature (Wonder Dog) lets him attempt tasks he has no business trying as a canine, such as riding a horse or driving a car.

APPENDIX

The table on this and the following pages lists all the characters in *Heroes & Villains, Vol. 2* 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 (O.M.A.C. Cyborgs 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, Iron Munro (see page 272) is a PL10 super hero who costs 150 power points, just as Shadow Thief (see page 175) is a PL11 super-villain who costs 165 points.

HEROES & VILLAINS BY POWER LEVEL

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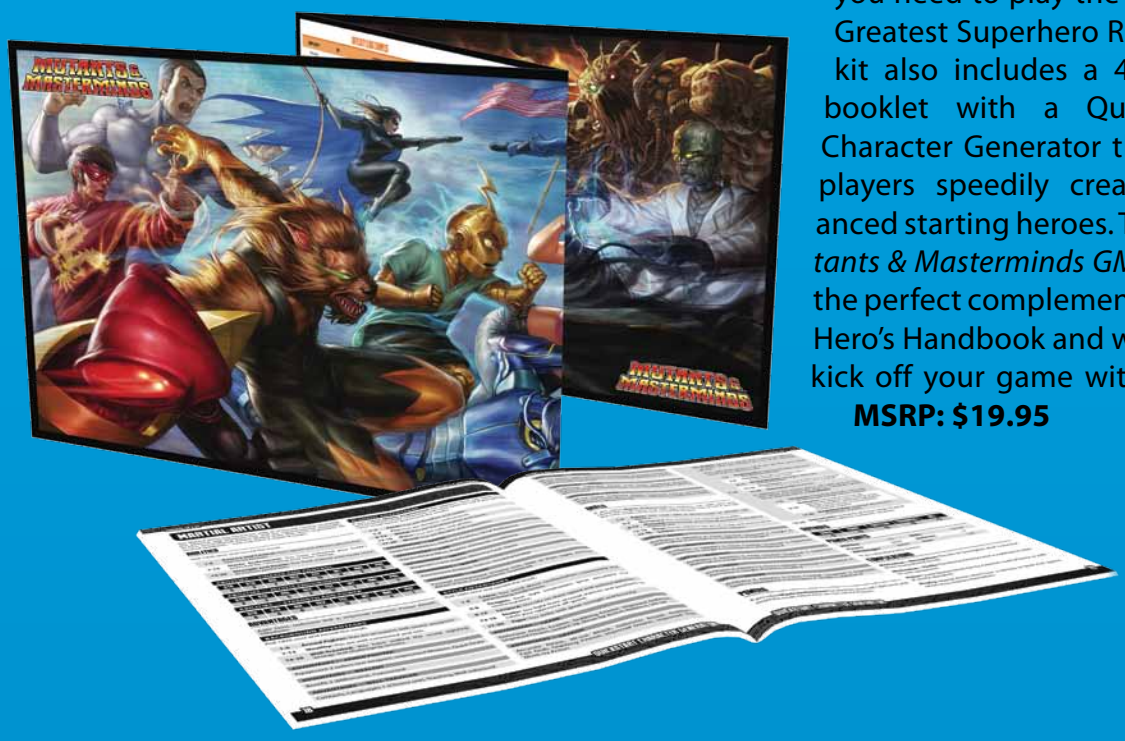
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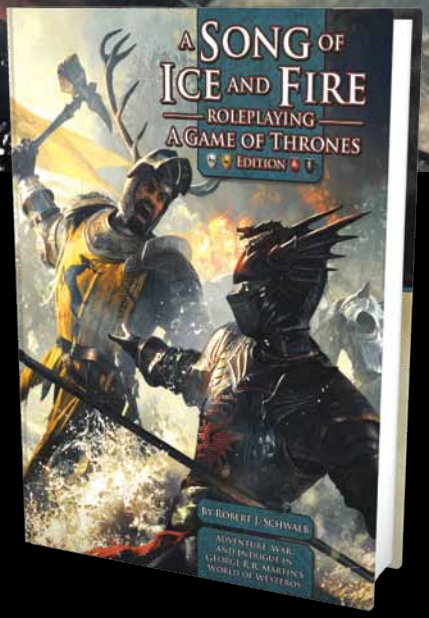
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