



DC ANIMATED UNIVERSE

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SOURCEBOOK!



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MUTANTS & MASTERMINDS
(UNOFFICIAL)



DC ANIMATED UNIVERSE SOURCEBOOK



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JUSTICE LEAGUE.

Personnel Data File

NAME:

ATTRIBUTES:

	VALUE:	BONUS:
STRENGTH:	_____	_____
DEXTERITY:	_____	_____
CONSTITUTION:	_____	_____
INTELLIGENCE:	_____	_____
WISDOM:	_____	_____
CHARISMA:	_____	_____

ATTACK BONUS:

Base Attack Bonus: _____

Melee: _____

Ranged: _____

SAVES:

Damage:	_____
Fortitude:	_____
Reflex:	_____
Willpower:	_____
<hr/>	
Defense:	_____
Initiative:	_____
Hero Points:	_____

SKILLS:

[illegible]

FEATS:

POWERS:

[illegible]**EQUIPMENT:**

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins or other markings on the paper.





SECTION ONE:

INTRODUCTION...

This sourcebook details the characters and world created by Bruce Timm in the DC Comics-based shows **BATMAN: THE ANIMATED SERIES**, **THE ADVENTURES OF BATMAN & ROBIN**, **THE NEW BATMAN ADVENTURES**, **JUSTICE LEAGUE**, and **SUPERMAN: THE ANIMATED SERIES**, for use with Green Ronin's *MUTANTS AND MASTERMINDS* (henceforth to be referred to as **M&M**) Role-Playing Game.

WHAT YOU'LL NEED TO PLAY...

The *M&M Core Rulebook* is a must. Green Ronin's *Freedom City Sourcebook* and *Crooks!* are good reference sources for NPCs' and campaign ideas.

CAMPAIGNS IN THE DCAU...

The DC Animated Universe (henceforth to be referred to as The DCAU) is a vibrant and rich setting for playing a superhero RPG campaign. Role-playing in the DCAU is not very different than role-playing in any other superhero RPG. Many cartoons based on comic books tend to "dumb down" and make child-like the subject matter; the Timm versions are more like the comics than many of the comics themselves. The GM and the Players must decide what role the players will portray in this highly populated setting.

THE PLAYERS AS ESTABLISHED DCAU CHARACTERS

The players can take on the role of **BATMAN**, **SUPERMAN**, or any of the other heroes presented herein. Most of them are higher Power Levels than the standard starting PL10 of most M&M campaigns, so the GM and Players will have to determine which characters best fit their game concept.

Of course, the players can also play the role of villains in the DCAU, if within the scope of the campaign. This is not recommended, but could be interesting if done right!

THE PLAYERS ARE NEW/ORIGINAL HEROES

The players create new heroes in the DCAU at the Power Level established by the GM. They can be a new team of heroes based in GOTHAM CITY or METROPOLIS, a back-up or second-shift team for the Justice League or some other creative concept that suits the campaign.

CREATING CHARACTERS IN THE DCAU...

Follow the guidelines established in the M&M Core Rulebook for creating characters for a campaign set in the DCAU. As mentioned previously, there is no real difference playing in a "standard" superhero RPG and one set in the DCAU; it's all a matter of perspective.

Establishing an appropriate Power Level for characters based in each show can be a challenge. The standard PL10 can be

used for a campaign set in any of them, but might be under-powered or over-powered depending on the flavor of the setting you are going for. Use the following guidelines as a rule of thumb:

GAMES SET IN THE *BATMAN ANIMATED SHOWS*

The threats and foes that face the Dark Knight are certainly deadly, but are generally of a lower Power Level. Establish Power Levels from 8 to 12, depending on what kind of game you are playing or running. Lower than 10 should be reserved for sidekicks and heroes that are extremely new to the role set by the GM.

GAMES SET IN *SUPERMAN: THE ANIMATED SERIES*

The Man of Steel constantly faces threats of an almost epic scale (**BRAINIAC**, **DARKSIED**), but frequently face foes of a rather "ordinary" nature (**LEX LUTHOR**, **TOYMAN**). It would not be inappropriate to establish a Power Level for such a campaign at PL14, but should not be below PL10.

GAMES SET IN THE *JUSTICE LEAGUE SHOW*

The **LEAGUE**, being composed of heroes at a variety of Power Levels, nonetheless faces threats on a cosmic scale. While this is not always the case, it more often than not is the case. Power Levels appropriate for this type of campaign can be as high as PL16, but not lower than PL10.

The most important guideline here is to set the Power Levels of your campaign so that everyone involved can enjoy themselves. As guidelines they are flexible to fit the style of game-play the GM and Players have established.





A NOTE ON THE DCAU CHARACTER DESIGNS...

Every attempt was made to model these characters after how they were portrayed on their respective shows. Some liberties were taken to make them playable or to fill gaps in their concept, but unfortunately some elements might have been missed. The idea here was to get the general feel of the characters more than to include every possible power, feat, skill, weakness, what have you the characters possess. And, of course, as some of the shows are still on the air (and some shows that are no longer on the air occasionally have direct-to-video movies made), the characters will no doubt change. Please feel free to update/correct any of the characters to better suit your campaign, as needed.

Bonuses from stats, feats, powers and others are always shown after the item they modify. For example, the Defense of a character will detail what the Dex Bonus, bonuses from feats such as Dodge and bonuses from any powers that are permanent. The exception to this is Skills. Skills only show the final score and don't indicate the Stat Bonus. Also, feats such as Skill Focus and Talented are not added in. This is because sometimes they cause the skill to go over the limits of the character's Power Level, so the GM will have to apply them as necessary.

The Power Levels of the characters presented here were modeled so a character starting at the standard PL10 might have a chance of surviving on a mission with, say, the Justice League. Some characters are less powerful than they might be perceived on the shows. If you disagree with these set PLs; feel free to change them. Think of them as a framework on which you can build the type of campaign that the GM and Players can enjoy. The important thing is that these character write-ups are useful to your campaign!

WEBSITE RESOURCES...

BATMAN/SUPERMAN ADVENTURES

ADDRESS: www.batman-superman.com/

A site detailing the Batman and Superman shows.

BRUCE TIMM'S WEBSITE

ADDRESS: <http://www.popcultureshock.com/timm/>

Bruce Timm's official site that features his artwork.

DCU ANIMATED

ADDRESS: www.users.ev1.net/~kryptcom/

A site filled with art based on the DC Animated Universe, many are original designs.

JLANIMATED

ADDRESS: www.jlanimated.com/

A site filled with info on the Justice League show.

JUSTICE LEAGUE WARNER BROTHERS UK:

ADDRESS: [//justiceleague.warnerbros.co.uk/container.html](http://justiceleague.warnerbros.co.uk/container.html)

The Justice League's Official Site in Great Britain. It seems more complete and useful than the official American Site.

MUTANT AND MASTERMINDS WEBSITE

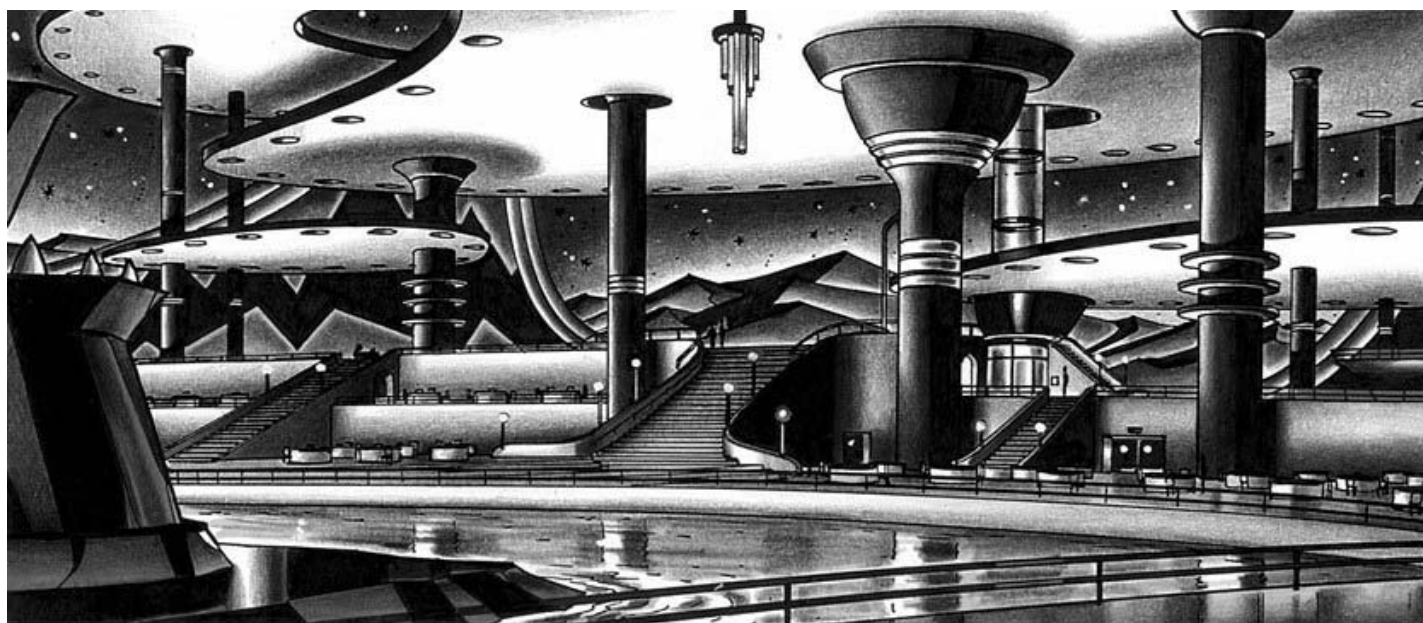
ADDRESS: www.mutantsandmasterminds.com/index.php

The place to go for M&M Character Sheets, Free Sample adventures and a Fan Forum.

TOONZONE

ADDRESS: www.toonzone.net/

A website that has several sub-sites for all DC Animated Universe shows and some sites for other Warner Brothers shows





SECTION TWO: THE HEROES...

AQUAMAN

PL: 18; Init +7 (+3 DEX, +4 Improved Init.); Defense 18/14 (+4 Base, +3 DEX, +1 Dodge); Attack +9 Melee (+5 Base, +4 STR), +8 Ranged (+3 DEX); SV DMG +15 (+11 Super-CON), Fort +15 (+11 Super-CON), Ref +3, Will +4 (+2 Iron Will); STR 18, DEX 16, CON 18, INT 15, WIS 15, CHA 15

SKILLS: Acrobatics +9, Diplomacy +8, Handle Animal +8, Intimidate +10, Ride +8, Search +8, Spot +8, Survival +7, Swim +16

FEATS: All-Out Attack, Amphibious, Connected, Dodge, Endurance, Fame, Headquarters, Improved Initiative, Iron Will, Leadership, Minions (Loyalty Score: 29), Move-By Attack, Power Attack, Track, Underwater Combat

POWERS: Mind Control +10 [Extra: Telepathy; Flaw: Limited-Sea Creatures Only; Source: Mutation; Cost: 2pp], Natural Weapon +3; [Source: Super-Science; Cost: 2pp], Regeneration +5 [Flaw: Limited-Only works when underwater; Source: Mutation; Cost: 1pp], Super-Strength +11 [Extra: Super-Constitution; Source: Mutation; Cost: 7pp], Swimming +6 [Extra: Dolphin Leap; Source: Mutation; Cost: 3pp]

EQUIPMENT: Trident [Weapon +5L (Melee, Cost: 1pp), Energy Blast +10 (Cost: 1pp); Flaw: Device; Source: Mystical]

WEAKNESS: Susceptible - Out of water more than 12 hours

AQUAMAN rules ATLANTIS along with his wife, Mera. He strives to bring peace to ATLANTIS whatever the cost, even if it means wiping out the surface world, though he would rather come to a more peaceful solution.

IMAGE SOURCE:

http://users.ev1.net/~kryptcom/justiceleague/jl_aquaman.gif



FEATS: Attack Finesse, Attack Focus (Batarang), Attractive, Dodge, Expertise, Improved Disarm, Improved Trip, Instant Stand, Lightning Reflexes, Point Blank Shot, Rapid Strike

POWERS: Super-Dexterity +4 [Extras: Super-Intelligence; Source: Training; Cost: 5pp]

EQUIPMENT: (all Devices, all Source: Super-Science) Commlink [Radio Hearing; Cost: 1pp], Batarang [Weapon +2S, Cost: 1pp], Gadget +8 [Cost: 1pp], Grappling Hook Gun [Swing +6, Cost: 1pp]

DESIGN NOTES:

- **BATGIRL'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:2.
- The design of this character is heavily influenced by the methods used to design the *Freedom City* Character **RAVEN**.

Barbara Gordon is the daughter of police commissioner **JAMES GORDON**. She is a few years older than when we last saw her (about twenty-one) and has just graduated college with honors in the field of computer science. By day she works for the police department updating their crime files; by night, she battles the underworld as **BATGIRL**.

Early on **BATMAN** deduced the masked red-head who fought so hard to clear Commissioner Gordon could only be Gordon's daughter, Barbara. When Dick Grayson left **GOTHAM**, **BATMAN** found himself calling on **BATGIRL** to work with him on special cases. Eventually **BATMAN** told **BATGIRL** the secret of his dual identity and granted her free access to the Batcave and all its technology.

Barbara lives in a private townhouse near **GOTHAM'S** trendy Park Ridge. A service lift in Barbara's bedroom closet runs down to the secret basement where Barbara stores her **BATGIRL** crimefighting gear. In addition to costumes and weapons, the basement also serves as garage for **BATGIRL'S** highly-advanced Batcycle, a gift from **BATMAN**.

Her double life as **BATGIRL** sometimes puts Barbara at an emotional crossroads. As the daughter of the Police Commissioner, Barbara was raised with respect for law and order, but her actions as **BATGIRL** technically label her a vigilante. If **BATGIRL** was ever caught and unmasked, the scandal would certainly destroy Commissioner Gordon's career. Still, **GOTHAM** is a city that breeds an extreme kind of criminal and extreme crimefighters are needed to handle situations regular cops can't. Barbara believes the good she does as **BATGIRL** is worth the potential risk to herself and her father.



BATGIRL

PL: 10; Init +6 (+2 DEX, +4 Super-DEX); Defense 20/13 (+3 Base, +2 DEX, +1 Dodge, +4 Super-DEX); Attack +10 Melee (+9 Base, +1 STR), +13 Ranged (+2 DEX, +1 Point Blank Shot, +1 Attack Focus: Batarang); SV DMG +2, Fort +2, Ref +8 (+2 Light. Refl., +4 Super-DEX), Will +1; STR 12, DEX 15, CON 15, INT 16, WIS 12, CHA 14

SKILLS: Acrobatics: +10, Balance +10, Bluff +8, Climb +7, Computers +9, Diplomacy +8, Disable Device +9, Drive +8, Gather Information +8, Hide +10, Jump +9, Knowledge (Law) +7, Move Silently +10, Open Lock +8, Pilot +6, Repair +9, Spot +9

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/batman/index.html>

BATMAN

PL: 14; Init +13 (+4 DEX, +4 Improved Init, +5 Super-DEX); Defense 23/23 (+3 Base, +4 DEX, +1 Dodge, +5 Super-DEX); Attack +12 Melee (+9 Base, +3 STR), +15 Ranged (+4 DEX, +1 Point Blank Shot, +1 Attack Focus: Batarang); SV DMG +3, Fort +3, Ref +11 (+2 Light. Refl., +5 Super-DEX), Will +5 (+2 Iron Will); STR 18, DEX 18, CON 16, INT 18, WIS 16, CHA 14

SKILLS: Acrobatics +12, Balance +12, Bluff +10, Climb +8, Computers +12, Demolitions +12, Diplomacy +10, Disable Device +12, Disguise +10, Drive +12, Escape Artist +12, Forgery +12, Gather Information +13, Hide +12, Intimidate +13, Jump +8, Knowledge (GOTHAM CITY, History, Trivia) +12, Listen +12, Move Silently +15, Open Locks +12, Pilot +12, Profession (Businessman) +12, Profession (Detective) +15, Repair +12, Science (Archeology, Biology, Chemistry, Genetics, Physics, Psychology) +12, Search +15, Sense Motive +12, Spot +12, Taunt +10

FEATS: Accurate Attack, Assessment, Attack Finesse, Attack Focus (Batarang), Dodge, Endurance, Expertise, Point Blank Shot, Headquarters, Heroic Surge, Improved Disarm, Improved Initiative, Improved Pin, Improved Trip, Indomitable Will, Instant Stand, Lightning Reflexes, Iron Will, Move-By Attack, Rapid Shot, Rapid Strike, Sidekick (Loyalty Score: 25), Startle

POWERS: **Combat Sense +10** [Source: Training; Cost: 1pp], **Comprehend +3** [Source: Training; Cost: 2pp], **Strike +2** [Source: Training; Cost: 2pp], **Super-Dexterity +5** [Extras: **Intimidating Presence**, **Super-Intelligence**, **Super-Wisdom**, **Super-Charisma**; Source: Training; Cost: 9pp]

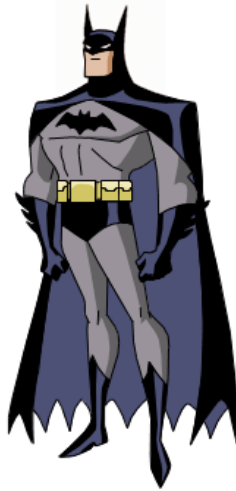
EQUIPMENT: (all Devices, Source: Super-Science) Commlink [Radio Broadcasting; Cost: 1pp], Batarang [Weapon +2S, Extra: Mighty Ranged Weapon; Cost: 2pp], Gadget +10 [Cost: 1pp], Grappling Hook Gun [Swing +6, Cost: 1pp]

DESIGN NOTES:

- **BATMAN'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:3.
- The design of this character is heavily influenced by the methods used to design the *Freedom City* Character **RAVEN**.

Two terrible moments forever changed the life of Bruce Wayne. The first came at age six, when he roamed the far grounds of GOTHAM CITY'S Wayne Manor and fell into a deep cavern swarming with bats. Though his father soon rescued him, Bruce never again felt completely secure in his world.

The second came two years later, in an alleyway behind the movie theater in which the Waynes had just seen "The



Mark of Zorro." There, before Bruce's very eyes, a mugger shot Thomas and Martha Wayne in cold blood before fleeing into the night.

Though the police eventually arrived, they were far too late to help the Waynes; but physician and social worker Leslie Thompkins arrived in time to bring loving comfort to Bruce before his young heart was forever hardened by his trauma. Together with Philip Wayne, Bruce's uncle and legal guardian, and Alfred Pennyworth, the Wayne family butler, Thompkins gave guidance to Bruce as he passed through his teens. But none of them could erase from Bruce the burning passion to punish all criminals, an oath he avowed at his parents' grave site. To that end, Bruce grew up training himself to the peak of physical and intellectual perfection and, at age eighteen, began using his vast fortune to travel the world in search of those who could teach him to fight crime effectively.

Years later, Bruce returned to GOTHAM CITY and began his war on crime. Before long, he came to realize that his skills were not enough, that he would need an edge over his opponents -- a guise that would strike terror into their hearts. Inspired by the bats that had so horrified him as a boy, Bruce donned a blue-and-gray costume complete with cape and cowl and renewed his mission. The results were immediate: soon, the criminals of GOTHAM began speaking in fearful whispers about the creature known only as the **BATMAN**.

Though **BATMAN'S** fight against corruption was a lonely one, he soon found others who shared his passion for justice, chief among them police lieutenant James Gordon, one of GOTHAM'S few honest cops. Their friendship deepened over the years, and today, in his role as Police Commissioner, Gordon frequently uses the Bat-Signal to summon the Dark Knight whenever his policemen are confronted with threats too great for them to overcome.

The **BATMAN'S** life was changed once more, when he adopted Dick Grayson, a young acrobat whose parents, like Bruce's, had been killed by criminals. Under Bruce's tutelage, Dick adopted the guise of **ROBIN** and became **BATMAN'S** partner, staying with his mentor until reaching adulthood. Eventually, the **ROBIN** mantle was passed along to Tim Drake, the current **ROBIN**.

BATMAN is unique among those crimefighters who hide their true identity behind a mask and costume in that his Batman guise is the "real" one - his daytime role of bored socialite and philanthropist is actually the disguise. This persona is carefully crafted to divert any suspicion that Bruce Wayne, principal stockholder in *WAYNE ENTERPRISES*, an extensive world-wide empire of successful businesses, is by night, **BATMAN**.

IMAGE AND INFO SOURCE:

http://users.ev1.net/~kryptcom/justiceleague/jl_batman.gif

BATWOMAN

KATHY DUQUESNE AS BATWOMAN

PL: 11; Init +7 (+4 DEX, +3 Super-DEX); Defense 20/12 (+2 Base, +4 DEX, +1 Dodge, +3 Super-DEX); Attack +7 Melee (+6 Base, +1 STR), +12 Ranged (+4 DEX, +1 Point Blank Shot, +1 Attack Focus: Batarang); SV DMG +2, Fort +2, Ref +7 (+3 Super-DEX), Will +1; STR 12, DEX 18, CON 15, INT 12, WIS 12, CHA 16



SKILLS: Acrobatics +10, Balance +10, Climb +6, Craft (Painting) +11, Demolitions +6, Disable Device +6, Diplomacy +11, Drive +10, Gather Information +8, Hide +10, Move Silently +10, Pilot +10

FEATS: Accurate Attack, Attack Finesse, Attack Focus (Batarang), Attractive, Dodge, Expertise, Headquarters, Improved Disarm, Improved Trip, Point Blank Shot, Rapid Strike

POWERS: Super-Dexterity +3 [Source: Training; Cost: 4pp]

EQUIPMENT: (all Devices, Source: Super-Science) Bat-Glider [Vehicle; Type: Air, Size: Med., Move: 7, Hard.: 5, Armor: +0], Batarang [Weapon +2S; Cost: 1pp], Constricting Alloy [Snare +7; Cost: 1pp], Grappling Hook Gun [Swing +6; Cost: 1pp]



ROXANNE "ROCKY" BALLANTINE AS BATWOMAN

PL: 11; Init +7 (+4 DEX, +3 Super-DEX); Defense 20/12 (+2 Base, +4 DEX, +1 Dodge, +3 Super-DEX); Attack +7 Melee (+6 Base, +1 STR), +12 Ranged (+4 DEX, +1 Point Blank Shot, +1 Attack Focus: Batarang); SV DMG +2, Fort +2, Ref +7 (+3 Super-DEX), Will +1; STR 12, DEX 18, CON 15, INT 16, WIS 12, CHA 12

SKILLS: Acrobatics +10, Balance +10, Climb +6, Computers +8, Craft (Electronics) +8, Demolitions +8, Disable Device +8, Gather Information +6, Hide +10, Move Silently +10, Pilot +10, Profession (Engineer), Repair +8, Science (Metallurgy, Physics) +8

FEATS: Accurate Attack, Attack Finesse, Attack Focus (Batarang), Dodge, Expertise, Headquarters, Improved Disarm, Improved Trip, Point Blank Shot, Rapid Strike, Talented (Craft: Electronics and Science: Metallurgy)

POWERS: Super-Dexterity +3 [Source: Training; Cost: 4pp]

EQUIPMENT: (all Devices, Source: Super-Science) Bat-Glider [Vehicle; Type: Air, Size: Med., Move: 7, Hard.: 5, Armor: +0], Batarang [Weapon +2S; Cost: 1pp], Constricting Alloy [Snare +7; Cost: 1pp], Grappling Hook Gun [Swing +6; Cost: 1pp]



SONIA ALCANA AS BATWOMAN

PL: 11; Init +7 (+4 DEX, +3 Super-DEX); Defense 20/12 (+2 Base, +4 DEX, +1 Dodge, +3 Super-DEX); Attack +8 Melee (+6 Base, +2 STR), +12 Ranged (+4 DEX, +1 Point Blank Shot, +1 Attack Focus: Batarang); SV DMG +2, Fort +2, Ref +7 (+3 Super-DEX), Will +1; STR 14, DEX 18, CON 15, INT 12, WIS 12, CHA 14

SKILLS: Acrobatics +10, Balance +10, Climb +7, Demolitions +6, Diplomacy +7, Disable Device +6, Gather Information +7, Hide +10, Intimidate +7, Move Silently +10, Pilot +10, Profession (Police Officer) +8, Search +6, Sense Motive +6, Spot +6



FEATS: Accurate Attack, Attack Finesse, Attack Focus (Batarang), Dodge, Expertise, Headquarters, Improved Disarm, Improved Trip, Point Blank Shot, Precise Shot, Rapid Strike

POWERS: Super-Dexterity +3 [Source: Training; Cost: 4pp]

EQUIPMENT: (all Devices, Source: Super-Science) Bat-Glider [Vehicle; Type: Air, Size: Med., Move: 7, Hard.: 5, Armor: +0], Batarang [Weapon +2S; Cost: 1pp], Constricting Alloy [Snare +7; Cost: 1pp], Grappling Hook Gun [Swing +6; Cost: 1pp]

Not one, not two, but three different women make up the persona of **BATWOMAN**. One was the brains (Rocky), one was the motive (Kathy) and one had the will to make it happen (Sonia). The three of them met through Sonia—Kathy met Sonia in an art class and Sonia was roommates with Rocky in freshmen year at State University.

SONIA—When Sonia's family's business was burned to the ground by one of Rupert Thorne's business dealings, she and her family lost everything. Thorne was never linked to that night, and in effect, was never trialed for his crime. Fueled by that night, she became a cop and swore she'd take down Rupert Thorne.

ROCKY—Her fiancé, David, was thrown in jail for being framed for a crime the **PENGUIN** committed - but was never charged for. Her 'computer geek' persona was the perfect cover for her not being a candidate for being **BATWOMAN** - something that even fooled Batman till the very end.

KATHY—Daughter of Carlton Duquesne, her mother was killed by a hit that was supposed to go to her father. Her motive was simple - her mother died because of simply being associated with him, and he kept her under tight guard wherever she went. She hated him, in a sense, for what he did as a 'business', and wanted to put an end to it.

When the three got together, the idea of **BATWOMAN** formed, mapped out their plans and how to go about it and set everything in motion. After they went on their final run to take down the three men they swore they would, they almost lost each other in the process.

Sonia was fired from the GCPD for her alternate persona as **BATWOMAN**, David, Rocky's fiancé, was freed from jail, and Carlton Duquesne was sentenced to jail—where father and daughter now talk regularly.

INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/heroes/batwoman>
AND IMAGES SOURCE:

<http://users.ev1.net/~kryptcom/frames.html>



CHAMELEON BOY

PL: 15; Init +7 (+3 DEX, +4 Improved Init.); Defense 17/13 (+3 Base, +3 DEX, +1 Dodge); Attack +9 Melee (+8 Base, +1 STR), +11 Ranged (+3 DEX); SV DMG +2, Fort +2, Ref +5 (+2 Light. Refl.), Will +2; STR 12, DEX 16, CON 14, INT 15, WIS 14, CHA 15

SKILLS: Acrobatics +8, Bluff +10, Computers +6, Disguise

+10, Innuendo +10, Intimidate +7, Move Silently +8, Spot +6, Taunt +7

FEATS: Attack Finesse, Dodge, Improved Initiative, Lightning Reflexes

POWERS: Shapeshift +9 [Extras: Elongation, Growth, Movement, Plasticity, Shrinking; Source: -; Cost: 11pp]

EQUIPMENT: Legion Flight Ring [Flight +10; Flaw: Device; Source: Super-Science; Cost: 1pp]

Chameleon Boy is a member of the Legion of Super-heroes; a group of young heroes from the 30th Century. On one occasion, the Kryptonian menace **BRAINIAC** traveled back in time to kill Clark Kent before he became **SUPERMAN**. **CHAMELEON BOY**, **COSMIC BOY** and **SATURN GIRL**, along with the young Clark, were able to stop the villain before he accomplished his mission.

IMAGE SOURCE:

<http://www.batman-superman.com/superman/img/chambo1.gif>



COSMIC BOY

PL: 10; Init +6 (+2 DEX, +4 Improved Init.); Defense 17/15 (+5 Base, +2 DEX); Attack +9 Melee (+8 Base, +1 STR), +10 Ranged (+2 DEX); SV DMG +3, Fort +3, Ref +4 (+2 Light. Refl.), Will +2; STR 12, DEX 14, CON 16, INT 15, WIS 15, CHA 15

SKILLS: Computers +10, Diplomacy +11, Disable Device +10, Repair +9, Search +9

FEATS: Accurate Attack, Dodge, Improved Initiative, Leadership, Lightning Reflexes

POWERS: Energy Control (Magnetic) +10 [Extras: Shape Matter (Flaw: Limited: Metal Only); Source: -; Cost: 3pp]

EQUIPMENT: Legion Flight Ring [Flight +10; Flaw: Device; Source: Super-Science; Cost: 1pp]

Cosmic Boy is the Leader of the Legion of Super-heroes; a group of young heroes from the 30th Century. On one occasion, the Kryptonian menace **BRAINIAC** traveled back in time to kill Clark Kent before he became Superman. **COSMIC BOY**, **CHAMELEON BOY** and **SATURN GIRL**, along with the young Clark, were able to stop the villain before he accomplished his mission.

IMAGE SOURCE:

<http://www.batman-superman.com/superman/img/cosboy1.gif>



CREEPER

PL: 10; Init +9 (+4 DEX, +5 Super-Dex); Defense 22/12 (+2 Base, +4 DEX, +1 Dodge, +5 Super-Dex); Attack +10 Melee (+8 Base, +2 STR), +12 Ranged (+4 DEX); SV DMG +9 (+5 Super-Con), Fort +9 (+5 Super-Con), Ref +9 (+5 Super-Dex), Will +1; STR 15, DEX 18, CON 18, INT 12, WIS 12, CHA 16

SKILLS: Acrobatics +12, Balance +12, Escape Artist +13, Intimidate +11, Jump +11, Taunt +14

FEATS: Accurate Attack, All-Out Attack, Attack Finesse, Dodge, Improved Grapple, Improved Pin, Instant Stand, Surprise Attack

POWERS: Leaping +3 [Source: Mutation; Cost: 1pp], Super-Dexterity +5 [Extra: Super-Constitution, Source: Mutation; Cost: 7pp], Super-Strength +3 [Source: Mutation; Cost: 4pp]

WEAKNESS: Transformation

JACK RYDER: PL 2; Init +0; Defense 10; Attack +0 Melee (+0 STR), Ranged +0 (+0 DEX); SV DMG +0, Fort +0, Ref +0, Will +0, STR 10, DEX 11, CON 10, INT 11, WIS 13, CHA 13

FEATS: Talented (Gather Information and Profession: Reporter)

SKILLS: Diplomacy +4, Gather Information +7, Listen +4, Profession (Reporter) +7, Search +5, Sense Motive +5, Spot +6.

WEAKNESS: Transformation.

DESIGN NOTES:

- Jack Ryder is based on the Report on P. 155 of the Core Rulebook.

Once he was simply Jack Ryder, the no-nonsense co-anchor of Summer Gleeson's "*GOTHAM INSIDER*." But the staid newsman's life was changed forever after an encounter with the Joker and his lethal laughing toxin. When Jack did an expose on the history of the "Clown Prince of Crime", The **JOKER** showed up and threw Ryder into the same vat of chemicals that transformed him. The vat of chemicals, mixed with the **JOKER'S** laughing gas, mutated him into a bizarre super-human creature, the living embodiment of the wild personality he had kept buried inside him for so long. Dubbed the **CREEPER** by a terrified onlooker, the insane creature went on a wacky rampage which resulted in him actually helping **BATMAN** to capture the **JOKER**.

Though the wild imbalance of chemicals had caused a permanent change in Ryder's body, **BATMAN** devised a specially treated skin patch that, when worn, keeps the **CREEPER** subdued. But when there's extreme danger, Ryder can remove the patch and let the zany, always unpredictable **CREEPER** out to join the fight.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/heroes/creeper/>



DEMON (ETRIGAN)

PL: 17; Init +3 (+3 DEX); Defense 17/14 (+4 Base, +3 DEX); Attack +9 Melee (+5 Base, +4 STR), +8 Ranged (+3 DEX); SV DMG +14 (+10 Super-Con), Fort +14 (+10 Super-Con), Ref +3, Will +5 (+2 Iron Will); STR 18, DEX 16, CON 18, INT 13, WIS 16, CHA 14

SKILLS: Acrobatics +8, Hide +9, Intimidate +11, Jump +15, Knowledge (Occult) +13, Listen +6, Search +7, Sense Motive +9, Spot +6, Taunt +11

FEATS: All-Out Attack, Darkvision, Durability, Endurance,



Identity Change, Immunity (Aging, Disease, Heat, Exhaustion, Poison, Pressure) Iron Will, Power Attack, Startle, Takedown Attack, True Sight

POWERS: Energy Blast (Fire) +10 [Source: Mystical; Cost: 2pp], Natural Weapon +3 [Extra: Climbing, Source: Mystical; Cost: 3pp], Super-Senses +3 [Source: Mystical; Cost: 2pp], Super-Strength +10 [Extra: Protection, Super-Constitution, Source: Mystical; Cost: 8pp]

WEAKNESS: Disturbing

JASON BLOOD: PL 5; Init +0; Defense 13; Attack +3 Melee (+0 STR), Ranged +3 (+0 DEX); SV DMG +2, Fort +2, Ref +0, Will +3, STR 10, DEX 11, CON 14, INT 16, WIS 16, CHA 14; **FEATS:** Immunity (Aging), Identity Change; **SKILLS:** Craft (Magical Items) +8, Knowledge (History, Occult) +8, Language (Latin, Choose 4 more), Search +8, Spot +8; **POWERS:** Regeneration +3 [Source: Mystical; Cost: 2pp].

Centuries ago, during the age of Camelot, a nobleman named Jason Blood fell in love with **MORGAINE LE FAY**, a powerful sorceress and half-sister of the legendary King Arthur. In an attempt to curry her favor, he betrayed his king and assisted the witch in her conquest of Arthur's throne—an act that led to his murder by her hand. However, the wizard Merlin learned of his deeds and, as punishment for his treachery, mystically bound his spirit to **ETRIGAN**, a powerful demon from the underworld. Thus, Jason Blood was cursed, and would remain so until the day that he is able to atone for his deeds.

Today, the now-immortal Blood is known to the world as a leading authority of the paranormal, but, should the need arise, he can transform into the **DEMON** in order to protect humanity from mystical threats. Though they are separate identities, both share the same goal: the downfall of **MORGAINE LE FAY**.

IMAGE AND INFO SOURCE:

<http://jl.toonzone.net/etrigan/etrigan.htm>



EQUIPMENT: Helmet of Nabu [Sorcery +12 (Spells: Astral Projection, Dimensional Travel, Energy Blast, Flight, Force Field, Healing, Illusion, Telekinesis, Telepathy); Flaw: Device; Source: Mystical; Cost: 8pp]

Kent Nelson was born to Celestine Babcock Nelson, a spiritualist, and Sven Nelson, an archaeologist. Kent's mother died sometime after his birth under unknown circumstances. At the age of 12, Kent was taken on a dig to the Valley of Ur in Mesopotamia by his father, Sven. There, the elder Nelson discovered the **TEMPLE OF NABU** and, unswayed by the tales of the natives, Sven and Kent ventured into the temple, a decision that would forever change their lives.

Wandering about the temple, Kent stumbled upon an ancient sarcophagus containing the giant body of Nabu the Wise, an ancient Egyptian sorcerer. Compelled by some mysterious force, Kent pulled the lever that had kept Nabu in suspended animation, releasing a poisonous gas that killed Sven Nelson but left Kent unharmed. As gratitude for his release, Nabu offered to teach the boy unlimited power. Kent wanted only to have his father back; with a wave of his hand, Nabu removed all knowledge of Sven's death from the boy.

Within a week, Nabu had transformed Kent into a full grown man and taught him the ways of mysticism. Nabu's last wish was for Kent to release all his power on his master; Kent, however, could not kill his master as he had grown attached to the ancient wizard. With a gesture, Nabu allowed Kent to remember that the gas that freed Nabu had killed his father. In an angry rage, Kent summoned all his power to destroy his father's killer. Nabu's true origin was finally revealed to Kent: Nabu was an energy being, a **LORD OF ORDER**. As a final gift, Nabu gave Kent a golden helmet and an amulet that would allow him to fight the never ending battle of Order over Chaos, as **DR. FATE**. Kent now lives in Salem, Massachusetts with his wife, the powerful sorceress **INZA**.

IMAGE AND INFO SOURCE:

<http://www.batman-superman.com/superman/cmp/index.html>



DR. FATE

PL: 17; Init +6 (+2 DEX, +4 Improved Init.); Defense 17/15 (+5 Base, +2 DEX); Attack +7 Melee (+6 Base, +1 STR), +8 Ranged (+2 DEX); SV DMG +3, Fort +3, Ref +2, Will +15 (+10 Super-Wis); STR 12, DEX 14, CON 16, INT 18, WIS 20, CHA 16

SKILLS: Acrobatics +7, Concentration +15, Craft (Magical Items) +15, Diplomacy +11, Gather Information +14, Knowledge (Demonology, Magical Items, Occultism) +15, Listen +16, Profession (Wizard) +16, Search +12, Sense Motive +16, Sleight of Hand +10, Spot +16

FEATS: Accurate Attack, Connected, Detect (Magic), Headquarters, Improved Initiative, Indomitable Will, Move-By Attack, Sidekick (Loyalty Score: 25), Trance, Truesight

POWERS: Super-Wisdom +10 [Source: Mystical; Cost: 3pp]

FLASH

PL: 13; Init +16 (+4 DEX, +12 Super-Speed); Defense 31/14 (+4 Base, +4 DEX, +1 Dodge, +12 Super-Speed); Attack +9 Melee (+8 Base, +1 STR), +12 Ranged (+4 DEX); SV DMG +3, Fort +3, Ref +16 (+12 Super-Speed), Will +1; STR 12, DEX 18, CON 16, INT 14, WIS 12, CHA 14

SKILLS: Balance +11, Bluff +6, Disable Device +7, Drive +5, Repair +5, Science (Chemistry) +4, Search +7, Spot +5, Taunt +12

FEATS: Attack Finesse, Dodge, Evasion, Instant Stand, Move-By Attack, Power Attack, Rapid Strike

POWERS: Super-Speed +12 [Power



Stunts: Wall Run, Water Run, Whirlwind; **Source:** Mutation; **Cost:** 6pp]

EQUIPMENT: Commlink [Radio Broadcast; **Source:** Super-Science; **Cost:** 1pp]

The chance victim of a freak electro-chemical accident, Wally West awoke to discover that he had been gifted with an accelerated molecular composition, one of the benefits being the power of super-speed. Now able to run at speeds approaching that of light, West donned the scarlet costume of the **FLASH** to protect his hometown of CENTRAL CITY from any rogues who would dare threaten it.

Regarded as a people's hero for his charity work and non-secretive modus operandi, The Fastest Man Alive never hesitates to help anyone in need, whether alone or with his teammates in the **JUSTICE LEAGUE**. And though they may sometimes roll their eyes during his moments of immaturity, they have come to value his unique talents and his friendly, easy-going personality. Overall, they are glad to have him as a League member, and take pride in seeing him mature as a hero.

INFO SOURCE:

http://users.ev1.net/~kryptcom/justiceleague/jl_flash.gif

GREEN LANTERN

PL: 16; Init +2 (+2 DEX); Defense 16/13 (+3 Base, +2 DEX, +1 Dodge); Attack +11 Melee (+8 Base, +3 STR), +11 Ranged (+2 DEX, +1 Attack Focus: Power Ring); SV DMG +3, Fort +3, Ref +2, Will +5 (+2 Iron Will); STR 16, DEX 14, CON 16, INT 12, WIS 16, CHA 14

SKILLS: Disable Device +7, Drive +7, Pilot +9, Profession (Soldier) +10, Repair +8, Search +10, Spot +10, Survival +8

FEATS: Aerial Combat, Attack Focus (Power Ring), Dodge, Iron Will

EQUIPMENT: Commlink [Radio Broadcast; **Source:** Super-Science; **Cost:** 1pp], Power Ring [Light Control +12, **Extras:** Energy Shapes (Shapeable), Flight, Force Field (Affects Others, Area), Gadget, Immunity (Cold, Heat, Pressure, Radiation, Suffocation), Telekinesis; **Power Stunts:** Energy Blast, Space Flight, Super Flight; **Flaws:** Device, Requires Re-charging Every 24 Hours; **Cost:** 10 pp/rank]

DESIGN NOTES:

- Special Thanks to Steve Kenson for the design of **GREEN LANTERN'S** Power Ring.
- As yet, **GL's** Power Ring is not ineffective against anything colored yellow. If this becomes the case, decrease the cost of the ring to 8pp/level, add the flaw-Restricted: doesn't affect anything colored yellow and re-apportion 12pp.

A former U.S. Marine, John Stewart was chosen by the **GUARDIANS OF THE UNIVERSE** to join The **GREEN LANTERN CORPS**, an intergalactic peacekeeping organization dedicated to protecting life throughout the universe. Awarded an emerald ring whose energies could be manipulated by force of will, Stewart left EARTH to train under the watchful



eye of veteran **GREEN LANTERN** Katma Tui, where he proved himself time and again to be an exceptional champion in countless missions across the cosmos. Later, following the death of **GREEN LANTERN** Abin Sur, John Stewart was chosen to become the new **GREEN LANTERN** of Sector 2814, a quadrant of space that included his former home.

Returning to EARTH after ten years in deep space, Stewart reeled from the culture shock of trying to reintegrate into a society that, for all intents and purposes, was as alien to him as any of the countless civilizations he had encountered during his training. This, however, did not affect his ability to serve them as the **GREEN LANTERN** of EARTH, as he protects his homeworld with the same dedication that earned him the respect of his fellow Corps members. Today, either by himself or as a member of the **JUSTICE LEAGUE**, John Stewart is a force to be reckoned with; an emerald beacon shining in darkest night.

INFO SOURCE:

http://users.ev1.net/~kryptcom/justiceleague/jl_gl.gif

HAWKGIRL

PL: 13; Init +3 (+3 DEX); Defense 19/15(+5 Base, +3 DEX, +1 Dodge); Attack +12 Melee (+8 Base, +3 STR, +1 Attack Focus: Mace), +11 Ranged (+3 DEX); SV DMG +4, Fort +6 (+2 Great Fort.), Ref +3, Will +2; STR 16, DEX 16, CON 18, INT 12, WIS 14, CHA 16

SKILLS: Acrobatics +7, Computers +4, Gather Information +7, Hide +6, Intimidate +10, Move Silently +7, Pilot +6, Profession (Policewoman), Repair +5, Search +8, Sense Motive +5, Spot +7, Taunt +6

FEATS: Aerial Combat, All-Out Attack, Attack Focus (Mace), Dodge, Endurance, Great Fortitude, Improved Critical, Move-By Attack

POWERS: Flight +10 [**Flaw:** Restricted-Wings; **Source:** Alien; **Cost:** 1pp], Telescopic Sense +5 (Vision) [**Source:** Alien; **Cost:** 1pp]

EQUIPMENT: Mace [Weapon +8S (Melee); **Extra:** Energy Field (Electricity), Absorption (**Flaw:** Limited-Electricity and Magic), Deflection; **Source:** Super-Science; **Cost:** 4pp]

A mysterious woman with angelic wings, Shayera Hol claims to be an undercover detective from the planet THANAGAR - a war-like world located in an unknown sector of the universe - who found herself accidentally transported to EARTH by the rays of a dimensional transporter known to her people as a Zeta Beam. Finding herself stranded on EARTH, Shayera utilized her survival training to integrate herself into the culture as the superhero known as **HAWKGIRL**.

Now a member of the **JUSTICE LEAGUE**, **HAWKGIRL** uses her fierce combat skills and her electrified mace in the service of her adopted planet. Though not one to freely give information about herself, she has come to trust her teammates as she would the warriors of her homeworld.

INFO SOURCE:

http://users.ev1.net/~kryptcom/justiceleague/jl_hawkgirl.gif





HIGHFATHER

PL: 17; Init +2 (+2 DEX); Defense 16/14 (+4 Base, +2 DEX); Attack +7 Melee (+4 Base, +3 STR), +6 Ranged (+2 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +2, Will +14 (+10 Super-Wis); STR 16, DEX 14, CON 18, INT 18, WIS 18, CHA 16

SKILLS: Concentration +15, Diplomacy +15, Gather Information +8, Profession (Leader) +15, Search +15, Sense Motive +15, Spot +15

FEATS: Assessment, Connected, Durability, Fame, Immunity (Aging, Disease), Indomitable Will, Inspire, Leadership

POWERS: Cosmic Power +12 [Extra: Dazzle; Flaws: No Flight, No Immunities, No Transmutation; Source: Alien; Cost: 6pp], Super-Constitution +10 [Extra: Super-Wisdom; Source: Alien; Cost: 6pp], Super-Strength +5 [Source: Alien; Cost: 4pp]

EQUIPMENT: Staff [Weapon +3S (Melee); Flaw: Device; Source: Super-Science; Cost: 1pp]

Izaya the Inheritor was a warrior of NEW GENESIS, husband of Avia, and father of the boy who would become Scott Free. He and his wife were ambushed by **STEPPENWOLF**, his nephew **DARKSEID**, and the warriors of APOKOLIPS, during which attack, Avia was slain. Izaya led an attack on APOKOLIPS, during which he slew **STEPPENWOLF** (though **STEPPENWOLF** would later return). Revenge, however, brought no solace to Izaya, and he soon after went on a sojourn into the wilderness of NEW GENESIS, seeking enlightenment.

It was at this time that Izaya first encountered the Source, and, taking the name **HIGHFATHER**, he returned to the gods of SUPERTOWN to bring them the Source's wisdom. **HIGHFATHER** engineered the Pact with **DARKSEID**, by which Izaya's child was sent to the orphanages of **GRANNY GOODNESS** on APOKOLIPS, while **DARKSEID**'s son **ORION** was sent to live on NEW GENESIS as **HIGHFATHER**'s adopted son. (It was later revealed that **HIGHFATHER**'s true motive in this agreement was to simultaneously redeem **ORION**, while refining Scott's spirit through his testing on APOKOLIPS.)

To this day, **HIGHFATHER** continues to lead the gods of NEW GENESIS, and hopes to one day pass down leadership to his son. Relationships between father and son are strained, however, due both to the results of the Pact, and Scott Free's general rejection of the ways of the gods in favor of that of the humans of EARTH.

IMAGE SOURCE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/heroes/highfather/>



HIPPOLYTA

PL: 12; Init +12 (+3 DEX, +4 Improved Init, +5 Super-DEX); Defense 21/12 (+2 Base, +3 DEX, +1 Dodge, +5 Super-DEX); Attack +7 Melee (+5 Base, +2 STR), +9 Ranged (+3 DEX, +1 Point Blank Shot); SV DMG +9 (+5 Super-CON), Fort +9 (+5 Super-CON), Ref +8 (+5 Super-DEX), Will +5 (+2 Iron Will); STR 14, DEX 16, CON 18, INT

16, WIS 16, CHA 18

SKILLS: Acrobatics +10, Balance +10, Craft (Sculpture) +13, Diplomacy +14, Handle Animal +9, Intimidate +12, Knowledge (History, Occult) +12, Profession (Queen), Ride +10, Search +8, Sense Motive +12, Spot +9, Survival +8, Swim +10

FEATS: Accurate Attack, Attractive, Connected, Dodge, Durability, Expertise, Immunity (Aging), Improved Initiative, Inspire, Iron Will, Leadership, Minions (Loyalty Score: 25), Point-Blank Shot

POWERS: Super-Constitution +5 [Extras: Super-Dexterity; Source: Mystical; Cost: 7pp], Super-Strength +5 [Flaw: Restricted: If bound by a man, she loses her Super-Strength while bound; Source: Mystical; Cost: 3pp]

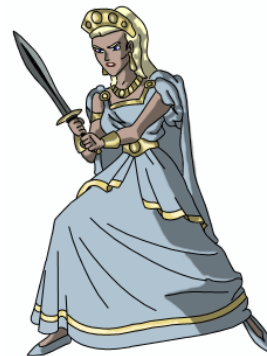
DESIGN NOTES:

- **HIPPOLYTA**'s skills were purchased using the Errata Option "Reduced Skill Cost" at 2:1.

WONDER WOMAN's mother is **HIPPOLYTA**, the Amazon queen and ruler of THEMYSCLIRA. Because of her past relationship with the deceitful **HADES**, **HIPPOLYTA** was charged by the Gods to guard the gates of the underworld.

IMAGE AND INFO SOURCE:

<http://jl.toonzone.net/hippolyta/hippolyta.htm>



LOBO

PL: 18; Init +6 (+2 DEX, +4 Imp. Init.); Defense 17/15 (+5 Base, +2 DEX); Attack +9 Melee (+4 Base, +5 STR), +6 Ranged (+6 DEX); SV DMG +19 (+14 Super-CON), Fort +19 (+14 Super-CON), Ref +2, Will +2; STR 20, DEX 15, CON 20, INT 12, WIS 14, CHA 16

SKILLS: Bluff +8, Computers +4, Drive +7, Gather Information +8, Handle Animal +8, Innuendo +8, Intimidate +11, Pilot +10, Repair +6, Search +11, Sense Motive +10, Spot +7, Taunt +9

FEATS: All-Out Attack, Chokehold, Durability, Improved Grapple, Improved Initiative, Improved Pin, Power Attack, Rapid Strike, Takedown Attack, Track

POWERS: Super-Constitution +14 [Extra: Regeneration; Source: Alien; Cost: 5pp], Super-Strength +12 [Extra: Protection, Thunderclap; Source: Alien; Cost: 6pp]

EQUIPMENT: (All Devices, Source: Super-Science) Chain [Snare +10; Cost: 1pp], Spiked Gloves [Penetrating Attack (Hand-to-Hand); Cost: 1pp]

DESIGN NOTES:

- **Lobo**'s skills were purchased using the Errata Option "Reduced Skill Cost" at 2:1.



LOBO is a force to be reckoned with throughout the cosmos. He has been killed a number of times, but neither Heaven nor Hell really wants to keep him. He does have a strange sense of honor, though, and loves his space dolphins to death.

LOBO lives to fight, drink, chase women, and fight. Oh, and he likes to gamble, too. He is recognized and feared throughout the galaxy as a master bounty hunter and a person you don't dare cross. When **LOBO'S** on the job, he doesn't let anything get in his way: not animals, not old folks, not children, nothing. And he's a persistent bugger, too. He considers his word sacred.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/lobo/>

MARTIAN MANHUNTER

PL: 18; Init +3 (+3 DEX); Defense 16/12 (+2 Base, +3 DEX +1 Dodge); Attack +9 Melee (+5 Base, +4 Melee), +8 Ranged (+3 DEX); SV DMG +9 (+5 Super-CON.), Fort +9 (+5 Super-CON.), Ref +3, Will +8 (+5 Super-Wis.); STR 18, DEX 16, CON 18, INT 16, Wis 17, CHA 15

SKILLS: Computers +11, Concentration +13, Disable Device +11, Disguise +9, Hide +8, Pilot +8, Repair +8, Survival +12

FEATS: Dodge, Immunity (Aging), Indomitable Will, Mental Link (x6), Move-By Attack, Trance

POWERS: **Comprehend** +3 [Source: Alien; Cost: 2pp], **Density Control** +11 [Source: Alien; Cost: 5pp], **Flight** +10 [Source: Alien; Cost: 2pp], **Shape-Shift** +8 [Extra: **Elongation**, **Plasticity**; Source: Alien; Cost: 4pp], **Super-Constitution** +5 [Extra: **Super-Wisdom**; Source: Alien; Cost: 2pp], **Telepathy** +12 [Extra: **Group Link**; Source: Alien; Cost: 3pp]

WEAKNESS: Disturbing, Susceptible: Fire

It was over a thousand years ago, when the people of MARS (or Ma'aleca'andra) were at the pinnacle of their culture's achievements, that J'onn J'onzz last knew peace. Married and the father of two children, J'onn was known as a Manhunter - a peacekeeping officer that sought out those who would try to bring about its downfall. This contentment was not to last, however, as his planet was invaded by the forces of The IMPERIUM, who sought first to conquer and then to feed off of the Martian's psychic energies.

Utilizing his Manhunter skills to help his people fight a guerrilla war against the invaders, J'onn was forced to watch as, over the centuries, they systematically destroyed his culture and slaughtered his people. Finally, in a desperate last stand backed by other survivors, J'onn succeeded in stopping the IMPERIUM'S forces by infiltrating their underground citadel and releasing a powerful nerve gas that trapped the invaders in a state of suspended animation. However, in the aftermath, J'onn discovered that his comrades had, meaning that he was the last of his kind.

Tired of fighting and unwilling to kill anymore, J'onn pumped their fortress full of the gas and sealed the doors



behind him. Seeking some sort of purpose, he vowed to keep watch over them, should they somehow break free. Thus, J'onn maintained his post for five hundred years, until the day that astronauts from EARTH unwittingly released the invaders from their slumber and presented them with their next target. Coming to warn of the coming invasion, J'onn telepathically reached out and assembled six of EARTH'S heroes into what the world would soon know as the **JUSTICE LEAGUE** and, following the defeat of the armada, decided to remain on EARTH as one of its champions.

Fascinated by the complexity of the human race - and weary of being alone - J'onn walks amongst us, either in disguise or in the caped, amalgamated human/Martian form that he currently favors. Though he still mourns the loss of his family and people, he also realizes that he now has a surrogate family in the form of the **JUSTICE LEAGUE**, and uses his inherent shape-shifting and telepathic abilities in their service. The last of his people, the Manhunter from Mars is always ready to resume the role that he served long ago, on another world, should any try to threaten the safety of his new home.

INFO SOURCE:

http://users.ev1.net/~kryptcom/justiceleague/jl_manhunter.gif

METAMORPHO

PL: 15; Init +3 (+3 DEX); Defense 18/14 (+4 Base, +3 DEX, +1 Dodge); Attack +8 Melee (+5 Base, +3 STR), +8 Ranged (+3 DEX); SV DMG +4, Fort +4, Ref +3, Will +2; STR 16, DEX 16, CON 18, INT 14, Wis 14, CHA 16

SKILLS: Gather Information, Hide +11, Intimidate +11, Move Silently +11, Profession (Businessman, Soldier), Repair +7, Science (Chemistry) +5, Spot +7

FEATS: All-Out Attack, Dodge, Durability, Endurance, Power Attack, Takedown Attack

POWERS: **Alternate Form (Semisolid)** +12 [Power Stunts: Gaseous, Liquid, Solid; Extra: **Energy Blast (Fire)**, **Slick**, **Transformation (Flaw: Range: Touch and only to manipulate chemical reactions)**; Source: Mutation; Cost: 9pp]

WEAKNESS: Disturbing

Businessman Simon Stagg developed a new mutagen that promised to turn normal humans into superbeings. When confronted about the substance by employee Rex Mason, he arranged for Rex to "accidentally" be infected with the mutagen, transforming his future son-in-law into a monster.

Believing John Stewart (**GREEN LANTERN**) responsible for his accident, **METAMORPHO** fought him and the **JUSTICE LEAGUE** to a stand still. Stagg videotaped the fight, planning to use the footage to help him sell his **METAMORPHO** mutagen.

Discovering that it was Stagg and not **GREEN LANTERN** who betrayed him, Rex confronted Stagg. During the battle, part of Stagg's brain was transferred to the mutagen, transforming it into a huge slime creature.





It was up to the **JUSTICE LEAGUE** and **METAMORPHO** to stop Stagg. Discovering a neutralizing agent, **METAMORPHO** transformed into the compound, destroying Stagg once and for all. Rex appeared to die in the process, but managed to piece himself together to both the **JUSTICE LEAGUE** and Sapphire's delight.

IMAGE SOURCE:

<http://users.ev1.net/~kryptcom/justiceleague/metamorpho.gif>

INFO SOURCE:

<http://www.jlanimated.com/episodes/index.php?id=23> and <http://www.jlanimated.com/episodes/index.php?id=24>

NIGHTWING

PL: 11; Init +8 (+3 DEX, +5 Super-DEX); Defense 21/12 (+2 Base, +3 DEX, +1 Dodge, +5 Super-DEX); Attack +10 Melee (+8 Base, +2 STR), +13 Ranged (+3 DEX, +1 Point Blank Shot, +1 Attack Focus: Batarang); SV DMG +3, Fort +3, Ref +8 (+5 Super-DEX), Will +2; STR 14, DEX 16, CON 16, INT 16, WIS 14, CHA 14

SKILLS: Acrobatics +12, Balance +10, Bluff +10, Climb +7, Computers +10, Demolitions +10, Disable Device +11, Drive +10, Escape Artist +8, Gather Information +11, Hide +10, Intimidate +10, Jump +7, Move Silently +10, Open Lock +8, Pilot +8, Repair +11, Search +8, Spot +7

FEATS: Assessment, Attack Finesse, Attack Focus (Batarang), Dodge, Expertise, Headquarters, Improved Disarm, Improved Trip, Instant Stand, Point Blank Shot, Rapid Shot, Rapid Strike, Stunning Attack

POWERS: Super-Dexterity +5 [Extras: Super-Intelligence; Source: Training; Cost: 5pp]

EQUIPMENT: (all Devices, all Source: Super-Science) Commlink [Radio Hearing; Cost: 1pp], Batarang [Weapon +2S; Cost: 1pp], Gadget +8 [Cost: 1pp], Glide-wings [Flight +8; Flaw: Limited-Gliding; Cost: 1pp], Grappling Hook Gun [Swing +6; Cost: 1pp]

DESIGN NOTES:

- **NIGHTWING'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:2.
- The design of this character is heavily influenced by the methods used to design the *Freedom City* Character Raven.

Bound together by the tragedy they share, Bruce Wayne and Dick Grayson's lives are distinctly similar. As part of the traveling circus's high wire act "The Flying Graysons," Dick Grayson witnessed his parents' death while they performed at the *HALEY CIRCUS*. A two bit extortionist, Tony Zucco, cut the wire to gain kickbacks from the circus owner. Bruce Wayne, who was in the audience, felt an instant connection to the boy and took him in.

Shortly thereafter, Grayson became the ward of Bruce Wayne. Wayne provided him with a home, solid financial support and taught him new skills, adding to his tremendous gym-



nastic abilities. Eventually, Bruce Wayne allowed Dick access to his most private world as his partner, **ROBIN**.

After college, Dick Grayson left GOTHAM to travel the world on his own, much like Wayne had done in the years before he became **BATMAN**. While living abroad, Dick studied many different crime fighting techniques and reexamined his feelings about taking up the role of **ROBIN** again when he returned to GOTHAM. He eventually realized he had outgrown the role of **BATMAN'S** trusted sidekick, and set about developing a new heroic identity all his own.

When Dick returned to GOTHAM, he moved out of Wayne manor and into a downtown loft above an abandoned warehouse. Money from a generous trust fund set up years before by *HALEY'S CIRCUS* enabled Dick to buy the building and turn its top two floors into his own high-tech urban headquarters. True, Dick's fortune is small compared to the Wayne billions, but he's got enough cash to keep his crime fighting alter-ego in state of the art weaponry for years.

NIGHTWING is quickly establishing himself in GOTHAM CITY as a young, powerful and mysterious force for good. **NIGHTWING** uses his sleek motorcycle to patrol the streets of GOTHAM. Barbara also likes the change in **BATMAN'S** former sidekick and is looking at **NIGHTWING** as a romantic possibility, something she never could see in the old **ROBIN**.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/heroes/robindick/> and <http://wf.toonzone.net/WF/batman/bios/heroes/nightwing/>

ORION

PL: 16; Init +3 (+3 DEX); Defense 18/14 (+4 Base, +3 DEX, +1 Dodge); Attack +9 Melee (+5 Base, +4 STR), +10 Ranged (+3 DEX, +1 Point Blank Shot, +1 Attack Focus: Astro-Glider); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +3, Will +5 (+2 Iron Will); STR 18, DEX 16, CON 18, INT 12, WIS 16, CHA 14

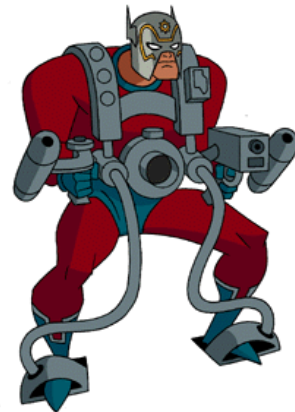
SKILLS: Intimidation +12, Pilot +9, Search +10, Spot +9

FEATS: All-Out Attack, Attack Focus (Astro-Glider), Dodge, Durability, Endurance, Expertise, Immunity (Aging, Disease), Iron Will, Move-By Attack, Point Blank Shot, Power Attack, Stunning Attack, Takedown Attack

POWERS: Super-Constitution +10 [Source: Alien; Cost: 4pp], Super-Strength +12 [Source: Alien; Cost: 4pp]

EQUIPMENT: Astro-Glider [Flight +11 (Extra: Super-Flight; Cost: 2pp); Energy Blast +12 (Cost: 1pp); Power Stunts: Immunity (Pressure, Suffocation); Flaw: Device; Source: Super-Science; Cost: 1pp]

ORION was born the son of Tigris and **DARKSEID** on APOKOLIPS. Later, **DARKSEID** formed the Pact with **HIGHFATHER** of NEW GENESIS, by which **ORION** was sent to be raised as **HIGHFATHER'S** adopted son amongst the gods of SUPERTOWN, while **HIGHFATHER'S** son was sent



to be raised in the orphanages of **GRANNY GOODNESS**.

ORION wields the Astro Force, a diluted version of his father's Omega Force, by which he is able to produce a variety of effects. Usually, however, **ORION** channels this energy through his Astro-Glider, which he uses in combat both to fly and to generate focused energy blasts. He also possesses a Mother Box which he is able to utilize to summon boom tubes and to sooth his savage rage.

IMAGE SOURCE AND INFO SOURCE:

<http://www.batman-superman.com/superman/cmp/index.html>

ROBIN

PL: 8; Init +3 (+3 DEX); Defense 18/14 (+4 Base, +3 DEX, +1 Dodge); Attack +7 Melee (+7 Base), +12 Ranged (+3 DEX, +1 Point Blank Shot, +1 Attack Focus: Batarang); SV DMG +1, Fort +1, Ref +5 (+2 Light. Refl), Will +1; STR 10, DEX 16, CON 12, INT 14, WIS 12, CHA 14

SKILLS: Acrobatics: +8, Balance +8, Climb +3, Computers +7, Drive +5, Hide +6, Move Silently +8, Repair +4, Search +7

FEATS: Attack Finesse, Attack Focus (Batarang), Dodge, Expertise, Improved Disarm, Improved Trip, Instant Stand, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Rapid Strike

EQUIPMENT: (all Devices, Source: Super-Science) Commlink [Radio Hearing; Cost: 1pp], Batarang [Weapon +2S; Cost: 1pp], Gadget +8 [Cost: 1pp], Grappling Hook Gun [Swing +6; Cost: 1pp]

DESIGN NOTES:

- **ROBIN** is 3pp over PL8.
- The design of this character is heavily influenced by the methods used to design the *Freedom City* Character **RAVEN**.

ROBIN is now Tim Drake, a thirteen year-old street kid adopted by Bruce Wayne. Tim's real father was a small-time hood (Stephen "Shifty" Drake) who stole money from **TWO-FACE** and then skipped town to escape the villain's wrath. Abandoned by his callous parent, Tim was forced to live on his own. A great admirer of **BATMAN** and **ROBIN**, Tim tried to act as brave and tough as his heroes, and successfully eluded **TWO-FACE's** year-long efforts to capture him and force him to reveal his father's whereabouts. Eventually **TWO-FACE** did catch Tim, only to later receive word through the underworld that Drake Sr. had fatally run afoul of gangsters in CENTRAL CITY. Furious, **TWO-FACE** ordered his men to kill Tim, but **BATMAN** caught up with the villain and rescued the boy. Admiring Tim's courage and fighting skills, **BATMAN** took him under his wing and a new **ROBIN** was born.

Owing to his years of parental neglect, Tim has grown up very "street" with a tough exterior and a chip on his shoulder. His new life as Bruce Wayne's ward has softened him a little, but he's still all sass and attitude when he goes into action as **ROBIN**. Much greener than Dick Grayson was at his age, Tim sometimes bites off more than he can chew when he rushes into danger. To a degree, Tim feels he has to "earn his place" at **BATMAN's** side and he wants to prove



he's all the hero the old **ROBIN** was... and then some.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/heroes/robinim/>

SATURN GIRL

PL: 11; Init +2 (+2 DEX); Defense 17/14 (+4 Base, +2 DEX, +1 Dodge); Attack +6 Melee (+6 Base, +0 STR), +8 Ranged (+2 DEX); SV DMG +2, Fort +2, Ref +2, Will +3; STR 10, DEX 14, CON 14, INT 18, WIS 16, CHA 16

SKILLS: Computers +9, Concentration +9, Diplomacy +9, Gather Information +9, Pilot +7, Sense Motive +9

FEATS: Assessment, Attractive, Dodge, Indomitable Will, Photographic Memory, Psychic Awareness

POWERS: Telepathy +11 [Extras: Group Link, Illusion (Flaw: Creatures Only), Memory Alteration; Source: -; Cost: 5pp]

EQUIPMENT: Legion Flight Ring [Flight +10; Flaw: Device; Source: Super-Science; Cost: 1pp]

SATURN GIRL is a member of the **LEGION OF SUPER-HEROES**, a group of young heroes from the 30th Century. On one occasion, the Kryptonian menace Brainiac traveled back in time to kill Clark Kent before he became Superman. **SATURN GIRL**, **COSMIC BOY** and **CHAMELEON BOY**, along with the young Clark, were able to stop the villain before he accomplished his mission.

IMAGE SOURCE:

<http://www.batman-superman.com/superman/img/satgirl1.gif>



STEEL

PL: 12; Init +2 (+2 DEX); Defense 17/14 (+4 Base, +2 DEX, +1 Dodge); Attack +9 Melee (+7 Base, +2 STR), +9 Ranged (+2 DEX); SV DMG +2, Fort +2, Ref +2, Will +2; STR 15, DEX 15, CON 14, INT 17, WIS 15, CHA 14

SKILLS: Acrobatics +10, Computers +12, Craft (Electronics) +12, Demolitions +12, Disable Device +11, Hide +7, Profession (Weapons Designer) +12, Repair +12, Spot +7, Taunt +7

FEATS: All-Out Attack, Attack Focus (Hammer), Dodge, Move-By Attack

POWERS: Super-Intelligence +3 [Source: -; Cost: 2pp]

EQUIPMENT: (all Devices, all Source: Super-Science) Battle-suit [Armor +12; Extra: Flight; Cost: 2pp and Steel Spike Projector (Weapon +5L (Ranged); Cost: 1pp], Hammer [Weapon +8S (Melee); Cost: 1pp]

John Henry Irons was an inventor and researcher for **LEXCORP**. He developed the ultra modern police suit, code named the "Prototype". It was a supersuit which allowed members of the METROPOLIS PD to have the same





abilities and powers as **SUPERMAN**. When the suit took control of the subject's mind and caused the officer to lose control, **SUPERMAN** and Irons decided it was not ready for use, and must be destroyed. **SUPERMAN** told Irons that if he could go back and improve the suit, he could use the help. Irons quit **LEXCORP** and went to work on improving the suit.

When Irons witnessed the return of **METALLO**, who was on the verge of destroying **SUPERMAN** with his Kryptonite powered exoskeleton, he knew he had to act. He donned the new suit he had been developing, and grabbed the battle hammer he made to go with it, and **STEEL** was born. He saved **SUPERMAN'S** life and the Man of Steel had a friend and comrade in the fight against evil in **METROPOLIS**.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/heroes/steel/>

SUPERGIRL

PL: 12; Init +7 (+2 DEX, +5 Super-DEX); Defense 22/14 (+4 Base, +3 DEX, +5 Super-DEX); Attack +8 Melee (+5 Base, +3 STR), +8 Ranged (+3 DEX); SV DMG +7 (+5 Super-CON), Fort +7 (+5 Super-CON), Ref +8 (+5 Super-DEX), Will +1; STR 16, DEX 16, CON 15, INT 14, WIS 12, CHA 16

SKILLS: Computers +7, Repair +7, Search +7, Taunt +7

FEATS: Attractive, Durability, Move-By Attack, Penetration Vision (not vs. lead), Ultra-Hearing

POWERS: (Flaw: All Powers and Super-Feats are lost under the light of a red sun, either natural or artificially generated). **Energy Blast** +8 [Source: Alien; Cost: 1pp], **Flight** +8 [Source: Alien; Power Stunt: **Super-Flight**; Cost: 1pp], **Microscopic Vision** +8 [Source: Alien; Cost: 1pp], **Super-Constitution** +5 [Extra: **Super-Dexterity**; Source: Alien; Cost: 6pp], **Super-Strength** +11 [Extra: **Super-Breath, Protection**; Source: Alien; Cost: 5pp]; **Telescopic Vision** +8 [Source: Alien; Cost: 1pp]

WEAKNESS: Susceptible (Kryptonite), Vulnerable (Magic)

When **KRYPTON** exploded, its smaller neighbor, **ARGOS**, was thrown out of its rotation and sent flying into space. Fortunately **ARGOS'S** top scientist convinced the people of **ARGOS** that Krypton's destruction was at hand, and together they managed to construct a force field that maintained the gravity and atmosphere of their planet. For sixteen years the residents of **ARGOS** survived. In time **ARGOS'S** force field began to fail, and, sensing the end of their world, the scientist placed her family in cryotubes to preserve them until help could arrive. Kara, however, was the only one to survive.

SUPERMAN introduced Kara to his adoptive parents who took her in and are now helping her adjust to life on **EARTH**. In order to blend in, Kara has taken the last name Kent, and Jonathan and Martha explain that she is a niece on Jonathan's side of the family.

Inspired by her "cousin" Clark, Kara has made a costume similar to Superman's and occasionally joins on missions as **SUPERGIRL**. Kara frequently visits Clark in **METROPOLIS** and, as **SUPERGIRL**, she has full access to **SUPERMAN'S** Fortress of Solitude.



Argosians and **Kryptonians** sprang from a common humanoid ancestor. As a result, **SUPERGIRL** has powers that are similar to **SUPERMAN'S** (flight, strength, heat vision, super-hearing), but is more resistant to Kryptonite (exposure to the radioactive element would kill **SUPERMAN** in about twenty minutes; **SUPERGIRL** could hold out for several hours). Also, because **SUPERGIRL** is nearly half **SUPERMAN'S** age (16), her powers are not quite as strong as his. She more than makes up for this in attitude, which is cocky, hip and very independent. With **SUPERGIRL**, **SUPERMAN** has a living link to his alien heritage, and someone he can talk to about his dual lives as **SUPERMAN** and Clark Kent. She is a frequent friendly ally who can be trusted with **SUPERMAN'S** secret.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/heroes/supergirl/>

SUPERMAN

PL: 16; Init +10 (+3 DEX, +7 Super-DEX); Defense 25/15 (+5 Base, +3 DEX, +7 Super-DEX); Attack +10 Melee (+6 Base, +4 STR), +9 Ranged (+3 DEX); SV DMG +11 (+7 Super-CON), Fort +11 (+7 Super-CON), Ref +11 (+7 Super-DEX), Will +2; STR 18, DEX 16, CON 18, INT 15, WIS 14, CHA 16

SKILLS: Computers +10, Craft (Electronics) +8, Diplomacy +15, Gather Information +11, Pilot +10, Profession (Reporter) +11, Repair +8

FEATS: Durability, Fame, Headquarters, Move-By Attack, Penetration Vision (not vs. lead), Ultra-Hearing

POWERS: (Flaw: All Powers and Super-Feats are lost under the light of a red sun, either natural or artificially generated). **Energy Blast** +10 [Source: Alien; Cost: 1pp], **Flight** +10 [Source: Alien; Power Stunt: **Super-Flight**; Cost: 1pp], **Microscopic Vision** +8 [Source: Alien; Cost: 1pp], **Super-Constitution** +7 [Extra: **Super-Dexterity**; Source: Alien; Cost: 6pp], **Super-Strength** +14 [Extra: **Super-Breath, Protection**; Source: Alien; Cost: 5pp]; **Telescopic Vision** +8 [Source: Alien; Cost: 1pp]

EQUIPMENT: Commlink [Radio Broadcast; Source: Super-Science; Cost: 1pp]

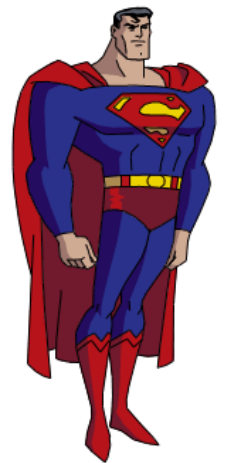
WEAKNESS: Susceptible (Kryptonite), Vulnerable (Magic)

DESIGN NOTES:

- **SUPERMAN** is 1pp over PL16
- **SUPERMAN'S** Skills were purchased using the Errata Option "Reduced Skill Cost" at 1:3.

SUPERMAN is Kal-El, son of Jor-El and Lara of the planet **KRYPTON**. He was rocketed to **EARTH** as a baby when **KRYPTON** was obliterated in a cataclysmic explosion that Jor-El had predicted. Kal-El landed on **EARTH** to be found and adopted by Jonathan and Martha Kent, who named him Clark and, fortunately for us, raised him to be a good citizen and a heck of a nice guy.

SUPERMAN realizes he is out of place in this world, but he



also realizes he can help it. Rather than use his powers to impose his will on others, he has chosen to be EARTH's gentle guardian, pledging never to kill anyone, or interfere in the free will of nations. Sometimes it's difficult for him to remain detached, especially when he sees the effects that bad policies have on the planet. Even as **SUPERMAN** there's not much he can do about that, though as reporter Clark Kent he can champion the fight of the little guy through his writing for the *DAILY PLANET*. In some ways the good Clark does in print is just as meaningful as any of **SUPERMAN's** heroic feats. **SUPERMAN's** not out to make a name for himself; he's there to help people.

He rarely stays around for a "thank you"; he simply does his job and leaves. Naturally, some people treat **SUPERMAN** with suspicion, believing that a man this selfless and good must have an awful lot to hide. Some people even fear him, dreading the day that **SUPERMAN** will decide that humans are not fit to govern themselves. Of course, it would never be in **SUPERMAN's** nature to do that, but, being a rather elusive hero, some paranoid souls are inclined to think the worst.

INFO SOURCE:

http://users.ev1.net/~kryptcom/justiceleague/jl_superman.gif

WONDER WOMAN

PL: 16; Init +12 (+3 DEX, +4 Improved Initiative, +5 Super-DEX); Defense 22/13 (+3 Base, +3 DEX, +1 Dodge, +5 Super-DEX); Attack +11 Melee (+8 Base, +3 STR), +11 Ranged (+3 DEX); SV DMG +8 (+5 Super-Con), Fort +8 (+5 Super-Con), Ref +8 (+5 Super-DEX), Will +4 (+2 Iron Will); STR 16, DEX 17, CON 16, INT 15, WIS 14, CHA 16

SKILLS: Acrobatics +11, Balance +11, Diplomacy +13, Handle Animal +11, Intimidate +9, Knowledge (Ancient Greek Culture) +8, Pilot +9, Ride +11

FEATS: Accurate Attack, Attractive, Dodge, Durability, Expertise, Immunity (Aging), Improved Initiative, Iron Will, Point-Blank Shot

POWERS: Flight +8 [Source: Mystical, Cost: 2pp], Super-Strength +10 [Flaw: Restricted: If bound by a man, she loses her Super-Strength while bound, Source: Mystical, Cost: 3pp], Super-Constitution +5 [Extra: Super-Dexterity; Source: Mystical, Cost: 7pp]

EQUIPMENT: Bracelets [Deflection +13; Source: Mystical, Cost: 1pp], Commlink [Radio Broadcast; Source: Super-Science; Cost: 1pp], Lasso of Truth [Snare +10, Extra: Mind Control (Flaw: Restricted-Causes bound person to tell the truth); Source: Mystical, Cost: 2pp]; Tiara [Weapon +5S (Ranged); Source: Mystical, Cost: 1pp]

DESIGN NOTES:

- **WONDER WOMAN** is 1pp over PL16.

When **HIPPOLYTA** was murdered for the first time - in her initial life as a prehistoric cavewoman existing over 32,000 years ago - the killer responsible for that act claimed not one life that day, but two, as the future Queen of **THEMYSCIRA** was heavy with child. As a result of her premature

death, the child's soul (along with that of her mother) was collected by Gaea, goddess of EARTH, and placed in the Well of Souls, a fount that held the spirits of murdered women from throughout the ages.

It wasn't until millennia later, after the **AMAZONS** had settled the island of **THEMYSCIRA**, that the soul of **HIPPOLYTA's** unborn child would achieve its destiny. Still saddened by the absence of the child she had been denied in her previous life, the Queen sought the guidance of the oracle Menalippe, who instructed her to fashion an infant out of clay. Doing as she was instructed on the beaches of **THEMYSCIRA**, the clay was changed by her patron gods (Demeter, Aphrodite, Athena, Artemis, Hestia, and Hermes) into a human infant. As the clay turned to flesh and took in its first breath, the gods blessed the child with an array of special abilities. Overjoyed with the boon granted to her by her patrons, **HIPPOLYTA** named the child Diana and raised her in the ways of the **AMAZONS**.

As she grew to adulthood, Diana was tutored in the arts of rhetoric, combat, religion, philosophy, and in all other forms of knowledge that the **AMAZONS** held in high regard, eventually coming to master each field that she studied.

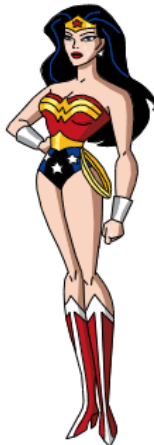
However, while her mother and fellow sisters were content to remain on **THEMYSCIRA** for the rest of their days, the young princess grew curious about Patriarch's World - the **AMAZON'S** name for the outside world of man. However, simple curiosity turned to alarm as the world was attacked by the **IMPERIUM** and she began to hear the distant telepathic call of J'onn J'onzz, a Martian freedom fighter who sought to organize a resistance against the invasion. Unable to stand by as the innocent suffered, Diana took a costume and weapons from the temple of Athena and left under cover of night to join the resistance, a team of heroes assembled by J'onzz who were powerful enough to be their own pantheon of gods. After the incursion was thwarted and its armies defeated, Diana elected to remain in Patriarch's World as the costumed hero that would eventually become known as **WONDER WOMAN**.

One of the most formidable members of the **JUSTICE LEAGUE**, **WONDER WOMAN** was blessed by the gods with the powers of flight, superior strength, and speed, while her Amazonian heritage provided her with an education in weaponry and a vast array of fighting disciplines. In addition, she possesses her bracelets—enchanted gauntlets that symbolize a time when the Amazons were enslaved by men—which she can use to deflect bullets with her great speed, and an indestructible golden lasso, which was forged by Hephaestus from the golden Girdle of Gaea.

Recently banished from **THEMYSCIRA** for the crime of bringing men onto the island, **WONDER WOMAN** is now a permanent fixture in the world of men, acting as a sort of unofficial ambassador for her people. Now surrounded by men, Diana often finds her Amazonian prejudices confirmed in the thoughts and actions of those she protects. However, she has also discovered that not all men act in the manner that her mentors have taught. In particular, Diana has developed a strong connection to **BATMAN**, as she identifies with his warrior spirit and deeply respects his fierce determination and battle prowess.

INFO SOURCE:

http://users.ev1.net/~kryptcom/justiceleague/jl_ww.gif





SECTION THREE:

THE VILLAINS...

ARESIA

PL: 14; Init +12 (+3 DEX, +4 Improved Init, +5 Super-DEX); Defense 21/12 (+2 Base, +3 DEX, +1 Dodge, +5 Super-DEX); Attack +11 Melee (+8 Base, +3 STR), +12 Ranged (+3 DEX, +1 Point-Blank Shot); SV DMG +8 (+5 Super-Con), Fort +8 (+5 Super-Con), Ref +3, Will +4 (+2 Iron Will); STR 16, DEX 16, CON 16, INT 14, WIS 14, CHA 14

SKILLS: Acrobatics +10, Balance +10, Bluff +9, Computers +9, Diplomacy +9, Gather Information +7, Handle Animal +6, Jump +12, Knowledge (Mysticism) +6, Medicine +10, Ride +10, Science (Biology, Chemistry) +11, Search +5, Spot +5, Taunt +6

FEATS: Accurate Attack, Attractive, Dodge, Durability, Expertise, Improved Initiative, Iron Will, Point-Blank Shot

POWERS: *Super-Constitution* +5 [Extra: *Super-Dexterity*; Source: Mystical; Cost: 7pp], *Super-Strength* +8 [Flaw: Restricted: If bound by a man, she loses her Super-Strength while bound; Source: Mystical; Cost: 3pp]

ARESIA grew up in an Eastern European country in the middle of a civil war. As a young girl, **ARESIA** and her family escaped the raging war on a transport ship to a new home. In route, the ship was captured and boarded by pirates. As they left, the pirates shot a cannon at the transport, causing it to sink. **ARESIA** was separated from her family and ended up on a piece of wreckage.

She woke up on **THEMYSCIRA**, the mystical home of the **AMAZONS**. Raised as one of them, she was granted speed and strength through magical means and trained to **AMAZON** perfection. Unknown to her new family, **ARESIA** grew to hate the world of men, blaming all men for the death of her parents and her former countrymen. She secretly gained knowledge of sciences that would enable her to get revenge on the world of men.

Developing a biological agent that would kill only men, she gathered together a team of villains to aid her in creating the toxin and spreading it throughout the **EARTH'S** surface. The **JUSTICE LEAGUE**, with the aid of her adopted mother **HIPPOYLTA**, revealed that **ARESIA** was saved by a man when she escaped the sinking transport ship, which ultimately had no effect on her plans. The **LEAGUE** was able to stop her and she apparently died in her attempt.

IMAGE SOURCE:

<http://users.ev1.net/~kryptcom/justiceleague/aresia.gif>



+11 Ranged (+3 DEX); SV DMG +9 (+6 Super-Con), Fort +12 (+3 Great Fort., +6 Super-Con), Ref +3, Will +2; STR 18, DEX 16, CON 16, INT 14, WIS 14, CHA 16

SKILLS: Gather Information +11, Hide +11, Intimidate +13, Jump +15, Knowledge (Tactics) +6, Language (English, Spanish), Move Silently +11, Profession (Mercenary) +7, Search +10, Sense Motive +12, Spot +10, Taunt +10,

FEATS: All-Out Attack, Assessment, Chokehold, Dodge, Endurance, Great Fortitude, Improved Critical, Improved Grapple, Improved Pin, Power Attack, Rapid Takedown, Takedown Attack

EQUIPMENT: "Venom" Serum Injectors [Boost +6 (Strength); Extra: Boost (Constitution); Flaw: Device; Source: Super-Science; Cost: 1pp]

Bane is a cunning mercenary from **SOUTH AMERICA**. A trained killer and a brilliant military strategist, he was turned into an unstoppable super-soldier during an experimental operation that implanted tubes into his brain. Through these tubes he can inject a steroid-like chemical called **Venom** directly into his system and increase his strength and body mass at will.

IMAGE AND INFO SOURCE:

<http://www.batman-superman.com/batman/index.html>



BIZARRO

PL: 12; Init +9 (+3 DEX, +6 Super-DEX); Defense 23/14 (+4 Base, +3 DEX, +6 Super-DEX); Attack +12 Melee (+8 Base, +4 STR), +11 Ranged (+3 DEX); SV DMG +10 (+6 Super-Con), Fort +10 (+6 Super-Con), Ref +9 (+6 Super-DEX), Will -1; STR 18, DEX 16, CON 18, INT 8, WIS 8, CHA 10

SKILLS: Intimidate +10, Move Silently +12, Search +7, Spot +7, Survival +8

FEATS: Durability, Move-By Attack, Penetration Vision (not vs. lead), Power Attack, Surprise Attack, Takedown Attack, Ultra-Hearing



BANE

PL: 12; Init +3 (+3 DEX); Defense 19/15 (+5 Base, +3 DEX, +1 Dodge); Attack +12 Melee (+8 Base, +4 STR),

POWERS: (Flaw: All Powers and Super-Feats are lost under the light of a red sun; either nature or artificially generated) **Energy Blast +10** [Source: Alien; Cost: 1pp], **Flight +10** [Source: Alien; Power Stunt: **Super-Flight**; Cost: 1pp], **Microscopic Vision +8** [Source: Alien; Cost: 1pp], **Super-Constitution +6** [Extra: **Super-Dexterity**; Source: Alien; Cost: 6pp], **Super-Strength +12** [Extra: **Super-Breath**, **Protection**; Source: Alien; Cost: 5pp]; **Telescopic Vision +8** [Source: Alien; Cost: 1pp]

WEAKNESS: Disturbing, Susceptible (Kryptonite), Vulnerable (Magic)

Using a stolen strand of **SUPERMAN'S** DNA, **LUTHOR** developed his own "**SUPERMAN**", a prototype for a line of super-guardians available to the general public. By dialing 555-LEXX, a person in trouble could have one of **LUTHOR'S** guardians rescue fly to their aid anytime of the day or night - for a price. Unfortunately for **LEX**, it didn't work.

The cloning process was unstable and the **SUPERMAN** clone mutated in form and mind into a grotesque parody of the Man of Steel dubbed a "**BIZZARRO**" by a horrified Metropolis. Possessing bits of the original **SUPERMAN'S** memory, **BIZZARRO** set about imitating **SUPERMAN'S** heroic actions with disastrous results. Trying to save an old woman from being struck by a bus, **BIZZARRO** did not quickly fly the woman to safety as **SUPERMAN** would have done, but punched the bus, sending it and its thirty-odd passengers crashing into the river!

Several more fiascos of this sort led **BIZZARRO** into a showdown with the real **SUPERMAN**. **SUPERMAN** won the battle and placated **BIZZARRO** by giving him complete jurisdiction of the moon. Now **BIZZARRO** patrols the moon much the way Superman patrols METROPOLIS. Still, **BIZZARRO** operates on his own warped logic, and he could return at any time to again make life hard on **SUPERMAN**. The fact that he has a crush on Lois Lane doesn't help any, either.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/bizarro/>

BRAINIAC

PL: 19; Init +2 (+2 DEX); Defense 17/15 (+5 Base, +2 DEX); Attack +13 Melee (+9 Base, +4 STR), +11 Ranged (+2 DEX); SV DMG +13 (+8 Super-CON), Fort +13 (+8 Super-CON), Ref +2, Will +2; STR 18, DEX 15, CON 20, INT 20, WIS 15, CHA 10

SKILLS: Computers +15, Craft (Electronics) +15, Disable Device +13, Gather Information +15, Knowledge (*) +15, Pilot +8, Repair +15, Science (*) +15, Search +10, Spot +7

(***BRAINIAC** has gathered data from across the cosmos and the GM should allow any Knowledge and Science Skill checks that they deem reasonable).

FEATS: Assessment, Darkvision, Durability, Immunity (Aging, Critical Hits, Disease, Energy (Radiation), Exhaustion, Poison, Pressure, Starvation, Suffocation), Headquarters, Photographic Memory, Radio Hearing

POWERS: **Comprehend +10** [Source: Super-Science; Cost: 2pp], **Datalink +10** [Extras: **Super-Senses**; Source: Super-



Science; Cost: 3pp]; **Elasticity +6** [Flaw: No help on Escape Artist checks; Source: Super-Science; Cost: 3pp]; **Energy Blast +10** [Source: Super-Science; Cost: 2pp]; **Super-Strength +8** [Extra: **Protection**, **Super-Constitution**; Source: Super-Science; Cost: 2pp]

DESIGN NOTES:

- **BRAINIAC'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:2.

Once, **BRAINIAC** was the sophisticated artificial intelligence system that guided and catalogued every phase of KRYPTON'S existence. When **JOR-EL** revealed that KRYPTON was doomed, **BRAINIAC** lied about the scientist's findings, playing for time until he could safely beam himself away from the ill-fated planet. Over the years, **BRAINIAC** has visited many worlds and has gradually taken on the form of a humanoid android. One thing remains unchanged however: **BRAINIAC'S** all-consuming lust for self-preservation and conquest.

Now **BRAINIAC** has come to Earth. Upon his arrival, **BRAINIAC** contacted **LEX LUTHOR** in the hopes of using his technology to suit his needs. While here on Earth, he's finally encountered the one foe strong enough and smart enough to fight him -- the son of his old enemy **JOR-EL: SUPERMAN**.

IMAGE AND INFO SOURCE:

<http://www.batman-superman.com/superman/cmp/index.html>

CATWOMAN

PL: 11; Init +8 (+3 DEX, +5 Super-DEX); Defense 20/11 (+1 Base, +3 DEX, +1 Dodge, +5 Super-DEX); Attack +11 Melee (+8 Base, +2 STR, +1 Attack Focus: Cat-Of-Nine-Tails), +11 Ranged (+3 DEX); SV DMG +2, Fort +2, Ref +8 (+5 Super-DEX), Will +2; STR 14, DEX 17, CON 15, INT 14, WIS 14, CHA 16

SKILLS: Acrobatics +11, Balance +11, Bluff +11, Climb +12, Computers +5, Demolitions +5, Diplomacy +11, Disable Device +14, Drive +11, Forgery +8, Handle Animals +11, Hide +11, Jump +11, Knowledge (Antiquities) +14, Move Silently +11, Open Lock +11, Repair +5, Ride +11, Search +8, Sleight of Hand +11, Spot +8

FEATS: Accurate Attack, Animal Affinity-(See Design Notes), Attack Finesse, Attack Focus (Cat-Of-Nine-Tails), Attractive, Dodge, Evasion, Expertise, Hero's Luck, Improved Disarm, Improved Trip, Rapid Strike, Surprise Attack

POWERS: **Super-Dexterity +5**; [Extras: **Super-Charisma**; Source: Training; Cost: 5pp]

EQUIPMENT: (all Devices, Source: Super-Science) Cat-Of-Nine-Tails [Weapon +4S; Extra: Snare; Cost: 2pp], Claw Gloves [Natural Weapon +3, Extra: Climbing; Cost: 2pp], Gadget +10 [Cost: 1pp]

DESIGN NOTES:

- **CATWOMAN'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:3.
- Animal Empathy Feat is found in *Crooks* (p. 114). If you don't have this book, substitute the feat with the power [Mind Control +2; Flaw: Limited-Animal Control; Source: Training; Cost: 1pp]





- The design of this character is heavily influenced by the methods used to design the *Freedom City* Character **RAVEN**.

Rich, glamorous and stunningly beautiful, Selina Kyle is a former socialite who became the notorious burglar called the **CATWOMAN**. Lured by the thrill of the hunt, she steals rare and beautiful objects with feline names or designs. **CATWOMAN** also enjoys a special bond with real cats, and all felines, tame or wild, instinctively trust her. With her catlike reflexes and cat-o-nine-tails, she is a formidable opponent who is nearly a match for **BATMAN**. Realizing **BATMAN** now has a team of allies, **CATWOMAN** has assembled a female feline gang of her own to bedevil them.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/batman/index.html>

CHEETAH

PL: 14; Init +9 (+4 DEX, +5 Super-DEX); Defense 22/12 (+2 Base, +4 DEX, +1 Dodge, +5 Super-DEX); Attack +10 Melee (+8 Base, +2 STR), +12 Ranged (+4 DEX); SV DMG +8 (+5 Super-CON), Fort +8 (+5 Super-CON), Ref +9 (+5 Super-DEX), Will +1; STR 14, DEX 18, CON 16, INT 16, WIS 13, CHA 14

SKILLS: Acrobatics +12, Balance +12, Climb +12, Handle Animal +7, Hide +12, Intimidate +7, Jump +10, Move Silently +12, Science (Biology, Chemistry) +9, Search +8

FEATS: Attack Finesse, Dodge, Endurance, Evasion, Expertise, Improved Trip, Instant Stand, Power Attack, Rapid Strike, Rapid Takedown, Scent, Surprise Strike, Takedown Attack, Ultra-Hearing

POWERS: **Leaping** +5 [Source: Mutation; Cost: 1pp], **Natural Weapon** +5 [Source: Mutation; Cost: 2pp], **Running** +3 [Source: Mutation; Cost: 2pp], **Super-Sense** +5 [Source: Mutation; Cost: 2pp], **Super-Strength** +5 [Extra: **Super-Dexterity**; Source: Mutation; Cost: 7pp]

Barbara Ann Minerva was a genetic scientist about to lose her funding, so she used herself as a test subject. She was recruited by **LUTHOR** to join his **INJUSTICE LEAGUE**; however, **BATMAN** managed to manipulate her onto his side. The **INJUSTICE GANG** found out, and "kicked" her out of the gang.

INFO SOURCE:

<http://users.ev1.net/~kryptcom/justiceleague/cheetah.gif>



CLAYFACE

PL: 13; Init +2 (+2 DEX); Defense 16/14 (+4 Base, +2 DEX); Attack +11 Melee (+8 Base, +3 STR), +10 Ranged (+2 DEX); SV DMG +4, Fort +6 (+2 Great Fort.), Ref +2, Will +2; STR 16, DEX 14, CON 18, INT 12, WIS 14, CHA 16

SKILLS: Bluff +12, Computers +6, Craft (Sculpting) +6, Disguise +11, Drive +5, Gather Information +8, Hide +8, Innuendo +12, Intimidate +8, Perform +13

FEATS: All-Out Attack, Durability, Great Fortitude, Immunity (Exhaustion, Pressure, Starvation), Improved Grapple, Improved Pin

POWERS: **Alternate Form** +8 (**Semi-Solid**) [Extras:

Shapeshift, **Suffocate**; **Flaw:** Permanent; **Source:** Mutation; **Cost:** 8pp] (Note: **CLAYFACE'S** Alternate Form power grants him **Elasticity**, **Protection** and adds to Strength Bonus for inflicting damage.)

WEAKNESS: Disturbing

Matt Hagen was a well-known movie actor. Badly disfigured in an automobile accident, he was rushed to the GOTHAM burn clinic. At the clinic, Hagen was approached by Roland Daggett, a crooked businessman looking for test subjects for his "miracle product" RenuYou. Daggett promised the product could restore Hagen's features within minutes as compared to the years of plastic surgery he would have to endure. The only problem was that this drug was not FDA approved and highly addictive. In exchange for the product, Daggett forced Hagen to commit crimes. When Hagen finally refused to do any more of Daggett's dirty work, the supply of RenuYou was cut off. Crazy for the drug, Hagen broke into the RenuYou plant, where he was soon captured. Daggett's henchmen poured gallons of the untested toxic chemical down Hagen's throat.

Instead of dying from an overdose, the chemical soaked every cell in Hagen's body, transforming him into a hideous man of clay. An enraged Hagen vowed to destroy Roland Daggett. What Hagen did not realize was that his new cellular structure allowed him to change his shape and appearance. He could form anything he wanted just by thinking it. As a living shapeshifter, he became the evil **CLAYFACE**.

As one of **BATMAN'S** most bizarre and difficult criminals to handle, it takes great measures to apprehend **CLAYFACE**. When initially caught, he was deemed insane and a special suit was designed to hold him in Arkham Asylum.

IMAGE AND INFO. SOURCE: <http://www.batman-superman.com/batman/index.html>



CLOCK KING

PL: 10; Init +1 (+1 DEX); Defense 17/16 (+6 Base, +1 DEX); Attack +6 Melee (+5 Base, +0 STR, +1 Attack Focus (Clock-Hand Cane), +6 Ranged (+1 DEX); SV DMG +1, Fort +1, Ref +1, Will +1; STR 10, DEX 12, CON 12, INT 18, WIS 18, CHA 12

SKILLS: Computers +13, Concentration +13, Craft (Electronics) +13, Disable Device +13, Gather Information +12, Knowledge (Law) +13, Listen +11, Repair +13, Science (Temporal Physics) +13, Spot +11

FEATS: Assessment, Attack Focus (Clock-Hand Cane), Iron Will, Photographic Memory, Skill Focus (Science: Temporal Physics)

EQUIPMENT: (all Devices, all Source: Super-Science) Clock-Hand Cane [Weapon



+3L (Melee); Cost: 1pp], Gadget +10 [Cost: 1pp]

WEAKNESS: Quirk: Obsessive/Compulsive Behavior about time and scheduling.

Temple Fugate was a mild mannered legal clerk who worked in GOTHAM's District Court office. He served as the right hand man of then Supreme Court Judge Hamilton Hill. Fugate was an odd, lonely man who was obsessed with time and with being punctual. His every waking moment was pre-planned, on a "to do" list broken down into nano-seconds. When urged by his boss Judge Hill to take a coffee break, Fugate initially refused, as he did not want to ruin his schedule. After insistence by Hill, Fugate took the coffee break. Upon returning, Fugate was reprimanded by Hill as he could not find important documents, and Hill abruptly fired him. Fugate's already anal retentive personality swore revenge on Hill, and he became the **CLOCK KING**.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/clockking/>

COPPERHEAD

PL: 14; Init +9 (+4 DEX, +5 Super-DEX); Defense 22/12 (+2 Base, +4 DEX, +1 Dodge, +5 Super-DEX); Attack +8 Melee (+5 Base, +3 STR), +9 Ranged (+4 DEX); SV DMG +8 (+5 Super-CON), Fort +8 (+5 Super-CON), Ref +9 (+5 Super-DEX), Will +1; STR 16, DEX 18, CON 16, INT 12, WIS 12, CHA 14

SKILLS: Acrobatics +13, Balance +13, Climb +8, Escape Artist +13, Hide +13, Intimidate +9, Jump +8, Move Silently +13, Spot +6, Taunt +7

FEATS: Accurate Attack, All-Out Attack, Ambidexterity, Attack Finesse, Chokehold, Dodge, Evasion, Extra Limb (Tail), Immunity (Poison), Improved Critical, Improved Grapple, Improved Pin, Instant Stand, Penetrating Attack (Drain), Power Attack, Rapid Strike, Surprise Strike, Takedown Attack

POWERS: Natural Weapon +8 [Extras: Climbing; Source: Mutation; Cost: 3pp], Drain +8 [Extra: Secondary Effect; Source: Mutation; Cost: 3pp], Super-Dexterity +5 [Extra: Super-Constitution; Source: Mutation; Cost: 7pp]

WEAKNESS: Unlucky

COPPERHEAD is half-man, half-snake and is little more than a super-powered thief. He joined both the **INJUSTICE GANG** and **ARESTIA'S** gang for the promise of money.

INFO SOURCE:

<http://users.ev1.net/~kryptcom/justiceleague/copperhead.gif>



DARKSEID

PL: 22; Init +2 (+2 DEX); Defense 17/15 (+5 Base, +2 DEX); Attack +9 Melee (+5 Base, +4 STR), +7 Ranged (+2 DEX); SV DMG +15 (+10 Super-CON), Fort +15 (+10 Super-CON), Ref +2, Will +11 (+2 Iron Will, +5 Super-WIS); STR 18, DEX 15, CON 20, INT 17, WIS 18, CHA 18

SKILLS: Computers +12, Craft (Electronics) +12, Diplomacy +14, Gather Information +14, Intimidate +15, Re-

pair +11, Sense Motive +14

FEATS: All-Out Attack, Assessment, Durability, Endurance, Headquarters, Indomitable Will, Infamy, Inspire, Iron Will, Leadership, Minions (Loyalty Score: 37), Point Blank Shot, Power Attack, Precise Shot, Startle

POWERS: Cosmic Power +15 [Power Stunts: Disintegration; Flaws: Missing Effect: Flight and Force Field; Source: Alien; Cost: 6pp], Super-Intelligence +5 [Extras: Super-Wisdom; Source: Alien; Cost: 4pp], Super-Strength +10 [Extras: Protection, Super-Constitution; Source: Alien; Cost: 8pp]

EQUIPMENT: Gadget +10 [Source: Super-Science; Cost: 1pp]

WEAKNESS: Disturbing, Quirk: Obsessed with solving the "Anti-Life Equation"

DARKSEID is the powerful and unquestioned ruler of the planet APOKOLIPS. He is obsessed with finding the solution to the Anti-Life Equation and will stop at nothing to gain it. His attention eventually fell on EARTH (presumably on a search for the solution), where he made contact with criminals Morgan Edge and later **BRUNO MANHIEM** of **INTERGANG**, to do his bidding. This ultimately led him into conflict with **SUPERMAN** on two occasions when he attempted to invade EARTH.

Later, his forces were devastated during an unsuccessful operation against NEW GENESIS. The Kryptonian menace **BRAINIAC** took advantage of the situation to assimilate APOKOLIPS. **DARKSEID** called upon the **JUSTICE LEAGUE** for help, which they provided, but during the conflict the evil despot was left behind on **BRAINIAC'S** ship when it exploded. His final fate is unknown, but it seems unlikely he was killed.

IMAGE SOURCE: <http://jl.toonzone.net/darkseid/001.jpg>

DEADSHOT

PL: 10; Init +3 (+3 DEX); Defense 16/12 (+2 Base, +3 DEX, +1 Dodge); Attack +9 Melee (+8 Base, +1 STR), +13 Ranged (+3 DEX, +1 Point Blank Shot, +1 Attack Focus: Firearms); SV DMG +2, Fort +2, Ref +3, Will +1; STR 12, DEX 16, CON 15, INT 12, WIS 12, CHA 14

SKILLS: Acrobatics +6, Bluff +5, Concentration +6, Demolitions +9, Disable Device +9, Drive +8, Hide +8, Intimidate +5, Move Silently +8, Open Lock +8, Repair +8, Spot +8, Taunt +7

FEATS: Accurate Attack, Attack Focus (Firearms), Dodge, Far Shot, Improved Critical, Multi-shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Surprise Strike





EQUIPMENT: Battlesuit [Armor +5; *Extra:* Telescopic Sense (Vision); *Flaw:* Device; *Source:* Super-Science; *Cost:* 2pp and Wrist-Guns (Weapon +8L (Ranged); *Flaw:* Device; *Source:* Super-Science; *Cost:* 1pp)]

DEADSHOT, a mercenary for hire and a deadly accurate sniper, is employed by Orm to help incite the war between ATLANTIS and the surface dwellers of EARTH.

IMAGE AND INFO SOURCE:

<http://jl.toonzzone.net/deadshot/deadshot.htm>

DESAAD

PL: 12; Init +2 (+2 DEX); Defense 15/13 (+3 Base, +2 DEX); Attack +7 Melee (+5 Base, +2 STR), +7 Ranged (+2 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +2, Will +1; STR 15, DEX 15, CON 18, INT 18, WIS 12, CHA 16

SKILLS: Bluff +13, Computers +12, Craft (Electronics) +12, Diplomacy +13, Disable Device +9, Gather Information +8, Hide +5, Innuendo +6, Knowledge (Torture) +9, Medicine +11, Open Lock +6, Repair +12, Science (Biology, Chemistry, Physics) +12, Search +9, Taunt +13

FEATS: Assessment, Durability, Immunity (Aging, Disease), Surprise Attack

POWERS: **Super-Constitution** +10 [*Source:* Alien; *Cost:* 4pp], **Super-Strength** +5 [*Source:* Alien; *Cost:* 4pp]

DESIGN NOTES:

- **DESAAD'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:3.
- **DESAAD** is 4pp over PL 12.

DARKSEID'S right hand and chief torturer, the sadistic **DESAAD** was once his friend as well. That friendship ended, however, when **DESAAD** poisoned Suli, **DARKSEID'S** beloved wife. Frequently obliterated by his Omega Beams, **DARKSEID** keeps restoring **DESAAD** to life in order to take advantage of his technological and tactical knowledge.

Image Source: <http://www.batman-superman.com/superman/img/desaad.gif> and **Info Source:** <http://jl.toonzzone.net/apokolips/apokolips.htm>



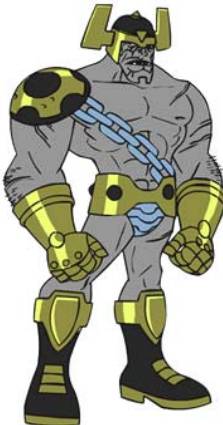
DRAAGA

PL: 13; Init +3 (+3 DEX); Defense 17/14 (+4 Base, +3 DEX); Attack +11 Melee (+7 Base, +4 STR), +10 Ranged (+3 DEX); SV DMG +16 (+12 Super-CON), Fort +16 (+12 Super-CON), Ref +3, Will +2; STR 18, DEX 16, CON 18, INT 12, WIS 14, CHA 16

SKILLS: Bluff +8, Intimidate +13, Jump +17, Search +8, Survival +9

FEATS: All-Out Attack, Endurance, Expertise, Improved Critical, Improved Grapple, Improved Pin, Iron Will, Power Attack, Rapid Strike, Takedown Attack

POWERS: **Super-Strength** +12 [*Extra:*



Super-Constitution; *Source:* Alien; *Cost:* 7pp]

DRAAGA is a gladiator who did battle on **MONGUL'S** War World. **SUPERMAN** defeated **DRAAGA**, **MONGUL'S** greatest warrior, in the arena but refused to kill him—thus depriving him of an honorable death. Now, **DRAAGA** must live with this disgrace, and his honor cannot be restored until he kills Superman or dies trying. As a sign of his shame, he wears Superman's symbol on his chest

IMAGE AND INFO SOURCE:

<http://jl.toonzzone.net/draaga/draaga.htm>

FELIX FAUST

PL: 12; Init +5 (+1 DEX, +4 Improved Init.); Defense 16/15 (+5 Base, +1 DEX); Attack +5 Melee (+5 Base, +0 STR), +7 Ranged (+1 DEX, +1 Point Blank Shot); SV DMG +2, Fort +2, Ref +1, Will +3 (+1 Iron Will); STR 11, DEX 12, CON 14, INT 17, WIS 15, CHA 12

SKILLS: Bluff +11, Concentration +13, Diplomacy +9, Gather Information +9, Hide +6, Knowledge (Archaeology, Occult) +14, Listen +7, Move Silently +6, Profession (Professor) +13, Search +8, Sense Motive +7, Sleight of Hand +9, Spot +7

FEATS: All-Out Attack, Detect (Magic), Durability, Immunity (Aging, Cold, Critical Hits, Disease, Heat, Exhaustion, Pressure, Radiation, Starvation, Suffocation), Improved Initiative, Indomitable Will, Infamy, Lightning Reflexes, Point-Blank Shot, Power Attack, Startle, Takedown Attack, True Sight

POWERS: **Super-Senses** +3 [*Source:* Mystical; *Cost:* 2pp], **Sorcery** +10 [Spells: **Absorption** (Magic Only), **Create Object**, **Dazzle**, **ESP**, **Element Control** (Air), **Illusion**, **Teleportation**; *Source:* Mystical; *Cost:* 7pp]

EQUIPMENT: Medusa Medallion [Transformation +10; *Flaw:* Limited-Only to stone, Device; *Source:* Mystical, *Cost:* 1pp]

DESIGN NOTES:

- **FELIX FAUST'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:3.

FELIX FAUST was a professor of archaeology before his experiments with the mystic arts caused his banishment from the academic world. Swearing revenge, **FAUST** delved deeper and deeper into the dark arts, finally befriending the darkest being of all: **HADES** himself.

IMAGE SOURCE: <http://comics.ewolfden.net/> and **INFO SOURCE:** <http://jl.toonzzone.net/hades/hades.htm>

FIREFLY

PL: 10; Init +3 (+3 DEX); Defense 18/15 (+5 Base, +3 DEX); Attack +9 Melee (+7 Base, +2 STR), +12 Ranged (+3 DEX, +1 Point Blank Shot, +1 Attack Focus: Flame Gun); SV DMG +3, Fort +3, Ref +3, Will +1; STR 14, DEX 16, CON 16, INT 14, WIS 12, CHA 13

SKILLS: Craft (Electronics) +13, Demolitions +7, Disable Device +8, Perform +6, Profession (Special Effects Techni-

cian) +11, Repair +13

FEATS: Aerial Combat, Attack Focus (Flame Gun), Move-By Attack, Point Blank Shot, Precise Shot

EQUIPMENT: (all Devices, all Source: Super-Science) Armor [Protection +8; *Extra:* Flight; *Cost:* 2pp], Flame Gun [Energy Blast (Fire) +10; *Extra:* Explosive Blast; *Cost:* 2pp]

Garfield Lynns was a pyrotechnic and special effects genius. He worked for his former girlfriend, pop singer Cassidy. After the two split up, Cassidy decided to keep Garfield on as her special effects guy, as long as the two could maintain a professional relationship. When Garfield began to drudge up their problematic romantic past, Cassidy could not take the pressure anymore and fired Garfield. Unable to handle the rejection, Garfield swore revenge on the pop singer and became the fire obsessed villain, **FIREFLY**.

IMAGE AND INFO. SOURCE:

<http://www.batman-superman.com/batman/index.html>



GRANNY GOODNESS

PL: 12; Init +2 (+2 DEX); Defense 15/13 (+3 Base, +2 DEX); Attack +7 Melee (+3 Base, +4 STR), +5 Ranged (+2 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +2, Will +0; STR 18, DEX 14, CON 18, INT 14, WIS 10, CHA 14

SKILLS: Bluff +12, Diplomacy +7, Gather Information +7, Intimidate +12, Profession (Teacher) +10, Repair +5, Sense Motive +9, Taunt +11

FEATS: All-Out Attack, Assessment, Durability, Immunity (Aging, Disease), Improved Critical, Power Attack, Surprise Strike

POWERS: **Super-Constitution +10** [Source: Alien; Cost: 4pp], **Super-Strength +5** [Source: Alien; Cost: 4pp]

Psychopath **GRANNY GOODNESS** is the head of **DARKSEID'S** Orphanage, a place for the children of **APOKOLIPS** to learn. **GRANNY GOODNESS** appears to be an elderly woman, but is in fact quite powerful. She operates her orphanage on **APOKOLIPS** where she trains Apokoliptian youths in the arts of combat. Her methods are surpassed in their cruelty only by those of **DESAAD**. She first organized the **FEMALE FURIES**, and it was she who supervised Scott Free's training as an aerial trooper. Since Scott's escape from her orphanage and **APOKOLIPS**, she has become obsessed with his recapture. She indoctrinates the children into becoming good little soldiers of **DARKSEID**. Her two most notable failures are Scott Free, who became Mr. Miracle, and Big Barda.

IMAGE SOURCE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



GRODD

PL: 12/14; Init +3 (+3 DEX); Defense 16/13 (+3 Base, +3 DEX); Attack +8 Melee (+4 Base, +4 STR), +7 Ranged (+3 DEX); SV DMG +6 (+3 Super-CON), Fort +6 (+3 Super-CON), Ref +5 (+2 Light. Reflex.), Will +4 (+2 Iron Will); STR 18, DEX 16, CON 16, INT 18, WIS 14, CHA 16

SKILLS: Acrobatics +9, Balance +9, Bluff +13, Climb +10, Computers +15, Craft (Electronics) +15, Diplomacy +12, Disable Device +10, Gather Information +9, Hide +9, Intimidate +11, Jump +10, Medicine +13, Move Silently +7, Repair +15, Science (Biology, Chemistry, Genetics, Physics) +15, Search +15, Sense Motive +11, Spot +13, Taunt +11

FEATS: Ambidexterity, Assessment, Extra Limb (Legs), Indomitable Will, Iron Will, Leadership, Lightning Reflexes

POWERS: **Super-Intelligence +8** [Extra: **Super-Wisdom**; Source: -; Cost: 4pp], **Super-Strength +3** [Extra: **Super-Constitution**; Source: -; Cost: 7pp]

EQUIPMENT: Mind-Control Helmet [Mind Control +12; *Extra:* Area; Source: Super-Science; Cost: 2pp]

DESIGN NOTES:

- GRODD** did not possess his Mind-Control Helmet on the second occasion; but he did develop the following powers: **Mental Blast +7** [Extra: **Mind Control (Limited-Emotion Control)**; Source: Mutation; Cost: 4pp] which increases his PL to 14.

- GRODD'S** skills were purchased using the Errata Option "Reduced Skill Cost" at 2:1.

GRODD is an intelligent ape from a secretive city of intelligent apes called **GORILLA CITY**. Located in a distant and secretive location in **AFRICA**, **GORILLA CITY** had developed into a prosperous and peaceful place, thanks in part to its seclusion from mankind. As a result, the apes regarded humans as blood-thirsty barbarians and wanted nothing to do with them.

GRODD, a brilliant scientist, craved power above all else and conspired with a human woman, Dr. Sarah Corwin, to take over the world. As revenge for his people's attempts to stop him, he attempted to destroy **GORILLA CITY** by taking control of a US Nuclear Missile Base with his Mind Control Helmet. Thankfully, with the intervention of the **JUSTICE LEAGUE** and **GORILLA CITY'S** Chief of Security, **SOLOVAR**, he was stopped and imprisoned. He would later organize the **SECRET SOCIETY** to try and destroy the **LEAGUE**, but was once again defeated.

IMAGE SOURCE: <http://jl.toonzone.net/grodd/002.jpg>

HADES

PL: 23; Init +7 (+3 DEX, +4 Improved Init.); Defense 18/15 (+5 Base, +3 DEX); Attack +9 Melee (+5 Base, +4 STR), +9 Ranged (+3 DEX, +1 Point Blank Shot); SV DMG +17 (+12 Super-CON), Fort +17 (+12 Super-CON), Ref +5 (+2 Light. Refl.), Will +5; STR 18, DEX 16, CON 20, INT 16,





WIS 20, CHA 16

SKILLS: Bluff +13, Concentration +15, Diplomacy +13, Handle Animal +13, Intimidate +13, Ride +13, Sense Motive +15, Spot +13

FEATS: All-Out Attack, Detect (Magic), Durability, Immunity (Aging, Cold, Critical Hits, Disease, Heat, Exhaustion, Pressure, Radiation, Starvation, Suffocation), Improved Initiative, Indomitable Will, Infamy, Lightning Reflexes, Point-Blank Shot, Power Attack, Startle, Takedown Attack, True Sight

POWERS: Super-Senses +5 [Source: Mystical; Cost: 2pp], Super-Strength +12 [Extras: Protection, Super-Constitution; Source: Mystical; Cost: 8pp], Sorcery +14 [Spells: Absorption (Magic Only), Animation (Dead Bodies Only, Extra: Horde), Disintegration, Element Control (Earth), Illusion, Telepathy; Flaw: No Transportation Group, Extra: ESP; Source: Mystical; Cost: 7pp]

DESIGN NOTES:

- **HADES'** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:3.

Centuries ago, **HADES** attempted to overthrow the rule of the Gods but failed. Zeus, king of the Gods, punished **HADES** severely for this betrayal. **HADES** was cast into the pit of TARTARUS, the final resting place of lost souls, where he burns for all eternity.

HADES attempted to escape TARTARUS through his agent, Felix **FAUST**, but was defeated and cast back to its fires thanks to his former love **HIPPOLYTA** and the **JUSTICE LEAGUE**.

IMAGE AND INFO SOURCE:

<http://jl.toonzone.net/hades/hades.htm>



HARLEY QUINN

PL: 9; Init +3 (+3 DEX); Defense 18/14 (+4 Base, +3 DEX, +1 Dodge); Attack +9 Melee (+8 Base, +1 STR), +11 Ranged (+3 DEX); SV DMG +2, Fort +2, Ref +3, Will +1; STR 12, DEX 16, CON 14, INT 16, WIS 12, CHA 16

SKILLS: Acrobatics +10, Balance +8, Bluff +10, Computers +7, Diplomacy +7, Drive +5, Gather Information +6, Handle Animal +5, Hide +7, Innuendo +7, Listen +6, Science (Psychology) +8, Sense Motive +8, Taunt +9

FEATS: Attractive, Dodge, Evasion, Surprise Strike

EQUIPMENT: Cork-Shooting Gun [Weapon +4L (Ranged); Source: Super-Science; Cost: 1pp]

Although she hides her true nature behind a mask of playfulness, the **JOKER'S** moll and frequent accomplice, **HARLEY QUINN**, is almost as unpredictable and deadly as her infamous boss. She was once a brilliant young psychoanalyst, Dr. Harleen Quinzel, until she was seduced by the **JOKER** while interning at Arkham Asylum. Renaming herself



HARLEY QUINN, she helped the **JOKER** escape and joined his gang. Harley has worked off and on with the **JOKER**, as well as with her frequent partner in crime, **POISON IVY**. She has also branched out on her own, pulling wild pranks for no other reason than to annoy **BATMAN**, and frequently **BATGIRL**. She is often accompanied on these solo crime sprees by her two pet laughing hyenas, Bud and Lou. She will continue to be a constant nuisance for **BATMAN** and **ROBIN**, and everyone living in GOTHAM CITY.

IMAGE AND INFO. SOURCE: <http://www.batman-superman.com/batman/index.html>

JOKER

PL: 14; Init +2 (+2 DEX); Defense 14/12 (+2 Base, +2 DEX); Attack +9 Melee (+8 Base, +1 STR), +10 Ranged (+2 DEX); SV DMG +3, Fort +3, Ref +2, Will +5 (+2 Iron Will); STR 12, DEX 14, Con 16, INT 18, WIS 16, CHA 16

SKILLS: Balance +4, Bluff +6, Computers +12, Demolitions +9, Disable Device +9, Drive +4, Hide +6, Intimidate +11, Pilot +4, Repair +12, Science (Chemistry) +12, Science (Psychology) +9, Search +7, Sense Motive +6, Sleight of Hand +6, Spot +6, Taunt +11

FEATS: Dodge, Infamy, Iron Will, Minions (Loyalty Score: 20), Power Immunity (Joker Venom), Skill Focus (Science: Chemistry), Surprise Strike

EQUIPMENT: (all Devices, all Source: Super-Science) Acid-Shooting Carnation Lapel [Energy Blast +5 (Lethal); Extras: Continuous; Cost: 4pp], Electric-Shock Joy Buzzer [Energy Blast +8 (Lethal); Flaws: No Range; Cost: 1pp], Gadget +7, Joker Venom [Suffocate +8; Extra: Area; Cost: 4pp]

WEAKNESS: Disturbing

DESIGN NOTES:

- **JOKER** is 2pp over PL 14
- **JOKER** is PL14 primarily because of his equipment. You can lower his PL by deleted some of them; if needed.

The **JOKER'S** continuing agenda is to humiliate and destroy **BATMAN** and his allies. A former hired hand for the mob, he was viciously funny, cruel and sardonic. The **JOKER** first encountered **BATMAN** during a botched robbery at the Monarch Playing Card Factory. While he escaped by leaping into a drainage vat of chemical waste, the **JOKER** later discovered that the toxins had bleached his skin chalk white, dyed his hair fluorescent green, and stretched his lips into a hideous, permanent grin.

The **JOKER** is rarely alone. He is generally joined by his main squeeze, **HARLEY QUINN**, and his hired muscle Mo, Lar and Cur.

IMAGE AND INFO. SOURCE: <http://www.batman-superman.com/batman/index.html>



KALIBAK

PL: 13; Init +3 (+3 DEX); Defense 16/13 (+3 Base, +3

DEX); Attack +9 Melee (+5 Base, +4 STR), +8 Ranged (+3 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +3, Will +0; STR 18, DEX 16, CON 18, INT 10, WIS 10, CHA 14

SKILLS: Climb +17, Demolitions +6, Drive +8, Hide +8, Intimidate +12, Jump +17, Move Silently +8, Pilot +8

FEATS: All-Out Attack, Durability, Endurance, Immunity (Aging, Disease), Improved Critical, Improved Grapple, Improved Pin, Power Attack, Surprise Strike

POWERS: Super-Constitution +10 [Source: Alien; Cost: 4pp], Super-Strength +12 [Source: Alien; Cost: 4pp]

EQUIPMENT: Mace [Weapon +4S; Flaw: Device; Source: Super-Science; Cost: 1pp]

KALIBAK is the son of **DARKSEID** and is a bestial hulk of a figure. He is **DARKSEID's** strong (but dumb) main brute. **KALIBAK's** ultimate goal is to please his father. He feels he must gain his respect and love, and in doing so destroy his mortal enemy, **SUPERMAN**.

IMAGE SOURCE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



KANJAR RO

PL: 11; Init +3 (+3 DEX); Defense 17/14 (+4 Base, +3 DEX); Attack +7 Melee (+6 Base, +1 STR), +10 Ranged (+3 DEX, +1 Point Blank Shot); SV DMG +2, Fort +2, Ref +3, Will +1; STR 12, DEX 16, CON 15, INT 13, WIS 12, CHA 15

SKILLS: Bluff +9, Computers +7, Craft (Electronics) +7, Demolitions +7, Diplomacy +7, Disable Device +8, Gather Information +7, Hide +8, Move Silently +8, Open Lock +9, Pilot +8, Profession (Pirate) +8, Repair +7, Search +7, Spot +7

FEATS: Accurate Attack, All-Around Sight, Move-By Attack, Point Blank Shot, Precise Shot, Surprise Strike

POWERS: Super-Senses +3 [Source: -, Cost: 2pp]

EQUIPMENT: Battlesuit [Armor +5; Flaw: Device; Source: Super-Science; Cost: 1pp], Blaster [Weapon +5L (Ranged); Flaw: Device; Source: Super-Science; Cost: 1pp]

A petty space pirate and smuggler, **KANJAR RO** was hired by the **MANHUNTERS** to help frame **GREEN LANTERN** John Stewart and to draw the **GUARDIANS** away from OA.

IMAGE AND INFO SOURCE:

<http://j1.toonzone.net/kanjar/kanjar.htm>



KILLER CROC

PL: 11; Init +3 (+3 DEX); Defense 19/15 (+5 Base, +3

DEX, +1 Dodge); Attack +9 Melee (+5 Base, +4 STR), +8 Ranged (+3 DEX); SV DMG +10 (+6 Super-CON), Fort +10 (+6 Super-CON), Ref +3, Will +0; STR 18, DEX 16, CON 18, INT 10, WIS 10, CHA 12

SKILLS: Climb +13, Gather Information +7, Handle Animal +6, Hide +8, Intimidate +11, Jump +11, Move Silently +8, Search +6, Survival +6, Swim +13

FEATS: All-Out Attack, Chokehold, Dodge, Endurance, Improved Critical, Improved Grapple, Improved Pin, Power Attack, Rapid Takedown, Startle, Takedown Attack, Underwater Combat

POWERS: Natural Weapon (Claws) +2 [Source: Mutation; Cost: 2pp], Protection +3 [Source: Mutation; Cost: 2pp], Super-Strength +6 [Extra: Super-Constitution; Source: Mutation; Cost: 7pp]

WEAKNESS: Disturbing

A former professional wrestler who turned to crime, Waylon Jones, a.k.a. **KILLER CROC**, is an incredibly strong "reptile man". His alligator-like skin is virtually bulletproof, and he possesses razor-sharp teeth and claws. He is most at home in the sewers of **GOTHAM CITY**, and it is there that he usually makes his lair.

IMAGE AND INFO. SOURCE:

<http://www.batman-superman.com/batman/index.html>



KLARION THE WITCH BOY

PL: 10; Init +2 (+2 DEX); Defense 15/12 (+2 Base, +2 DEX, +1 Size); Attack +6 Melee (+5 Base, -1 STR, +1 Size), +8 Ranged (+2 DEX, +1 Size); SV DMG ++1, Fort +1, Ref +2, Will +4 (+2 Iron Will); STR 8, DEX 14, CON 12, INT 18, WIS 15, CHA 15

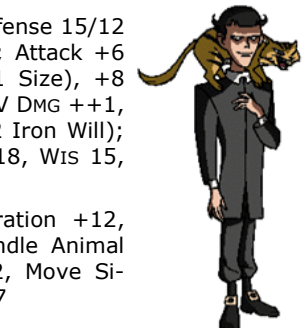
SKILLS: Bluff +12, Concentration +12, Craft (Magic Items) +9, Handle Animal +7, Knowledge (Occult) +12, Move Silently +7, Search +9, Spot +7

FEATS: Iron Will, Sidekick

POWERS: Shrinking +3 [Flaw: Always on; Source: -; Cost: 1pp], Sorcery +8 [Spells: Element Control (Fire), ESP, Force Field, Illusion, Snare, Teleportation, Transformation; Source: Mystical; Cost: 7pp]

TEELK

PL 7; Init +4; Defense 17/12 (+4 DEX, +1 Dodge); Attack +8 Melee (+5 Base, +3 STR), Ranged +9 (+4 DEX); SV DMG +2, Fort +2, Ref +4, Will +0, STR 16, DEX 18, CON 15, INT 10, WIS 10, CHA 10; **FEATS:** Attack Finesse, Dodge, Instant Stand, Surprise Attack; **SKILLS:** Acrobatics +10, Bal-





ance +10, Climb +5, Hide +7, Listen +5, Move Silently +10, Search +5, Spot +5; **POWERS:** Natural Weapons +5 [Source: -, Cost: 3pp], Super-Senses +3 [Source: -, Cost: 2pp], **SPECIAL:** **TEEKL** can Shape-Shift from her cat form to her humanoid form at will.

DESIGN NOTES:

- **KLARION** is 7pp over PL10.

A very mysterious and evil young man, **KLARION** (The Witch Boy) crossed paths with Bruce Wayne when Bruce outbid **KLARION** at an auction for an ancient branding iron which was supposed to have magical powers. As it turned out, **KLARION** was a long time adversary of Batman's ally, **ETRIGAN THE DEMON**, AKA Jason Blood. Jason Blood told Bruce how the little Witch Boy was a very dangerous foe, not to be underestimated. So twisted was **KLARION**, that he even turned his own parents into mice, presumably for food for his cat, **TEEKL**. **KLARION** will stop at nothing to acquire what ever black magic is necessary to control **ETRIGAN THE DEMON**.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/heroes/creeper/>

LASHINA

PL: 11; Init +3 (+3 DEX); Defense 18/15 (+5 Base, +3 DEX); Attack +10 Melee (+5 Base, +4 STR, +1 Attack Focus: Lashes), +8 Ranged (+3 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +3, Will +0; STR 18, DEX 16, CON 18, INT 12, Wis 10, CHA 14

SKILLS: Acrobatics +8, Bluff +5, Diplomacy +7, Intimidate +10, Taunt +7

FEATS: All-Out Attack, Attractive, Attack Focus (Lashes), Durability, Immunity (Aging, Disease), Improved Critical, Power Attack, Surprise Strike

POWERS: **Super-Constitution** +10 [Source: Alien; Cost: 4pp], **Super-Strength** +5 [Source: Alien; Cost: 4pp]

EQUIPMENT: Lashes [Weapon +5L; Extras: Snare; Flaw: Device; Source: Super-Science; Cost: 2pp]

LASHINA is one of **GRANNY GOODNESS' FEMALE FURIES**. A master of the flexible steel bands, known as "lashes", **LASHINA** is a fierce fighter and the most powerful member of the group.

IMAGE SOURCE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



LEX LUTHOR

PL: 9/11; Init +2 (+2 DEX); Defense 15/13 (+3 Base, +2 DEX, +1 Dodge); Attack +7 Melee (+5 Base, +2 STR), +7 Ranged (+2 DEX); SV DMG +3, Fort +3, Ref +2, Will +5 (Iron Will); STR 14, DEX 15, CON 16, INT 18, Wis 17, CHA 16

SKILLS: Bluff +18, Computers +16, Craft (Electronics) +16, Diplomacy +18, Disable Device +18, Gather Information +18, Intimidate +18, Pilot +7, Profession (Businessman) +13, Repair +18, Sense Motive +18, Taunt +13

FEATS: Assessment, Connected, Dodge, Iron Will, Minions (Loyalty Score: 17)

POWERS: **Super-Intelligence** +5 [Extra: Super-Charisma, Source: Training, Cost: 3]

AFTER THE FALL

The **JUSTICE LEAGUE** revealed that **LUTHOR** was a criminal, for which he was imprisoned. As a result, replace his Connected Feat with the Infamy Feat. Re-calculate his Minion Loyalty Score to 20. He stole a **LEXCORP** Battlesuit under development and has used it against the **LEAGUE** (thus raising his PL to 11).

LEXCORP BATTLESUIT [Armor +10; Extra: Energy Blast, Flight; Source: Super-Science; Cost: 3pp]

DESIGN NOTES:

- **LUTHOR'S** Skills were bought using the Errata Option "Reduced Skill Cost" at 1:2.

LEX LUTHOR is the undisputed master of METROPOLIS and lord of all he surveys. Yes, there is a mayor, a governor and a President of the UNITED STATES, but **LUTHOR** is a law unto himself. In his mind there is no good or bad, except what's good and bad for **LEX LUTHOR**. If he wants something, he'll have it, either buying it outright, bribing someone to get it for him or systematically removing all obstacles between him and his goal. In a world where the corporate web weaves through everything in ever-spreading strands, **LEX LUTHOR** is emperor.

Although he started life as a poor kid in poverty-stricken SUICIDE SLUM, young **LUTHOR'S** dangerously brilliant mind was already working to find a way out. When, at age fourteen, his parents were killed in a mysterious auto accident, their sizable insurance policy (which conveniently named **LEX** as sole beneficiary) brought **LEX** his first quarter-million and the chance to be the youngest student to ever enter MIT. The aggressive young inventor amazed all his teachers and graduated three years later with a master's degree in science. The money he soon made from patenting his inventions made him a billionaire by age twenty. Through his late twenties and thirties **LUTHOR'S** pace continued unabated. Anyone who got in his way was crushed and swept away. To keep up a benevolent front, **LUTHOR** donated millions to Metropolis, buying the city hospitals, parks, opera houses and art museums, all named for him. He brought industry and prosperity to METROPOLIS, eventually employing two-thirds of the city's work force among his many companies.

Now in his late forties, **LEX LUTHOR** is generally regarded as a hero. Thanks to his battery of lawyers and "pet" city officials, it would be nearly impossible to connect him to any crime. He's careful to keep his hands clean, delegating the dirty work to subordinates. And yet, there's one thing he craves above all else: the death of Superman. Because he cannot control or own Superman, **LUTHOR** is obsessed with destroying him. To **LEX**, **SUPERMAN** represents free will. Inspired by Superman's selflessness and nobility, the people of METROPOLIS could begin to think for themselves and turn against a self-styled demigod like **LUTHOR**. And above all, what really galls **LUTHOR** is that he had to buy the city's



love and loyalty, and **SUPERMAN** got it for free.

LUTHOR'S fortune changed drastically when the **JUSTICE LEAGUE** was able to prove his criminal connections. Sent to prison, he escaped with the aid of the criminal scientist the **ULTRA-HUMANITE** and organized the first **INJUSTICE LEAGUE**. **LEX** discovered he was dying of cancer from the radiation of a piece of Kryptonite he wore as a ring. **LEX** is now a world-class villain and is obsessed with finding a cure to his cancer; stopping at nothing to that end.

IMAGE AND INFO. SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>

LIVEWIRE

PL: 12; Init +7 (+3 DEX, +4 Imp. Init.); Defense 19/16 (+6 Base, +3 DEX); Attack +4 Melee (+4 Base, +0 STR), +8 Ranged (+3 DEX, +1 Point Blank Shot); SV DMG +4, Fort +4, Ref +5 (Light. Refl.), Will +1; STR 11, DEX 16, CON 18, INT 12, WIS 12, CHA 16

SKILLS: Bluff +8, Disable Device +9, Gather Information +8, Intimidate +8, Listen +8, Taunt +13

FEATS: All-Out Attack, Detect (Conductive Materials), Durability, Identity Change, Improved Initiative, Lightning Reflexes, Point Blank Shot, Power Immunity, Precise Shot, Rapid Shot

POWERS: Energy Control +13 [Extra: Absorption (Electricity Only), Energy Field (Electricity), Teleportation (Flaw: Only through Conductive Materials) Source: Mutation; Cost: 5pp]

As a Shock Jock Radio Personality, Leslie Willis was always against Superman as a symbol of good. During a rally she was accidentally electrocuted, transforming her into Live-wire. The joy of her new condition and the feeling of invincibility eventually drove her to confront the Man of Steel and almost defeated him.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/livewire>



LOCK-UP

PL: 12; Init +3 (+3 DEX); Defense 17/14 (+4 Base, +3 DEX); Attack +8 Melee (+3 Base, +4 STR, +1 Attack Focus: Nightstick), +6 Ranged (+3 DEX); SV DMG +3, Fort +5 (+2 Great Fort.), Ref +3, Will +1; STR 18, DEX 16, CON 16, INT 12, WIS 13, CHA 16

SKILLS: Diplomacy +9, Drive +8, Escape Artist +5, Gather Information +11, Hide +8, Intimidate +13, Jump +7, Knowledge (Law) +6, Move Silently +8, Open Lock +8, Profession (Prison Guard) +9, Repair +6, Sense Motive +10, Search +10, Spot +10

FEATS: Attack Focus (Nightstick), Expertise, Great Fortitude, Improved Disarm, Improved Grapple, Improved Pin,



Power Attack, Startle, Takedown Attack

EQUIPMENT: Cuffs [Snare +5; Flaw: Device; Requires Melee Attack; Source: Super-Science; Cost: 1pp], Gadget +10 [Source: Super-Science; Cost: 1pp], Nightstick [Weapon +4S (Melee); Flaw: Device; Source: Super-Science; Cost: 1pp]

When Arkham Asylum was in dire need of a new Head of Security, Bruce Wayne felt Lyle Bolton, a security expert at *WAYNE ENTERPRISES*, was the perfect man for the job. What Bruce and the doctors at Arkham did not know was that Bolton pushed the boundaries of the law and used unnecessary means to keep his prisoners in line. So malicious that the **SCARECROW**, the "Master of Fear" himself, escaped Arkham just to get away from the vicious security guard. After an inquiry was ordered to address Bolton's behavior, his he broke out in a violent rage and was subsequently fired. Bolton blamed the bureaucrats, doctors and media for protecting the villains of *GOTHAM CITY* from true justice and vowed to instill his own law and order upon them. He became **LOCK UP**, and used his vast knowledge of security, crime, and punishment to instill his "justice" upon those who did him wrong.

IMAGE SOURCE:

<http://users.ev1.net/~kryptcom> **AND INFO SOURCE:** <http://wf.toonzone.net/WF/batman/bios/villains/lockup/>

LUMINUS

PL: 13; Init +2 (+2 DEX); Defense 16/14 (+4 Base, +2 DEX); Attack +5 Melee (+4 Base, +1 STR), +6 Ranged (+2 DEX); SV DMG +2, Fort +2, Ref +2, Will +2; STR 12, DEX 14, CON 15, INT 18, WIS 15, CHA 14

SKILLS: Computers +14, Craft (Electronics, Mechanics) +14, Disable Device +14, Hide +7, Profession (Engineer) +12, Repair +14, Spot +7

FEATS: Surprise Attack, Talented (Computers and Craft: Electronics)

EQUIPMENT: Holographic Battlesuit [Illusion +12; Extra: Area, Create Object (Extra: Animate Object, Create Attacks, Realistic, Shapeable); Source: Super-Science; Cost: 7pp]

Edward Lytner was an inventor for *LEXCORP*, who struck out on his own after an investigation. He became obsessed with Lois Lane and, using his high tech gadgetry, kidnapped her to gain her attention. Ultimately, he was foiled by **SUPERMAN**. He later escaped from prison, using a new invention which used reflective devices. His ulterior motive in escaping was to gain revenge on **SUPERMAN** for ruining him. He became **LUMINUS** and used a device to turn the sun from yellow to red, depriving **SUPERMAN** of the source of his powers. This plan was quickly thwarted and **LUMINUS** was returned to jail.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/lum/>



MAD HARRIET

PL: 11; Init +3 (+3 DEX); Defense 18/15 (+5 Base, +3



DEX); Attack +9 Melee (+5 Base, +4 STR), +8 Ranged (+3 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +3, Will +0; STR 18, DEX 16, CON 18, INT 12, Wis 10, CHA 14

SKILLS: Acrobatics +13, Balance +8, Climb +10, Hide +5, Intimidate +10, Jump +11, Move Silently +8

FEATS: All-Out Attack, Durability, Immunity (Aging, Disease), Improved Critical, Power Attack, Surprise Strike

POWERS: **Super-Constitution +10** [Source: Alien; Cost: 4pp], **Super-Strength +5** [Source: Alien; Cost: 4pp]

EQUIPMENT: Power Spikes [Natural Weapon +5; *Flaw:* De-vice; *Source:* Super-Science; *Cost:* 1pp]

MAD HARRIER is a true psychopath among the **FEMALE FURIES**, who delights in inflicting pain with her slaying spikes. She is a loyal subject to her commander, **GRANNY GOODNESS**, and a servant to her lord and master, **DARKSEID**.

IMAGE SOURCE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



MAD HATTER

PL: 10; Init +1 (+1 DEX); Defense 16/15 (+5 Base, +1 DEX); Attack +5 Melee (+5 Base), +6 Ranged (+1 DEX); SV DMG +1, Fort +1, Ref +1, Will +5 (+2 Iron Will); STR 11, DEX 13, CON 12, INT 18, Wis 16, CHA 12

SKILLS: Computers +13, Craft (Electronics) +13, Disable Device +13, Gather Information +6, Handle Animal +6, Move Silently +6, Repair +11, Science (Biology) +13, Science (Psychology) +11, Spot +8

FEATS: Assessment, Iron Will, Talented (Craft: Electronics and Science: Biology)

EQUIPMENT: (all Devices, *Source:* Super-Science) Mind Control Microchips [Mind Control +10; *Flaw:* Touch; *Cost:* 1pp; and Super-Strength +5; *Extra:* Super-Constitution; *Flaw:* Linked to Mind Control; *Cost:* 5pp]. This device, when attached to a victim's head, opens the potential of the mind (granting Super-Strength and Super-Constitution); allowing **MAD HATTER** to use a victim as an assassin.

DESIGN NOTES:

- **MAD HATTER** is 4pp over PL 10

A technical and electronic genius, Jervis Tetch experimented with animals using mind controlling microchips stored within hats to stimulate brain waves. A love for the **MAD HATTER** character in *Alice in Wonderland* mixed with an infatuation for his secretary Alice, causing Jervis to become an odd and bitter man. Donning the guise of the **MAD HATTER**, he tried to win Alice's affection by attempting to make her believe he was suave and debonair. Unfortunately she spurned his affections. Her rejection enraged Tetch, so he used his mind controlling microchips to force Alice to do his bidding. After being captured by **BATMAN**, Tetch blamed him for ruining his chance of having Alice and swore revenge against the Dark Knight.



IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/hatter/>

MANBAT

PL: 9; Init +3 (+3 DEX); Defense 18/15 (+5 Base, +3 DEX); Attack +9 Melee (+6 Base, +3 Melee), +9 Ranged (+3 DEX); SV DMG +7 (+3 Super-CON), Fort +7 (+3 Super-CON), Ref +3, Will +1; STR 17, DEX 16, CON 18, INT 4, Wis 8, CHA 9

SKILLS: Acrobatics +10, Balance +10, Hide +11, Intimidate +9, Listen +5, Move Silently +9, Spot +5

FEATS: Aerial Combat, Blind-Fight, Endurance, Improved Grapple, Improved Pin, Surprise Strike, Ultra-Hearing

POWERS: **Clinging +5** [Source: Mutation; Cost: 1pp], **Flight +8** [Flaw: Restricted-Wings; Source: Mutation; Cost: 1pp], **Natural Weapon +4** [Source: Mutation; Cost: 2pp], **Super-Strength +3** [Extra: Super-Constitution; Source: Mutation; Cost: 7pp]

WEAKNESS: Disturbing



KIRK LANGSTROM:

PL: 1; Init +0 (+0 DEX); Defense 10; Attack -1 Melee; SV DMG +0, Fort +0, Ref +0, Will +0; STR 9, DEX 10, CON 10, INT 13, Wis 11, CHA 10; **SKILLS:** Computers +5, Profession (Scientist) +4, Repair +4, Science (Biology, Genetics) +7; **FEATS:** Talented (Computers and Science: Genetics); **WEAKNESS:** Quirk: Addicted to being The MANBAT. LANGSTROM must make a DC15 Will Save over a fairly short length of time (GM's choice). If he fails the save, he will ingest the serum that transforms him into MANBAT.

DESIGN NOTES:

- **LANGSTROM** is based on the *Scientist Template* on p.155 of the core book.

Scientist Kirk Langstrom worked as a Zoologist at the GOTHAM CITY ZOO, experimenting with bat mutagen to create a serum to replicate the creatures' long lifespan. After testing the serum on himself, Langstrom became the vicious **MAN-BAT**. Though **BATMAN** eventually cured Langstrom, his obsession with the power of the **MAN-BAT** compelled him to take the serum again and again. Francine, Langstrom's wife and colleague, was accidentally cut by a sliver of glass from a vial which contained the bat mutagen and also became a **MAN-BAT** at one point.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/manbat/>

MAXIMA

PL: 18; Init +6 (+2 DEX, +4 Imp. Init.); Defense 17/15 (+5 Base, +2 DEX); Attack +8 Melee (+5 Base, +3 STR), +7 Ranged (+2 DEX); SV DMG +2, Fort +2, Ref +2, Will +3; STR 16, DEX 15, CON 15, INT 18, Wis 16, CHA 16

SKILLS: Computers +9, Concentration +8, Diplomacy +11, Intimidate +11, Profession (Queen) +13, Sense Motive +8

FEATS: Assessment, Attractive, Connected, Fame, Headquarters, Improved Initiative, Indomitable Will, Leadership, Minions (Loyalty Score:), Photographic Memory, Power Attack

POWERS: Mental Protection +3 [Source: Alien; Cost: 2pp]; Telekinesis +13 [Extra: Flight, Force Field, Strike, Transformation, Transmutation; Source: Alien; Cost: 9pp], Telepathy +10 [Extras: Mind Control; Source: Alien; Cost: 3pp]

EQUIPMENT: Sword [Weapon +3L (Melee); Flaw: Device; Source: Super-Science; Cost: 1pp]

Whoever said "Hell hath no fury like a woman scorned" obviously has seen Maxima in action against Superman. The empress of the distant planet ALMERAC, **MAXIMA** came to EARTH determined to take Superman as her mate. She explained that her ancestors have always improved the strength of their own race through interbreeding with the mightiest warriors from other worlds. Superman told the strong-willed empress he wasn't interested, and the ensuing battle nearly leveled Metropolis. Superman eventually won, but Maxima has never been one to take no for an answer.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/heroes/maxima>



android body, Corbin discovered he could no longer touch or taste. He had made a "deal with the devil" for wealth and incredible powers, but in so doing had lost the one bit of humanity he still possessed. Corbin's grief drove him mad and he tore away the synthetic skin covering his metallic skeleton.

Taking the name **METALLO**, the rampaging cyborg set out on a path of destruction as he hunted down the one he believed responsible for his tragic condition - **SUPERMAN**. In his cyborg state, **METALLO** is incredibly strong and can match **SUPERMAN** blow for blow in a fight. He's also powered by Kryptonite, and can fire beams of Kryptonite radiation through his eyes. He can expose the meteor in his chest cavity, weakening his Kryptonian nemesis even more.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/metallo/>

MISTER FREEZE

PL: 10; Init +2 (+2 DEX); Defense 15/13 (+3 Base, +2 DEX); Attack +9 Melee (+8 Base, +1 STR), +10 Ranged (+2 DEX); SV DMG +4, Fort +4, Ref +2, Will +3; STR 12, DEX 14, CON 18, INT 18, WIS 16, CHA 10

SKILLS: Computers +13, Craft (Electronics) +11, Disable Device +13, Medicine +13, Repair +13, Science (Biology, Cryogenics) +11

FEATS: Talented (Craft: Electronics and Science: Cryogenics), Immunity (Cold)

EQUIPMENT: (all Devices, all Source: Super-Science) Cryogenic Support Suit [Armor +6; Extras: Super-Strength; Cost: 4pp], Freeze Gun [Weapon +8; Extras: Snare; Cost: 2pp]

DESIGN NOTES:

- **MISTER FREEZE** is susceptible to temperatures above freezing, but since his suit consistently maintains his body temperature at freezing (and he never removes it) this is not truly a weakness. If his suit is destroyed, then apply the weakness *Susceptible: Above freezing temperatures*.

Dr. Victor Fries was one of **GOTHCORP**'s most brilliant scientists and cryogenic researchers; however, he was unable to cure his wife Nora of the disease that was slowly robbing her of her life. His research in cryogenics was eventually cut off by the bureaucrats at **GOTHCORP**, his experiments to create a cryogenic freezing chamber to house his wife until interrupted by **GOTHCORP**'s CEO, Ferris Boyle. A fight ensued, accompanied by an explosion. In the explosion, Dr. Fries was smashed into his cryogenic freezing tanks. The accident soaked Dr. Fries' entire body with the freezing solution and rendered him unable to survive outside of a sub-zero environment. Creating a vacuum tight suit which maintained his body temperature at 50 degrees below zero, he vowed revenge on those who had wronged him. The suit's cybernetic processor also tripled his strength. After building a laser-powered cold gun, **MR. FREEZE** was born.



METALLO

PL: 15; Init +3 (+3 DEX); Defense 17/14 (+4 Base, +3 DEX); Attack +12 Melee (+8 Base, +4 STR), +11 Ranged (+3 DEX); SV DMG +16 +12 (Super-CON), Fort +16 (Super-CON), Ref +3, Will +1; STR 18, DEX 16, CON 18, INT 14, WIS 12, CHA 12

SKILLS: Demolitions +8, Disable Device +8, Drive +8, Intimidate +10, Jump +17, Profession (Mercenary) +11, Repair +7,

FEATS: All-Out Attack, Darkvision, Durability, Immunity (Critical Hits, Disease, Energy (Radiation), Exhaustion, Poison, Pressure, Starvation, Suffocation), Ultra-Hearing

POWERS: Super-Strength +12; Extras: Protection, Super-Constitution; Source: Super-Science; Cost: 8pp]

In underworld circles, John Corbin had made a name for himself as a cold, soulless mercenary and hit man. He was finally brought to justice by **SUPERMAN**, after stealing the **LEXCORP**'s Defense Weapon, the **LEXOSUIT**. **LUTHOR** secretly used a corrupt doctor from Striker's Island Prison, where Corbin was being held, to help the convict escape.

LUTHOR then approached Corbin with an offer - a billion dollars to destroy **SUPERMAN**. **LUTHOR**'s plan was to place Corbin's human mind inside a superstrong Kryptonite-powered android body. In this new form Corbin could battle the Man of Steel to a standstill, then finish him off with a blast from his Kryptonite "heart". But once inside the





Driven by hatred over the destruction of his life and madened by his condition, he pursued a life of crime and vengeance by destroying Ferris Boyle and crippling GOTH-CORP. His plans were eventually stopped by **BATMAN**. He is a quiet, but dangerous adversary, who is sentenced to ARKHAM ASYLUM whenever apprehended. A special cell is designed to maintain his need for a frozen environment. He is alone and his only motivation is revenge for wrongs done him. He is viewed as a loner and generally does not hold alliances with any of the other inmates of ARKHAM. Batman knows he is a dangerous adversary, and that the traumas that have occurred in **MR. FREEZE'S** life are scars which will never heal.

TNBA Bio: **MR. FREEZE** (Dr. Victor Fries) is back, colder and grimmer than ever. His appearance has undergone some drastic changes, due to a mysterious physical condition. Resigned that he will never again be united with his beloved Nora, a new layer of ice has frozen over **FREEZE'S** heart. He's lost that which is most precious to him, and in retaliation he's going to stamp out warmth wherever it glows. A newer, more powerful and chillingly sardonic Mr. Freeze will lose his obsession over his lost wife and instead concentrate on bringing misery to the people of GOTHAM and the man he believes is responsible for his icy condition - **BATMAN**. This time around, **FREEZE** is not alone. He has acquired some chilly female "moles" as his henchmen.

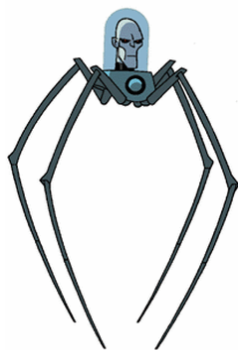


IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/freeze/>

MISTER MXYZPTLK

PL: 24; Init +1 (+1 DEX); Defense 21/20 (+10 Base, +1 DEX); Attack +8 Melee (+8 Base, +0 STR), +9 Ranged (+1 DEX); SV DMG +15 (+10 Super-Con), Fort +15 (+10 Super-Con), Ref +1, Will +15 (+10 Super-Wis); STR 10, DEX 12, CON 20, INT 20, WIS 20, CHA 16

SKILLS: Bluff +15, Diplomacy +15, Sense Motive +16, Taunt +16

FEATS: Durability, Immunity (Aging, Cold, Critical Hits, Disease, Heat, Exhaustion, Poison, Pressure, Radiation, Starvation, Suffocation - Cost added into Cosmic Power), Indomitable Will, Surprise Attack

POWERS: Cosmic Power +16 [Extra: Illusion, Transformation; Power Stunts: Animation, Create Object, Shape Matter, Teleportation; Source: Mystical; Cost: 11pp], Super-Constitution +10 [Extras: Super-Wisdom; Source: Mystical; Cost: 6pp]

SPECIAL: MXYZPTLK can use his Cosmic Power to travel to and from the 5th Dimension at will, except when he says his name backwards in the EARTH Dimension (see Weakness).

WEAKNESS: Miscellaneous: If he speaks his name backwards, he is immediately transported back to the 5th Dimension and can not leave for 6 months.



A mischievous being from another dimension, **MR. MXYZPTLK** possesses powers so advanced they can only be described as magic. He's a prankster, a troublemaker and a genuine threat. He knows **SUPERMAN'S** double identity but would never tell, fearing it would lessen the control he'd have over the Man of Steel. Besides, threatening to reveal **SUPERMAN'S** secret is much more fun than actually doing it. If he wanted to, **MXYZPTLK** could kill **SUPERMAN** outright by simply rearranging the Man of Steel's molecules, but again, where is the fun in that?

In some weird way **MR. MXYZPTLK** considers himself **SUPERMAN'S** "pal", always showing up when least expected to throw a surprise into "the big boy scout's" life. **MXY** thinks **SUPERMAN** actually looks forward to their running duel of wits as much as he does. Boy, is he wrong. When **MXY'S** not out trying to destroy **SUPERMAN**, he goes home to the 5th dimension where he enjoys long walks in the park, rock climbing and snuggling with his main squeeze Gsptlsnz.

Image and Info Source:

<http://wf.toonzone.net/WF/superman/bios/villains/mxy/>

MONGUL

PL: 14; Init +3 (+3 DEX); Defense 17/13 (+3 Base, +3 DEX, +1 Dodge); Attack +9 Melee (+5 Base, +4 STR), +8 Ranged (+3 DEX); SV DMG +15 (+11 Super-Con), Fort +15 (+11 Super-Con), Ref +3, Will +2; STR 18, DEX 16, CON 18, INT 14, WIS 14, CHA 16

SKILLS: Diplomacy +13, Intimidate +13, Move Silently +8, Profession (Galactic Leader) +13, Search +7, Sense Motive +8

FEATS: All-Out Attack, Connected, Dodge, Fame, Headquarters, Improved Critical, Improved Grapple, Improved Pin, Leadership, Minions (Loyalty Score: 26), Power Attack, Surprise Attack, Takedown Attack

POWERS: Super-Strength +11 [Extras: Super-Constitution; Source: Alien; Cost: 7pp]

The tyrannical ruler of a vast intergalactic empire, **MONGUL** amuses himself and his subjects with endless gladiatorial games staged on a barren planet called WAR WORLD.

IMAGE AND INFO SOURCE:

<http://jl.toonzone.net/mongul/mongul.htm>



MORDRED

PL: 9; Init +1 (+1 DEX); Defense 15/11 (+3 Base, +1 DEX, +1 Dodge); Attack +6 Melee (+6 Base, +0 STR), +8 Ranged (+1 DEX, +1 Attack Focus: Sorcery); SV DMG +4, Fort +4, Ref +1, Will +3; STR 10, DEX 12, CON 18, INT 16, WIS 16, CHA 14

SKILLS: Computers +8, Hide +6, Knowledge (History) +8, Knowledge (Occult) +11, Listen +8, Search +8, Spot +8, Taunt +12

FEATS: Attack Focus (Sorcery), Durability, Immunity (Aging), Dodge, True Sight

POWERS: Sorcery +9 [Spells: Animation, Energy Blast, Force Field, Telekinesis; Flaw: No Divination, Illusion or Transportation Group; Source: Mystical; Cost: 4pp], Super-Senses +3 [Source: Mystical; Cost: 2pp]

The illegitimate child of a union between a King Arthur and his half-sister, **MORGAINE LE FAY**, **MORDRED** assists his mother in seeking out the Philosopher's Stone, which will allow him to gain control of CAMELOT.

IMAGE AND INFO SOURCE:

<http://jl.toonzone.net/fay/fay.htm>



MORGAINE LE FAY

PL: 18; Init +2 (+2 DEX); Defense 15/13 (+3 Base, +2 DEX); Attack +4 Melee (+4 Base, +0 STR), +8 Ranged (+2 DEX, +1 Point Blank Shot, +1 Attack Focus: Sorcery); SV DMG +4, Fort +4, Ref +2, Will +14 (+10 Super-Wis); STR 10, DEX 14, CON 18, INT 16, WIS 18, CHA 16

SKILLS: Bluff +11, Concentration +15, Diplomacy +8, Gather Information +8, Hide +7, Knowledge (History) +11, Knowledge (Occult) +13, Search +8, Spot +15

FEATS: Attack Focus (Sorcery), Durability, Immunity (Aging; Flaw: Must use Drain (Con) daily to maintain youth), Indomitable Will, Point Blank Shot, Precise Shot, Side Kick (Loyalty Score: 24), Surprise Strike, True Sight

POWERS: Sorcery +12 [Spells: Animation, Drain (Con), Energy Blast, Flight, Force Field, Illusion, Mind Control, Telekinesis, Teleportation, Transformation; Source: Mystical; Cost: 10pp], Super-Senses +3 [Source: Mystical; Cost: 2pp], Super-Wisdom +10 [Source: Mystical; Cost: 3pp]

EQUIPMENT: Amulet [Detect (**ETRIGAN**), Cost: 1pp]

The same **MORGAINE LE FAY** from Arthurian myth, she has survived the centuries and continues to seek out the Philosopher's Stone, which will grant her the ability to restore CAMELOT...with her son on the throne.

IMAGE AND INFO SOURCE:

<http://jl.toonzone.net/fay/fay.htm>



PARASITE

PL: 11; Init +3 (+3 DEX); Defense 17/14 (+3 Base, +3 DEX); Attack +9 Melee (+6 Base, +3 STR), +9 Ranged (+3 DEX); SV DMG +4, Fort +6 (+2 Great Fort.), Ref +3, Will +1; STR 16, DEX 16, CON 18, INT 12, WIS 12, CHA 13

SKILLS: Bluff +9, Hide +11, Intimidate +11, Taunt +9

FEATS: All-Out Attack, Great Fortitude, Improved Grapple, Surprise Attack

POWERS: Drain +10 (Con) [Extra: Mimic (Ability Scores, Feats, Powers); Source: Mutation; Cost: 6pp], Regeneration +10 [Flaw: Restricted: Regeneration is unusable until

after he drains a target; Cost: 1pp], Protection +5 [Source: Mutation; Cost: 2pp]

NOTE: **PARASITE's** Drain is a full action. On his next action, he can begin to use his Mimic power. He can use his Regeneration in the same turn as his Drain attack (GMs should feel free to change this to suit their campaign needs).

Petty thief and get-rich-quick opportunist Rudy Jones was working a janitorial job at S.T.A.R. LABS when he decided to steal some experimental biochemicals and sell them to a S.T.A.R. competitor. Surprised by **SUPERMAN**, Jones fled the robbery scene, accidentally contaminating himself with the chemicals in the process. The chemicals permanently transformed Jones into an energy parasite, one who must regularly drain the life force from another living being in order to survive.

One touch of the **PARASITE's** hands will leave a victim weakened, and prolonged contact can kill them. When he drains his prey, Parasite not only takes on that person's energy, but their knowledge, memories, and any skills or powers they might have. Naturally this makes **PARASITE** a deadly foe for **SUPERMAN**, for he not only weakens the Man of Steel, but can then turn around and fight him with his own stolen powers. In this state the Parasite also becomes temporarily aware that Clark Kent and **SUPERMAN** are one in the same, and so poses a deadly threat to Lois, Jimmy or anyone else close to Clark.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/parasite>



PENGUIN

PL: 10; Init +2 (+2 DEX); Defense 15/13 (+3 Base, +2 DEX); Attack +6 Melee (+5 Base, +1 STR), +9 Ranged (+2 DEX, +1 Point Blank Shot, +1 Attack Focus: Umbrella); SV DMG +5 (+2 Toughness), Fort +3, Ref +2, Will +2; STR 12, DEX 14, CON 16, INT 16, WIS 15, CHA 16

SKILLS: Bluff +13, Computers +10, Craft (Electronics) +13, Demolitions +8, Diplomacy +13, Disable Device +13, Drive +5, Forgery +7, Gather Information +13, Handle Animal +8, Intimidate +13, Knowledge (Connoisseur) +13, Open Locks +10, Profession (Nite Club Operator) +13, Repair +11, Sense Motive +13, Spot +9, Taunt +11

FEATS: Attack Focus (Umbrella), Connected, Fame, Headquarters, Minions (Loyalty Score: 20), Point Blank Shot, Precise Shot, Toughness

EQUIPMENT: Umbrella [Weapon +5L (Ranged); Extra: Gadget; Source: Super-Science; Cost: 2pp]

DESIGN NOTES:

- **PENGUIN's** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:2.

Born with a short, wobbly body and a bird like nose, Oswald Cobblepot's appearance made him an outcast in his rich, debutante family. Their rejection drove him to become a violent





criminal. In keeping with his family's tradition of excess, the **PENGUIN** lived a life of crime and evil, yet executed it with his own self proclaimed high society class and style. He committed crimes with the theme of the various birds he loved. Unlike most of the "Rogues Gallery," the **PENGUIN** was in control of his own actions and perfectly sane, creating a unique relationship with his archenemy, **BATMAN**. The **PENGUIN**'s trademarks were the various deadly umbrellas he used to execute his evil plans.

He later became a "reformed" master criminal, finding the public acceptance he'd always craved after opening a posh nightclub called "The Iceberg Lounge", the hottest new place in town according to GOTHAM'S jaded in-crowd. He has three new beauties running his club for him in his frequent absences: Jay, Raven and Lark. The preening **PENGUIN** enjoys the good life, but he hasn't entirely abandoned his criminal ways. Using the club as a front, the Penguin secretly continues to control GOTHAM CITY'S underworld by bartering in illegal information and stolen goods. **BATMAN** may even find himself in the uncomfortable position of having to go to the **PENGUIN** to bargain for information on a criminal's whereabouts. Who says living well isn't the best revenge?

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/penguin/>

PHANTASM

PL: 13; Init +7 (+3 DEX, +4 Imp. Init.); Defense 17/13 (+3 Base, +3 DEX, +1 Dodge); Attack +11 Melee (+8 Base, +2 STR, +1 Attack Focus: Scythe), +11 Ranged (+3 DEX); SV DMG +2, Fort +2, Ref +3, Will +2; STR 14, DEX 17, CON 15, INT 14, WIS 14, CHA 16

SKILLS: Acrobatics +13, Balance +11, Craft (Electronics) +7, Disable Device +7, Gather Information +8, Hide +13, Intimidate +13, Jump +8, Listen +7, Move Silently +11, Open Lock +8, Repair +8, Search +7, Spot +7

FEATS: Accurate Attack, All-Out Attack, Attack Finesse, Attack Focus (Scythe), Dodge, Evasion, Expertise, Improved Disarm, Improved Initiative, Power Attack, Startle, Surprise Attack, Two-Weapon Fighting

EQUIPMENT: Battlesuit [Armor +5; *Extras:* Natural Weapon, Obscure (Vision); *Power Stunt:* Darkvision; *Flaw:* Device; *Source:* Super-Science; *Cost:* 3pp]

One of the most tragic figures in **BATMAN**'s life has to be that of Andrea Beaumont. Andrea Beaumont was Bruce's first true love. After a chance meeting, their relationship began to bloom, so much so that Bruce started to doubt himself and "The Plan" he had for his life. Bruce never counted on being happy, and Andrea Beaumont was doing just that, therefore throwing a wrench into Bruce's plan. After consideration, he changed the plan and proposed to her.

Andrea Beaumont was the only daughter of a rich Gothamite business man, Carl Beaumont, who had ties to the mob. When a deal with his mob connections went sour, he was forced to go on the lam, with his daughter in tow. She was forced to break the engagement between her and



Bruce in order to avoid a brutal death. This threw Bruce into despair, and drove him to follow his plan even more, and become the Dark Knight.

Years later, she would return to GOTHAM to "clean up loose ends", but little did **BATMAN** know she returned in the form of the ruthless killing machine, the **PHANTASM**. Her main drive for vengeance was the death of her father and the destruction of her relationship with Bruce. Her quest for vengeance would end in a bloody showdown between herself and the **JOKER**, the man responsible for the death of her father. She was presumed dead, but left GOTHAM to start over, but she can never forget her old life, or her love... Bruce Wayne.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/heroes/phantasm/>

POISON IVY

PL: 11; Init +2 (+2 DEX); Defense 16/13 (+3 Base, +2 DEX, +1 Dodge); Attack +9 Melee (+8 Base, +1 STR), +10 Ranged (+2 DEX); SV DMG +3, Fort +3, Ref +2, Will +4 (+2 Iron Will); STR 12, DEX 14, CON 16, INT 15, WIS 14, CHA 16

SKILLS: Bluff +8, Diplomacy +11, Science (Biology, Chemistry) +10, Sense Motive +5, Taunt +6

FEATS: Attractive, Dodge, Immunity (Poison), Iron Will, Skill Focus (Science: Botany)

POWERS: Plant Control +8 [*Source:* Mutation; *Cost:* 2pp]

EQUIPMENT: (all Devices, *Source:* Super-Science) Poison Lipstick [Suffocate +8; *Extra:* Duration: Continuous; *Source:* Super-Science; *Cost:* 5pp], Mind Control Lipstick [Mind Control +7; *Flaw:* Restricted-Touch; *Cost:* 1pp]

Pamela Lillian Isley was a well-known and highly successful botanist, in the employ of a cosmetics company developing new fragrances. After learning she had a hyperactive immune system that caused her body to reject any infection, poison, or outside contamination, she donned the guise of "**POISON IVY**" and began a career of crime. When she sees then DA Harvey Dent destroy an endangered plant during the ground-breaking ceremony for *STONE GATE PRISON*, he becomes the first object of her evil affections. After almost killing Dent with her poisonous lipstick, she is apprehended by **BATMAN**. This incident with Dent causes a great rift between **IVY** and **TWO FACE**, who has a great animosity toward her. She is known to have an occasional partnership/friendship with **HARLEY QUINN**. She is not liked by the various members of the rogues gallery, but is greatly respected.

Those who spurn or commit acts that harm plant life or the environment become the object of the evil affections of **POISON IVY**. She can be incredibly seductive, her crimes often targeted toward wealthy men. She is known to use poison perfumes and lipstick as well as plant creatures of her own design.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/ivy/>



RA'S AL GHUL

PL: 13; Init +7 (+3 DEX, +4 Improved Initiative); Defense 19/15 (+5 Base, +3 DEX, +1 Dodge); Attack +11 Melee (+9 Base, +2 STR), +12 Ranged (+3 DEX); SV DMG +10 (+2 Toughness, +5 Super-CON.), Fort +8 (+5 Super-CON.), Ref +6 (+3 Lightning Reflexes), Will +6 (+2 Iron Will); STR 14, DEX 16, CON 16, INT 17, WIS 18, CHA 18

SKILLS: Bluff +14, Computers +13, Concentration +12, Diplomacy +17, Escape Artist +8, Gather Information +14, Handle Animal +9, Innuendo +9, Intimidate +14, Knowledge (History, Law, Politics) +13, Languages (Arabic, English, Spanish, Choose 3 more), Listen +9, Medicine +9, Pilot +8, Profession (Businessman) +14, Repair +13, Ride +7, Science (Biology, Botany, Ecology) +13, Search +10, Sense Motive +14, Spot +9, Survival +9

FEATS: Accurate Attack, Assessment, Attack Finesse, Connected, Dodge, Endurance, Expertise, Great Fortitude, Headquarters, Immunity (Aging), Improved Disarm, Improved Initiative, Indomitable Will, Inspire, Iron Will, Leadership, Lightning Reflexes, Minions (Loyalty Score: 25), Stunning Attack, Toughness

POWERS: Super-Constitution +5 [Extra: Super-Intelligence; Source: Training; Cost: 5pp]

DESIGN NOTES:

- **RA'S AL GHUL'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:3.
- **RA'S AL GHUL** must use the Lazarus Pit routinely to maintain his advanced age, but since he has ready access to it (and apparently can reproduce it fairly quickly) it is not truly a weakness.

RA'S AL GHUL is the single most mysterious and cunning of **BATMAN'S** foes. He does not associate with the criminally insane group of the rogues gallery. **RA'S AL GHUL** is a criminal like no other. No one knows exactly when he was born, but he claims to have been alive for over 600 years. His name translated means "The Demon's Head."

Ra's heads a worldwide criminal organization, whose mission is to purify a polluted planet, and restore nature to the dominion abridged by the human race, ultimately creating a better world where he would rule. One of the major organizations he leads is "The Society of Shadows", lead by Count Vertigo. He will use whatever means and force necessary to achieve his twisted vision of a new utopian society. Ra's is always accompanied by his faithful bodyguard, **UBU**. His madness originates in the unique power source which maintains his body's appearance, The Lazarus Pit. It is a substance of unknown elements which replenishes the body, like a fountain of youth. The side affects however are spells of sheer madness. Being addicted to this substance for so long has dried any bit of morals and values for **RA'S AL GHUL**. He views himself as above any preset laws which are governed by mankind. He has many followers, and heads a cult like organization filled with men who will do his bidding. He is extremely dangerous and cunning.

His interest in **BATMAN** arose when he felt the Lazarus Pits affect was dwindling. Ra's feels he needs a male to be his successor. Since his only offspring is his daughter **TALIA**,



he has to choose a male to marry her that is worthy of becoming ruler of his vast empire. Ra's proves his resourcefulness to **BATMAN** by meeting the "Detective" as he calls him, in his own Batcave confirming that he knows his secret. Upon implementing many tests to prove whether **BATMAN** was worthy of becoming his successor, Ra's knew immediately he had found the one. But **BATMAN** refused numerous times, and thus Ra's believes that since he will not be with him, they must be against each other, as enemies. He is highly sophisticated and can be quite hypnotic. Ra's has returned many times after **BATMAN** thinks his foe had perished.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/ras/>

RIDDLER

PL: 10; Init +2 (+2 DEX); Defense 17/15 (+5 Base, +2 DEX); Attack +8 Melee (+8 Base), +10 Ranged (+2 DEX); SV DMG +1, Fort +1, Ref +2, Will +5 (+3 Iron Will); STR 11, DEX 14, CON 12, INT 18, WIS 17, CHA 15

SKILLS: Bluff +13, Computers +11, Craft (Electronics) +11, Disable Device +13, Drive +6, Forgery +13, Gather Information +13, Innuendo +13, Knowledge (Puzzles and Riddles) +11, Open Lock +10, Profession (Game Designer) +11, Repair +13, Sense Motive +13, Sleight of Hand +7, Spot +13, Taunt +12

FEATS: Assessment, Iron Will, Minions (Loyalty Score: 14), Photographic Memory, Talented (Computers and Knowledge: Puzzles and Riddles)

EQUIPMENT: (all Devices, Source: Super-Science) Gadget +10 [Cost: 1pp], Question Mark Cane [Weapon +2S (Melee); Cost: 2pp]

DESIGN NOTES:

- **RIDDLER** is 2pp over PL10.
- **RIDDLER'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:2.

Edward Nygma was a computer and electronics genius who had been fascinated with puzzles and riddles since childhood. Extremely intelligent and a bit odd, Nygma's obsessions and love for committing crimes led him to don the guise of the **RIDDLER**. Edward's transformation allows him to lose all sense of reality. He needs to be the **RIDDLER** to truly express the real Edward Nygma, in turn completely separating himself from any normalcy he once had. The **RIDDLER** uses a vast array of computer and electronic gizmos in his arsenal, but is best known for the lethal use of his "Question Mark" cane. It is his trademark. When his plans are ultimately foiled by **BATMAN**, the **RIDDLER'S** hatred turns to an obsession to outwit and ultimately destroy **BATMAN**. His hatred is fueled by the surprising intellect **BATMAN** possesses, which leads to his solving of Edward's riddles. His twisted mind is only concerned with creating the ultimate riddle-related crime, which **BATMAN** can never solve.



**IMAGE AND INFO SOURCE:**

<http://wf.toonzone.net/WF/batman/bios/villains/riddler/>

SCARECROW

PL: 10; Init +2 (+2 DEX); Defense 16/14 (+4 Base, +2 DEX); Attack +8 Melee (+8 Base, +0 STR), +10 Ranged (+2 DEX); SV DMG +1, Fort +1, Ref +2, Will +4 (+2 Iron Will); STR 11, DEX 14, CON 13, INT 18, WIS 15, CHA 16

SKILLS: Bluff +8, Computers +13, Concentration +5, Diplomacy +4, Gather Information +6, Intimidation +13, Medicine +3, Profession (Professor) +13, Repair +5, Science (Chemistry, Psychology) +11, Sense Motive +7, Taunt +8

FEATS: Iron Will, Minions (Loyalty Score: 16), Talented (Science: Chemistry and Science: Psychology)

EQUIPMENT: (all Devices, all Source: Super-Science) Fear Gas [Mind Control +10; *Extras:* Area; *Flaw:* Limited-Cause Fear; *Cost:* 1pp], Gadgets +10 [*Cost:* 1pp], Staff [Weapon +2S (Melee); *Cost:* 1pp]

DESIGN NOTES:

- **SCARECROW** is 5 points over PL10.

Jonathan Crane became interested in the study of human fears and phobias from childhood. Nicknamed the "**SCARECROW**" as a teenager, Crane was bullied and chastised for his scrawny appearance. The boys would call him Ichabod Crane, for his resemblance to the fictional character. Crane loved the character, except when he came upon the part where Ichabod is disgraced by his nemesis. He was outraged by the fear that overwhelmed Ichabod and swore to never expose his fears to a bully.

Crane was a Professor of Psychology at Gotham State University until his experiments in fear became too dangerous. He lost his job due to his obsession with inspiring terror in his patients and students. Crane turned to a life of evil and used various drugs, chemicals, devices, and his expertise in psychology to terrify whoever crossed his path. He took the name "**SCARECROW**" which the bullies gave him as a boy, and would use it to become one of the most feared criminals in GOTHAM.

The Scarecrow has been known to pollute GOTHAM's water supply with his fear toxins, infect professional athletes with his chemicals, then bet against their teams for the money to fund his evil experiments. He even had one of his henchmen spray **BATMAN** with his toxin, in the hope of driving him mad with fear. A sick and twisted man, his ultimate goal of crippling Gotham State University was foiled by **BATMAN**. He was sentenced to Arkham Asylum where he became even more dangerous by gaining criminal contacts with the likes of the **MAD HATTER**, who shares a sick interest in various types of mind control. These contacts would aid him in his quest to bring GOTHAM to it's knees with fear.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/scarecrow>

**SHADE**

PL: 12; Init +2 (+2 DEX); Defense 16/13 (+3 Base, +2 DEX, +1 Dodge); Attack +6 Melee (+5 Base, +1 STR), +7 Ranged (+2 DEX, +1 Attack Focus: Nightstick); SV DMG +3, Fort +3, Ref +2, Will +4 (+2 Iron Will); STR 12, DEX 15, CON 16, INT 16, WIS 18, CHA 15

SKILLS: Bluff +9, Concentration +14, Disable Device +9, Hide +12, Move Silently +12

FEATS: Attack Focus (Nightstick), Blind-Fight, Darkvision, Dodge, Iron Will, Surprise Attack

EQUIPMENT: Nightstick [Obscure +12 (Vision), *Extras:* Create Object: "Dark Matter" (Animate Object), Stun, Suffocate; *Flaws:* Device; *Source:* Mystical; *Cost:* 6 pp]

The **SHADE's** true origin and nature of his powers are as yet unrevealed; it's assumed that his Nightstick is powered by magic. He joined **LUTHOR'S INJUSTICE LEAGUE** and a similar group started by **ARESIA**, his motivation apparently to make money.

IMAGE SOURCE:

<http://users.ev1.net/~kryptcom/justiceleague/shade.gif>

**SINESTRO**

PL: 13; Init +3 (+3 DEX); Defense 18/15 (+5 Base, +3 DEX); Attack +7 Melee (+4 Base, +3 STR), +9 Ranged (+3 DEX, +1 Point Blank Shot, +1 Attack Focus: Power Ring); SV DMG +2, Fort +2, Ref +3, Will +6 (+2 Iron Will); STR 16, DEX 17, CON 15, INT 14, WIS 18, CHA 12

SKILLS: Acrobatics +8, Concentration +10, Intimidation +8, Search +8, Spot +9

FEATS: Aerial Combat, All-Out Attack, Attack Focus (Power Ring), Far Shot, Iron Will, Point Blank Shot

EQUIPMENT: Power Ring [Light Control +10, *Extras:* Energy Shapes (Shapeable), Flight, Force Field (Affects Others, Area), Immunity (Cold, Heat, Pressure, Radiation, Suffocation), Telekinesis; *Power Stunts:* Energy Blast, Space Flight, Super Flight; *Flaws:* Device; *Cost:* 10 pp/rank]

SINESTRO is the mortal enemy of the **GREEN LANTERN**. After being deemed unfit to wield the power of the **GREEN LANTERN's** ring by the **GUARDIANS OF THE UNIVERSE**, **SINESTRO** vowed revenge to destroy the **GREEN LANTERN CORP**. He comes from the far away universe of "QWARD" and uses his yellow power ring to spread his evil throughout the galaxy.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/sinestro>

**SOLOMON GRUNDY**

PL: 14; Init +1 (+1 DEX); Defense 15/14 (+4 Base, +1 DEX); Attack +9 Melee (+5 Base, +4 STR), +6 Ranged (+1 DEX); SV DMG +17 (+13 Super-CON), Fort +17 (+13 Super-CON), Ref +1, Will +1; STR 18, DEX 12, CON 18, INT 8, WIS 12, CHA 14

SKILLS: Intimidate +11, Jump +9

FEATS: All-Out Attack, Durability, Endurance, Immunity (Aging, Critical Hits, Exhaustion, Pressure, Starvation, Suffocation), Improved Critical, Improved Grapple, Move-By Attack, Power Attack, Takedown Attack

POWERS: Growth +3 [Extras: Permanent; Flaws: Limited: Doesn't add to Strength; Source: Mystical; Cost: 7pp], Protection +7 [Extras: Regeneration; Source: Mystical; Cost: 3pp], Super-Strength +13 [Extras: Super-Constitution; Source: Mystical; Cost: 7pp]

WEAKNESS: Disturbing

SOLOMON GRUNDY was once Cyrus Gold, a one time hood who was betrayed by his partners and murdered. They dumped his body in a swamp rumored to have mystical properties; decades later, for reasons unknown, Gold was raised again as a zombie. Still retaining some of his former life's virtues, he had a great desire for money. As such, he was recruited into both **ARESIA'S** and **LEX LUTHOR'S** Injustice Gangs. He would later team up with **AQUAMAN** and **DOCTOR FATE** to battle the demonic creature Ichthultu, on the promise that **FATE** could restore his soul. During the ensuing battle, however, he was killed by the creature, effectively dying a hero. Being a zombie, though, we may not have seen the last of him.



STAR SAPPHIRE

PL: 13; Init +3 (+3 DEX); Defense 17/13 (+3 Base, +3 DEX, +1 Dodge); Attack +6 Melee (+5 Base, +1 STR), +10 Ranged (+3 DEX +1 Point Blank Shot, +1 Attack Focus: Power Sapphire); SV DMG +3, Fort +5 (+2 Great Fort.), Ref +3, Will +5 (+2 Iron Will); STR 12, DEX 16, CON 16, INT 14, WIS 16, CHA 16

SKILLS: Acrobatics +8, Bluff +8, Concentration +8, Taunt +8

FEATS: Accurate Attack, Aerial Combat, Attack Focus (Power Sapphire), Attractive, Dodge, Far Shot, Great Fortitude, Iron Will, Move-By Attack, Point Blank Shot, Precise Shot, Rapid Shot

EQUIPMENT: Power Sapphire [Light Control +10, Extras: Energy Shapes (Shapeable), Flight, Force Field (Affects Others, Area), Immunity (Cold, Heat, Pressure, Radiation, Suffocation), Telekinesis; Power Stunts: Energy Blast, Space Flight, Super Flight; Flaws: Device; Cost: 10 pp/rank]

DESIGN NOTES:



- Special Thanks to Steve Kenson on the design of the **GREEN LANTERN** Power Ring, which is the basis of **SAPPHIRE'S** Power Sapphire.

Almost nothing is known about the woman known as **STAR SAPPHIRE**. She joined **LUTHOR'S INJUSTICE LEAGUE** and another similar team started by **ARESIA**, apparently to make some money.

STEPPENWOLF

PL: 17; Init +3 (+3 DEX); Defense 18/14 (+4 Base, +3 DEX, +1 Dodge); Attack +10 Melee (+6 Base, +4 STR), +9 Ranged (+3 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +3, Will +0; STR 18, DEX 16, CON 18, INT 16, WIS 10, CHA 14

SKILLS: Acrobatics +8, Climb +9, Handle Animal +9, Hide +11, Intimidate +10, Listen +8, Move Silently +11, Pilot +11, Profession (General, Hunter) +10, Search +11, Sense Motive +8, Spot +8, Survival +8

FEATS: All-Out Attack, Attack Focus (Energy Sword), Dodge, Durability, Endurance, Immunity (Aging, Disease), Improved Critical, Improved Grapple, Improved Trip, Power Attack, Surprise Strike, Takedown Attack, Track

POWERS: Super-Constitution +10 [Source: Alien; Cost: 4pp], Super-Strength +5 [Source: Alien; Cost: 4pp]

EQUIPMENT: Energy Sword [Weapon +5L; Flaw: Device; Source: Super-Science; Cost: 1pp]

STEPPENWOLF is the uncle of **DARKSEID** and has served as the leader of the **PARADEMONS** and Apokolips' military since before **DARKSEID'S** birth. He is as sinister and untrustworthy as he is evil. While he has tried revolting against **DARKSEID**, he is currently a loyal servant in his nephews battle against **SUPERMAN** and the **NEW GODS**.

IMAGE SOURCE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



STOMPA

PL: 10; Init +3 (+3 DEX); Defense 18/15 (+5 Base, +3 DEX); Attack +9 Melee (+5 Base, +4 STR), +8 Ranged (+3 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +3, Will +0; STR 18, DEX 16, CON 18, INT 12, WIS 10, CHA 14

SKILLS: Intimidate +12, Jump +11, Taunt +8

FEATS: All-Out Attack, Durability, Immunity (Aging, Disease), Improved Critical, Power Attack, Surprise Strike

POWERS: Super-Constitution +10 [Source: Alien; Cost: 4pp], Super-Strength +5 [Source: Alien; Cost: 4pp]





4pp]

EQUIPMENT: Heavy Matter Boots [Strike +5S; *Flaw:* Device; *Source:* Super-Science; *Cost:* 1pp]

STOMPA is another member of the **FEMALE FURIES**. She is a behemoth of a woman whose heavy matter boots can crush nearly anything in her path, perhaps even the Man of Steel, **SUPERMAN**.

IMAGE SOURCE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>

TALIA

PL: 12; Init +10 (+3 DEX, +4 Improved Init, +3 Super-DEX); Defense 23/16 (+6 Base, +3 DEX, +1 Dodge, +3 Super-DEX); Attack +10 Melee (+8 Base, +2 STR), +12 Ranged (+3 DEX, +1 Point Blank Shot); SV DMG +5 (+2 Toughness), Fort +5 (+2 Great Fort.), Ref +6 (+3 Super-DEX), Will +4 (+2 Iron Will); STR 14, DEX 17, CON 16, INT 16, WIS 14, CHA 16

SKILLS: Acrobatics +12, Bluff +8, Computers +8, Concentration +7, Diplomacy +8, Disable Device +8, Drive +9, Gather Information +8, Innuendo +8, Knowledge (History, Law, Politics) +11, Languages (Arabic, English), Move Silently +9, Open Lock +9, Pilot +9, Repair +8, Ride +9, Science (Biology, Botany, Ecology), Search +8, Sense Motive +8, Spot +8, Survival +8

FEATS: Accurate Attack, Attack Finesse, Attractive, Connected, Dodge, Expertise, Great Fortitude, Improved Disarm, Improved Initiative, Indomitable Will, Instant Stand, Iron Will, Point Blank Shot, Rapid Shot, Stunning Attack, Toughness

POWERS: Super-Dexterity +3 [*Source:* Training; *Cost:* 4pp]

DESIGN NOTES:

- **TALIA'S** Skills were bought using the Errata Option "Reduced Skill Costs" at 1:2.

Daughter of **RA'S AL GHUL**, it can be truly said that **TALIA** is as mysterious as her father. **TALIA** has devoted her life to aiding her father's crusade to purify the planet. She finds herself completely in love with **BATMAN**, and unlike **BATMAN'S** other admirers, she cares for both him and Bruce Wayne. This poses a great dilemma to **TALIA**, as Batman defies everything **RA'S AL GHUL** stands for, and has sworn to fight his global terrorism. Part of **TALIA'S** lack of loyalty toward her father can be attributed to the fact that he admittedly does not treat her with the same respect that he would if he had a son. To **RA'S AL GHUL** only a son is worthy of succeeding him and leading his organization. With all that aside **TALIA** still finds herself drawn to her father, and many times has betrayed her beloved **BATMAN** in order to aid her father.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/talia/>

TOYMAN

PL: 12; Init +1 (+1 DEX); Defense 16/15 (+5 Base, +1



DEX); Attack +6 Melee (+6 Base, +1 STR), +7 Ranged (+1 DEX); SV DMG +2, Fort +2, Ref +1, Will +3; STR 10, DEX 12, CON 14, INT 18, WIS 16, CHA 12

SKILLS: Bluff +6, Computers +12, Craft (Electronics, Mechanics) +12, Demolitions +12, Disable Device +12, Hide +9, Open Lock +9, Profession (Toy Designer) +12, Repair +12, Search +9, Spot +8, Taunt +6

FEATS: Assessment, Surprise Attack, Talented (Craft: Electronics and Profession: Toy Designer)

EQUIPMENT: (all Devices, *Source:* Super-Science) Dangerous Toys (X2) [Gadget +12; *Cost:* 1pp], "Play Suit" [Armor +7; *Cost:* 1pp]

Hiding behind an unchanging doll's mask, Winslow Schott, a.k.a. the **TOYMAN**, is one of the deadliest assassins in the world. Charging a million dollars a hit, **TOYMAN** employs an arsenal of innocent-looking but deadly toys to take out his victims. Acid-squirting water guns, radio-controlled grenade cars and Derringer-toting Jack-in-the Boxes have all been used by this sicko at one time or another to eliminate his prey.

Originally the son of a gentle old toymaker, young Winslow led a happy life in his father's old-fashioned toy shop. But the shop was funded by Bruno "Ugly" Mannheim, who used it, against the old toymaker's protests, as a front for his numbers ring. When the shop was busted, Mannheim skipped out, leaving old Mr. Schott to take the rap. Sentenced to prison, the old man died in jail as young Winslow was bounced from foster home to foster home, "the little broken toy nobody loved." This turned Winslow cold and hateful. Adopting the identity of **TOYMAN**, the villain now seeks justice for his unhappy childhood by bringing misery to innocent people with his deadly toys.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/toyman/>

TSUKURI

PL: 11; Init +10 (+3 DEX, +4 Imp. Init., +3 Super-DEX); Defense 22/15 (+5 Base, +3 DEX, +1 Dodge, +3 Super-DEX); Attack +11 Melee (+8 Base, +2 STR, +1 Attack Focus: Ninja-to), +11 Ranged (+3 DEX); SV DMG +2, Fort +2, Ref +6 (+3 Super-DEX), Will +1; STR 14, DEX 17, CON 15, INT 12, WIS 13, CHA 15

SKILLS: Acrobatics +12, Balance +12, Climb +7, Disable Device +6, Escape Artists +12, Hide +12, Jump +7, Move Silently +12, Open Lock +12, Pilot +12, Spot +6

FEATS: Accurate Attack, All-Out Attack, Attack Finesse, Attack Focus (Ninja-to), Dodge, Evasion, Improved Initiative, Instant Stand, Move-By Attack, Rapid Strike, Surprise Strike

POWERS: Super-Dexterity +3 [*Source:* Training; *Cost:* 4pp]

EQUIPMENT: (all Devices, all *Source:* Super-Science) Ninja-to [Weapon +5L (Melee); *Extra:* Deflection; *Cost:* 2pp], Armor [Armor +4; *Cost:* 1pp]



DESIGN NOTES:

- **TSUKURI** is 5pp over PL11

Almost nothing is known about the woman known as **TSUKURI**. She joined **LUTHOR'S INJUSTICE LEAGUE** and another similar team started by **ARESIA**, apparently to make money.

IMAGE SOURCE: <http://jl.toonzone.net/tsukuri/tsukuri.htm>

TWO-FACE

PL: 10; Init +2 (+2 DEX); Defense 15/13 (+3 Base, +2 DEX); Attack +9 Melee (+6 Base, +3 STR), +8 Ranged (+2 DEX); SV DMG +5 (+2 Toughness), Fort +5 (+2 Great Fort.), Ref +2, Will +2; STR 16, DEX 14, CON 16, INT 17, WIS 15, CHA 15

SKILLS: Bluff +12, Demolitions +8, Diplomacy +9, Disable Device +10, Drive +8, Forgery +8, Gather Information +7, Intimidate +12, Knowledge (Law) +8, Open Locks +5, Sense Motive +10, Spot +7, Taunt +7

FEATS: All-Out Attack, Assessment, Great Fortitude, Infamy, Leadership, Minions (Loyalty Score: 19), Point Blank Shot, Quick Draw, Toughness

EQUIPMENT: (all Devices, Source: Super-Science) Gadgets +9 [Cost: 1pp], Pistol [Weapon +5L (Ranged); Cost: 1pp]

WEAKNESS: Disturbing; Quirk (Split Personality): Although the TWO-FACE personae is in control, the HARVEY DENT personae will occasionally try to re-assert itself.

Once GOTHAM CITY'S distinguished District Attorney, Harvey Dent was known as a true guardian of law and order. On the cusp of apprehending mob boss Rupert Thorne, Thorne learned of Dent's other side and knew if it was exploited it could ruin Dent's career. When a fight ensued between Dent and Thorne's men, a freak explosion destroyed the left side of Dent's body. The trauma was powerful enough to force his alternate personality to dominate, and left Harvey in a state where right and wrong no longer held any meaning. He became **TWO FACE**.

Dent feels as though this is the way he was meant to be, living in a world of chaos, without the order and justice he once upheld and believed in. His world revolves around chance; more importantly, the flip of his coin. It is no ordinary coin as it is double sided, clean on one side, and covered by scars on the other. Every decision **TWO FACE** makes falls on the flip of his coin. It is judge, jury and executioner. When the "Good Head" turns up, Harvey is in control. When it's "Bad Head" surfaces, however, **TWO FACE** shines and becomes more dominant than Harvey can ever be. Yet there always seems to be a piece of Harvey which is strong enough to linger within the mind of **TWO FACE** when he is committing his ungodly acts.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/dent/>

**ULTRA-HUMANITE**

PL: 14; Init +3 (+3 DEX); Defense 17/13 (+3 Base, +3 DEX, +1 Dodge); Attack +8 Melee (+4 Base, +4 STR), +7 Ranged (+3 DEX); SV DMG +11 (+8 Super-Con), Fort +11 (+8 Super-Con), Ref +3, Will +10 (+8 Super-Wis); STR 18, DEX 16, CON 16, INT 18, WIS 15, CHA 15

SKILLS: Acrobatics +10, Balance +10, Bluff +10, Climb 15, Computers +15, Craft (Electronics) +15, Disable Device +15, Gather Information +12, Handle Animal +6, Jump +15, Medicine +13, Move Silently +13, Repair +15, Science (Biochemistry, Biology, Chemistry, Genetics, Metallurgy, Physics) +15, Search +15, Spot +13, Taunt +7

FEATS: Ambidexterity, Assessment, Dodge, Extra-Limb (Legs), Improved Grapple, Photographic Memory, Surprise Strike

POWERS: Super-Strength +8 [Extras: Super-Constitution, Super-Intelligence, Super-Wisdom; Source: Mutation, Cost: 10pp]

EQUIPMENT: Gadget +12 [Source: Super-Science; Cost: 1pp]

WEAKNESS: Disturbing

DESIGN NOTES:

- **ULTRA-HUMANITE'S** Skills were purchased using the Errata Option "Reduced Skill Cost" at 1:2.

Virtually nothing is known about the brilliant ape, **ULTRA-HUMANITE**. A brilliant scientist, he was recruited by **LEX LUTHOR** into the **INJUSTICE GANG** after aiding him in escaping prison.

**VANDAL SAVAGE**

PL: 14; Init +3; Defense 18/14 (+4 Base, +3 DEX, +1 Dodge); Attack +8 Melee (+5 Base, +3 STR), +9 Ranged (+3 DEX, +1 Point Blank Shot); SV DMG +12 (+8 Super-Con), Fort +12 (+8 Super-Con), Ref +3, Will +2; STR 16, DEX 16, CON 18, INT 17, WIS 15, CHA 16

SKILLS: Bluff +11, Computers +8, Concentration +10, Craft (Electronics) +11, Diplomacy +15, Gather Information +13, Innuendo +11, Intimidate +13, Knowledge (History, Politics) +15, Languages (Choose 5), Listen +7, Medicine +5, Move Silently +8, Profession (Political Leader), Repair +11, Ride +8, Science (Biology, Chemistry, Physics) +13, Search +8, Sense Motive +12, Spot +10, Survival +10

FEATS: All-Out Attack, Assessment, Connected, Dodge, Durability, Immunity (Aging), Improved Critical, Indomitable Will, Inspire, Leadership, Minions (Loyalty Score: 22), Point Blank Shot, Power Attack, Rapid Healing

POWERS: Comprehend +3 [Source: Training, Cost: 2pp] Super-Constitution +8 [Source: Mutation; Power Stunt: Regeneration (Extra: Back from the Brink); Cost: 4pp]





EQUIPMENT: Gadget +10 [Flaw: Device; Cost: 1pp]

DESIGN NOTES:

- Vandal Savage's Skills were bought using the Errata Option "Reduced Skill Costs" at 1:3.

Virtually immortal, **VANDAL SAVAGE** is a powerful and mysterious figure. He has secretly influenced history since the dawn of time. Adopting a new identity every hundred years, Savage has conquered countless civilizations. He was Ghengis Khan. He was Vlad the Impaler. He was Stalin. Knowing that every dictator will eventually fall, **VANDAL SAVAGE** periodically fakes his own death, then assumes a new identity, renewing his endless quest for power.

IMAGE AND INFO SOURCE:

<http://jl.toonzone.net/savage/savage.htm>

THE VENTRILOQUIST

PL: 10; Init +1 (+1 DEX); Defense 16/15 (+5 Base, +1 DEX); Attack +7 Melee (+7 Base, +0 STR), +10 Ranged (+1 DEX, +1 Point Blank Shot, +1 Attack Focus: "**SCARFACE**"); SV DMG +2, Fort +2, Ref +1, Will +1; STR 10, DEX 12, CON 15, INT 16, WIS 13, CHA 12

SKILLS: Bluff +13, Hide +11, Intimidate +13, Move Silently +8, Repair +8, Search +8, Sense Motive +11, Spot +8, Taunt +13

FEATS: All-Out Attack, Attack Focus ("**SCARFACE**"), Inspire, Leadership, Minions (Loyalty Score: 17), Point Blank Shot, Power Attack, Quick Draw, Rapid Shot, Surprise Strike

SPECIAL: When the Arnold Wesker personae is in control, **VENTRILOQUIST** loses Feats: Minions, Inspire, Leadership and Skills: Bluff, Intimidate, Taunt

EQUIPMENT: (all Devices, all Source: Super-Science) Gadget +6 [Cost: 1pp], "**SCARFACE**" [Weapon +5L (Ranged); Cost: 1pp]

WEAKNESS: Quirk (Split Personality)

Arnold Wesker looks like a quiet, peaceful, mild mannered older man, but in the company of his other personality, **SCARFACE**, he is a vicious ruthless criminal. As a schizophrenic, **SCARFACE** is a dummy who is made to look like a mafia type boss with a scar on his right cheek. **SCARFACE** is the dominant personality, with the Ventriloquist only able to emerge briefly, until **SCARFACE** demeans his alter ego. Upon meeting with **BATMAN**, the **VENTRILOQUIST/SCARFACE** is housed in Arkham Asylum. Through therapy Arnold has tried to rid his mind of **SCARFACE**, going so far as to take up a less dangerous puppet in "Socko." Somehow, **SCARFACE** breaks through the Ventriloquist's mind and forces Arnold to do his bidding.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/batman/bios/villains/scarface/>



VOLCANA

PL: 13; Init +3 (+3 DEX); Defense 18/14 (+4 Base, +3 DEX, +1 Dodge); Attack +7 Melee (+5 Base, +2 STR), +10

Ranged (+3 DEX, +1 Point Blank Shot, +1 Attack Focus: Energy Blast); SV DMG +4, Fort +4, Ref +3, Will +1; STR 14, DEX 16, CON 18, INT 12, WIS 12, CHA 16

SKILLS: Acrobatics +11, Hide +11, Intimidate +11, Move Silently +11, Search +5, Spot +6, Taunt +11

FEATS: Accurate Attack, Aerial Combat, Attack Finesse, Attack Focus (Energy Blast), Attractive, Dodge, Endurance, Immunity (Heat), Improved Critical, Move-By Attack, Point Blank Shot, Power Attack, Power Immunity, Precise Shot, Rapid Shot

POWERS: Energy Control (Fire) +13

[Extras: Deflection, Energy Field, Flight; Source: Mutation; Cost: 5pp]

As a teenager, Claire showed an aptitude for pyrokinesis -- the ability to start fires with one's mind. Her parents sent her to METROPOLIS's Center for Paranormal Studies so that she could learn to control and develop her power, but she was soon spirited away by government agents who had big plans for her. According to the director of the Center, the agents "stripped away her past, code-named her **VOLCANA**, and tried their hardest to turn her into a living weapon."

But **VOLCANA** wouldn't go along with the plan. She escaped from the agents, became a hunted fugitive and survived the only way she could: by stealing.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/volcana>



WEATHER WIZARD

PL: 10; Init +2 (+2 DEX); Defense 17/15 (+5 Base, +2 DEX); Attack +6 Melee (+5Base, +1 STR), +7 Ranged (+2 DEX); SV DMG +2, Fort +2, Ref +2, Will +4 (+2 Iron Will); STR 13, DEX 14, CON 14, INT 18, WIS 14, CHA 13

SKILLS: Bluff +9, Computer +9, Craft (Electronics) +13, Intimidate +8, Repair +9, Science (Meteorology) +13

FEATS: Iron Will, Surprise Attack, Talented (Craft: Electronics & Science: Meteorology)

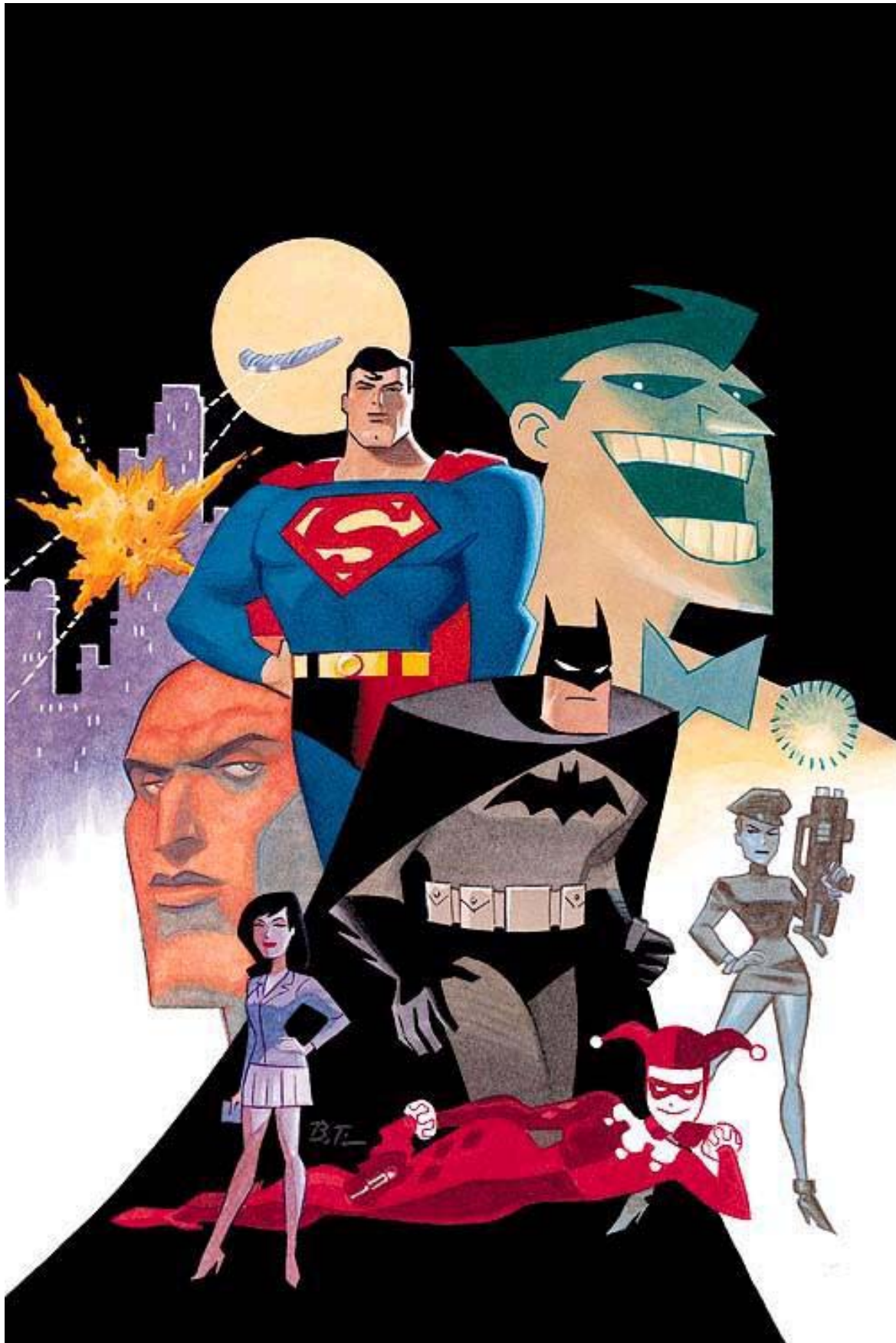
EQUIPMENT: Weather-Control Wand [Weather Control +10; Extras: Air Control, Fog, Lightning; Flaw: Device; Cost: 5pp]

Mark Marten is the **FLASH**'s enemy from CENTRAL CITY, the **WEATHER WIZARD**. Marten decided to seize the moment during the charity race between **SUPERMAN** and the **FLASH**, by holding METROPOLIS hostage using his high-tech weather devices of mass destruction. He was quickly defeated thanks to help from his brother, **SUPERMAN**, & the **FLASH**. He's now back in CENTRAL CITY.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/villains/wizard/>







SECTION FOUR: THE MOOKS...

APOKOLIPS

Long ago, the old gods met their end during a war that resulted in the destruction of their world. From this event was created two planets: APOKOLIPS and NEW GENESIS. APOKOLIPS developed into a vile and evil world ruled by the despot **DARKSID**. Those who struggle to the top of the heap can become his Elite Warriors. **DARKSID**'s foot-soldiers are humanoids and the demonic-looking creatures known as **PARADEMONS**.

PARADEMONS

PL: 7; Init +2 (+2 DEX); Defense 16/13 (+3 Base, +2 DEX, +1 Dodge); Attack +8 Melee (+4 Base, +4 STR), +7 Ranged (+2 DEX, +1 Point Blank Shot); SV DMG +7 (+3 Amazing Save), Fort +7 (+3 Amazing Save), Ref +2, Will -1; STR 18, DEX 14, CON 18, INT 10, WIS 8, CHA 10

SKILLS: Acrobatics +7, Drive +7, Intimidate +7, Pilot +7, Search +7, Spot +7

FEATS: Aerial Attack, All-Out Attack, Dodge, Endurance, Improved Grapple, Move-By Attack, Point Blank Shot, Power Attack, Takedown Attack

POWERS: **Amazing Save (Damage) +3** [Extra: **Amazing Save (Fortitude)**; Source: Alien, Cost: 2pp], **Flight +5** [Source: Alien, Cost: 2pp]

EQUIPMENT: Blaster Rifle [Weapon +8L (Ranged); Source: Super-Science; Cost: 1pp]

WEAKNESS: Disturbing



DARKSEID'S ELITE WARRIORS

PL: 10; Init +3 (+3 DEX); Defense 17/13 (+4 Base, +3 DEX); Attack +8 Melee (+4 Base, +8 STR), +7 Ranged (+3 DEX); SV DMG +14 (+10 Super-Con), Fort +14 (+10 Super-Con), Ref +3, Will +0; STR 18, DEX 16, CON 18, INT 12, WIS 10, CHA 14

SKILLS: Acrobatics +8, Bluff +7, Hide +7, Intimidate +7, Move Silently +7, Taunt +7

FEATS: All-Out Attack, Durability, Immunity (Aging, Disease), Improved Critical, Power Attack, Surprise Strike

POWERS: **Super-Constitution +10**



[Source: Alien; Cost: 4pp], **Super-Strength +5** [Source: Alien; Cost: 4pp]

IMAGE SOURCE:

<http://jl.toonzone.net/apokolips/apokolips.htm>

ATLANTIS

ATLANTIS was once an ancient city of magic that was on an island above water. Some as yet unrevealed catastrophe caused it to sink into the sea, where it's population adapted to life under the sea. The city is now ruled by the hero known as **AQUAMAN** and is protected by a group of dedicated soldiers.

SOLDIER

PL: 5; Init +2 (+2 DEX); Defense 15/12 (+3 Base, +2 DEX); Attack +6 Melee (+3 Base, +3 STR), +5 Ranged (+2 DEX); SV DMG +3, Fort +3, Ref +2, Will +2; STR 16, DEX 14, CON 16, INT 12, WIS 14, CHA 12

SKILLS: Acrobatics +4, Drive +5, Handle Animal +5, Hide +5, Ride +5, Search +5, Spot +5, Survival +5, Swim +6

FEATS: All-Out Attack, Amphibious, Endurance, Underwater Combat

EQUIPMENT: Spear [Weapon +4L (Melee); Flaw: Device; Source: Super-Science; Cost: 1pp]

WEAKNESS: Susceptible (Out of water for more than six hours).

• DESIGN NOTES:

- It's not clear if all Atlanteans can exist for short periods of time on dry land like **AQUAMAN**. This write-up assumes they can. If this is not the case, then drop the Weakness and delete the Amphibious Feat.

IMAGE SOURCE: <http://jl.toonzone.net/orm/orm.htm>



GORILLA CITY

GORILLA CITY is located in a remote location in AFRICA where apes developed sentient intelligence. They fear the outside world and prefer to remain separate from mankind. The city is protected by a pseudo-police and military force.

POLICE OFFICER/SOLDIER

PL: 7; Init +3 (+3 DEX); Defense 15/13 (+2 Base, +3 DEX); Attack +7 Melee (+3 Base, +4 STR), +6 Ranged (+3



DEX); SV DMG +7 (+3 Super-CON), Fort +7 (+3 Super-CON), Ref +3, Will +1; STR 18, DEX 16, CON 16, INT 12, WIS 12, CHA 12

SKILLS: Acrobatics +6, Balance +6, Climb +10, Drive +5, Gather Information +4, Hide +5, Intimidate +4, Jump +9, Pilot +5, Profession (Police Officer/Soldier) +4, Search +4, Spot +4

FEATS: Accurate Attack, Ambidexterity, Extra Limb (Legs), Improved Grapple

POWERS: Super-Strength +5 [Extra: Super-Constitution; Source: -; Cost: 7pp]

EQUIPMENT: Blaster Pistol [Weapon +5S (Ranged); Flaw: Device; Source: Super-Science; Cost: 1pp]

IMAGE SOURCE: <http://jl.toonzzone.net/solovar/solovar.htm>



GREEN LANTERN CORPS

Eons ago the people of OA developed into virtual gods. They dedicated themselves to seeing the universe protected from chaos and decided to do something. They first developed robots called **MANHUNTERS** to maintain order; but these creations couldn't understand the grays' of right and wrong. They were retired to lesser work (from which they would later rebel), and the **GUARDIANS** created the **GREEN LANTERN CORP**. The **CORP**, which is composed of sentient life-forms from across the universe, operated almost independently on thousands of worlds.

GUARDIANS

PL: 24; Init +1 (+1 DEX); Defense 17/15 (+5 Base, +1 DEX, +1 Size); Attack +9 Melee (+8 Base, +0 STR, +1 Size), +10 Ranged (+1 DEX, +1 Size); SV DMG +5, Fort +5, Ref +1, Will +17 (+2 Iron Will, +10 Super-Wis); STR 10, DEX 12, CON 20, INT 20, WIS 20, CHA 15

SKILLS: Computers +23, Concentration +23, Craft (Electronics) +23, Diplomacy +12, Gather Information +17, Knowledge (*) +23, Repair +23, Science (*) +23.

*The Guardians are almost as old as the cosmos itself and have dedicated their lives to the study of all it's secrets. The GM should allow them to make any skill roll involving Knowledge or Science, deemed reasonable.

FEATS: Assessment, Durability, Immunity* (Aging, Cold, Disease, Heat, Poison, Pressure, Radiation, Starvation, Suffocation), Indomitable Will, Iron Will, Leadership, Photographic Memory, Psychic Awareness

*Cost already factored in with Cosmic Power.

POWERS: Cosmic Power +16 [Extra: Telepathy (Group Link); Source: Alien, Cost: 10pp], Shrinking +3 [Flaw: Permanent; Source: Alien, Cost: 1pp], Super-Intelligence +10 [Extra: Super-Wisdom; Source: Alien, Cost: 4pp]



PL: 12; Init +2 (+2 DEX); Defense 16/13 (+3 Base, +2 DEX, +1 Dodge); Attack +9 Melee (+8 Base, +1 STR), +10 Ranged (+2 DEX, +1 Attack Focus : Power Ring); SV DMG +2, Fort +2, Ref +2, Will +5 (+2 Iron Will); STR 12, DEX 14, CON 14, INT 12, WIS 16, CHA 12

SKILLS: : Profession (Green Lantern) +8, Search +10, Spot +9

FEATS: Aerial Attack, Attack Focus (Power Ring), Dodge, Iron Will

EQUIPMENT: Power Ring [Light Control +10, Extras: Energy Shapes (Shapeable), Flight, Force Field (Affects Others, Area), Gadget, Immunity (Cold, Heat, Pressure, Radiation, Suffocation), Telekinesis; Power Stunts: Energy Blast, Space Flight, Super Flight; Flaws: Device, Requires Recharging Every 24 Hours; Cost: 10 pp]

SPECIAL: To create a "quick and dirty" unique GL, up the PL to 13 and add 15 points to skills and feats, or to powers representing species abilities (ex.: **KILOWOG** with Super-Strength +2, Craft (Electronics) +3 and Repair +4).

DESIGN NOTES:

- Special Thanks to Steve Kenson for the design of the **GREEN LANTERN'S** Power Ring.
- As yet, The Green Lantern Corp Power Rings have not been ineffective against anything colored yellow. If this becomes the case, decrease the cost of the ring to 8pp/level, add the flaw-Restricted: doesn't affect anything colored yellow and re-apportion 10pp.



MANHUNTERS

PL: 16; Init +3 (+3 DEX); Defense 15/12 (+2 Base, +3 DEX); Attack +9 Melee (+5 Base, +4 STR), +10 Ranged (+3 DEX, +1 Point Blank Shot, +1 Attack Focus: Staff); SV DMG +10 (+5 Super-CON), Fort +10 (+5 Super-CON), Ref +3, Will +1; STR 18, DEX 16, CON 20, INT 16, WIS 12, CHA 12

SKILLS: Computers +7, Craft (Electronics) +11, Disable Device +11, Gather Information +9, Intimidate +9, Open Lock +11, Pilot +5, Profession (Law Enforcement) +9, Repair +11, Search +13, Spot +13, Survival +10

FEATS: Attack Focus (Staff), Darkvision, Detect (Targeted Fugitive), Durability, Far Shot, Immunity (Aging, Cold, Critical Hits, Disease, Exhaustion, Heat, Poison, Pressure, Starvation, Suffocation), Point Blank Shot, Power Attack, Precise Shot, Stunning Attack, Takedown Attack, Track, Ultra-Hearing

POWERS: Comprehend +8 [Source: Alien, Cost: 2pp], Datalink +7 [Source: Alien, Cost: 2pp], Flight +9 [Extra: Space Flight; Source: Alien, Cost: 3pp], Super-Strength +5 [Extra: Protection, Super-Constitution; Source: Alien, Cost: 8pp]

EQUIPMENT: Staff [Energy Blast +12; Source: Super-Science; Cost: 1pp]



GREEN LANTERNS

**DESIGN NOTES:**

- The **MANHUNTER'S** skills were purchased using the Errata Option "Reduced Skill Cost" at 3:1.

INVADERS:

The **IMPERIUM** is an alien race that conquers worlds by sending their armies in meteors to the targeted planet, convert its environment to suit their needs and enslave the planet's native population. This occurred on MARS centuries ago, but they were temporarily stopped by Jonn Jonzz, the **MARTIAN MANHUNTER**. They escaped MARS and attempted to conquer EARTH, but were defeated by a group of heroes that would become the **JUSTICE LEAGUE**.

IMPERIUM LEADER

PL: 17; Init +2 (+2 DEX); Defense 13/11 (+3 Base, +2 DEX, -2 Size); Attack +5 Melee (+3 Base, +4 STR, -2 Size), +3 Ranged (+2 DEX, -2 Size); SV DMG +16 (+12 Super-CON), Fort +16 (+12 Super-CON), Ref +2, Will +2; STR 18, DEX 14, CON 18, INT 18, WIS 15, CHA 15

SKILLS: Bluff +10, Concentration +7, Diplomacy +10, Disguise +10, Gather Information +7, Intimidate +7, Sense Motive +7, Spot +5

FEATS: Connected, Durability, Immunity (Aging), Improved Grapple, Indomitable Will, Leadership, Psychic Awareness

POWERS: Flight +5 [Source: Alien; Cost: 2pp], Growth +8 [Flaw: Permanent, No Immovability, No Protection; Source: Alien; Cost: 3pp], Shapeshift +10 [Extra: Elongation; Source: Alien; Cost: 3pp], Super-Constitution +12 [Extras: Super-Intelligence; Source: Alien; Cost: 5pp], Telepathy +12 [Source: Alien; Cost: 2pp]

WEAKNESS: Susceptible (Sunlight)

DESIGN NOTES:

- The **IMPERIUM LEADER** is 2pp over PL17.

SOLDIER

PL: 8; Init +7 (+2 DEX, +5 Super-DEX); Defense 19/12 (+2 Base, +2 DEX, +5 Super-DEX); Attack +7 Melee (+4 Base, +3 STR), +7 Ranged (+2 DEX, +1 Point Blank Shot); SV DMG +3, Fort +3, Ref +7 (+5 Super-DEX), Will +1; STR 16, DEX 14, CON 16, INT 12, WIS 12, CHA 12

SKILLS: Bluff +11, Disguise +11, Drive +9, Hide +9, Move Silently +9, Pilot +9, Search +11, Spot +6

FEATS: Immunity (Aging), Point Blank Shot, Surprise Strike

POWERS: Shapeshift +5 [Source: Alien; Cost: 2pp], Super-Dexterity +5 [Extras: Super-Strength; Source: Alien; Cost: 7pp]

WEAKNESS: Susceptible: Sunlight

**DESIGN NOTES:**

- The **INVADERS: SOLDIER** is 2pp over PL8

KRYPTONIANS

Once a beautiful, peaceful and advanced world that orbited a red sun, KRYPTON was destined to be destroyed when its orbit was changed. The scientist **JOR-EL** foresaw this event and sent his infant son to EARTH. Of course that son would grow to become the Man of Steel, **SUPERMAN**. A number of Kryptonian criminals were sent to a parallel dimension called the **PHANTOM ZONE** as punishment for their crimes. Some have escaped and caused **SUPERMAN** much grief.

PHANTOM ZONE SURVIVOR

PL: 12; Init +9 (+3 DEX, +6 Super-DEX); Defense 23/14 (+4 Base, +3 DEX, +6 Super-DEX); Attack +9 Melee (+5 Base, +4 STR), +8 Ranged (+3 DEX); SV DMG +10 (+6 Super-CON), Fort +10 (+6 Super-CON), Ref +9 (+6 Super-DEX), Will +1; STR 18, DEX 16, CON 18, INT 12, WIS 12, CHA 12

SKILLS: Spot +10

FEATS: Durability, Penetration Vision (not vs. lead), Ultra-Hearing

POWERS: (Flaw: All Powers and Super-Feats are lost under the light of a red sun; either natural or artificially generated) Energy Blast +10 [Source: Alien; Cost: 1pp], Flight +10 [Source: Alien; Power Stunt: Super-Flight; Cost: 1pp], Microscopic Vision +8 [Source: Alien; Cost: 1pp], Super-Constitution +6 [Extra: Super-Dexterity; Source: Alien; Cost: 6pp], Super-Strength +12 [Extra: Super-Breath, Protection; Source: Alien; Cost: 5pp], Telescopic Vision +8 [Source: Alien; Cost: 1pp]

WEAKNESS: Susceptible (Kryptonite), Vulnerable (Magic)

SPECIAL: To create a "quick and dirty" unique Kryptonian, up the PL to 13 and add 15 points to skills and feats, or to powers where applicable.

**NEW GENESIS**

Long ago the old gods met their end during a war that resulted in the destruction of their world. From this event was created two planets: **Apokolips** and **NEW GENESIS**. **NEW GENESIS** developed into a beautiful and peaceful world ruled by the wise **HIGHFATHER**. When **DARKSIED** attempted to invade the planet, his forces left behind a form of "Micro-Life" that would develop into the **BUGS**.

BUGS

PL: 10; Init +3 (+3 DEX); Defense 18/14 (+4 Base, +3 DEX, +1 Dodge); Attack +7 Melee (+4 Base, +3 STR), +7 Ranged (+3 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +5 (+2 Light. Refl.), Will +1; STR 16, DEX 16, CON 18, INT 12, WIS 12, CHA 12

SKILLS: Acrobatics +6, Climb +11, Hide



+6, Jump +11, Listen +4, Move Silently +6, Search +4, Spot +4, Survival +6

FEATS: Dodge, Durability, Expertise, Immunity (Aging, Disease), Lightning Reflexes, Power Attack, Takedown Attack

POWERS: **Super-Constitution +10** [Source: Alien; Cost: 4pp], **Super-Strength +5** [Source: Alien; Cost: 4pp]

DESIGN NOTES:

- The **BUGS** are 1pp over PL10.

IMAGE SOURCE:

<http://jl.toonzone.net/newgenesis/newgenesis.htm>

HIGHFATHER'S ELITE

PL: 10; Init +3 (+3 DEX); Defense 17/13 (+4 Base, +3 DEX); Attack +7 Melee (+4 Base, +3 STR), +7 Ranged (+3 DEX); SV DMG +14 (+10 Super-CON), Fort +14 (+10 Super-CON), Ref +3, Will +5 (+2 Iron Will); STR 16, DEX 16, CON 18, INT 12, WIS 16, CHA 14



SKILLS: Acrobatics +8, Computers +10, Diplomacy +10, Spot +5

FEATS: Attractive, Durability, Expertise, Immunity (Aging, Disease), Iron Will, Stunning Attack

POWERS: **Super-Constitution +10** [Source: Alien; Cost: 4pp], **Super-Strength +5** [Source: Alien; Cost: 4pp]

IMAGE SOURCE:

<http://jl.toonzone.net/newgenesis/newgenesis.htm>

THEMYSCIRA

THEMYSCIRA is the mythical island home of the **AMAZONS**; in the DC Universe, it actually exists. It is ruled by **HIP-POLYTA** and is very isolationist.

AMAZON WARRIORS

PL: 10; Init +12 (+3 DEX, +4 Improved Init, +5 Super-DEX); Defense 21/12 (+2 Base, +3 DEX, +1 Dodge, +5 Super-DEX); Attack +8 Melee (+5 Base, +3 STR), +9 Ranged (+3 DEX, +1 Point Blank Shot); SV DMG +8 (+5 Super-CON), Fort +8 (+5 Super-CON), Ref +8 (+5 Super-DEX), Will +4 (+2 Iron Will); STR 16, DEX 16, CON 16, INT 12, WIS 14, CHA 12

SKILLS: Acrobatics +10, Balance +10, Handle Animal +11, Ride +10, Search +8, Spot +5, Swim +10

FEATS: Accurate Attack, Attractive, Dodge, Durability, Expertise, Immunity (Aging), Improved Initiative, Iron Will, Point-Blank Shot

POWERS: **Super-Constitution +5** [Extras: **Super-Dexterity**; Source: Mystical; Cost: 7pp], **Super-Strength +5** [Flaw: Restricted: If bound by a man, she loses her Super-Strength while bound; Source: Mystical; Cost: 3pp]

EQUIPMENT: (all Devices, all



Source: Super-Science) Plate Armor [Armor +5; Cost: 1pp], Bow [Weapon +4S/L (Ranged); *Power Stunt*: Dual Damage, Cost: 1pp], Sword [Weapon +4L (Melee); Cost: 1pp]

DESIGN NOTES:

- The **AMAZON** Mook is 6pp over PL10.

IMAGE SOURCE:

www.jlanimated.com/thumbs.php?max=100&name=episodes/paradiselostpart2/Image605.jpg





SECTION FIVE:

THE SUPPORTING CAST...

BULLOCK, HARVEY

PL: 5; Init +1 (+1 DEX); Defense 13/12 (+2 Base, +1 DEX); Attack +3 Melee (+2 Base, +1 STR), +4 Ranged (+1 DEX, +1 Attack Focus: Firearms); SV DMG +1, Fort +1, Ref +1, Will +0; STR 12, DEX 12, CON 12, INT 11, Wis 10, CHA 12

SKILLS: Bluff +3, Diplomacy +3, Drive +6, Forgery +3, Gather Information +6, Intimidate +8, Listen +5, Profession (Police Officer) +7, Search +5, Sense Motive +5, Spot +5

FEATS: Attack Focus (Firearms)

EQUIPMENT: Pistol, Light [Weapon +3L (Ranged); *Flaw:* Device; *Source:* Super-Science; *Cost:* 1pp]

Bullock is a long time detective on the GOTHAM Police Force. Fat, unshaven, poorly dressed, and always chewing on an old toothpick, Bullock is hardly the poster boy for a good cop. He's always thought to be on the take because of his questionable methods, yet Bullock is one of GOTHAM's finest. He enforces the law his own way, often being pulled off cases or suspended for his actions. Bullock has his own methods and style, but he stands by and believes in the law. Often accusing **BATMAN** of working on the wrong side of the law, Bullock has been against the idea of **BATMAN** since he first appeared in GOTHAM. Strangely enough, there have been occasions when Bullock and **BATMAN** have worked together, and even times when Bullock has called upon **BATMAN** personally for assistance. Bullock is certainly one of the most interesting characters in GOTHAM CITY.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/batman/index.html>



show up nearly every time to save the day.

IMAGE AND INFO SOURCE:

<http://jl.toonzone.net/snapper/snapper.htm>

CHEN, ANGELA

PL: 3; Init +0 (+0 DEX); Defense 11/10 (+1 Base, +0 DEX); Attack -1 Melee (+0 Base, -1 STR), +0 Ranged (+0 DEX); SV DMG +0, Fort +0, Ref +0, Will +1; STR 8, DEX 10, CON 11, INT 11, Wis 13, CHA 13

SKILLS: Bluff +5, Diplomacy +6, Gather Information +6, Listen +6, Perform +5, Profession (Reporter) +6, Sense Motive +5

FEATS: Attractive, Connected, Fame

Glamorous Angela Chen is star gossip columnist for the *DAILY PLANET*. If something exciting, shocking or scandalous is happening among METROPOLIS elite, you can be sure Angela will have all the dirt in the morning edition. In addition to her duties at the Planet, Angela also serves as on-camera hostess of *METROPOLIS TODAY*, a somewhat sensationalistic infotainment TV show produced by *PLANET NEWS BROADCASTING*. Angela is Chinese-American, stunningly beautiful (in a Hollywood kind of way) and will certainly use her looks and charm when pursuing a story. This doesn't exactly endear Angela to **LOIS LANE**, who always relies on sweat to get a tough job done. (Needless to say, the two have a healthy rivalry going.) Of all Perry's reporters, Angela is the one he has to watch the most, for Angela is much more likely to "stretch" the truth in order to come up with a sensational story. Whether it is true or not is beside the point, at least in Angela's mind.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



CARR, SNAPPER

PL: 3; Init +0 (+0 DEX); Defense 10/10 (+0 Base, +0 DEX); Attack +0 Melee (+0 Base, +0 STR), +0 Ranged (+0 DEX); SV DMG +1, Fort +1, Ref +0, Will +0; STR 10, DEX 11, CON 12, INT 12, Wis 11, CHA 14

SKILLS: Bluff +6, Diplomacy +6, Gather Information +6, Listen +5, Perform +6, Profession (Reporter) +6, Sense Motive +4

FEATS: Connected, Fame

Lucas "Snapper" Carr is an intrepid news reporter. He is never hesitant to get right in the thick of the nasty situations, probably because he knows the Justice League will



GORDON, JAMES

PL: 4; Init +0 (+0 DEX); Defense 11/11 (+1 Base, +0 DEX); Attack +1 Melee (+2 Base, -1 STR), +3 Ranged (+0 DEX, +1 Attack Focus: Firearms); SV DMG +0, Fort +0, Ref +0, Will +2; STR 9, DEX 11, CON 10, INT 14, Wis 15, CHA 15

Skills: Bluff +4, Diplomacy +6, Forgery +3, Gather Information +7, Intimidate +6, Listen +3, Open Lock +3, Profession (Police Officer/Commissioner), Search +4, Sense Motive +4, Spot +4

Feats: Attack Focus (Firearms), Connected, Leadership, Talented (Diplomacy)



and Profession: Police Officer / Commissioner)

BATMAN confides in and trusts James Gordon. The GOTHAM PD is crawling with crooked men with badges. He is an honored police officer and father of Barbara Gordon. Gordon, by remaining an honest cop among mass police corruption, rose through the ranks to Lieutenant and ultimately to Commissioner. **BATMAN** and James Gordon share a special friendship, even though Gordon does not know who the man is under the mask. Their secret meeting places to discuss strategies and criminals, have become a mainstay in their relationship. Although today the **BATMAN** is embraced by GOTHAM CITY, Gordon is still chastised for relying on the Dark Knight too much over those who have the legal authority in GOTHAM. Jim Gordon wouldn't have it any other way.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/batman/index.html>

GRAVES, MERCY

PL: 6; Init +3 (+3 DEX); Defense 16/12 (+2 Base, +3 DEX, +1 Dodge); Attack +4 Melee (+3 Base, +1 STR), +6 Ranged (+3 DEX); SV DMG +4 (+2 Toughness), Fort +2, Ref +3, Will +1; STR 12, DEX 16, CON 14, INT 14, Wis 12, CHA 14

SKILLS: Acrobatics +6, Bluff +5, Diplomacy +4, Disable Device +5, Drive +6, Gather Information +5, Intimidate +5, Move Silently +6, Open Lock +6, Profession (Bodyguard, Businesswoman) +6, Repair +5, Search +5, Taunt +5

FEATS: Accurate Attack, Attack Finesse, Attractive, Dodge, Expertise

EQUIPMENT: Pistol, Light [Weapon +3L (Ranged); *Flaw:* Device; *Source:* Super-Science; *Cost:* 1pp]

A tough young woman with a checkered past, **MERCY GRAVES** serves as **LEX LUTHOR'S** personal body guard and chauffeur. Originally the leader of a gang of girl thieves, Mercy once daringly swiped **LUTHOR'S** briefcase from under the billionaire's nose. Naturally she didn't get far before **LUTHOR'S** men hunted her down, but rather than take revenge, **LUTHOR** offered Mercy a job. He was impressed with her mixture of ruthlessness and street savvy so he took her in, cleaned her up, and made her his right-hand girl.

Though she usually relies on her cool and sardonic wit as her first form of defense, Mercy can be very physical and is an absolute demon in a fight. She uses a rough, street-form of kickboxing as her preferred form of attack, and can take anyone this side of Superman in one-on-one combat. She's also an expert with most forms of handheld weapons and has no problem with using them when she has to.

Mercy is loyal and respectful to **LUTHOR**, but never servile. She's not particularly attracted to him and neither is he to her. They recognize each other as similar animals who complement each other and work together as a highly effective team. Also, Mercy is the only one in **LUTHOR'S** entire company who can get away with calling him "Lex".

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



HAMILTON, EMIL

PL: 3; Init +0 (+0 DEX); Defense 10/10 (+0 Base, +0 DEX); Attack +0 Melee (+0 Base, +0 STR), +0 Ranged (+0 DEX); SV DMG +0, Fort +0, Ref +0, Will +2; STR 10, DEX 11, CON 10, INT 16, Wis 14, CHA 10

SKILLS: Computer +8, Craft (Electronics) +8, Disable Device +4, Medicine +3, Profession (Scientist) +8, Repair +8, Science (Biology) +4, Science (Physics) +8, Search +5, Spot +4

FEATS: Talented (Computer and Craft: Electronics)

The brilliant Professor Hamilton is general director of *S.T.A.R. LABS*. A Nobel prize winner many times over, Hamilton has developed much of the ultra-technology that makes METROPOLIS a true city of the future. He's a close friend of **SUPERMAN'S** and has created the special supersuits the Man Of Steel uses on missions in outer space or under the sea. Hamilton has virtually no life outside of his lab. He lives and breathes science and his dialogue is peppered with techno-jargon. In fact, when explaining how a new invention works, Hamilton will use so many obscure technical terms that people often wind up asking him for an English translation. Truth be told, Hamilton's much more comfortable around computers and machines than he is around people.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



JOR-EL

PL: 5; Init +0 (+0 DEX); Defense 10/10 (+0 Base, +0 DEX); Attack +1 Melee (+0 Base, +1 STR), +0 Ranged (+0 DEX); SV DMG +1, Fort +1, Ref +0, Will +7 (+3 Super-Wis); STR 12, DEX 11, CON 12, INT 18, Wis 18, CHA 12

SKILLS: Computer +8, Concentration +8, Craft (Electronics) +8, Diplomacy +6, Disable Device +8, Gather Information +8, Knowledge (Earth, Star Systems) +8, Profession (Scientist) +8, Repair +8, Scientist (Astrophysics, Geology), Search +8, Spot +8

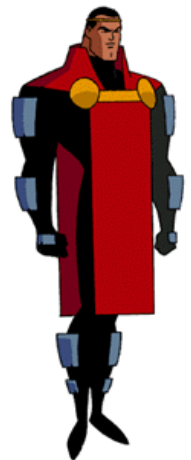
FEATS: Connected, Talented (Computers and Science: Astrophysics)

POWERS: Super-Intelligence +3 [*Extra:* Super-Wisdom; *Source:* Training; *Cost:* 4pp]

DESIGN NOTES:

- If **JOR-EL** is somehow exposed to the rays of a yellow sun, he would immediately gain the Super-Feats, Powers and Weakness of the **KRYPTONIAN MOOK** (thus raising his PL to 12).

JOR-EL and **LARA** are Kal-El's biological parents from the planet KRYPTON. **JOR-EL** was a highly recognized scientist on KRYPTON who had predicted the end of the planet. When he approached the High Council of KRYPTON to warn them, they turned to the all knowing computer, **BRAINIAC** for his





opinion of **JOR-EL'S** research. **BRAINIAC** concluded that **JOR-EL** was wrong and there was no danger. However, **JOR-EL** knew the computer was lying. He made preparations for his only child, his infant son Kal-El, to escape KRYPTON'S doom by sending him to EARTH. **JOR-EL** and **LARA** fitted the rocket with a special device which when touched by Kal-El, triggers holographic messages and memories of his parents and of his home world.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>

KENT, JONATHAN

PL: 2; Init +0 (+0 DEX); Defense 10/10 (+0 Base, +0 DEX); Attack +0 Melee (+0 Base, +0 STR), +0 Ranged (+0 DEX); SV DMG +2, Fort +2, Ref +0, Will +3; STR 10, DEX 10, CON 14, INT 12, Wis 16, CHA 14

SKILLS: Diplomacy +4, Drive +1, Handle Animal +3, Profession (Farmer) +6, Repair +4, Ride +1, Sense Motive +4

FEATS: Assessment

Jonathon and Martha Kent are **SUPERMAN'S** loving and supportive adopted parents. The childless couple found the infant Kal-El when his space ship crash-landed on their farm many years ago. Believing the baby to be part of some cruel Russian space experiment, they named the boy Clark and raised him as if he were their natural son. As Clark grew, both he and his parents became aware of the boy's incredible powers. The Kents instilled in Clark the determination to always use his powers for the betterment of mankind, thus starting the career and legend of **SUPERMAN**. Jonathan and Martha still have close ties to their son. While they may not see a lot of Clark, they will be there whenever he needs their support and guidance.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



KENT, MARTHA

PL: 1; Init -1 (-1 DEX); Defense 9/9 (+0 Base, -1 DEX); Attack -1 Melee (+0 Base, -1 STR), -1 Ranged (-1 DEX); SV DMG +0, Fort +0, Ref -1, Will +3; STR 8, DEX 9, CON 10, INT 12, Wis 16, CHA 14

SKILLS: Diplomacy +3, Drive +1, Handle Animal +3, Profession (Farmer) +4, Sense Motive +4, Spot +4

Jonathon and Martha Kent are **SUPERMAN'S** loving and supportive adopted parents. The childless couple found the infant Kal-El when his space ship crash-landed on their farm many years ago. Believing the baby to be part of some cruel Russian space experiment, they named the boy Clark and raised him as if he were their natural son. As Clark grew, both he and his parents became aware of the boy's incredible powers. The Kents instilled in Clark the determination to always use his powers for the betterment of mankind, thus starting the career and legend of **SUPERMAN**. Jonathan and Martha still have close ties



to their son.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>

LANE, LOIS

PL: 4; Init +1 (+1 DEX); Defense 12/10 (+0 Base, +1 DEX, +1 Dodge); Attack -1 Melee (+0 Base, -1 STR), +1 Ranged (+1 DEX); SV DMG +1, Fort +1, Ref +1, Will +1; STR 9, DEX 12, CON 12, INT 14, Wis 12, CHA 14

SKILLS: Bluff +5, Computer +4, Diplomacy +5, Drive +3, Gather Information +7, Hide +4, Intimidate +5, Listen +4, Move Silently +4, Profession (Reporter) +7, Search +4, Sense Motive +3, Spot +3, Taunt +4

FEATS: Attractive, Connected, Dodge

LOIS LANE is the *DAILY PLANET'S* star reporter. She's a savvy, stubborn, sly newswoman who doesn't suffer fools gladly. She's also a knockout, but you'd do well to resist telling her that. Lois wants to be appreciated solely for her brains and hard work. As a reporter, she's a complete pro, never biasing her stories or slinging mud. Though she takes big (some might even say outrageous) risks while getting a story, they're always calculated. She does not blunder stupidly into dangerous situations; she's well aware of the hazards before she goes in. Owing to his super powers, Clark will often spot danger that no one else can see and caution her to watch herself. She takes his warnings as an attempt to sabotage her and get the story for himself. She has a like/hate relationship with Clark, always referring to him as "Kent", unless she wants something out of him, and only then does she call him "Clark". Deep inside she does have a bit of affection for him, but their rivalry has her keeping him at arm's length. And, even if they weren't rivals, she'd still find him a stiff, by-the-book kinda guy. Lois has sources all over METROPOLIS, from high society industrialists to the lovable HOBBS' BAY fisherman Bibbo.



Opinionated and quick with a quip among the mostly male members of the *PLANET* reporting staff, Lois can talk rings around most men, her boss **PERRY WHITE** included. There's only one man who leaves her at a loss for words: **SUPERMAN**, and she could kick herself for it. A million available men in METROPOLIS and she falls for an alien.

But then, Lois has always had an attraction for danger. She always takes the toughest assignment and would gladly infiltrate an arch-villain's lair if it meant getting a scoop. Her affinity for danger extends into her personal life as well. Lois has always liked edgy, mysterious men who played by their own rules. She even dated **LEX LUTHOR** for a while. But as soon as she learned **LEX** wanted her to write some pro-*LEX CORP* pieces for the *PLANET*, she dropped him faster than **SUPERMAN** would drop a hunk of Kryptonite.

Being a reporter, Lois can't but help but be a little suspicious of **SUPERMAN**. Is he for real? Where did he come from? Is he really as good as he seems? What does he really want here on EARTH? There are a thousand questions she wants to ask him and if she ever got that interview, her Pulitzer prize would be assured. Although Lois will initially take a skeptical, even cynical attitude toward **SUPER-**

MAN, the more she'll see him risking his life to help others, the more she'll be convinced that he is "for real". She can't help but feel attracted to him. She's always believed that no one ever gives anything away for free, but **SUPERMAN'S** selflessness is gradually changing her mind.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>

LANG, LANA

PL: 2; Init +0 (+0 DEX); Defense 10/10 (+0 Base, +0 DEX); Attack -1 Melee (+0 Base, -1 STR), +0 Ranged (+0 DEX); SV DMG +0, Fort +0, Ref +0, Will +2; STR 8, DEX 11, CON 10, INT 12, WIS 14, CHA 14

SKILLS: Computer +3, Craft (Fashion) +7, Diplomacy +5, Profession (Fashion Designer) +6, Sense Motive +4, Spot +4

FEATS: Attractive

A free-spirited young woman from SMALLVILLE, **LANA LANG** was young Clark Kent's first love. They were boyfriend and girlfriend through high school, but when Clark's superpowers emerged, he embarked on a self-imposed world pilgrimage to learn more about the human race. He left behind a very hurt Lana who already knew that her Clark was vastly different from all the other boys on the planet. In fact, when the first reports of **SUPERMAN** started coming in, Lana knew immediately that Clark and the Man of Steel were one in the same. These days, Lana is a world-renowned fashion designer who leads a jet-setting lifestyle. She has an apartment in METROPOLIS, but also maintains homes in GOTHAM, LONDON and ROME. She seems to be the woman who has it all, but deep down she still misses Clark and the special times they shared before he became **SUPERMAN**. And yet Lana knows the world needs **SUPERMAN**, and has promised to keep his secret. Her playful and flashy exterior masks her unrequited love for Clark.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



LARA

PL: 1; Init +0 (+0 DEX); Defense 10/10 (+0 Base, +0 DEX); Attack -1 Melee (+0 Base, -1 STR), +0 Ranged (+0 DEX); SV DMG +0, Fort +0, Ref +0, Will +2; STR 8, DEX 10, CON 11, INT 12, WIS 14, CHA 14

SKILLS: Computer +3, Diplomacy +4

FEATS: Attractive

JOR-EL and **LARA** are Kal-El's biological parents from the planet KRYPTON. **JOR-EL** was a highly recognized scientist on KRYPTON who had predicted the end of the planet. When he approached the High Council of KRYPTON to warn them, they turned to the all knowing computer, **BRAINIAC**, for his opinion of **JOR-EL'S** research. **BRAINIAC** concluded that **JOR-EL** was wrong and there was no danger. However, **JOR-EL** knew the computer was lying. He made preparation's for his only child, his infant son Kal-El, to escape KRYPTON'S doom by sending him to EARTH.



JOR-EL and **LARA** fitted the rocket with a special device which when touched by Kal-El, triggers holographic messages and memories of his parents and of his home world.

DESIGN NOTES:

- If Lara is somehow exposed to the rays of a yellow sun, she would immediately gain the Super-Feats, Powers and Weakness of the Kryptonian Mook (thus raising her PL to 9).

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>

MANNHEIM, BRUNO

PL: 4; Init +1 (+1 DEX); Defense 12/11 (+1 Base, +1 DEX); Attack +3 Melee (+1 Base, +2 STR), +3 Ranged (+1 DEX, +1 Attack Focus: Firearms); SV DMG +1, Fort +1, Ref +1, Will +0; STR 14, DEX 13, CON 12, INT 10, WIS 10, CHA 13

SKILLS: Bluff +6, Demolitions +3, Diplomacy +5, Drive +4, Forgery +4, Gather Information +5, Hide +5, Intimidate +6, Open Lock +4, Profession (Crime lord) +6, Taunt +4

FEATS: Attack Focus (Firearms), Connected, Infamy

Bruno Mannheim is the leader of "INTERGANG," A vast criminal organization whose members infiltrate every level of METROPOLIS. Anyone from a key member of the mayor's staff to a copy boy in the *DAILY PLANET* bullpen might be a spy for *INTERGANG*. *INTERGANG* agents are secretive, fanatically loyal and known only to themselves. *INTERGANG* pulls sophisticated robberies using highly advanced weaponry. Their diabolical plots make life a recurring nightmare for **SUPERMAN** and all of METROPOLIS.

Originally made up of scattered elements from various METROPOLIS street gangs, *INTERGANG* was forged into a corporation by *GALAXY COMMUNICATIONS* CEO Morgan Edge. Working with one-time racketeer **BRUNO "UGLY" MANNHEIM**, they pulled the gangs together and outfitted the best soldiers with high-tech weaponry the likes of which had not been seen on this planet. That's because the actual head of *INTERGANG* isn't from EARTH at all. He's the ruler of the distant planet APOKOLIPS, a hellish world devoted to its master's vision of war, slavery and conquest. This fiend's name is **DARKSEID**.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



MONTROYA, RENEE

PL: 5; Init +1 (+1 DEX); Defense 13/12 (+2 Base, +1 DEX); Attack +2 Melee (+2 Base, +0 STR), +4 Ranged (+1 DEX, +1 Attack Focus: Firearms); SV DMG +0, Fort +0, Ref +1, Will +0; STR 10, DEX 13, CON 11, INT 12, WIS 11, CHA 12

SKILLS: Bluff +4, Diplomacy +5, Drive +4, Forgery +3, Gather Information +7, Intimidate +5, Listen +5, Profession (Police Officer) +7, Search +6, Sense Motive +6, Spot +6



FEATS: Attack Focus (Firearms)

EQUIPMENT: Pistol, Light [Weapon +3L (Ranged); *Flaw:* Device; *Source:* Super-Science; *Cost:* 1pp]

One of the most respected officers on the police force, Montoya remains one of **BATMAN'S** links to the GOTHAM CITY Police Department. Much to her dismay, she is partnered with Bullock often. Fearless and tough minded, Montoya doesn't back down from anyone, whether it be a lowly street thug or a Super Criminal like **HARLEY QUINN** and **POISON IVY**. Montoya has been given a promotion by Commissioner Gordon since we last saw her, from officer on the beat, to a fast-fledged detective.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/batman/index.html>



OLSEN, JIMMY

PL: 2; Init +1 (+1 DEX); Defense 12/10 (+0 Base, +1 DEX, +1 Dodge); Attack -1 Melee (+0 Base, -1 STR), +1 Ranged (+1 DEX); SV DMG +0, Fort +0, Ref +1, Will -1; STR 8, DEX 12, CON 10, INT 12, WIS 9, CHA 12

SKILLS: Computer +4, Gather Information +4, Hide +4, Move Silently +4, Profession (Photographer) +3, Search +4, Spot +3

FEATS: Dodge, Skill Focus (Profession: Photographer)

A poor kid from SUICIDE SLUMS, **JIMMY OLSEN** quickly learned the rules of the street in order to survive. He grew up fast on his feet, smart with his tongue and if need be, hard with his fists. Working as a photographer for the DAILY PLANET has been Jimmy's dream, and even though he's just freelance now, he's after **PERRY WHITE** to hire him on full-time. Even so, that doesn't stop Jimmy from acting like he's already a core member of the staff. When Perry calls Clark and Lois into his office for a secret briefing, it's not uncommon for Jimmy to tag along, nodding his head intently with everything said until Perry notices Jimmy's there and tosses him out. It's not that Jimmy's a troublemaker; he's simply one of those confident, unflappable kids who has no idea that he frequently oversteps his boundaries. Jimmy's also a techno-geek and an expert with computers, modems, and of course, cameras. Once, when he found himself stalked by gunmen after sneaking onto a terrorist base, Jimmy figured out how to rewire a phone modem to broadcast a distress signal. **SUPERMAN** chewed Jimmy out for getting into trouble, but allowed him to modify his signal device into the wristwatch Jimmy currently wears. **SUPERMAN** will always come if Jimmy needs him, but has also warned Jimmy to use the signal only if it's an emergency.

When he's not hanging at the PLANET, Jimmy lives with his mother Sarah in a modest METROPOLIS apartment. He doesn't spend much time there, preferring to be out following up some news lead like his heroes, Clark Kent and **LOIS LANE**. Nothing stops Jimmy once he puts his mind to it; he's impetuous and sometimes foolhardy when it comes to getting that big photo scoop.



Image and Info Source: <http://www.batman-superman.com/superman/cmp/index.html>

PENNYWORTH, ALFRED

PL: 3; Init -1 (-1 DEX); Defense 10/10 (+1 Base, -1 DEX); Attack +1 Melee (+2 Base, -1 STR), +1 Ranged (-1 DEX); SV DMG +0, Fort +0, Ref -1, Will +3 (+2 Iron Will); STR 9, DEX 9, CON 10, INT 12, WIS 14, CHA 14

SKILLS: Bluff +5, Computer +2, Diplomacy +6, Drive +1, Disable Device +2, Disguise +3, Gather Information +4, Hide +1, Innuendo +4, Listen +3, Medicine +3, Open Locks +1, Profession (Butler) +6, Profession (Spy) +4, Repair +6, Search +2, Sense Motive +3, Taunt +3

FEATS: Iron Will

As always, **ALFRED PENNYWORTH** remains **BATMAN'S** trusted ally and confidant. **BATGIRL**, **ROBIN** and **NIGHTWING** rely on Alfred too, as both the friendly voice of reason and the man who keeps them supplied with costumes, high-tech gear and the occasional sandwich after a long night's work. Alfred also maintains the care and upkeep of both **WAYNE MANOR** and the **BATCAVE**, which includes the newly constructed trophy gallery. Here are displayed intriguing souvenirs from **BATMAN'S** toughest cases: a collection of the **PENGUIN'S** deadly umbrellas, a preserved **JOKER** laughing fish, one of **HARLEY QUINN'S** popguns, a bullet-riddled **SCARFACE** dummy, **BANE'S** mask and Venom tank, **BABY DOLL'S** gun-doll, **MAD HATTER'S** top hat, Maxie Zues's lightning weapon and many other mementoes.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/batman/index.html>



SAWYER, MAGGIE

PL: 5; Init +2 (+2 DEX); Defense 14/12 (+2 Base, +2 DEX); Attack +3 Melee (+2 Base, +1 STR), +5 Ranged (+2 DEX, +1 Attack Focus: Firearms); SV DMG +1, Fort +1, Ref +2, Will +1; STR 12, DEX 14, CON 12, INT 13, WIS 13, CHA 14

Skills: Bluff +5, Diplomacy +7, Drive +5, Forgery +4, Gather Information +6, Intimidate +5, Listen +4, Profession (Police Officer) +5, Search +4, Sense Motive +6, Spot +5

Feats: Attack Focus (Firearms)

Equipment: Pistol, Light [Weapon +3L (Ranged); *Flaw:* Device; *Source:* Super-Science; *Cost:* 1pp]

As head of the S.C.U., Inspector Maggie Sawyer is one of the toughest cops on the Metropolis Police Force. Not content to simply shout orders from the sidelines, Maggie is often in the thick of the action, taking on all comers. Her team stands behind her 100%, and she has earned the friendship and loyalty of Superman many times over.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



TURPIN, DAN

PL: 6; Init +1 (+1 DEX); Defense 13/12 (+2 Base, +1 DEX); Attack +4 Melee (+2 Base, +2 STR), +4 Ranged (+1 DEX, +1 Attack Focus: Firearms); SV DMG +2, Fort +2, Ref +1, Will +1; STR 14, DEX 12, CON 14, INT 12, WIS 12, CHA 16

SKILLS: Bluff +6, Demolitions +5, Diplomacy +4, Disable Device +4, Drive +6, Forgery +4, Gather Information +7, Intimidate +9, Listen +4, Profession (Police Officer) +8, Search +4, Sense Motive +6, Spot +4, Taunt +9

FEATS: Attack Focus (Firearms), Leadership

Turpin is as tough as they come, an old-style cop who believes in giving it to the bad guys as nasty as they dish it out. Turpin is also the S.C.U.'s resident weapons expert, equally at home with the latest electron blaster as he is with his trusty old .44.

Turpin likes and respects **SUPERMAN**, but is not one to rest on his rear while waiting for the guy in blue to save the day. Given a choice, Turpin would rather be in the thick of action, slugging it out himself.

Turpin gave his life defending METROPOLIS from **DARKSEID** and his minions. Turpin is now considered a legend and a hero among the people of METROPOLIS and around the world as well.

IMAGE AND INFO SOURCE:

<http://wf.toonzone.net/WF/superman/bios/heroes/turpin/>



UBU

PL: 6; Init +3 (+3 DEX); Defense 16/12 (+2 Base, +3 DEX, +1 Dodge); Attack +7 Melee (+3 Base, +4 STR), +6 Ranged (+3 DEX); SV DMG +6 (+2 Toughness), Fort +4, Ref +3, Will +2; STR 18, DEX 16, CON 18, INT 12, WIS 14, CHA 12

SKILLS: Acrobatics +5, Gather Information +4, Intimidate +6, Language (Arabic, English), Move Silently +6, Open Lock +5, Pilot +5, Profession (Bodyguard) +8, Search +5, Spot +5, Survival +5

FEATS: All-Out Attack, Dodge, Power Attack, Surprise Strike, Takedown Attack, Toughness

The ever vigilante and loyal bodyguard of **RA'S AL GHUL**, **UBU** never allows anyone to get too close or precede the glorious steps of his master. **UBU** has had to curb his anger toward **BATMAN** and be patient with his masters respect and admiration for The Dark Knight. Still, he harbors much jealousy towards **BATMAN**.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/batman/index.html>



PL: 3; Init -1 (-1 DEX); Defense 9/9 (+0 Base, -1 DEX); Attack +0 Melee (+0 Base, +0 STR), -1 Ranged (-1 DEX); SV DMG +0, Fort +0, Ref -1, Will +4 (+2 Iron Will); STR 10, DEX 9, CON 10, INT 12, WIS 14, CHA 15

SKILLS: Bluff +5, Diplomacy +4, Gather Information +6, Intimidate +6, Listen +5, Profession (Newspaper Editor, Reporter) +6, Sense Motive: +6, Taunt +5

FEATS: Connected, Iron Will

Though he now sits behind the *DAILY PLANET*'s editor's desk, **PERRY WHITE** was one of the *PLANET*'s all-time great reporters. Now, as managing editor, Perry is the heart and soul of the publication, which serves as the city's eyes, ears, voice and conscience. Like a number of media moguls, Perry is opinionated, explosive, and a bit nuts. His outbursts of temper are legendary, but they get the needed results. Perry's a no-nonsense, hard-hitting individual who not only scoops the competition, but does it in a way that earns the respect of everyone - except the criminal element.

Perry has made a career out of bringing down the biggest crooks in METROPOLIS, but he's no muckraker. He insists on having the hard, cold facts before he prints a story, a trait he demands of all his reporters. In his heart, Perry knows **LEX LUTHOR** is the mastermind responsible for thousands of crimes around town, but so far the *PLANET*'s been unable to come up with hard evidence. **LEX** has always kept his fingers clean of any overt wrongdoing and keeps his puppet tabloid (and the *PLANET*'s chief competition) the *METROPOLIS SUN* at the ready to play up **LEX'S** benevolent public image.

Despite his tough exterior, Perry is more a paternal figure to his staff than a boss. He has a special fondness for Clark and Lois and feels they'd be as good a team personally as they are professionally. He also likes **JIMMY OLSEN** more than he'll ever admit, even though he does get tired of the little punk calling him "Chief" all the time.

The landmark *DAILY PLANET* building also houses PLANET NEWS BROADCASTING, a round the clock news channel. The *PLANET* TV station and the *PLANET* newspaper frequently trade information and on-air talent.

IMAGE AND INFO SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



WHITE, PERRY



SECTION SIX:

EQUIPMENT & VEHICLES...

...BATMAN...

BATBOAT

EQUIPMENT TYPE: Vehicle

TYPE: Water; **SIZE:** Medium; **MOVE:** 7; **HARDNESS:** 12; **ARMOR BONUS:** 3

FEATURES: Boost +2 (Move) [Cost: 1pp], Gadget +5 [Cost: 1pp]; **Power Stunts:** Radio Broadcasting, Radio Hearing

COST: 31pp

IMAGE SOURCE: <http://www.batman-superman.com /batman/index.html>



BATCAVE

EQUIPMENT TYPE: Headquarters

POWER LEVEL: 13

FEATURES: Communications, Computer, Concealment, Dock, Garage, Hangar, Infirmary, Laboratory, Library, Power System, Reinforced Structure, Staff, Workshop

COST: -

IMAGE SOURCE:

<http://dcanimated.toonzone.net/Backgrounds/Batman %20Beyond/ROTJ/B014.jpg>



BATCYCLE

EQUIPMENT TYPE: Vehicle

TYPE: Ground; **SIZE:** Medium; **MOVE:** 7;



HARDNESS: 9; **ARMOR BONUS:** 0

FEATURES: Boost +2 (Move) [Cost: 1pp], Gadget +5 [Cost: 1pp]; **Power Stunt:** Radio Broadcast, Radio Hearing

COST: 31pp

IMAGE SOURCE: <http://www.batman-superman.com /batman/index.html>

BATMOBILE

EQUIPMENT TYPE: Vehicle

TYPE: Ground; **SIZE:** Large; **MOVE:** 8; **HARDNESS:** 13; **ARMOR BONUS:** 7

FEATURES: Boost +2 (Move) [Cost: 1pp], Gadget +5 [Cost: 1pp], Obscure +5 (Sight) [Cost: 1pp], Slick +5 [Cost: 1pp]; **Power Stunts:** Radio Broadcasting, Radio Hearing

COST: 47pp

IMAGE SOURCE: <http://www.batman-superman.com /batman/index.html>



BATPLANE

EQUIPMENT TYPE: Vehicle

TYPE: Air; **SIZE:** Large; **MOVE:** 13; **HARDNESS:** 12; **ARMOR BONUS:** 10

FEATURES: Weapon +8 (Ranged) [Cost: 1pp]; **Power Stunt:** All-Around Sight (Radar), Radio Broadcast, Radio Hearing

COST: 32pp

IMAGE SOURCE: <http://www.batman-superman.com /batman/index.html>



FIRE-FIGHTING SUIT

EQUIPMENT TYPE: Personal

POWERS: Battlesuit [Armor +4; Extra: Sensory Protection (Sight), **Power Stunts:** Immunity (Cold, Heat, Low-Level Radiation, Suffocation); **Source:** Super-Science; **Cost:** 3pp] and Extinguisher Gun [Absorption +6; Extra: Range: Normal; Flaw:





Can't channel absorbed energy, One type-Fire; *Source:* Super-Science; *Cost:* 2pp]

COST: 30pp

IMAGE SOURCE: <http://www.batman-superman.com/batman/index.html>

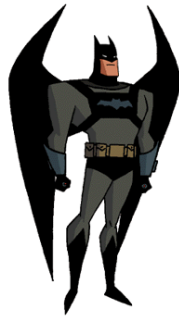
JET-PACK

Equipment Type: Personal

Powers: Flight +10; *Source:* Super-Science; *Cost:* 1pp

COST: 10pp

Image Source: <http://www.batman-superman.com/batman/index.html>



...JUSTICE LEAGUE...

JAVELIN-7

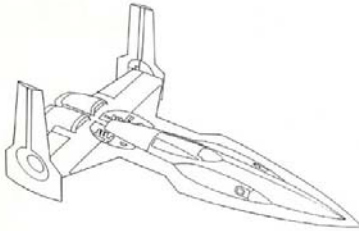
EQUIPMENT TYPE: Vehicle

TYPE: Air/Space/Water;
SIZE: Huge; **MOVE-**
MENT: 11; **HARDNESS:**
12; **ARMOR:** 10

FEATURES: Weapon +8
(Ranged); *Extra:* Space
Flight; *Power Stunts:*
Immunity (Pressure,
Suffocation), All-
Around Sight (Radar),
Radio Broadcast, Radio Hearing

COST: 48pp

IMAGE SOURCE: <http://jl.toonzone.net/javelin-7/002.jpg>



WATCHTOWER

EQUIPMENT TYPE: Headquarters / Vehicle

POWER LEVEL: 18

TYPE: Space; **SIZE:** Awesome; **MOVE-**
MENT: 5; **HARDNESS:** 15; **ARMOR:** 15

FEATURES: Communications; Computer;
Fire Prevention System; Hangar; Immu-
nity (Pressure, Suffocation); Infirmary;
Isolated Location; Laboratory; Library;
Living Space; Power System; Radar
(All-Around Sight); Security System;
Visual System (Telescopic Sense: Sight
+18); Workshop; 2 Additional Systems
at GM's discretion.

COST: -

IMAGE SOURCE:
<http://wf.toonzone.net/WF/justiceleague/episodes/SecretOrigs/Screens/Pan14.jpg>



...MISCELLANEOUS...

INVADER WAR WALKER

EQUIPMENT TYPE: Vehi-
cle

TYPE: Ground; **SIZE:**
Gargantuan; **MOVE:** 5;
HARDNESS: 20; **ARMOR**
BONUS: 15

FEATURES: Weapon +13
(Ranged) [*Cost:* 1pp],
Strike +8 [*Cost:* 1pp]

COST: 61pp

IMAGE SOURCE: <http://jl.toonzone.net/imperium/004.jpg>



WAR WHEEL

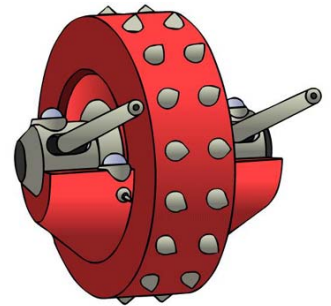
EQUIPMENT TYPE: Vehicle

TYPE: Ground; **SIZE:** Colos-
sal; **MOVE:** 7; **HARDNESS:** 17;
ARMOR BONUS: 15

FEATURES: Weapon +10
(Ranged) [*Cost:* 1pp], Strike
+12 [*Cost:* 1pp], : *Power*
Stunts: Radio Broadcasting,
Radio Hearing

COST: 63pp

IMAGE SOURCE: <http://jl.toonzone.net/episode12/001.jpg>



...NEW GODS...

BOOM TUBE

EQUIPMENT TYPE: Personal

POWERS: Teleportation +30
(*Extras:* Portal; *Power Stunt:*
Space Flight; *Source:* Super-
Science; *Cost:* 3pp)

COST: 92

IMAGE SOURCE:

<http://www.jlanimated.com/episodes/twilightpart1/twilight0470.jpg>

A **BOOM TUBE** is a transportation device that creates a portal that teleports anything that enters (from a person to a Gigantic-sized Vehicle) from planet to planet. Its unclear if they are incorporated into a **MOTHERBOX** or not.



MOTHERBOX

EQUIPMENT TYPE: Personal

INT: 20, **WIS:** 20, **CHA:** 15

SKILLS: Computer +20, Knowl-
edge (*) +25, Science (*) +25

POWERS: Datalink +5 (*Source:*
Super-Science; *Cost:* 1pp),
Healing +8 (*Source:* Super-
Science; *Cost:* 2pp), Super-
Intelligence +5 (*Source:* Su-
per-Science; *Cost:* 1pp), Su-
per-Wisdom +10 (*Source:*





Super-Science; *Cost:* 2pp)

(***MOTHERBOXES** contain eons of knowledge about the cosmos and as such can make any Knowledge or Science Skill Roll that the GM deems reasonable.)

COST: 116pp

IMAGE SOURCE:

<http://www.jlanimated.com/episodes/twilightpart2/twilight1142.jpg>

A **MOTHERBOX** is a sentient computer somehow connected to the Source; an energy being of great knowledge that advises the New Gods. It appears to be psionically linked to its' owner and will only work for that person.

...SUPERMAN...

ANTI-RADIATION SUIT

EQUIPMENT TYPE: Personal

POWERS: Armor +2; *Power Stunts:* Immunity (Suffocation, Radiation); *Source:* Super-Science; *Cost:* 1pp]

COST: 4

IMAGE SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>



FORTRESS OF SOLITUDE

EQUIPMENT TYPE: Headquarters

POWER LEVEL: 16

FEATURES: Communications, Computer, Concealment, Holding Cells, Infirmary, Isolated Location, Laboratory, Library, Living Space, Power System, Reinforced Structure, Workshop, 4 Additional Systems at GM's discretion.

COST: -

IMAGE SOURCE:

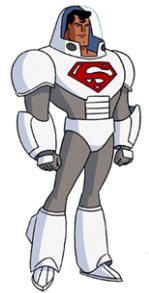
SPACE SUIT

EQUIPMENT TYPE: Personal

POWERS: Armor +2 [Power Stunt: Immunity (Cold, Heat, Radiation, Suffocation); *Source:* Super-Science; *Cost:* 1pp]

COST: 6

IMAGE SOURCE: <http://www.batman-superman.com/superman/cmp/index.html>

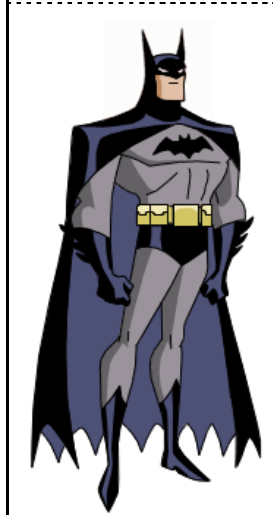
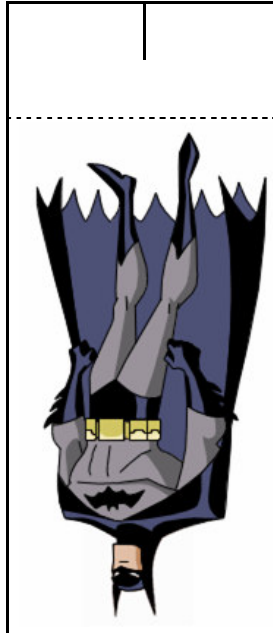




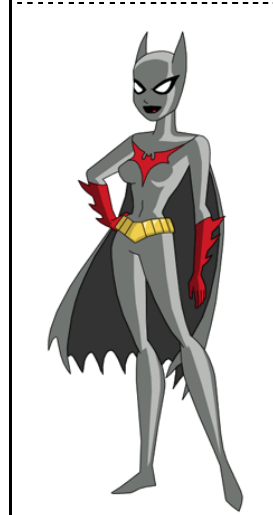
Aquaman



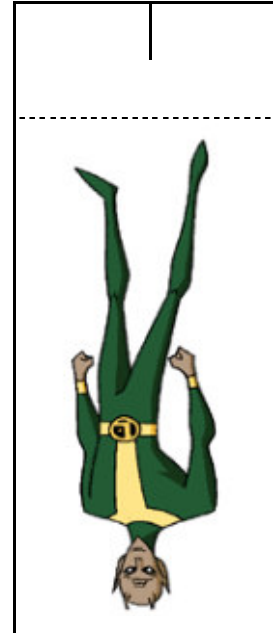
Batgirl



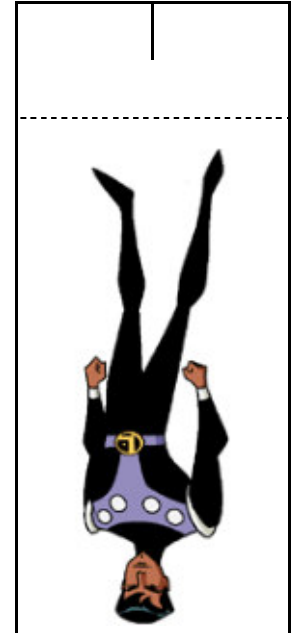
Batman



Batwoman



Chameleon Boy



Cosmic Boy



Creepster



Demon (Etrigan)



Doctor Fate



Flash



Green Lantern



Hawkgirl



Highfather



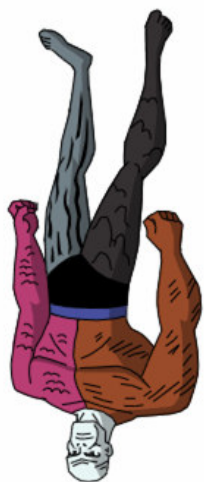
Hippolyta



Lobo



Martian
Manhunter



Metamorpho



Nightwing



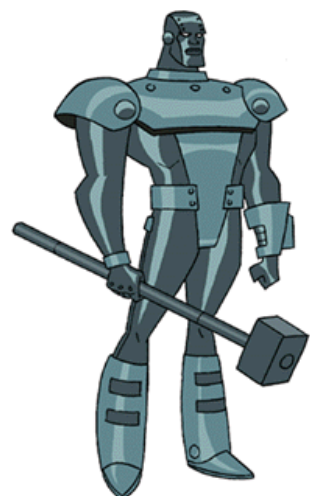
Orion



Robin



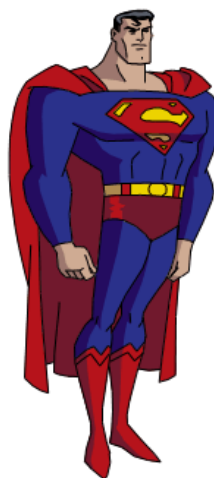
Saturn Girl



Steel



Supergirl



Superman



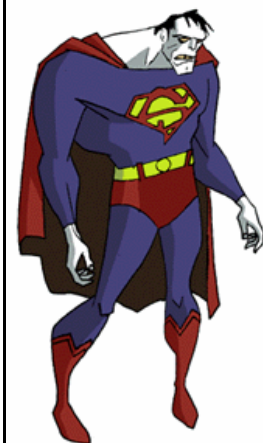
Wonder Woman



Aresia



Bane



Bizarro



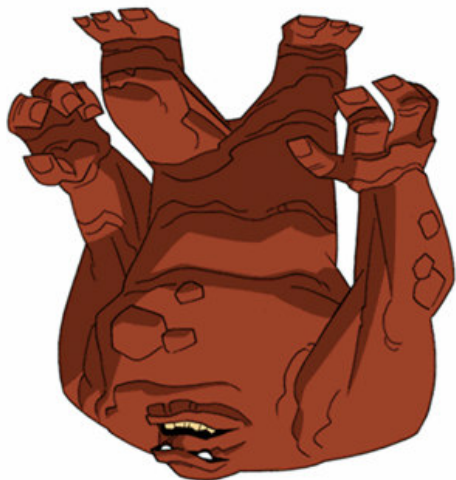
Brainiac



Catwoman



Cheetah



Clayface



Clock King



Cooperhead



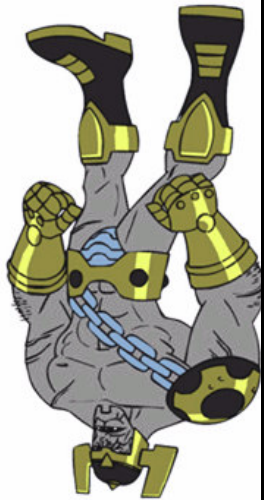
Darkseid



Deadshot



Desaad



Draaga



Felix Faust



Firefly



Granny Goodness



Grodd



Hades



Harley Quinn



Joker



Kalibak



Kanjar Ro



Killer Croc



Klarion



Teekl



Lashina



Lex Luthor



Livewire



Lock-Up



Luminous



Mad Harriet



Mad Hatter



Man-Bat



Maxima



Metallo



Mister Freeze



Mister Mxyzptlk



Mongul



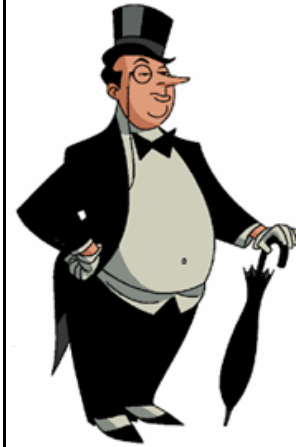
Mordred



Morgaine Le Fey



Parasite



Penguin



Phantasm



Poison Ivy



Ra's Al Ghul



Riddler



Scarecrow



Shade



Sinestro



Solomon Grundy



Star Sapphire



Steppenwolf



Stompa



Talia



Toyman



Tsukuri



Two-Face



Ultra-Humanite



Vandal Savage



Ventriloquist



Volcana



Weather Wizard



Invaders: Imperium



Invaders: Soldier



Invaders: Soldier



Parademon



Parademon